

man pages section 1M: System Administration Commands

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Preface

Both novice users and those familar with the SunOS operating system can use online man pages to obtain information about the system and its features. A man page is intended to answer concisely the question "What does it do?" The man pages in general comprise a reference manual. They are not intended to be a tutorial.

Overview

The following contains a brief description of each man page section and the information it references:

- Section 1 describes, in alphabetical order, commands available with the operating system.
- Section 1M describes, in alphabetical order, commands that are used chiefly for system maintenance and administration purposes.
- Section 2 describes all of the system calls. Most of these calls have one or more error returns. An error condition is indicated by an otherwise impossible returned value.
- Section 3 describes functions found in various libraries, other than those functions that directly invoke UNIX system primitives, which are described in Section 2.
- Section 4 outlines the formats of various files. The C structure declarations for the file formats are given where applicable.
- Section 5 contains miscellaneous documentation such as character-set tables.
- Section 6 contains available games and demos.
- Section 7 describes various special files that refer to specific hardware peripherals and device drivers. STREAMS software drivers, modules and the STREAMS-generic set of system calls are also described.

- Section 9 provides reference information needed to write device drivers in the kernel environment. It describes two device driver interface specifications: the Device Driver Interface (DDI) and the Driver/Kernel Interface (DKI).
- Section 9E describes the DDI/DKI, DDI-only, and DKI-only entry-point routines a developer can include in a device driver.
- Section 9F describes the kernel functions available for use by device drivers.
- Section 9S describes the data structures used by drivers to share information between the driver and the kernel.

Below is a generic format for man pages. The man pages of each manual section generally follow this order, but include only needed headings. For example, if there are no bugs to report, there is no BUGS section. See the intro pages for more information and detail about each section, and man(1) for more information about man pages in general.

NAME

This section gives the names of the commands or functions documented, followed by a brief description of what they do.

SYNOPSIS

This section shows the syntax of commands or functions. When a command or file does not exist in the standard path, its full path name is shown. Options and arguments are alphabetized, with single letter arguments first, and options with arguments next, unless a different argument order is required.

The following special characters are used in this section:

- [] Brackets. The option or argument enclosed in these brackets is optional. If the brackets are omitted, the argument must be specified.
- Ellipses. Several values can be provided for the previous argument, or the previous argument can be specified multiple times, for example, "filename ...".
- Separator. Only one of the arguments separated by this character can be specified at a time.
- { } Braces. The options and/or arguments enclosed within braces are interdependent, such that everything enclosed must be treated as a unit.

PROTOCOL

This section occurs only in subsection 3R to indicate the protocol description file.

DESCRIPTION

This section defines the functionality and behavior of the service. Thus it describes concisely what the command does. It does not discuss OPTIONS or cite EXAMPLES. Interactive commands, subcommands, requests, macros, and functions are described under USAGE.

IOCTL

This section appears on pages in Section 7 only. Only the device class that supplies appropriate parameters to the ioctl(2) system call is called ioctl and generates its own heading. ioctl calls for a specific device are listed alphabetically (on the man page for that specific device). ioctl calls are used for a particular class of devices all of which have an io ending, such as mtio(7I).

OPTIONS

This secton lists the command options with a concise summary of what each option does. The options are listed literally and in the order they appear in the SYNOPSIS section. Possible arguments to options are discussed under the option, and where appropriate, default values are supplied.

OPERANDS

This section lists the command operands and describes how they affect the actions of the command.

OUTPUT

This section describes the output - standard output, standard error, or output files - generated by the

RETURN VALUES

If the man page documents functions that return values, this section lists these values and describes the conditions under which they are returned. If a function can return only constant values, such as 0 or –1, these values are listed in tagged paragraphs. Otherwise, a single paragraph describes the return values of each function. Functions declared void do not return values, so they are not discussed in RETURN VALUES.

ERRORS

On failure, most functions place an error code in the global variable errno indicating why they failed. This section lists alphabetically all error codes a function can generate and describes the conditions that cause each error. When more than one condition can cause the same error, each condition is described in a separate paragraph

under the error code.

USAGE This section lists special rules, features, and

commands that require in-depth explanations. The subsections listed here are used to explain built-in

functionality:

Commands Modifiers Variables Expressions Input Grammar

EXAMPLES This section provides examples of usage or of how

to use a command or function. Wherever possible a complete example including command-line entry and machine response is shown. Whenever an example is given, the prompt is shown as example%, or if the user must be superuser, example#. Examples are followed by explanations, variable substitution rules, or returned values. Most examples illustrate concepts from the SYNOPSIS, DESCRIPTION, OPTIONS, and USAGE sections.

ENVIRONMENT VARIABLES This section lists any environment variables that

the command or function affects, followed by a

brief description of the effect.

EXIT STATUS This section lists the values the command returns to

the calling program or shell and the conditions that cause these values to be returned. Usually, zero is returned for successful completion, and values other than zero for various error conditions.

FILES This section lists all file names referred to by the

man page, files of interest, and files created or required by commands. Each is followed by a

descriptive summary or explanation.

ATTRIBUTES This section lists characteristics of commands,

utilities, and device drivers by defining the attribute type and its corresponding value. See

attributes(5) for more information.

SEE ALSO This section lists references to other man pages,

in-house documentation, and outside publications.

This section lists diagnostic messages with a brief **DIAGNOSTICS**

explanation of the condition causing the error.

WARNINGS This section lists warnings about special conditions

> which could seriously affect your working conditions. This is not a list of diagnostics.

This section lists additional information that does **NOTES**

not belong anywhere else on the page. It takes the form of an aside to the user, covering points of special interest. Critical information is never

covered here.

BUGS This section describes known bugs and, wherever

possible, suggests workarounds.

Introduction

Intro(1M)

NAME

Intro – introduction to maintenance commands and application programs

DESCRIPTION

This section describes, in alphabetical order, commands that are used chiefly for system maintenance and administration purposes.

Because of command restructuring for the Virtual File System architecture, there are several instances of multiple manual pages that begin with the same name. For example, the mount, pages — mount(1M), mount_cachefs(1M), mount_hsfs(1M), mount_fs(1M), mount_tmpfs(1M), and mount_ufs(1M). In each such case the first of the multiple pages describes the syntax and options of the generic command, that is, those options applicable to all FSTypes (file system types). The succeeding pages describe the functionality of the FSType-specific modules of the command. These pages list the command followed by an underscore (_) and the FSType to which they pertain. Note that the administrator should not attempt to call these modules directly. The generic command provides a common interface to all of them. Thus the FSType-specific manual pages should not be viewed as describing distinct commands, but rather as detailing those aspects of a command that are specific to a particular FSType.

COMMAND SYNTAX

Unless otherwise noted, commands described in this section accept options and other arguments according to the following syntax:

name [option(s)] [cmdarg(s)] where:

name The name of an executable file.

option - noargletter(s) or,

- argletter< >optarg

where <> is optional white space.

noargletter A single letter representing an option without an argument.argletter A single letter representing an option requiring an argument.

optarg Argument (character string) satisfying preceding argletter.

cmdarg Pathname (or other command argument) not beginning with – or,

– by itself indicating the standard input.

ATTRIBUTES

See attributes(5) for a discussion of the attributes listed in this section.

SEE ALSO

getopt(1), getopt(3C), attributes(5)

DIAGNOSTICS

Upon termination, each command returns 0 for normal termination and non-zero to indicate troubles such as erroneous parameters, bad or inaccessible data, or other inability to cope with the task at hand. It is called variously "exit code," "exit status," or "return code," and is described only where special conventions are involved.

NOTES

Unfortunately, not all commands adhere to the standard syntax.

Maintenance Commands

ab2admin(1M)

NAME | ab2admin – command-line interface for AnswerBook2 administration

SYNOPSIS

/usr/lib/ab2/bin/ab2admin [-h [command]] [-o command [arguments]]

DESCRIPTION

The ab2admin command is a command-line interface for administering AnswerBook2 collections and documents on a specified AnswerBook2 server. The command can install and uninstall AnswerBook1 and AnswerBook2 collections to a server, scan for locally installed collections and update the server database, and obtain a listing of collections and books.

ab2admin server management functions include: stopping the server, starting the server, restarting the server, turning the server log files on or off, and rotating the log files. The server can be configured to resolve links to books located on other AnswerBook2 servers.

ab2admin can also be used to control server access by adding users to or deleting users from the pool of administrative users. The access control can be enabled or disabled.

ab2admin can connect to any AnswerBook2 server (local or remote). Certain functions (such as stop, start, and restart) apply only to the local AnswerBook2 server. If the AnswerBook2 server is protected by a password, then a user ID and password are required to initiate an administration task.

To run ab2admin interactively, type ab2admin from the command line and then enter commands as prompted. It can also be executed entirely from the command line using the -o option.

OPTIONS

The following options are supported:

-h [command] Displays help and specified help on a

command.

-o *sub-command* [*arguments*] The supported sub-commands are listed

below.

Sub-commands

The following sub-commands to the -o option are supported:

access_off [-m server] [-p server_port_number]

Disables the server access log file.

access_on [-m server] [-p server_port_number]

Enables the server access log file.

add_admin -u *user_id* [-m *server*] [-p *server_port_number*] Adds a user to the authorized list of server administrators.

add_coll -d path [-m server] [-p server_port_number]

Adds AnswerBook1 or AnswerBook2 collections to the specified AnswerBook2 server database.

```
add server -Malternate server -Palternate server port number
         [ -m server ] [ -p server_port_number ]
  Adds an alternate server to the specified server.
auth_off [ -m server ] [ -p server_port_number ]
  Disables server administration verification.
auth_on [ -m server ] [ -p server_port_number ]
  Enables server administration verification.
autostart_no [ -m server ] [ -p server_port_number ]
  Stops AnswerBook2 server from starting automatically when system is (re)booted.
autostart_yes [ -m server ] [ -p server_port_number ]
  Causes AnswerBook2 server to start automatically when system is (re)booted.
browser [ -m server ] [ -p server_port_number ]
  Launches a web browser for accessing AnswerBook2 Administration pages.
change_password -u admin_id [ -m server ] [ -p server_port_number ]
  Changes authorized administrator's password.
del_admin -u user_id [ -m server ] [ -p server_port_number ]
  Deletes a user from the list of authorized server administrators.
del_coll -t collection_title [ -m server ] [ -p server_port_number ]
  Removes AnswerBook1 or AnswerBook2 collections from the specified server's
  database.
del\_server - \texttt{M} \ alternate\_server - \texttt{P} \ alternate\_server\_port\_number
         [-m server][-p server_port_number]
  Deletes alternate server from list of servers known to the specified server.
error_off [ -m server ] [ -p server_port_number ]
  Disables the server error log file.
error_on [ -m server ] [ -p server_port_number ]
  Enables the server error log file.
help [command]
  Lists all information about a particular command or all commands.
list [ -m server ] [ -p server_port_number ]
  Lists AnswerBook1 and AnswerBook2 collections available on the specified server.
  The listing includes the books contained within collections.
list_server [ -m server ] [ -p server_port_number ]
  Lists all alternate servers defined for the specified server.
  Displays a condensed list of command options.
modify_server_name -s new_server_name [ -m server ] [ -p server_port_number ]
  Modifies the server's name.
```

ab2admin(1M)

```
modify_server_port - a new_server_port_number [ -m server ]
         [ -p server_port_number ]
  Modifies the server's port number.
  Restarts local AnswerBook2 server. Requires root access.
rotate_access [ -m server ] [ -p server_port_number ]
  Saves and resets the server access log file.
rotate_error [ -m server ] [ -p server_port_number ]
  Saves and resets the server error log file.
scan [ -m server ] [ -p server_port_number ]
  Scans for locally installed collections (AnswerBook1 or AnswerBook2) and updates
  the collections on the specified server's database.
  Starts local AnswerBook2 server. Requires root access.
start -D
  Starts local AnswerBook2 server in debug mode. Requires root access.
  Stops local AnswerBook2 server. Requires root access.
view_access [ -m server ] [ -p server_port_number ]
  Views the contents of the server access log file.
view_config [ -m server ] [ -p server_port_number ]
  Views the configuration settings of the server.
view_error [ -m server ] [ -p server_port_number ]
  Views the contents of the server error log file.
                    Exit interactive mode.
quit
q
                    Exit interactive mode.
                    Exit interactive mode.
bye
                    Exit interactive mode.
exit
? [command]
                    Get help in interactive mode.
h [command]
                    Get help in interactive mode.
EXAMPLE 1 Listing AnswerBook2 collections available on a server
To list the collections available on a server named foo.com, using port number 8888:
example% ab2admin -o list -m foo.com -p 8888
```

USAGE

EXAMPLES

EXAMPLE 1 Listing AnswerBook2 collections available on a server (Continued)

EXAMPLE 2 Using interactive mode to list collections

To use ab2admin in interactive mode for the same operation as shown above:

```
example% ab2admin
>> list -m foo.com -p 8888
```

EXAMPLE 3 Installing an AnswerBook2 collection

To install an AnswerBook2 collection using the pkgadd utility:

```
example# pkgadd -d package_directory/ SUNWabsdk
```

The collection directory structure will be copied into the system (by default) to /opt/answerbooks/

EXAMPLE 4 Installing an AnswerBook2 collection not updated to server database

To install an AnswerBook2 collection that has been introduced to the system (via pkgadd) but did not get updated to the server database:

```
example# ab2admin -o add coll -d
/opt/answerbooks/english/solaris 2.6/SUNWabsdk
```

(Note: -d path must include the collinfo file (for an AnswerBook2 collection) or the ab cardcatalog file (for an AnswerBook1 collection).

EXAMPLE 5 Inspecting the definition of an AnswerBook1 collection

To inspect how an AnswerBook1 collection is defined:

```
example% cat /opt/SUNWans/ab_cardcatalog
:id=SUNWab 10 4: \
:version=: \
:title=Solaris XGL 3.1 AnswerBook: \
:tocpath=/net/elirium.Eng/export/answerbook/Solaris_2.4/SUNWAxg/toc: \
:pspath=/net/elirium.Eng/export/answerbook/Solaris_2.4/SUNWAxg/ps: \
:indexpath=/net/elirium.Eng/export/answerbook/Solaris_2.4/SUNWAxg/inde
```

EXAMPLE 6 Inspecting the definition of an AnswerBook2 collection

To inspect how an AnswerBook2 collection is defined:

```
example% cat/opt/answerbooks/english/solaris_2.6/SUNabsd/collinfo
dwCollections {
  coll.45.4 dwCollection
dwSetParam coll.45.4 {
 location /opt/answerbooks/english/solaris_2.6/SUNWabsdk
  title "Solaris 2.6 Software Developer AnswerBook Vol 1"
  type EbtCollection
```

ab2admin(1M)

EXAMPLE 6 Inspecting the definition of an AnswerBook2 collection (Continued) } **FILES** /var/log/ab2/catalog/local.socat Catalog file /var/log/ab2/catalog/remote.socat Catalog file /var/log/ab2/catalog/delegate.socat Catalog file /var/log/ab2/catalog/libcat.socat Catalog file /var/log/ab2/logs/access 8888.log Default access log file /var/log/ab2/logs/errors 8888.log Default error log file /usr/lib/ab2/dweb/data/config/ab2_collections.template AnswerBook2 collection database /var/log/ab2/catalog/ab1 cardcatalog AnswerBook1 collection database /usr/lib/ab2/dweb/data/config/admin passwd File containing username:password

ATTRIBUTES

See attributes(5) for a discussion of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWab2u

SEE ALSO

attributes(5)

NAME | ab2cd – run AnswerBook2 server from the Documentation CD

SYNOPSIS

ab2cd [-h] [stop] [-d path_to_CD_mountpoint] [-p port_number] [-s] [-v]

DESCRIPTION

The ab2cd utility runs an AnswerBook2 server directly from the Documentation CD by creating necessary space in the /tmp/.ab2 directory to store configuration files and other necessary data. It attempts to launch a web browser with the appropriate URL to display the library page for the user.

OPTIONS

The following options are supported:

-d path_to_CD_mountpoint	Specifies a mount point for the CD other than /cdrom.
-h	Displays a usage statement and a brief list of options.
-p port_number	Specifies a port number to use for the server. Default value is 8888.
-s	Scans for AnswerBook1 and AnswerBook2 collections installed on the system and adds them to the database of the AnswerBook2 server running from the CD.
stop	Stops AnswerBook2 server running from the CD and removes any files in the /tmp/.ab2 directory.
-v	Returns the version number of the ab2cd script.

USAGE

ab2cd expects /cdrom as the default mount point. To override this default, use the -d option.

Use the stop option to shut down the server running from the Documentation CD. This option cleans up any files in /tmp/.ab2.

By default, the ab2cd script attempts to launch a web browser (preferably Netscape Navigator) with the appropriate URL to display the library page for the user. If Netscape is not found in the user's path, it then looks for other browsers.

For an AnswerBook2 server to read multi-byte characters correctly, the iconv utility must be installed on the system. If it is not, the ab2cd script starts the server, but the user cannot correctly view Asian book titles or other information.

EXAMPLES

EXAMPLE 1 Running ab2cd

In this example, the user runs the AnswerBook2 server from the CD. The ab2cd script then offers to launch a web browser with the URL for the library page.

```
example# ab2cd
```

```
Scanning for collections and attempting to start AnswerBook2 server from CD.
Please wait ...
```

```
Adding AnswerBook2 Help collection in C locale
Adding AnswerBook2 Help collection in de locale
```

EXAMPLE 1 Running ab2cd (Continued)

```
Adding AnswerBook2 Help collection in es locale
Adding AnswerBook2 Help collection in fr locale
Adding AnswerBook2 Help collection in it locale
Adding AnswerBook2 Help collection in ja locale
Adding AnswerBook2 Help collection in ko locale
Adding AnswerBook2 Help collection in sv locale
Adding AnswerBook2 Help collection in zh locale
Adding AnswerBook2 Help collection in zh TW locale
Solaris 7 System Administrator Collection
Solaris 7 User Collection
Solaris 7 Installation Collection - sv
Solaris XGL 3.3 AnswerBook
Starting AnswerBook2 server from CD ...
Started http-8888 service on port 8888
To read documents from the CD, open a browser with the URL:
http://threads1:8888
Do you want to start Netscape now? [y,n] y
Starting browser with URL http://threads1:8888 ....
After you are finished reading documents from the CD, stop the server using:
/tmp/ab2cd stop
```

EXAMPLE 2 Running ab2cd with Local Collections

In this example, you want to add any locally-installed collections to the server's database. Also, no browser is defined in the user's path.

```
example# ab2cd -s

Scanning for collections and attempting to start AnswerBook2 server from CD.

Please wait ...

Adding AnswerBook2 Help collection in C locale
Adding AnswerBook2 Help collection in de locale
Adding AnswerBook2 Help collection in es locale
Adding AnswerBook2 Help collection in fr locale
Adding AnswerBook2 Help collection in it locale
Adding AnswerBook2 Help collection in it locale
Adding AnswerBook2 Help collection in ja locale
Adding AnswerBook2 Help collection in ko locale
Adding AnswerBook2 Help collection in sv locale
Adding AnswerBook2 Help collection in zh locale
Adding AnswerBook2 Help collection in zh locale
Adding AnswerBook2 Help collection in zh locale
```

EXAMPLE 2 Running ab2cd with Local Collections (Continued)

```
Solaris 7 System Administrator Collection
Solaris 7 User Collection
Solaris 7 Installation Collection - sv
Solaris XGL 3.3 AnswerBook
Detecting local collections ...
Added SGMLDOCS, SGML Authoring Collection
Added SUNWnstab, Netra st Systems
Starting AnswerBook2 server from CD ...
Started http-8888 service on port 8888
To read documents from the CD, open a browser with the URL:
http://threads1:8888
After you are finished reading documents from the CD, stop the server using:
/tmp/ab2cd stop
```

EXAMPLE 3 Running ab2cd Without Support for Multi-byte Locales

In this example, the user launches ab2cd successfully; however, support for all locales is not provided. Also, the ab2cd script is located in a specific place.

```
example# ab2cd -d /home/myuser/CDROM
Warning: AnswerBook2 requires the following iconv packages to be installed
prior to running ab2cd:
SUNWciu8 SUNWhiu8 SUNWjiu8 SUNWkiu8 SUNWuiu8
If you continue running ab2cd, multiple-byte characters might not display
correctly and collections with non-English titles will not be viewable with this
server.
Do you want to continue? [y,n]y
Scanning for collections and attempting to start AnswerBook2 server from CD.
Please wait ...
Adding AnswerBook2 Help collection in C locale
Skipping AnswerBook2 Help collection in de locale
Skipping AnswerBook2 Help collection in es locale
Skipping AnswerBook2 Help collection in fr locale
Skipping AnswerBook2 Help collection in it locale
Skipping AnswerBook2 Help collection in ja locale
Skipping AnswerBook2 Help collection in ko locale
Skipping AnswerBook2 Help collection in sv locale
Skipping AnswerBook2 Help collection in zh locale
Skipping AnswerBook2 Help collection in zh TW locale
```

EXAMPLE 3 Running ab2cd Without Support for Multi-byte Locales (Continued)

```
Solaris 7 System Administrator Collection
Solaris 7 User Collection
Solaris 7 Software Developer Collection
KCMS Collection
Solaris 7 Reference Manual Collection
Skipping Solaris 7 Userbook Collection - de collection
Skipping Solaris 7 Installation Collection - de collection
Solaris Common Desktop Environment Developer Collection
Skipping Solaris 7 Installation Collection - sv collection
Solaris XGL 3.3 AnswerBook
Starting AnswerBook2 server from CD ...
Started http-8888 service on port 8888
To read documents from the CD, open a browser with the URL:
http://ow:8888
Do you want to start Netscape now? [y,n] {\bf n}
After you are finished reading documents from the CD, stop the server using:
/tmp/ab2cd stop
```

FILES

/tmp/.ab2/* Configuration files and other necessary data

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	Documentation CD

SEE ALSO

answerbook2(1), ab2admin(1M), attributes(5)

NAME |

ab2regsvr - register an AnswerBook2 document server with FNS (Federated Naming Service)

SYNOPSIS

/usr/lib/ab2/bin/ab2regsvr [-d] [-h] [-l] [-r] server-url

DESCRIPTION

The ab2regsvr command sets up the appropriate name space for the AnswerBook2 document server, depending on which naming service has been selected by the system administrator. The naming service can be NIS, NIS+, or files.

To register the server with NIS, it is necessary to be logged in as root on the NIS master server. To register with NIS+, administrative privileges are necessary; you can be on either the NIS+ master or NIS+ client. To register for files, you must be logged in as root on the machine; this is machine-specific and is not seen on other machines.

Registering an AnswerBook2 document server with FNS allows a system administrator to specify the default AnswerBook2 server that users access when they select AnswerBook2 from the CDE desktop or from the OpenWindows root menu. The server's URL does not have to be entered into a web browser.

OPTIONS

The following options are supported:

- -d Deletes the AnswerBook2 entry in FNS.
- -h Displays a usage statement and a brief list of options.
- -1 Lists currently registered AnswerBook2 document servers.
- Replaces the currently defined URL for AnswerBook2 with a new URL. -r

OPERANDS

The following operand is supported:

server-url Fully qualified URL for users to access the registered server.

EXAMPLES

EXAMPLE 1 Using the ab2regsvr command

To register a server named imaserver located at port 8888:

example# ab2regsvr http://imaserver.eng.sun.com:8888/

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWab2u

SEE ALSO

fnlookup(1), attributes(5), fns(5)

accept(1M)

NAME

accept, reject – accept or reject print requests

SYNOPSIS

accept destination...

reject [-r reason] destination...

DESCRIPTION

accept allows the queueing of print requests for the named destinations.

reject prevents queueing of print requests for the named destinations.

Use lpstat -a to check if destinations are accepting or rejecting print requests.

accept and request must be run on the print server; they have no meaning to a client system.

OPTIONS

The following options are supported for reject.

-r reason

Assigns a reason for rejection of print requests for *destination*. Enclose *reason* in quotes if it contains blanks. *reason* is reported by lpstat -a. By default, *reason* is unknown reason for existing destinations, and new printer for destinations added to the system but not yet accepting requests.

OPERANDS

The following operands are supported.

destination

The name of the destination accepting or rejecting print requests. Destination specifies the name of a printer or class of printers (see lpadmin(1M)). Specify *destination* using atomic name. See printers.conf(4) for information regarding the naming conventions for atomic names.

EXIT STATUS

The following exit values are returned:

0

Successful completion.

non-zero

An error occurred.

FILES

/var/spool/lp/*

LP print queue.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcu
CSI	Enabled (see NOTES)

SEE ALSO

enable(1), lp(1), lpstat(1), lpadmin(1M), lpsched(1M), printers.conf(4), attributes(5)

NOTES

accept and reject affect only queueing on the print server's spooling system. Requests made from a client system remain queued in the client system's queueing mechanism until they are cancelled or accepted by the print server's spooling system.

accept is CSI-enabled except for the destination name.

acct(1M)

NAME |

acct, acctdisk, acctdusg, accton, acctwtmp, closewtmp, utmp2wtmp – overview of accounting and miscellaneous accounting commands

SYNOPSIS

/usr/lib/acct/acctdisk

/usr/lib/acct/acctdusg [-u filename] [-p filename]

/usr/lib/acct/accton [filename]

/usr/lib/acct/acctwtmp reason filename

/usr/lib/acct/closewtmp

/usr/lib/acct/utmp2wtmp

DESCRIPTION

Accounting software is structured as a set of tools (consisting of both C programs and shell procedures) that can be used to build accounting systems. acctsh(1M) describes the set of shell procedures built on top of the C programs.

Connect time accounting is handled by various programs that write records into /var/adm/wtmpx, as described in utmpx(4). The programs described in accton(1M) convert this file into session and charging records, which are then summarized by acctmerg(1M).

Process accounting is performed by the system kernel. Upon termination of a process, one record per process is written to a file (normally /var/adm/pacct). The programs in acctprc(1M) summarize this data for charging purposes; acctcms(1M) is used to summarize command usage. Current process data may be examined using acctcom(1).

Process accounting records and connect time accounting records (or any accounting records in the tacct format described in acct(3HEAD)) can be merged and summarized into total accounting records by acctmerg (see tacct format in acct(3HEAD)). prtacct (see acctsh(1M)) is used to format any or all accounting records.

acctdisk reads lines that contain user ID, login name, and number of disk blocks and converts them to total accounting records that can be merged with other accounting records. acctdisk returns an error if the input file is corrupt or improperly formatted.

acctdusg reads its standard input (usually from find / -print) and computes disk resource consumption (including indirect blocks) by login.

accton without arguments turns process accounting off. If *filename* is given, it must be the name of an existing file, to which the kernel appends process accounting records (see acct(2) and acct(3HEAD)).

acctwtmp writes a utmpx(4) record to *filename*. The record contains the current time and a string of characters that describe the *reason*. A record type of ACCOUNTING is

assigned (see utmpx(4)) *reason* must be a string of 11 or fewer characters, numbers, \$, or spaces. For example, the following are suggestions for use in reboot and shutdown procedures, respectively:

```
acctwtmp "acctg on" /var/adm/wtmpx
acctwtmp "acctg off" /var/adm/wtmpx
```

For each user currently logged on, closewtmp puts a false DEAD_PROCESS record in the /var/adm/wtmpx file. runacct (see runacct(1M)) uses this false DEAD_PROCESS record so that the connect accounting procedures can track the time used by users logged on before runacct was invoked.

For each user currently logged on, runacct uses utmp2wtmp to create an entry in the file /var/adm/wtmpx, created by runacct. Entries in /var/adm/wtmpx enable subsequent invocations of runacct to account for connect times of users currently logged in.

OPTIONS

The following options are supported:

-u filename Places in filename records consisting of those filenames for which

acctdusg charges no one (a potential source for finding users

trying to avoid disk charges).

-p filename Specifies a password file, filename. This option is not needed if the

password file is /etc/passwd.

ENVIRONMENT VARIABLES

If any of the LC_* variables (LC_TYPE, LC_MESSAGES, LC_TIME, LC_COLLATE, LC_NUMERIC, and LC_MONETARY) (see environ(5)) are not set in the environment, the operational behavior of acct for each corresponding locale category is determined by the value of the LANG environment variable. If LC_ALL is set, its contents are used to override both the LANG and the other LC_* variables. If none of the above variables are set in the environment, the "C" (U.S. style) locale determines how acct behaves.

LC CTYPE Determines how acct handles characters. When LC CTYPE is set

to a valid value, acct can display and handle text and filenames containing valid characters for that locale. acct can display and handle Extended Unix Code (EUC) characters where any character can be 1, 2, or 3 bytes wide. acct can also handle EUC characters of 1, 2, or more column widths. In the "C" locale, only characters

from ISO 8859-1 are valid.

LC TIME Determines how acct handles date and time formats. In the "C"

locale, date and time handling follows the U.S. rules.

FILES /etc/passwd Used for login name to user ID conversions.

/usr/lib/acct Holds all accounting commands listed in sub-class 1M

of this manual.

/var/adm/pacct Current process accounting file.

acct(1M)

/var/adm/wtmpx

history of user access and administration information

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaccu

SEE ALSO

 $\verb|acctcom|(1)|, \verb|acctcms|(1M)|, \verb|acctmerg|(1M)|, \verb|acctmerg|(1M)|, \verb|acctsh|(1M)|, \verb|fwtmp|(1M)|, \verb|runacct|(1M)|, \verb|acct|(2)|, \verb|acct|(3HEAD)|, \verb|passwd|(4)|, \verb|utmpx|(4)|, \verb|attributes|(5)|, environ|(5)|$

 $System\ Administration\ Guide,\ Volume\ 1$

NAME

acctadm – configure extended accounting facility

SYNOPSIS

/usr/sbin/acctadm [-rux] [-d resource_list] [-e resource_list] [-f filename]
 [task | process]

DESCRIPTION

acctadm configures various attributes of the extended accounting facility. Without arguments, acctadm displays the current status of the extended accounting facility.

OPTIONS

The following options are supported:

-d resource_list	Disable reporting of resource usage for resource. Specify
	resource_list as a comma-separated list of resources or resource
	groups.

This option requires an operand. See OPERANDS.

-e *resource_list* Enable reporting of resource usage for resource. Specify

resource_list as a comma-separated list of resources or resource

groups.

This option requires an operand. See OPERANDS.

- £ *filename* Send the accounting output for the given operand type to *filename*.

If *filename* exists, its contents are lost.

This option requires an operand. See OPERANDS.

-r Display available resource groups.

-u Configure accounting based on the contents of

/etc/acctadm.conf.

-x Deactivate accounting of the given operand type.

This option requires an operand. See OPERANDS.

OPERANDS

The -d, -e, -f, and -x options require an operand.

The following operands are supported:

process Run acctadm on the process accounting components of the extended

account facility.

task Run acctadm on the task accounting components of the extended account

facility.

The optional final parameter to acctadm represents whether the command should act on the process or system task accounting components of the extended account facility.

EXAMPLES

EXAMPLE 1 Displaying current status

The following command displays the current status. In this example, system task accounting is active and tracking only CPU resources. Process accounting is not active.

acctadm(1M)

EXAMPLE 1 Displaying current status (Continued)

\$ acctadm

Task accounting: active Task accounting file: /var/adm/exacct/task Tracked task resources: extended, mstate Untracked task resources: host Process accounting: inactive Process accounting file: none Tracked process resources: none Untracked process resources: extended, host, mstate

EXAMPLE 2 Activating basic process accounting

The following command activates basic process accounting:

\$ acctadm -e basic -f /var/adm/exacct/proc process

EXAMPLE 3 Displaying available resource groups

The following command displays available resource groups:

\$ acctadm -r extended pid, uid, gid, cpu, time, command, tty, projid, taskid, flag basic pid, uid, gid, cpu, time, command, tty, flag

EXIT STATUS

The following exit values are returned:

Successful completion.

The modifications to the current configuration were valid and made successfully.

1 An error occurred.

> A fatal error occured either in obtaining or modifying the accounting configuration.

Invalid command line options were specified.

FILES

/etc/acctadm.conf

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO | acct(2), attributes(5)

acctaum(1111)
Both extended accounting and regular accounting can be active.
Available resources can vary from system to system, and from platform to platform.

acctcms(1M)

NAME

acctcms – command summary from process accounting records

SYNOPSIS

/usr/lib/acct/acctcms [-a [-o] [-p]] [-c] [-j] [-n] [-s] [-t] filename...

DESCRIPTION

acctcms reads one or more *filenames*, normally in the form described in acct(3HEAD). It adds all records for processes that executed identically named commands, sorts them, and writes them to the standard output, normally using an internal summary format.

OPTIONS

-a Print output in ASCII rather than in the internal summary format. The output includes command name, number of times executed, total kcore-minutes, total CPU minutes, total real minutes, mean size (in K), mean CPU minutes per invocation, "hog factor," characters transferred, and blocks read and written, as in acctcom(1). Output is normally sorted by total kcore-minutes.

Use the following options only with the -a option:

- -o Output a (non-prime) offshift-time-only command summary.
- -p Output a prime-time-only command summary.

When -o and -p are used together, a combination prime-time and non-prime-time report is produced. All the output summaries are total usage except number of times executed, CPU minutes, and real minutes, which are split into prime and non-prime.

- -c Sort by total CPU time, rather than total kcore-minutes.
- -j Combine all commands invoked only once under "***other".
- -n Sort by number of command invocations.
- -s Any file names encountered hereafter are already in internal summary format.
- -t Process all records as total accounting records. The default internal summary format splits each field into prime and non-prime-time parts. This option combines the prime and non-prime time parts into a single field that is the total of both, and provides upward compatibility with old style acctoms internal summary format records.

EXAMPLES

EXAMPLE 1 Using the acctcms command.

A typical sequence for performing daily command accounting and for maintaining a running total is:

```
example% acctcms filename ... > today
example% cp total previoustotal
example% acctcms -s today previoustotal > total
example% acctcms -a -s today
```

EXAMPLE 1 Using the acctcms command. (Continued)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaccu

SEE ALSO

acctcom(1), acct(1M), acctcon(1M), acctmerg(1M), acctprc(1M), acctsh(1M), fwtmp(1M), runacct(1M), acct(2), acct(3HEAD), utmpx(4), attributes(5)

NOTES

Unpredictable output results if -t is used on new style internal summary format files, or if it is not used with old style internal summary format files.

acctcon(1M)

NAME |

acctcon, acctcon1, acctcon2 – connect-time accounting

SYNOPSIS

/usr/lib/acct/acctcon [-1 lineuse] [-0 reboot]

/usr/lib/acct/acctcon1 [-p] [-t] [-l lineuse] [-o reboot]

/usr/lib/acct/acctcon2

DESCRIPTION

accton converts a sequence of login/logoff records to total accounting records (see the tacct format in acct(3HEAD)). The login/logoff records are read from standard input. The file /var/adm/wtmpx is usually the source of the login/logoff records; however, because it might contain corrupted records or system date changes, it should first be fixed using wtmpfix. The fixed version of file /var/adm/wtmpx can then be redirected to accton. The tacct records are written to standard output.

acctcon is a combination of the programs acctcon1 and acctcon2. acctcon1 converts login/logoff records, taken from the fixed /var/adm/wtmpx file, to ASCII output. acctcon2 reads the ASCII records produced by acctcon1 and converts them to tacct records. acctcon1 can be used with the -1 and -0 options, described below, as well as with the -p and -t options.

OPTIONS

-p	Print input only, showing line name, login name, and	time (in both

numeric and date/time formats).

-t acctcon1 maintains a list of lines on which users are logged in.

When it reaches the end of its input, it emits a session record for each line that still appears to be active. It normally assumes that its input is a current file, so that it uses the current time as the ending time for each session still in progress. The -t flag causes it to use, instead, the last time found in its input, thus assuring reasonable

and repeatable numbers for non-current files.

-1 *lineuse* is created to contain a summary of line usage showing line

name, number of minutes used, percentage of total elapsed time used, number of sessions charged, number of logins, and number of logoffs. This file helps track line usage, identify bad lines, and find software and hardware oddities. Hangup, termination of login(1) and termination of the login shell each generate logoff records, so that the number of logoffs is often three to four times

the number of sessions. See init(1M) and utmpx(4).

-o reboot reboot is filled with an overall record for the accounting period,

giving starting time, ending time, number of reboots, and number

of date changes.

EXAMPLES

EXAMPLE 1 Using the acctoon command.

The acctcon command is typically used as follows:

example% acctcon -1 lineuse -o reboots < tmpwtmp > ctacct

The acctcon1 and acctcon2 commands are typically used as follows:

EXAMPLE 1 Using the acct con command. (Continued)

```
example% acctcon1 -1 lineuse -o reboots < tmpwtmp | sort +1n +2 > ctmp
example% acctcon2 < ctmp > ctacct
```

FILES

/var/adm/wtmpx

History of user access and administration information

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaccu

SEE ALSO

acctcom(1), login(1), acct(1M), acctcms(1M), acctmerg(1M), acctprc(1M), acctsh(1M), fwtmp(1M), init(1M), runacct(1M), acct(2), acct(3HEAD), utmpx(4), attributes(5)

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NOTES

The line usage report is confused by date changes. Use wtmpfix (see fwtmp(1M)), with the /var/adm/wtmpx file as an argument, to correct this situation.

During a single invocation of any given command, the acctcon, acctcon1, and acctcon2 commands can process a maximum of:

- 6000 distinct session
- 1000 distinct terminal lines
- 2000 distinct login names

If at some point the actual number of any one of these items exceeds the maximum, the command will not succeed.

acctmerg(1M)

NAME

acctmerg - merge or add total accounting files

SYNOPSIS

/usr/lib/acct/acctmerg [-a] [-i] [-p] [-t] [-u] [-v] [filename] ...

DESCRIPTION

acctmerg reads its standard input and up to nine additional files, all in the tacct format (see acct(3HEAD)) or an ASCII version thereof. It merges these inputs by adding records whose keys (normally user ID and name) are identical, and expects the inputs to be sorted on those keys.

OPTIONS

- -a Produce output in ASCII version of tacct.
- -i Produce input in ASCII version of tacct.
- -p Print input with no processing.
- -t Produce a single record that totals all input.
- -u Summarize by user ID, rather than by user ID and name.
- -v Produce output in verbose ASCII format, with more precise notation for floating-point numbers.

EXAMPLES

EXAMPLE 1 Using the acctmerg command.

The following sequence is useful for making "repairs" to any file kept in this format:

example% acctmerg -v <filename1 >filename2

Edit filename2 as you want:

example% acctmerg -i <filename2 >filename1

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaccu

SEE ALSO

 $\verb|acctcom|(1), acct(1M), acctcms(1M), acctcon(1M), acctprc(1M), acctsh(1M), \\ \verb|fwtmp|(1M), runacct(1M), acct(2), acct(3HEAD), utmpx(4), attributes(5)||$

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NAME

acctprc, acctprc1, acctprc2 – process accounting

SYNOPSIS

/usr/lib/acct/acctprc

/usr/lib/acct/acctprc1 [ctmp]

/usr/lib/acct/acctprc2

DESCRIPTION

acctprc reads the standard input, in the form described by acct(3HEAD), and converts it to total accounting records (see the tacct record in acct(3HEAD)). acctprc divides CPU time into prime time and non-prime time and determines mean memory size (in memory segment units). acctprc then summarizes the tacct records, according to user IDs, and adds login names corresponding to the user IDs. The summarized records are then written to the standard output. acctprc1 reads input in the form described by acct(4), adds login names corresponding to user IDs, then writes for each process an ASCII line giving user ID, login name, prime CPU time (tics), non-prime CPU time (tics), and mean memory size (in memory segment units). If ctmp is given, it should contain a list of login sessions sorted by user ID and login name. If this file is not supplied, it obtains login names from the password file, just as acctprc does. The information in ctmp helps it distinguish between different login names that share the same user ID.

From the standard input, acctprc2 reads records in the form written by acctprc1, summarizes them according to user ID and name, then writes the sorted summaries to the standard output as total accounting records.

EXAMPLES

EXAMPLE 1 Examples of acctprc.

The acctprc command is typically used as shown below:

```
example% acctprc < /var/adm/pacct > ptacct
```

The acctprc1 and acctprc2s commands are typically used as shown below:

```
example% acctprc1 ctmp </var/adm/pacct
example% acctprc2 > ptacct
```

FILES

/etc/passwd system password file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaccu

SEE ALSO

acctcom(1), acct(1M), acctcms(1M), acctcon(1M), acctmerg(1M), acctsh(1M), cron(1M), fwtmp(1M), runacct(1M), acct(2), acct(3HEAD), utmpx(4), attributes(5)

acctprc(1M)

NOTES

Although it is possible for acctprc1 to distinguish among login names that share user IDs for commands run from a command line, it is difficult for acctprc1 to make this distinction for commands invoked in other ways. A command run from cron(1M) is an example of where acctprc1 might have difficulty. A more precise conversion can be done using the acctwtmp program in acct(1M). acctprc does not distinguish between users with identical user IDs.

A memory segment of the mean memory size is a unit of measure for the number of bytes in a logical memory segment on a particular processor.

During a single invocation of any given command, the acctprc, acctprc1, and acctprc2 commands can process a maximum of

- 6000 distinct sessions
- 1000 distinct terminal lines
- 2000 distinct login names

If at some point the actual number of any one of these items exceeds the maximum, the command will not succeed.

NAME

acctsh, chargefee, ckpacct, dodisk, lastlogin, monacct, nulladm, prctmp, prdaily, prtacct, shutacct, startup, turnacct - shell procedures for accounting

SYNOPSIS

```
/usr/lib/acct/chargefee login-name number
```

```
/usr/lib/acct/ckpacct [blocks]
```

/usr/lib/acct/dodisk [-0] [filename...]

/usr/lib/acct/lastlogin

/usr/lib/acct/monacct number

/usr/lib/acct/nulladm filename...

/usr/lib/acct/prctmp filename

/usr/lib/acct/prdaily [-c] [-1] [mmdd]

/usr/lib/acct/prtacct filename ['' heading '']

/usr/lib/acct/shutacct ['' reason '']

/usr/lib/acct/startup

/usr/lib/acct/turnacct on | off | switch

chargefee Command

chargefee can be invoked to charge a number of units to login-name. A record is written to /var/adm/fee, to be merged with other accounting records by runacct(1M).

ckpacct Command

ckpacct should be initiated using cron(1M) to periodically check the size of /var/adm/pacct. If the size exceeds *blocks*, 500 by default, turnacct will be invoked with argument switch. To avoid a conflict with turnacct switch execution in runacct, do not run ckpacct and runacct simultaneously. If the number of free disk blocks in the /var file system falls below 500, ckpacct will automatically turn off the collection of process accounting records via the off argument to turnacct. When at least 500 blocks are restored, the accounting will be activated again on the next invocation of ckpacct. This feature is sensitive to the frequency at which ckpacct is executed, usually by cron.

dodisk Command

dodisk should be invoked by cron to perform the disk accounting functions.

lastlogin Command

lastlogin is invoked by runacct(1M) to update /var/adm/acct/sum/loginlog, which shows the last date on which each person logged in.

monacct Command

monacct should be invoked once each month or each accounting period. number indicates which month or period it is. If *number* is not given, it defaults to the current month (01-12). This default is useful if monacct is to executed using cron(1M) on the first day of each month. monacct creates summary files in /var/adm/acct/fiscal and restarts the summary files in /var/adm/acct/sum.

acctsh(1M)

nulladm Command

nulladm creates *filename* with mode 664 and ensures that owner and group are adm. It is called by various accounting shell procedures.

prctmp Command

prctmp can be used to print the session record file (normally /var/adm/acct/nite/ctmp created by acctcon1 (see acctcon(1M)).

prdaily Command

prdaily is invoked by runacct(1M) to format a report of the previous day's accounting data. The report resides in /var/adm/acct/sum/rprt/mmdd where *mmdd* is the month and day of the report. The current daily accounting reports may be printed by typing prdaily. Previous days' accounting reports can be printed by using the *mmdd* option and specifying the exact report date desired.

prtacct Command

prtacct can be used to format and print any total accounting (tacct)file.

shutacct Command

shutacct is invoked during a system shutdown to turn process accounting off and append a *reason* record to /var/adm/wtmpx.

startup Command

startup can be invoked when the system is brought to a multi-user state to turn process accounting on.

turnacct Command

turnacct is an interface to accton (see acct(1M)) to turn process accounting on or off. The switch argument moves the current /var/adm/pacct to the next free name in /var/adm/pacctincr (where incr is a number starting with 1 and incrementing by one for each additional pacct file), then turns accounting back on again. This procedure is called by ckpacct and thus can be taken care of by the cron and used to keep pacct to a reasonable size. shutacct uses turnacct to stop process accounting. startup uses turnacct to start process accounting.

OPTIONS

The following options are supported:

- -c This option prints a report of exceptional resource usage by command, and may be used on current day's accounting data only.
- -1 This option prints a report of exceptional usage by login id for the specified date. Previous daily reports are cleaned up and therefore inaccessible after each invocation of monacct.
- This option uses acctdusg (see acct(1M)) to do a slower version of disk accounting by login directory. *filenames* specifies the one or more filesystem names where disk accounting will be done. If *filenames* are used, disk accounting will be done on these filesystems only. If the -o option is used, *filenames* should be mount points of mounted filesystems. If the -o option is omitted, *filenames* should be the special file names of mountable filesystems.

FILES

/usr/lib/acct

holds all accounting commands listed in section 1M of this manual

/usr/lib/acct/ptecms.awk

contains the limits for exceptional usage by command name

```
/usr/lib/acct/ptelus.awk
  contains the limits for exceptional usage by login ID
/var/adm/acct/fiscal
  fiscal reports directory
/var/adm/acct/nite
  working directory
/var/adm/acct/sum
  summary directory contains information for monacct
/var/adm/acct/sum/loginlog
  file updated by last login
/var/adm/fee
  accumulator for fees
/var/adm/pacct
  current file for per-process accounting
/var/adm/pacctincr
  used if pacct gets large and during execution of daily accounting procedure
/var/adm/wtmpx
  history of user access and administration information
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaccu

SEE ALSO

acctcom(1), acct(1M), acctcms(1M), acctcon(1M), acctmerg(1M), acctprc(1M), cron(1M), fwtmp(1M), runacct(1M), acct(2), acct(3HEAD), utmpx(4), attributes(5)

NOTES

See runacct(1M) for the main daily accounting shell script, which performs the accumulation of connect, process, fee, and disk accounting on a daily basis. It also creates summaries of command usage.

adbgen(1M)

NAME |

adbgen - generate adb script

SYNOPSIS

/usr/lib/adb/adbgen [-m model] filename.adb . . .

DESCRIPTION

adbgen makes it possible to write adb(1) scripts that do not contain hard-coded dependencies on structure member offsets. The input to adbgen is a file named filename. adb that contains header information, then a null line, then the name of a structure, and finally an adb script. adbgen only deals with one structure per file; all member names are assumed to be in this structure. The output of adbgen is an adb script in filename. adbgen operates by generating a C program which determines structure member offsets and sizes, which in turn generate the adb script.

The header lines, up to the null line, are copied verbatim into the generated C program. Typically, these are #include statements, which include the headers containing the relevant structure declarations.

The adb script part may contain any valid adb commands (see adb(1)), and may also contain adbgen requests, each enclosed in braces ({ }). Request types are:

- Print a structure member. The request form is {member, format}. member is a member name of the structure given earlier, and format is any valid adb format request or any of the adbgen format specifiers (such as {POINTER}) listed below. For example, to print the p_pid field of the proc structure as a decimal number, you would write {p pid,d}.
- Print the appropriate adb format character for the given adbgen format specifier. This action takes the data model into consideration. The request form is {format specifier}. The valid adbgen format specifiers are:

{POINTER} pointer value in hexadecimal

{LONGDEC} long value in decimal

{ULONGDEC} unsigned long value in decimal

{ULONGHEX} unsigned long value in hexadecimal

{LONGOCT} long value in octal

{ULONGOCT} unsigned long value in octal

- Reference a structure member. The request form is {*member, base}. member is the member name whose value is desired, and base is an adb register name which contains the base address of the structure. For example, to get the p_pid field of the proc structure, you would get the proc structure address in an adb register, for example <f, and write {*p pid, <f}.
- Tell adbgen that the offset is valid. The request form is {OFFSETOK}. This is useful after invoking another adb script which moves the adb *dot*.
- Get the size of the structure. The request form is {SIZEOF}. adbgen replaces this request with the size of the structure. This is useful in incrementing a pointer to step through an array of structures.

- Calculate an arbitrary C expression. The request form is {EXPR, expression}. adbgen replaces this request with the value of the expression. This is useful when more than one structure is involved in the script.
- Get the offset to the end of the structure. The request form is {END}. This is useful at the end of the structure to get adb to align the *dot* for printing the next structure member.

adbgen keeps track of the movement of the adb *dot* and generates adb code to move forward or backward as necessary before printing any structure member in a script. adbgen's model of the behavior of adb's *dot* is simple: it is assumed that the first line of the script is of the form *struct_address/adb text* and that subsequent lines are of the form +/adb text. The adb *dot* then moves in a sane fashion. adbgen does not check the script to ensure that these limitations are met. adbgen also checks the size of the structure member against the size of the adb format code and warns if they are not equal.

OPTIONS

The following option is supported:

-m model

Specifies the data type model to be used by adbgen for the macro. This affects the outcome of the {format specifier} requests described under DESCRIPTION and the offsets and sizes of data types. model can be ilp32 or lp64. If the -m option is not given, the data type model defaults to ilp32.

OPERANDS

The following operand is supported:

filename.adb

Input file that contains header information, followed by a null line, the name of the structure, and finally an adb script.

EXAMPLES

EXAMPLE 1 A sample adbgen file.

For an include file x.h which contained

then, an adbgen file (call it script.adb) to print the file x.h would be:

```
#include "x.h"
x
./"x_cp"16t"x_c"8t"x_i"n{x_cp,{POINTER}}{x_c,C}{x_i,D}
```

After running adbgen as follows,

```
% /usr/lib/adb/adbgen script.adb
```

the output file script contains:

```
./"x_cp"16t"x_c"8t"x_i"nXC3+D
```

adbgen(1M)

EXAMPLE 1 A sample adbgen file. (Continued)

For a macro generated for a 64-bit program using the 1p64 data model as follows,

% /usr/lib/adb/adbgen/ -m lp64 script.adb

the output file script would contain:

```
./"x cp"16t"x c"8t"x i"nJC3+D
```

To invoke the script, type:

example% adb program
x\$<script</pre>

FILES

/usr/platform/platform-name/lib/adb/*
platform-specific adb scripts for debugging the 32-bit kernel

/usr/platform/platform-name/lib/adb/sparcv9/*
platform-specific adb scripts for debugging the 64-bit SPARC V9 kernel

/usr/lib/adb/*
adb scripts for debugging the 32-bit kernel

/usr/lib/adb/sparcv9/*

adb scripts for debugging the 64-bit SPARC V9 kernel

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWesu

SEE ALSO

adb(1), uname(1), kadb(1M), attributes(5)

DIAGNOSTICS

Warnings are given about structure member sizes not equal to adb format items and about badly formatted requests. The C compiler complains if a structure member that does not exist is referenced. It also complains about an ampersand before array names; these complaints may be ignored.

NOTES

platform-name can be found using the -i option of uname(1).

BUGS

adb syntax is ugly; there should be a higher level interface for generating scripts.

Structure members which are bit fields cannot be handled because C will not give the address of a bit field. The address is needed to determine the offset.

NAME

addbadsec - map out defective disk blocks

SYNOPSIS

addbadsec [-p] [-a blkno [blkno...]] [-f filename] raw_device

DESCRIPTION

addbadsec is used by the system administrator to map out bad disk blocks. Normally, these blocks are identified during surface analysis, but occasionally the disk subsystem reports unrecoverable data errors indicating a bad block. A block number reported in this way can be fed directly into addbadsec, and the block will be remapped. addbadsec will first attempt hardware remapping. This is supported on SCSI drives and takes place at the disk hardware level. If the target is an IDE drive, then software remapping is used. In order for software remapping to succeed, the partition must contain an alternate slice and there must be room in this slice to perform the mapping.

It should be understood that bad blocks lead to data loss. Remapping a defective block does not repair a damaged file. If a bad block occurs to a disk-resident file system structure such as a superblock, the entire slice might have to be recovered from a backup.

OPTIONS

The following options are supported:

- -a Adds the specified blocks to the hardware or software map. If more than one block number is specified, the entire list should be quoted and block numbers should be separated by white space.
- -f Adds the specified blocks to the hardware or software map. The bad blocks are listed, one per line, in the specified file.
- -p Causes addbadsec to print the current software map. The output shows the defective block and the assigned alternate. This option cannot be used to print the hardware map.

OPERANDS

The following operand is supported:

raw_device

The address of the disk drive (see FILES).

FILES

The raw device should be $\dev/rdsk/c$? [t?] d?p0. See disks(1M) for an explanation of SCSI and IDE device naming conventions.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA
Availability	SUNWcsu

SEE ALSO

disks(1M), diskscan(1M), fdisk(1M), fmthard(1M), format(1M), attributes(5)

addbadsec(1M)

NOTES

The format(1M) utility is available to format, label, analyze, and repair SCSI disks. This utility is included with the addbadsec, diskscan(1M), fdisk(1M), and fmthard(1M) commands available for IA. To format an IDE disk, use the DOS "format" utility; however, to label, analyze, or repair IDE disks on IA systems, use the Solaris format(1M) utility.

NAME | add_drv – add a new device driver to the system

SYNOPSIS

```
add drv [-b basedir] [-c class_name] [-i 'identify_name...'] [-m
     'permission','...'] [-n] [-f] [-v] device_driver
```

DESCRIPTION

The add drv command is used to inform the system about newly installed device drivers.

Each device on the system has a name associated with it. This name is represented by the name property for the device. Similarly, the device may also have a list of driver names associated with it. This list is represented by the compatible property for the device.

The system determines which devices will be managed by the driver being added by examining the contents of the name property and the compatible property (if it exists) on each device. If the value in the name property does not match the driver being added, each entry in the compatible property is tried, in order, until either a match occurs or there are no more entries in the compatible property.

In some cases, adding a new driver may require a reconfiguration boot. See the NOTES section.

OPTIONS

-b basedir	Installs the driver on the system with a root directory of basedir rather than installing on the system executing add_drv. This option is typically used in package post-installation scripts when the package is not being installed on the system executing the pkgadd command. The system using basedir as its root directory must reboot to complete the driver installation.
-c class_name	The driver being added to the system exports the class <i>class_name</i> .
-i 'identify_name'	A white-space separated list of aliases for the driver <i>device_driver</i> .
-m 'permission'	Specify the file system permissions for device nodes created by the system on behalf of <i>device_driver</i> .
-n	Do not try to load and attach <i>device_driver</i> , just modify the system configuration files for the <i>device_driver</i> .
-f	Normally if a reconfiguration boot is required to complete the configuration of the driver into the system, add_drv will not add the driver. The force flag forces add_drv to add the driver even if a reconfiguration boot is required. See the -v flag.
-v	The verbose flag causes add_drv to provide additional information regarding the success or failure of a driver's configuration into the system. See the

EXAMPLES section.

EXAMPLES

EXAMPLE 1 Adding The SUNW, Example Driver to the System

The following example adds the SUNW, example driver to the system, with an alias name of SUNW, alias. It assumes the driver has already been copied to /usr/kernel/drv.

```
example# add_drv -m '* 0666 bin bin','a 0644 root sys' \    -i 'SUNW,alias' SUNW,example
```

Every minor node created by the system for the SUNW, example driver will have the permission 0666, and be owned by user bin in the group bin, except for the minor device a, which will be owned by root, group sys, and have a permission of 0644.

EXAMPLE 2 Adding The Driver To The Client /export/root/sun1

The following example adds the driver to the client /export/root/sun1. The driver is installed and loaded when the client machine, sun1, is rebooted. This second example produces the same result as the first, except the changes are on the diskless client, sun1, and the client must be rebooted for the driver to be installed.

EXAMPLE 3 Adding A Driver For A Device That Is Already Managed By An Existing Driver

The following example illustrates the case where a new driver is added for a device that is already managed by an existing driver. Consider a device that is currently managed by the driver dumb_framebuffer. The name and compatible properties for this device are as follows:

EXAMPLE 3 Adding A Driver For A Device That Is Already Managed By An Existing Driver (Continued)

/dev/fbs/dumb framebuffer0

If the -v and -f flags are specified, the driver will be added resulting in the following.

example# add_drv -vf whizzy_framebuffer A reconfiguration boot must be performed to complete the installation of this driver.

The following entries in /devices will be affected:

/devices/iommu@f,e0000000/sbus@f,e0001000/display[:*] (Device currently managed by driver "dumb framebuffer"

The following entries in /dev will be affected:

/dev/fbs/dumb framebuffer0

The above example is currently only relevant to devices exporting a generic device

EXIT STATUS

add drv returns 0 on success and 1 on failure.

FILES

/kernel/drv

boot device drivers

/usr/kernel/drv

other drivers that could potentially be shared between platforms

/platform/'uname -i'/kernel/drv platform-dependent drivers

/etc/driver aliases driver aliases file

/etc/driver classes

driver classes file

/etc/minor perm minor node permissions

/etc/name to major major number binding

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

add_drv(1M)

SEE ALSO

 $\label{eq:boot_modified} boot(1M), devlinks(1M), disks(1M), drvconfig(1M), kernel(1M), \\ modinfo(1M), ports(1M), rem_drv(1M), tapes(1M), driver.conf(4), system(4), \\ attributes(5), ddi_create_minor_node(9F)$

Writing Device Drivers

NOTES

Aliases may require quoting (with double-quotes) if they contain numbers.

It is possible to add a driver for a device already being managed by a different driver, where the driver being added appears in the device's compatible list before the current driver. In such cases, a reconfiguration boot is required (see boot(1M) and kernel(1M)). After the reconfiguration boot, device nodes in /devices, entries in /dev, and references to these files may no longer be valid (see the -v flag). If a reconfiguration boot would be required to complete the driver installation, add_drv will fail unless the -f option is specified. See Example 3 in the EXAMPLES section.

BUGS

add_drv will accept a full pathname for *device_driver*. However, the kernel does not use the full pathname; it only uses the final component and searches the internal driver search path for the driver. This can lead to the kernel loading a different driver than expected.

For this reason, it is not recommended that you use add_drv with a full pathname. See kernel(1M) for more information on the driver search path.

NAME

admintool – system administration with a graphical user interface

SYNOPSIS

/usr/bin/admintool

DESCRIPTION

admintool is a graphical user interface that enables you to accomplish several system administration tasks on a local system. Membership in the sysadmin group (gid 14) is used to restrict access to administrative tasks. Members of the sysadmin group can use admintool to create, delete, and modify local system files. Non-members have read-only permissions (where applicable).

Help is available by using the Help button.

admintool is not the tool for a distributed environment. It is used for local adminstration.

USAGE

admintool allows you to do the following tasks:

accounts. admintool makes the appropriate changes to the system's /etc/passwd file (see passwd(4)).

Manage groups Use admintool to add, delete, or modify groups.

admintool makes the appropriate changes to the

system's /etc/group file (see group(4)).

admintool makes the appropriate changes to the

system's /etc/hosts file (see hosts(4)).

to modify a system's printer access. admintool makes the appropriate changes to the system's /etc/lp

directory.

services. admintool sets up the software services necessary to use a modem or terminal attached to a

system's serial port.

Manage software Use admintool to add or remove software.

admintool adds software from a product CD or on a hard disk to an installed system, or removes software

from an installed system.

EXIT STATUS

admintool terminates with exit status 0.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWadmap

admintool(1M)

SEE ALSO | group(4), hosts(4), passwd(4), attributes(5)

OpenWindows Advanced User's Guide

WARNINGS

If you use admintool to add a host, your local system and your site uses a network name service such as NIS or NIS+, admintool host operations may not have the desired effect. This is because information in the network name service will take precedence over the information in the local /etc/hosts file, which is where admintool updates information.

NOTES

admintool modifies files on the local system, i.e., the system on which you are running admintool. admintool does not modify or update global networked databases such as NIS or NIS+.

NAME

afbconfig, SUNWafb config – configure the AFB Graphics Accelerator

SYNOPSIS

```
/usr/sbin/afbconfig [-dev device-filename] [-res video-mode [now | try]
     [noconfirm | nocheck]] [-file machine | system] [-deflinear
    true | false] [-defoverlay true | false] [-overlayorder first
    | last] [-expvis enable | disable] [-sov enable | disable]
     [-maxwinds n] [-extovl enable | disable] [-q
    gamma-correction-value] [-gfile gamma-correction-file] [-propt]
    [-prconf] [-defaults]
```

```
/usr/sbin/afbconfig [-propt] [-prconf]
```

```
/usr/sbin/afbconfig [-help] [-res ?]
```

DESCRIPTION

afbconfig configures the AFB Graphics Accelerator and some of the X11 window system defaults for AFB.

The following form of afbconfig stores the specified options in the OWconfig file:

```
/usr/sbin/afbconfig [-devdevice-filename] [-res video-mode [now | try]
     [noconfirm | nocheck]] [-file machine | system] [-deflinear
    true | false] [-defoverlay true | false] [-overlayorderfirst
     | last] [-expvisenable | disable] [-sov enable | disable]
    [-maxwindsn] [-extovl enable | disable] [-ggamma-correction-value]
    [-gfilegamma-correction-file] [-propt] [-prconf] [-defaults]
```

The options are used to initialize the AFB device the next time the window system is run on that device. Updating options in the OWconfig file provides persistence of these options across window system sessions and system reboots.

The following forms of the afbconfig command invoke only the -prconf, -propt, -help, and -res? options. None of these options update the Owconfig file.

```
/usr/sbin/afbconfig [-propt] [-prconf]
/usr/sbin/afbconfig [-help] [-res ?]
```

Additionally, the following invokation of afbconfig ignores all other options:

```
/usr/sbin/afbconfig [-help] [-res ?]
```

You can only specify options for one AFB device at a time. Specifying options for multiple AFB devices requires multiple invocations of the afbconfig command.

Only AFB-specific options can be specified through afbconfig. The normal window system options for specifying default depth, visual class and so forth are still specified as device modifiers on the openwin command line.

You can also specify the OWconfig file that is to be updated. By default, the machine-specific file in the /etc/openwin directory tree is updated. The -file option can be used to specify an alternate file to use. For example, the system-global OWconfig file in the /usr/openwin directory tree can be updated instead.

afbconfig(1M)

Both of these standard <code>OWconfig</code> files can only be written by root. Consequently, the <code>afbconfig</code> program, which is owned by the root user, always runs with <code>setuid</code> root permission.

Option Defaults

For a given invocation of afbconfig command line if an option does not appear on the command line, the corresponding OWconfig option is not updated; it retains its previous value. When the window system is run, if an AFB option has never been specified by way of afbconfig, a default value is used. The option defaults are as follows:

-dev	/dev/fbs/afb0
-file	machine
-res	none
-deflinear	false
-defoverlay	false
-linearorder	last
-overlayorder	last
-expvis	enabled
-sov	enabled
-maxwids	32
-extovl	enabled
-g	2.22

The default for the -res option of none means that when the window system is run the screen resolution is the video mode currently programmed in the device.

This provides compatibility for users who are used to specifying the device resolution through the PROM. On some devices (for example, GX) this is the only way of specifying the video mode. This means that the PROM ultimately determines the default AFB video mode.

OPTIONS

The following options are supported:

-defaults

Resets all option values to their default values.

-deflinear true | false

AFB possesses two types of visuals: linear and nonlinear. Linear visuals are gamma corrected and nonlinear visuals are not. There are two visuals that have both linear and nonlinear versions: 24-bit TrueColor and 8-bit StaticGray.

If true, the default visual is set to the linear visual that satisfies other specified default visual selection options (specifically, the Xsun(1) defdepth and defclass options described in the OpenWindows Reference Manual).

If false, or if there is no linear visual that satisfies the other default visual selection options, the non-linear visual specified by these other options are chosen as the default. This option cannot be used when the -defoverlay option is present, because AFB doesn't possess a linear overlay visual.

-defoverlay true | false

The AFB provides an 8-bit PseudoColor visual whose pixels are disjoint from the rest of the AFB visuals. This is called the overlay visual. Windows created in this visual do not damage windows created in other visuals. The converse, however, is not true. Windows created in other visuals damage overlay windows.

The number of colors available to the windows created using this visual depends on the settings for the -extovl option. If the -extovl is enabled, extended overlay with 256 opaque color values is available. See -extovl. If -extovl is disabled, extended overlay is not available and the visual has 256 -maxwids) number of opaque color values. See -maxwids.

If the value of -defoverlay is true, the overlay visual is made the default visual. If the value of -defoverlay is false, the nonoverlay visual that satisfies the other default visual selection options, such as def, depth, and defclass, are chosen as the default visual. See the OpenWindows Reference Manual.

Whenever the defoverlay true option is used, the default depth and class specified on the openwin command line must be 8-bit PseudoColor. If not, a warning message is printed and the -defoverlay option is treated as false.

The -defoverlay option can not be used when the -deflinear option specified, because AFB doesn't possess a linear overlay visual.

-dev device-filename

Specifies the AFB special file. The default is /dev/fbs/afb0.

-expvis enable | disable

If enabled, activates OpenGL Visual Expansion. Multiple instances of selected visual groups (8-bit PseudoColor, 24-bit TrueColor and so forth) are in the screen visual list.

-extovl enable | disable

If enabled, makes extended overlay available. The overlay visuals have 256 opaque colors. The SOV visuals have 255 opaque colors and 1 transparent color.

This option also enables hardware supported transparency, thus provides better performance for windows using the SOV visuals.

-file machine | system

Specifies which OWconfig file to update. If machine is specified, the machine-specific OWconfig file in the /etc/openwin directory tree is used. If system specifies the global OWconfig file in the /usr/openwin directory tree. If the specified file does not exist, it is created.

afbconfig(1M)

-q gamma-correction value

Allows changing the gamma correction value. All linear visuals provide gamma correction. By default, the *gamma-correction-value* is 2.22. Any value less than 0 is illegal. The gamma correction value is applied to the linear visual, which then has an effective gamma value of 1.0, which is the value returned by XSolarisGetVisualGamma(3). See XSolarisGetVisualGamma(3) for a description of that function.

This option can be used while the window system is running. Changing the gamma correction value affects all the windows being displayed using the linear visuals.

-gfile gamma-correction-file

Loads the gamma correction table from the specified file (*gamma-correction-file*). This file should be formatted to provide the gamma correction values for R, G and B channels on each line. Each of these values should be in hexadecimal format and seperated from each other by at least one space. *gamma-correction-file* should also provide 256 such triplets.

An example of a gamma-correction-file follows.

```
0x00 0x00 0x00
0x01 0x01 0x01
0x02 0x02 0x02
...
0xff 0xff 0xff
```

Using this option, the gamma correction table can be loaded while the window system is running. The new gamma correction affects all the windows being displayed using the linear visuals. When gamma correction is being done using user specified table, the gamma correction value is undefined. By default, the window system assumes a gamma correction value of 2.22 and loads the gamma table it creates corresponding to this value.

-help

Prints a list of the afbconfig command line options, along with a brief explanation of each.

-linearorder first | last

If first, linear visuals come before their non-linear counterparts on the X11 screen visual list for the AFB screen. If last, the nonlinear visuals come before the linear ones.

-maxwids n

Specifies the maximum number of AFB X channel pixel values that are reserved for use as window IDs (WIDs). The remainder of the pixel values in overlay colormaps are used for normal X11 opaque color pixels. The reserved WIDs are allocated on a first-come first- serve basis by 3D graphics windows (such as XGL), MBX windows, and windows that have a non-default visual. The X channel codes 0 to (255 - n) are opaque color pixels. The X channel codes (255 - n + 1) to 255 are reserved for use as WIDs. Legal values are 1, 2, 4, 8, 16, 32, and 64.

This option is available only if the -extovl is disabled.

-overlayorder first | last

If first, the depth 8 PseudoColor Overlay visual comes before the non-overlay visual on the X11 screen visual list for the AFB screen. If last, the non-overlay visual comes before the overlay one.

-propt

Prints the current values of all AFB options in the OWconfig file specified by the -file option for the device specified by the -dev option. Prints the values of options as they will be in the OWconfig file after the call to afbconfig completes.

The following is a typical display:

```
--- OpenWindows Configuration for /dev/fbs/afb0 ---
OWconfig: machine
Video Mode: 1280x1024x76
Default Visual: Non-Linear Normal Visual
Visual Ordering: Linear Visuals are last
                Overlay Visuals are last
OpenGL Visual Expansion: enabled
Server Overlay Visuals: enabled
Extended Overlay: enabled
Underlay WIDs: 64 (not configurable)
Overlay WIDs: 4 (not configurable)
Gamma Correction Value: 2.220
Gamma Correction Table: Available
```

-prconf

Prints the AFB hardware configuration.

The following is a typical display:

```
--- Hardware Configuration for /dev/fbs/afb0 ---
Type: double-buffered AFB with Z-buffer
Board: rev 0 (Horizontal)
Number of Floats: 6
PROM Information: @(#)afb.fth x.xx xx/xx/xx
AFB ID: 0x101df06d
DAC: Brooktree 9070, version 1 (Pac2)
3DRAM: Mitsubishi 130a, version x
EDID Data: Available - EDID version 1 revision x
Monitor Sense ID: 4 (Sun 37x29cm RGB color monitor)
Monitor possible resolutions: 1024x768x77, 1024x800x84, 1
        1152x900x76, 1280x1024x67, 1280x1024x76, 960x680xx108s
Current resolution setting: 1280x1024x76
```

-sov enable | disable

If enabled, the root window's SERVER_OVERLAY_VISUALS property are advertised. SOV visuals are exported and their transparent types, values and layers can be retrieved through this property. If disabled, the SERVER_OVERLAY_VISUALS property are not defined and SOV visuals are not exported.

afbconfig(1M)

-res *video-mode* [now | try [noconfirm | nocheck]]
Specifies the video mode used to drive the monitor connected to the specified AFB device.

The format of these built-in video modes is: *widthxheightxrate*, where *width* is the screen width in pixels, *height* is the screen height in pixels, and *rate* is the vertical frequency of the screen refresh.

The s suffix of 960x680x112s and 960x680x108s means that these are stereo video modes. The i suffix of 640x480x60i and 768x575x50i designates interlaced video timing. If absent, non-interlaced timing is used.

As a convenience, the -res also accepts formats with an at sign (@) in front of the refresh rate instead of n, (1280x1024@76). Some video-modes, supported by AFB, may not be supported by the monitor. The list of video-modes supported by the AFB device and the monitor can be obtained by running afbconfig with the -res? option (the third form shown SYNOPSIS).

A list of all possible video-modes supported on AFB follows:

```
1024x768x60
1024x768x70
1024x768x75
1024x768x77
1024x800x84
1152x900x66
1152x900x76
1280x800x76
1280x1024x60
1280x1024x67
1280x1024x76
960x680x112s (Stereo)
960x680x108s (Stereo)
640x480x60
640x480x60i
             (Interlaced)
768x575x50i
             (Interlaced)
```

For convenience, some of the video-modes supported on the AFB have *symbolic names* defined for them. Instead of the form *widthxheightxrate*, one of these names may be supplied as the argument to the -res option. The meaning of the symbolic name none is that when the window system is run, the screen resolution is the video mode that is currently programmed in the device.

A list of symbolic names for video-modes supported on AFB follows:

```
Name Corresponding Video Mode
svga 1024x768x60
1152 1152x900x76
1280 1280x1024x76
```

stereo 960x680x112s ntsc 640x480x60i pal 768x575x50i none (see text above)

The -res option also accepts the additional, optional arguments immediately following the video mode specification. Any or all of the following arguments can be specified:

noconfirm

Using the -res option, the user could potentially put the system into an unusable state, a state where there is no video output. This can happen if there is ambiguity in the monitor sense codes for the particular code read. To reduce the chance of this, the default behavior of afbconfig is to print a warning message to this effect and to prompt the user to find out if it is okay to continue. The noconfirm option instructs afbconfig to bypass this confirmation and to program the requested video mode anyway. This option is useful when afbconfig is being run from a shell script.

nocheck

If present, the normal error checking based on the monitor sense code is suspended. The video mode specified by the user is accepted regardless of whether it is appropriate for the currently attached monitor. (This option is useful if a different monitor is to be connected to the AFB device). Use of this option implies noconfirm well.

now

Updates the video mode in the Owconfig file, and immediately programs the AFB device to display this video mode. This is useful for changing the video mode before starting the window system.

It is inadvisable to use this argument with afbconfig while the configured device is being used (for example, while running the window system); unpredictable results may occur. To run afbconfig with the now argument, first bring the window system down. If the now argument is used within a window system session, the video mode is changed immediately, but the width and height of the affected screen won't change until the window system is exited and re-entered again. In addition, the system may not recognize changes in stereo mode. Consequently, this usage is strongly discouraged.

afbconfig(1M)

try

If present, the specified video mode is programmed on a trial basis. The user is asked to confirm the video mode by typing y within 10 seconds. Or the user may terminate the trial before 10 seconds are up by typing any character. Any character other than y or Return is considered a no. The previous video mode is restored and afbconfig does not change the video mode in the OWconfig file (other options specified still take effect). If a Return is typed, the user is prompted for a yes or no answer on whether to keep the new video mode. This option implies the now argument (see the warning note on the now argument).

EXAMPLES

EXAMPLE 1 Switching the monitor type

The following example switches the monitor type to a resolution of 1280 x 1024 at 76 Hz:

example% /usr/sbin/afbconfig -res 1280x1024x76

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWafbcf	

SEE ALSO

mmap(2), attributes(5)

NAME	aliasadm – manipulate the NIS+ aliases map		
SYNOPSIS	aliasadm -a alias expansion [options comments] optional flags		
	aliasadm -c alias expansion [options comments] [optional flags]		
	aliasadm -d alias [optional flags]		
	aliasadm -e alias [optional flags]		
	aliasadm -1 alias [optional flags]		
	aliasadm -m alias [optional flags]		
	aliasadm [-I]	[-D domainname] [-f filename] [-M mapname]	
DESCRIPTION	aliasadm makes	changes to the alias map.	
	The alias map is an	n NIS+ table object with four columns:	
	alias	The name of the alias as a null terminated string.	
	expansion	The value of the alias as it would appear in a sendmail /etc/aliases file.	
	options	A list of options applicable to this alias. The only option currently supported is CANON. With this option, if the user has requested an inverse alias lookup, and there is more than one alias with this expansion, this alias is given preference.	
	comments	An arbitrary string containing comments about this alias. The sendmail(1M) command reads this map in addition to the NIS aliases map and the local /etc/aliases database.	
OPTIONS	-a	Add an alias.	
	- C	Change an alias.	
	-d	Delete an alias.	
	-e	Edit the alias map.	
	-I	Initialize the NIS+ aliases database.	
	-1	List the alias map.	
	- m	Print or match an alias.	
	-D domainname	Edit the map in domain domainname instead of the current domain.	
	-£ filename	When editing or listing the database, use <i>filename</i> instead of invoking the editor.	
	-м тарпате	Edit mapname instead of mail_aliases.	
FILES	/etc/aliases	mail aliases for the local host in ASCII format	

aliasadm(1M)

 $\textbf{ATTRIBUTES} \hspace{0.2cm} | \hspace{0.2cm} \textbf{See attributes}(5) \hspace{0.2cm} \textbf{for descriptions of the following attributes:} \\$

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

sendmail(1M), attributes(5)

NAME | allocate – device allocation

SYNOPSIS

```
allocate [-s] [-U uname] device
```

allocate [-s] [-U uname] -g dev -type

allocate [-s] [-U uname] -F device

DESCRIPTION

allocate manages the ownership of devices through its allocation mechanism. It ensures that each device is used by only one qualified user at a time.

The device argument specifies the device to be manipulated. To preserve the integrity of the device's owner, the allocate operation is executed on all the device special files associated with that device.

The argument *dev-type*, is the device type to be operated on. The argument *dev-type*, can only be used with the -g option.

The default allocate operation, allocates the device special files associated with device to the uid of the current process.

If the -F option is specified, the device cleaning program is executed when allocation is performed. This cleaning program is found in /etc/security/lib. The name of this program is found in the device allocate(4) entry for the device in the *dev-exec*

Only authorized users may allocate a device. The required authorizations are specified in device allocate(4).

OPTIONS

-g dev-type	Allocate a non–allocated device with a device–type

matching *dev*–*type*.

Silent. Suppresses any diagnostic output.

- F device Reallocate the device allocated to another user. This

> option is often used with -U to reallocate a specific device to a specific user. Only a user with the solaris.devices.revoke authorization is

permitted to use this option.

Use the user ID uname instead of the user ID of the -U uname

current process when performing the allocate

operation. Only a user with the

solaris.devices.revoke authorization is

permitted to use this option.

DIAGNOSTICS

allocate returns an non-zero exit status in the event of an error.

allocate(1M)

FILES | /etc/security/device_allocate

/etc/security/device maps

/etc/security/dev/*

/etc/security/lib/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWcsu	

SEE ALSO

 $\verb|bsmconv(1M)|, \verb|device_allocate(4)|, \verb|device_maps(4)|, \verb|attributes(5)|$

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME

answerbook2 admin - bring up AnswerBook2 administration tool GUI

SYNOPSIS

/usr/dt/bin/answerbook2 admin [-h]

DESCRIPTION

answerbook2_admin brings up the default web browser showing the administration interface for the local AnswerBook2 server. The AnswerBook2 administration tool based on the Web browser provides the same functionality as the ab2admin(1M) command-line administration tool.

This functionality is also accessible through the AnswerBook2 Admin option within the System Admin subset of the Application Manager function on the CDE front panel Applications menu.

OPTIONS

The following option is supported:

Displays a usage statement.

USAGE

At startup time, answerbook2 admin starts up the default web browser (for example, HotJava or Netscape) and displays the URL specified for administering the local AnswerBook2 server (http://localhost:8888). If the user has set up administration access control, the web browser prompts for a valid administrator login and password for this document server before displaying the administration tool.

FILES

/usr/lib/ab2/dweb/data/config/admin passwd File containing username: password

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWab2m

SEE ALSO

ab2admin(1M), attributes(5)

NOTES

Once there is an open web browser and access to the AnswerBook2 Administration tool, use its online Help system to find out more about administering the AnswerBook2 server.

apache(1M)

NAME | apache – Apache hypertext transfer protocol server overview

DESCRIPTION apache consists of a main server daemon, loadable server modules, some additional

support utilities, configuration files, and documentation.

FILES The apache HTTPD server is integrated with Solaris.

The following files specify the installation locations for apache:

/etc/apache Contains server configuration files.

A newly-installed server must be manually configured

before use. Typically this involves copying

httpd.conf-example to the httpd.conf file and

making local configuration adjustments.

/usr/apache/bin Contains the httpd executable as well as other utility

programs.

/usr/apache/htdocs Contains the Apache manual in HTML format. This

documentation is accessible by way of a link on the server test page that gets installed upon fresh

installation.

/usr/apache/include Contains the Apache header files, which are needed for

building various optional server extensions with

apxs(8)

/usr/apache/jserv Contains documention for the mod jserv java servlet

module. Documention can be read with a web browser

using the url:

file:/usr/apache/jserv/docs/index.html

/usr/apache/libexec Contains loadable modules (DSOs) supplied with the

server. Any modules which are added using apxs(8) are also copied into this directory.

/usr/apache/man Contains man pages for the server, utility programs,

and mod_perl.

Add this directory to your MANPATH to read the

Apache man pages. See NOTES.

/usr/apache/perl5 Contains the modules and library files used by the

mod perl extension to Apache.

/var/apache/cgi-bin Default location for the CGI scripts.

This can be changed by altering the httpd.conf file

and restarting the server.

/var/apache/htdocs Default document root.

apache(1M)

This can be changed by altering the httpd.conf file

and restarting the server.

/var/apache/icons Icons used by the server.

This normally shouldn't need to be changed.

/var/apache/logs Contains server log files.

> The formats, names, and locations of the files in this directory can be altered by various configuration

directives in the httpd.conf file.

Directory used to cache pages if the caching feature of /var/apache/proxy

mod proxy is enabled in the httpd.conf file.

The location of the cache can also be changed by changing the proxy configuration in the httpd.conf

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWapchr
	SUNWapchu
	SUNWapchd

SEE ALSO

attributes(5)

http://www.apache.org

NOTES

In addition to the documentation and man pages included with Solaris, more information is available at http://www.apache.org

The Apache man pages are provided with the programming modules. To view the manual pages for the Apache modules with the man command, add /usr/apache/man to the MANPATH environment variable. See man(1) for more information. Running catman(1M) on the Apache manual pages is not supported.

arp(1M)

NAME

arp – address resolution display and control

SYNOPSIS

arp hostname

arp -a

arp -d hostname

arp -f filename

arp -s hostname ether_address [temp] [pub] [trail]

DESCRIPTION

The arp program displays and modifies the Internet-to-Ethernet address translation tables used by the address resolution protocol (see arp(7P)).

With no flags, the program displays the current ARP entry for *hostname*. The host may be specified by name or by number, using Internet dot notation.

OPTIONS

- -a Display all of the current ARP entries. The definition for the flags in the table are:
 - P Publish; includes IP address for the machine and the addresses that have explicitly been added by the -s option. ARP will respond to ARP requests for this address.
 - S Static; not learned for the ARP protocol.
 - U Unresolved; waiting for ARP response.
 - Mapping; only used for the multicast entry for 224.0.0.0
- -d Delete an entry for the host called *hostname*. This option may only be used by the super-user.
- -f Read the file named *filename* and set multiple entries in the ARP tables. Entries in the file should be of the form

hostname ether_address [temp] [pub] [trail]

(see option -s for argument definitions).

Create an ARP entry for the host called *hostname* with the Ethernet address *ether_address*. The Ethernet address is given as six hexadecimal bytes separated by colons. The entry will be permanent unless the word temp is given in the command. If the word pub is given, the entry will be published. For instance, this system will respond to ARP requests for *hostname* even though the hostname is not its own. The word trail indicates that trailer encapsulations may be sent to this host. arp - s can be used for a limited form of proxy ARP when a host on one of the directly attached networks is not physically present on the subnet. Another machine can then be configured to respond to ARP requests using arp -s. This is useful in certain SLIP or PPP configurations.

 $\textbf{ATTRIBUTES} \hspace{0.2cm} | \hspace{0.2cm} \textbf{See attributes}(5) \hspace{0.2cm} \textbf{for descriptions of the following attributes:} \\$

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ifconfig(1M), arp(7P), attributes(5)

aset(1M)

NAME |

aset – monitors or restricts accesses to system files and directories

SYNOPSIS

```
aset [-p] [-d aset_dir] [-l sec_level] [-n user@host] [-u userlist_file]
```

DESCRIPTION

The Automated Security Enhancement Tool (ASET) is a set of administrative utilities that can improve system security by allowing the system administrators to check the settings of system files, including both the attributes (permissions, ownership, etc.) and the contents of the system files. It warns the users of potential security problems and, where appropriate, sets the system files automatically according to the security level specified.

The security level for aset can be specified by setting the -1 command line option or the ASETSECLEVEL environment variable to be one of 3 values: low, med, or high. All the functionality operates based on the value of the security level.

At the low level, aset performs a number of checks and reports any potential security weaknesses.

At the med level, aset modifies some of the settings of system files and parameters, thus restricting system access, to reduce the risks from security attacks. Again it will report the security weaknesses and the modifications performed to restrict access. This does not affect the operations of system services. All the system applications and commands will maintain all of their original functionality.

At the high level, further restrictions are made to system access, rendering a very defensive system. Security practices which are not normally required are included. Many system files and parameters settings are modified to minimum access permissions. At this level, security is the foremost concern, higher than any other considerations that affect system behavior. The vast majority of system applications and commands will maintain their functionality, although there may be a few that exhibit behaviors that are not familiar in normal system environment.

More exact definitions of these levels (what exactly aset will do at each level) can be found in the administrator manual. The asetenv(4) file and the *master files* (see asetmasters(4)) determine to a large extent what aset performs at each level, and can be used by the experienced administrators to redefine the definitions of the levels to suit their particular needs. These files are provided by default to fit most security conscious environments and in most cases provide adequate security safeguards without modification. They are, however, designed in a way that can be easily edited by experienced administrators with specific needs.

aset can be periodically activated at the specified security level with default definitions using the -p option. aset will be automatically activated at a frequency specified by the administrator starting from a designated future time (see asetenv(4)). Without the -p option, aset will operate only once immediately.

OPTIONS

The following options are supported:

-d aset_dir

Specifies a working directory other than /usr/aset for ASET. /usr/aset is the default working directory.

It is where ASET is installed, and is the *root* directory of all ASET utilities and data files. If another directory is to be used as the ASET working directory you can either define it with the -d option, or by setting the ASETDIR environment variable before invoking aset. The command line option, if specified, overwrites the environment variable.

-1 sec_level

Specifies a security level (low, med, or high) for aset to operate at. The default level is low. Each security level is explained in detail above. The level can also be specified by setting the ASETSECLEVEL environment variable before invoking aset. The command line option, if specified, overwrites the environment variable.

-n user@host

Notifies *user* at machine *host*. Send the output of aset to *user* through e-mail. If this option is not specified, the output is sent to the standard output. Note that this is not the reports of ASET, but rather an execution log including error messages if there are any. This output is typically fairly brief. The actual reports of ASET are found in the /usr/aset/reports/latest directory. See the -d option.

-p

Schedules aset to be executed periodically. This adds an entry for aset in the /etc/crontab file. The PERIODIC_SCHEDULE environment variable in the /usr/aset/asetenv file is used to define the time for execution. See crontab(1) and asetenv(4). If a crontab (1) entry for aset already exists, a warning is produced in the execution log.

-u userlist_file

Specifies a file containing a list of users. aset will perform environment checks (for example, UMASK and PATH variables) on these users. By default, aset only checks for root. *userlist_file* is an ASCII text file. Each entry in the file is a line that contains only one user name (login name).

USAGE

The following paragraphs discuss the features provided by ASET. Hereafter, each feature is referred to as a *task*. The first task, tune, is intended to be executed only once per installation of ASET. The other tasks are intended to be executed periodically at the specified frequency.

tune Task

This task is used to tighten system file permissions. In standard releases, system files or directories have permissions defined to maximize open information sharing. In a more security conscious environment, the administrator may want to redefine these permission settings to more restrictive values. aset allows resetting of these

aset(1M)

permissions, based on the specified security level. Generally, at the low level the permissions are set to what they should be as released. At the medium level the permissions are tightened to ensure reasonable security that is adequate for most environments. At the high level they are further tightened to very restrictive access. The system files affected and the respective restrictions at different levels are configurable, using the tune.low, tune.med, and tune.high files. See asetmasters(4).

cklist Task

System directories that contain relatively static files (that is, their contents and attributes do not change frequently) are examined and compared with a master description file. The /usr/aset/masters/cklist.level files are automatically generated the first time the cklist task is executed. See asetenv(4). Any discrepancy found is reported. The directories and files are compared based on the following:

- owner and group
- permission bits
- size and checksum (if file)
- number of links
- last modification time

The lists of directories to check are defined in asetenv(4), based on the specified security level, and are configurable using the CKLISTPATH_LOW, CKLISTPATH_MED, and CKLISTPATH_HIGH environment variables. Typically, the lower level lists are subsets of the higher level lists.

usrgrp Task

aset checks the consistency and integrity of user accounts and groups as defined in the passwd and group databases, respectively. Any potential problems are reported. Potential problems for the passwd file include:

- passwd file entries are not in the correct format.
- User accounts without a password.
- Duplicate user names.
- Duplicate user IDs. Duplicate user IDs are reported unless allowed by the uid alias file. See asetmasters(4)).
- Invalid login directories.
- If C2 is enabled, check C2 hidden passwd format.

Potential problems for the group file include:

- Group file entries not in the right format.
- Duplicate group names.
- Duplicate group IDs.
- Null group passwords.

aset checks the local passwd file. If the YPCHECK environment variable is set to true, aset also checks the NIS passwd files. See asetenv(4). Problems in the NIS

passwd file are only reported and not corrected automatically. The checking is done for all three security levels except where noted.

sysconf Task

aset checks various system configuration tables, most of which are in the /etc directory. aset checks and makes appropriate corrections for each system table at all three levels except where noted. The following discussion assumes familiarity with the various system tables. See the manual pages for these tables for further details.

The operations for each system table are:

/etc/hosts.equiv The default file contains a single "+" line, thus making

> every known host a trusted host, which is not advised for system security. aset performs the following

operations:

Warns the administrators about the "+" line. Low

Medium

Warns about and deletes that entry. High

/etc/inetd.conf The following entries for system daemons are checked

for possible weaknesses.

tftp(1) does not do any authentication. aset ensures that in.tftpd(1M) is started in the right directory on the server and is not running on clients. At the low level, it gives warnings if the mentioned condition is not true. At the medium and high levels it gives warnings, and changes (if necessary) the in.tftpd entry to include the -s /tftpboot option after ensuring the directory /tftpboot exists.

ps(1) and netstat(1M) provide valuable information to potential system crackers. These are disabled when aset is executed at a high security level.

rexd is also known to have poor authentication mechanism. aset disables rexd for medium and high security levels by commenting out this entry. If rexd is activated with the -s (secure RPC) option, it is not

disabled.

/etc/aliases The decode alias of UUCP is a potential security

weakness. aset disables the alias for medium and high security levels by commenting out this entry.

/etc/default/login The CONSOLE= line is checked to allow root login only

at a specific terminal depending on the security level:

Low No action taken.

M		7 4	٠.	ım	
IV.	ec	17	-1	1m	

High Adds the following line to the file:

CONSOLE=/dev/console

/etc/vfstab aset checks for world-readable or writeable device

files for mounted file systems.

/etc/dfs/dfstab aset checks for file systems that are exported without

any restrictions.

/etc/ftpusers At high security level, aset ensures root is in

/etc/ftpusers (create if necessary), thus disallowing

ftp(1) to be used as root.

/var/adm/utmpx aset makes these files not world-writeable for the high

level (some applications may not run properly with

this setting.)

/.rhosts The usage of a .rhosts file for the entire system is not

advised. aset gives warnings for the low level and moves it to /.rhosts.bak for levels medium and

high.

env Task

aset checks critical environment variables for root and users specified with the -u <code>userlist_file</code> option by parsing the <code>/.profile</code>, <code>/.login</code>, and <code>/.cshrc</code> files. This task checks the PATH variable to ensure that it does not contain '.' as a directory, which makes an easy target for <code>trojan horse</code> attacks. It also checks that the directories in the PATH variable are not world-writeable. Furthermore, it checks the UMASK variable to ensure files are not created as readable or writeable by world. Any problems found by these checks are reported.

eeprom Task

Newer versions of the EEPROM allow specification of a secure parameter. See eeprom(1M). aset recommends that the administrator sets the parameter to command for the medium level and to full for the high level. It gives warnings if it detects the parameter is not set adequately.

firewall Task

At the high security level, aset takes proper measures such that the system can be safely used as a firewall in a network. This mainly involves disabling IP packets forwarding and making routing information invisible. Firewalling provides protection against external access to the network.

ENVIRONMENT VARIABLES

ASETDIR Specify ASET's working directory. Defaults to /usr/aset.

ASETSECLEVEL Specify ASET's security level. Defaults to low.

TASKS Specify the tasks to be executed by aset. Defaults to all tasks.

FILES

/usr/aset/reports directory of ASET reports

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWast

SEE ALSO

 $\verb|crontab|(1), ftp|(1), ps|(1), tftp|(1), eeprom|(1M), in.tftpd|(1M), netstat|(1M), asetenv|(4), asetmasters|(4), attributes|(5)|$

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aset.restore(1M)

NAME

aset.restore - restores system files to their content before ASET is installed

SYNOPSIS

aset.restore [-d aset_dir]

DESCRIPTION

aset.restore restores system files that are affected by the Automated Security Enhancement Tool (ASET) to their pre-ASET content. When ASET is executed for the first time, it saves and archives the original system files in the /usr/aset/archives directory. The aset.restore utility reinstates these files. It also deschedules ASET, if it is currently scheduled for periodic execution. See asetenv(4).

If you have made changes to system files after running ASET, these changes are lost when you run aset.restore. If you want to be absolutely sure that you keep the existing system state, it is recommended that you back-up your system before using aset.restore.

You should use a set . restore, under the following circumstances:

You want to remove ASET permanently and restore the original system (if you want to deactivate ASET, you can remove it from scheduling).

You are unfamiliar with ASET and want to experiment with it. You can use aset.restore to restore the original system state.

When some major system functionality is not working properly and you suspect that ASET is causing the problem; you may want to restore the system to see if the problem persists without ASET.

aset.restore requires root privileges to execute.

OPTIONS

The following options are supported:

-d aset_dir

Specify the working directory for ASET. By default, this directory is /usr/aset. With this option the archives directory will be

located under aset dir.

FILES

/usr/aset/archives

archive of system files prior to executing aset

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWast

SEE ALSO

aset(1M), asetenv(4), attributes(5)

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NAME |

aspppd, aspppls – asynchronous PPP link manager

SYNOPSIS

/usr/sbin/aspppd [-d debug-level]

/usr/sbin/aspppls

DESCRIPTION

Note – aspppd has been superseded and may be removed from future versions of Solaris. Refer to pppd(1M) instead. See /etc/ppp/ for configuration files. Use man pppd for more information.

aspppd is the link manager for the asynchronous data link protocol specified in RFC1331, *The Point-to-Point Protocol (PPP) for the Transmission of Multi-protocol Datagrams over Point-to-Point Links*. It is a user level daemon that works in concert with the IP-Dialup driver (ipdcm) and PPP streams module (ppp(7M)) to provide IP network services over an analog modem using dialed voice grade telephone lines. The link manager automates the process of connecting to a peer (remote) host when PPP service with that host is required. The connection process can be initiated either by sending an IP datagram to a (disconnected) peer host or by receiving a notification that a peer host desires to establish a connection.

aspppls is the login *service* that connects the peer host machine to aspppd. aspppls is invoked by the serial port monitor when a peer machine logs into a PPP-enabled account. Its purpose is to cause the link manager to accept the incoming call.

OPTIONS

- d debug-level

The *debug-level* is a number between 0 and 9. Higher numbers give more detailed debugging information. The output is written to the log file /etc/log/asppp.log.

USAGE

The link manager is invoked at boot time if the configuration file /etc/asppp.cf is present. After parsing the configuration file and building a *path* object for each peer host, it sleeps until (1) an IP datagram is routed to one of the ipd or ipdptp interfaces (see ppp(7M)), or (2) it is notified by the login service that a peer host is attempting to make a connection.

In the first case, it consults the UUCP database, dials the modem, logs into the peer host, establishes the PPP data link, brings up IP, and forwards the IP datagram that initiated the process.

In the second case, the link manager opens the file descriptor supplied by the login service, establishes the PPP data link, and brings up IP.

If the link manager determines that there has been no IP traffic for the period specified by the inactivity_timeout keyword, it disconnects the link by bringing down IP and PPP and closing the connection with the peer host.

The link manager can be reinitialized by sending it the -HUP signal (with kill(1) for example), which causes it to disconnect all open PPP links and reread the configuration file.

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Path

A *path* is an object that contains the state of a connection with a peer host. Information such as system names, interface names, timeout values, and other attributes are kept in the path object. There exists a path for each potential peer host. Paths are defined in the configuration file.

Interfaces

The link manager supports two types of IP layer interfaces; the point-to-multipoint interface (ipd) and the point-to-point interface (ipdptp) (see ppp(7M)).

The point-to-multipoint interface logically connects the host machine to a network containing one or more peer hosts. IP traffic to or from any of the peer hosts is routed through the point-to-multipoint interface. When an ipd interface is configured, only one IP address, that of the host, is assigned. In other words, it behaves very similarly to an Ethernet interface, although the broadcast capability is not supported. This type of interface is well suited for a dial in PPP server.

The point-to-point interface logically connects the host machine with one peer host. Only IP traffic to or from the peer host is routed through this interface. When an ipdptp interface is configured, two IP addresses are assigned. This type of interface is well suited to support a remote, or nomadic, machine.

An interface must be fully configured and enabled (that is, up) before an IP datagram will be routed to it. It's also true that a point-to-multipoint interface must be fully configured and enabled before the link manager will associate an incoming connection with it. It's not necessary, however, for a point-to-point interface to be configured and enabled before an incoming connection will be assigned to it. A point-to-point interface that is "plumbed", but otherwise not configured or enabled (that is, down), can be used to accept an incoming connection if the path associated with the potential connection contains a dynamic interface specification (for example, interface ipdptp*). In this case the link manager will select a disabled (down) interface, configure the host and peer addresses, bring it up, and assign it for the duration of the connection.

Routing

Special attention should paid to routing issues that may arise if a host has more than one interface configured and enabled. By definition, a host with more then one enabled interface is a *router*, and the routing daemon (typically in.routed) will advertise the routes provided by the PPP interfaces. This is normally acceptable behavior for a dial in server, but can cause network disruptions if not administered properly.

To prevent routing information packets (RIP) from flowing over point-to-point interfaces, specify the norip keyword followed by the interface name in the /etc/gateways file. These entries, for example, prevent RIP from being sent over ipdptp0 and ipdptp1:

norip ipdptp0 norip ipdptp1

See in.routed(1M) for further information.

Authentication

The link manager can be configured to support either the Password Authentication Protocol (PAP) or the Challenge Handshake Authentication Protocol (CHAP) as specified in RFC1334. Both protocols can be configured simultaneously, in which case, CHAP has precedence. A single host may participate as an authenticator (the local host requests that the peer host authenticate itself) or an authenticatee (the local host has been asked by the peer host to authenticate itself) or as both. It is also possible for a host to be an authenticator for one protocol and an authenticatee for the other protocol.

PAP is a simple protocol similar to a standard login/password type of authentication. The PAP authenticator sends a message to its peer requesting that the peer authenticate itself. The peer responds with an authenticate request packet that contains an id and a password (both in plaintext). The id and password are matched against a local copy, and if they match, the connection is established. If they don't match, the connection is dropped.

CHAP does not pass any plaintext authentication data across the link. The CHAP authenticator sends a challenge packet to the peer that contains a random string. The peer then takes the string in the challenge packet and computes a response string that is a function of the challenge string and a shared secret key. The peer then sends a response packet back to the authenticator. The authenticator computes a string based on the original challenge string and the shared secret key and matches that result with the received response. If they match, the connection is established. Otherwise the connection is dropped.

Configuration File

The primary purpose of the /etc/asppp.cf configuration file is to define each path used by the link manager to establish and maintain communication with a peer system.

The file consists of a sequence of tokens separated by white space (blanks, tabs, and new lines). There are no record boundaries or any other constraints on the placement of the tokens. If a token begins with a pound sign (#), all characters between the pound sign and the next newline (\) are ignored (that is, they are treated as a comment). Alphanumeric tokens are case insensitive and are translated by the lexical analyzer into lower case before further processing.

A string is a single token that does not contain embedded white space. The standard ANSI C \\ escape sequence may be used to embed special characters (see an ANSI C manual for a list of escaped special characters). Use \\s for the space character. If a pound sign appears at the beginning of a *string*, it must be escaped (\\#) to avoid interpretation as a comment. A NULL (\\0) will truncate the *string*.

Groups of tokens are assembled into units known as paths (essentially a human-readable form of the path object). A path begins with the keyword path and ends at the token found before any subsequent path (or defaults) keyword or at the last token in the file. The tokens comprising a path are further partitioned into

aspppd(1M)

small groups consisting mostly of keyword/value pairs that define the attributes of the current path. If a particular keyword/value pair is not listed for a path, the default value is assumed.

The token sequences that begin with the substrings ipcp_ or lcp_ refer to PPP initial configuration options as specified in RFC1332, The PPP Internet Protocol Control Protocol (IPCP). See the RFC for a more complete definition of these options.

Keywords

The following is an alphabetic list of the transferred sequences are	oken sequences that can be contained in a enoted.
chap_name string	One or more octets representing the identification of this host. The name should not be NUL or CR/LF terminated. The name is sent to the authenticator in a response packet. Place this key/value pair in the authenticatee's configuration file.
<pre>chap_peer_secret string</pre>	One or more octets, preferably at least sixteen, that contain the secret key that is used with the challenge value to generate the string to match with the response received from the peer. Place this key/value pair in the authenticator's configuration file.
chap_peer_name string	One or more octets representing the identification of the peer transmitting the packet. The name should not be NUL or CR/LF terminated. The name is received from the peer in a response packet. Place this key/value pair in the authenticator's configuration file.
chap_secret string	One or more octets, preferably at least sixteen, that contain the secret key that is used with the received challenge value to generate the response sent to the authenticator. Place this key/value pair in the authenticatee's configuration file.
debug_level number	number is between 0 and 9. Higher numbers give more detailed debugging information as shown in the table below. The output is written to the /etc/log/asppp.log file. The value set by the debug_level keyword overrides the -d command line option.

level	meaning
_	-
0	errors only
1	minimal information
4	some uucp chat-script info
5	all uucp chat-script info
7	maximum uucp info
8	PPP message traces
9	Raw IP packets

defaults

Indicates that all following token sequences up the next path keyword, or the end of file, set default attributes that affect subsequently defined paths.

default route

When the IP layer corresponding to the current path is fully operational, add the peer IP address to the route table as the default destination. The route is removed when the IP layer is brought down. Note: the default route keyword is only installed by point-to-point interfaces.

ifconfig parameters

(Required) The ifconfig keyword and associated parameters are passed to the shell for evaluation and execution. It's used to define an interface. See the ifconfig(1M) man page for more information.

$\verb"inactivity_timeout" seconds"$

seconds is the maximum number of seconds that the connection associated with the current path can remain idle before it is terminated. 0 may be specified to indicate no timeout. The default is 120 seconds.

interface(ipd n | ipdptpn | ipdptp*)

(Required) Associates a specific point-to-multipoint or point-to-point interface as denoted by the non-negative integer n with the current path. The third form, ipdptp*, indicates that the interface associated with the path is a dynamic interface that will be selected at connect time from a pool of previously configured, inactive (down) point-to-point interfaces.

ipcp async map hex-number

Specifies the async control character map for the current path. The *hex-number* is the natural (that is, big endian) form representation of the four octets that comprise the map. The default value is fffffff.

ipcp compression(vj | off)

Indicates whether IP compression is enabled or not. If enabled (vj), the Van Jacobson compression algorithm is used. The default is compression (vj).

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lcp_compression(on | off)

Indicates whether PPP address, control, and protocol field compression is enabled or not. If enabled, both the address and control field compression and the protocol field compression options are set. The default is compression (on).

lcp mru number

number specifies a desired maximum receive unit packet size in octets. The default is 1500.

negotiate address(on | off)

Indicates whether or not local IP address assignment is obtained through negotiation and assigned dynamically. If enabled, the local address will be obtained from the remote end of the PPP link. If so obtained, any local address other than 0.0.0.0 can be used to initially configure the interface. The default is to not negotiate (off).

pap_id string

One or more octets that represent the name of the host which will be sent to the authenticator. To indicate a zero length string, do not include the keyword. Place this key/value pair in the authenticatee's configuration file.

pap password string

One or more octets that indicate the password for this host which will be sent to the authenticator. To indicate a zero length string, do not include the keyword. Place this key/value pair in the authenticatee's configuration file.

pap peer id string

One or more octets that indicate the name of the peer to be authenticated. To indicate a zero length string, do not include the keyword. Place this key/value pair in the authenticator's configuration file.

pap peer password string

One or more octets that indicate the password to be used for authentication. To indicate a zero length string, do not include the keyword. Place this key/value pair in the authenticator's configuration file.

path

(Required) Indicates that all following token sequences are to be grouped together as attributes of this (current) path. The collection of attributes comprising the current path are terminated by the occurrence of a subsequent path or defaults keyword or by the end of file.

peer_ip_address IP-address

(Required for point-to-multipoint paths) Associates the *IP-address* with the current path. The value is ignored if the path specifies a point-to-point interface. The *IP-address* may be in "dotted decimal", hexadecimal, or symbolic (that is, hostname) format.

peer system name name

(Required) Associates the peer system *name* with the current path. The name is used to look up modem and peer specific information for outbound connections in the

UUCP /etc/uucp/Systems file. For incoming connections, the appropriate path is determined by matching name with the login name that was used to obtain the connection (that is, an entry in the /etc/passwd file specifies name in the username field).

```
require authentication (off | pap [chap] | chap [pap])
  Indicates that the local host is the authenticator, and that the peer is required to
  authenticate itself. If either pap or chap is present, the peer must participate in the
  authentication protocol or the connection will be terminated. If both pap and chap
  are present, then the local host will try to negotiate chap, and if that fails, the
  connection will be terminated. The local host will not try to negotiate pap. The
```

default does not require authentication (off).

If pap is required, then the pap peer id and pap peer password keywords and values should be specified for the associated path. If they are not specified, the corresponding values are set to the null string. If chap is required then the chap peer name and chap peer secret keywords and values must be specified for the associated path.

version n

Specifies that the contents of the configuration file correspond to format version *n*. If this keyword is present, it must be the first keyword in the file. If absent, the version is assumed to be 1. This document contains the definition of the version 1 format for the configuration file.

```
will do authentication (off | pap [chap] | chap [pap])
  Indicates that the local host is a potential authenticatee and is willing to participate
  in the specified authentication protocol. If both pap and chap are present then the
  local host is willing to participate in either authentication protocol. The default does
  not participate in authentication (off).
```

If pap is available, then the pap id and pap password keywords and values should be specified for the associated path. If they are not specified, the corresponding values are set to the null string. If chap is available then the chap name and chap secret keywords and values must be specified for the associated path.

EXAMPLES

EXAMPLE 1 Remote Machine

In this example, the remote machine is most likely a nomadic or home machine with a single modem.

```
# Dial in to two servers
ifconfig ipdptp0 plumb nomad1 dialin1 private up
path
   interface ipdptp0
   peer system name Pdialin1
    will do authentication pap
    pap id nomad1
```

EXAMPLE 1 Remote Machine (Continued)

```
pap_password secret
ifconfig ipdptp1 plumb nomad1 dialin2 private up
path
   interface ipdptp1
   peer_system_name Pdialin2
   lcp mru 1006
```

EXAMPLE 2 Dial In Server supporting a point-to-multipoint interface

This example shows a dial in server supporting a point-to-multipoint interface. There may be several modems attached to this server. The network addressed by the ipd interface will be advertised by the router, and all traffic destined for that network will be routed through this host. For that reason, it is not wise to support multiple dial in servers with point-to-multipoint interfaces to the same network.

```
# A point-to-multipoint dial in server
ifconfig ipd0 plumb dialin1 netmask + up
defaults
 interface ipd0
 inactivity timeout 900 # 15 minutes
 require authentication chap pap
 chap_peer_name nomads
path
 peer_system_name Pnomad1
    chap peer secret abcd
 pap peer id nomad1
 pap_peer_password secret
    peer ip address nomad1
path
 peer system name Pnomad2
 chap peer secret a\\sspace
    peer_ip_address nomad2
  peer_system_name Pnomad3
  inactivity timeout 0 # No timeout for this host
   chap_peer_secret \\#123;.
    peer_ip_address nomad3
     peer system name Pnomad4
     chap peer secret My\\sSecret#Word
    peer ip address nomad4
```

EXAMPLE 3 Dynamic point to-point dial in server

This is another dial in server that supports dynamic point-to-point interfaces. Usually the server has one modem for each interface. One advantage of using dynamic interfaces is that (host) routes will only be advertised when an interface is up. Therefore, multiple dial in servers can be supported.

EXAMPLE 3 Dynamic point to-point dial in server (Continued)

```
# A dynamic point-to-point dial in server
ifconfig ipdptp0 plumb dialin2 client1 down
ifconfig ipdptp1 plumb dialin2 client2 down
ifconfig ipdptp2 plumb dialin2 client3 down
defaults
        interface ipdptp*
        inactivity_timeout 900
       debug level 5
path
        peer system name Pnomad1
path
        peer system name Pnomad2
path
        peer_system_name Pnomad3
path
        peer system name Pnomad4
```

FILES

/etc/asppp.cf configuration file
/etc/log/asppp.log message log file

/etc/uucp/Devices
/etc/uucp/Dialers
/etc/uucp/Sysfiles
/etc/uucp/Systems

/tmp/.asppp.fifo communication path between aspppd and aspppls

/usr/sbin/aspppd link manager /usr/sbin/aspppls login service

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWapppu

SEE ALSO

kill(1), ifconfig(1M), in.routed(1M), attributes(5), ppp(7M)

System Administration Guide, Volume 3

audit(1M)

NAME |

audit - control the behavior of the audit daemon

SYNOPSIS

audit -n | -s | -t

DESCRIPTION

The audit command is the general administrator's interface to maintaining the audit trail. The audit daemon may be notified to read the contents of the audit_control(4) file and re-initialize the current audit directory to the first directory listed in the audit_control file or to open a new audit file in the current audit directory specified in the audit_control file as last read by the audit daemon. The audit daemon may also be signaled to close the audit trail and disable auditing.

OPTIONS

- -n Signal audit daemon to close the current audit file and open a new audit file in the current audit directory.
- -s Signal audit daemon to read audit control file. The audit daemon stores the information internally.
- -t Signal audit daemon to close the current audit trail file, disable auditing and die.

DIAGNOSTICS

The audit command will exit with 0 upon success and a positive integer upon failure.

FILES

/etc/security/audit user

/etc/security/audit control

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

bsmconv(1M), praudit(1M), audit(2), $audit_control(4)$, $audit_user(4)$, attributes(5)

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

This command does not modify a process's preselection mask. It only affects which audit directories are used for audit data storage and to specify the minimum size free.

NAME | auditconfig – configure auditing

SYNOPSIS

auditconfig option...

DESCRIPTION

auditconfiq provides a command line interface to get and set kernel audit parameters.

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

OPTIONS

-chkconf

Check the configuration of kernel audit event to class mappings. If the runtime class mask of a kernel audit event does not match the configured class mask, a mismatch is reported.

Configure kernel audit event to class mappings. Runtime class mappings are changed to match those in the audit event to class database file.

Return the maximum audit file size in bytes and the current size of the audit file in bytes.

-setfsize size

Set the maximum size of an audit file to size bytes. When the size limit is reached, the audit file is closed and another is started.

Display the kernel audit condition. The condition displayed is the literal string auditing meaning auditing is enabled and turned on (the kernel audit module is constructing and queuing audit records) or noaudit meaning auditing is enabled but turned off (the kernel audit module is not constructing and queuing audit records), or disabled meaning that the audit module has not been enabled. See auditon(2) and auditd(1M) for further information.

-setcond[auditing|noaudit]

Set the kernel audit condition to the condition specified where condition is the literal string auditing indicating auditing should be enabled or noaudit indicating auditing should be disabled.

-qetclass event

Display the preselection mask associated with the specified kernel audit event. event is the kernel event number or event name.

-setclass event audit_flag[,audit_flag . . .]

Map the kernel event event to the classes specified by audit flags. event is an event number or name. An *audit_flag* is a two character string representing an audit class. See audit control(4) for further information.

Display the currently configured (runtime) kernel and user level audit event information.

auditconfig(1M)

-getpinfo pid

Display the audit ID, preselection mask, terminal ID and audit session ID for the specified process.

-setpmask pid flags

Set the preselection mask of the specified process. flags is the ASCII representation of the flags similar to that in audit control(4).

-setsmask asid flags

Set the preselection mask of all processes with the specified audit session ID.

-setumask *auid flags*

Set the preselection mask of all processes with the specified audit ID.

-lspolicy

Display the kernel audit policies with a description of each policy.

-getpolicy

Display the kernel audit policy.

-setpolicy[+|-]policy_flag[,policy_flag ...]

Set the kernel audit policy. A policy <code>policy_flag</code> is literal strings that denotes an audit policy. A prefix of + adds the policies specified to the current audit policies. A prefix of - removes the policies specified from the current audit policies. The following are the valid policy flag strings (<code>auditconfig-lspolicy</code> also lists the current valid audit policy flag strings):

arge Include the execv(2) system call environment arguments to the audit record. This information is not included by default.

argv Include the execv(2) system call parameter arguments to the audit record. This information is not included by default.

cnt Do not suspend processes when audit resources are exhausted. Instead, drop audit records and keep a count of the number of records dropped. By default, process are suspended until audit resources become available.

group Include the supplementary group token in audit records. By default, the group token is not included.

Add secondary path tokens to audit record. These are typically the pathnames of dynamically linked shared libraries or command interpreters for shell scripts. By default, they are not included.

Include the trailer token in every audit record. By default, the trailer token is not included.

Include the sequence token as part of every audit record. By default, the sequence token is not included. The sequence token attaches a sequence number to every audit record.

EXAMPLES | **EXAMPLE 1** A sample auditconfig program

```
# map kernel audit event number 10 to the "fr" audit class
% auditconfig -setclass 10 fr
# turn on inclusion of exec arguments in exec audit records
% auditconfig -setpolicy +argv
```

EXIT STATUS

- Successful completion.
- An error occurred.

FILES

/etc/security/audit event /etc/security/audit class

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

auditd(1M), bsmconv(1M), praudit(1M), auditon(2), execv(2), $\texttt{audit_class}(4)$, audit control(4), audit event(4), attributes(5)

auditd(1M)

NAME | auditd – audit daemon

SYNOPSIS

/usr/sbin/auditd

DESCRIPTION

The audit daemon controls the generation and location of audit trail files. If auditing is desired, auditd reads the audit control(4) file to get a list of directories into which audit files can be written and the percentage limit for how much space to reserve on each filesystem before changing to the next directory.

If auditd receives the signal SIGUSR1, the current audit file is closed and another is opened. If SIGHUP is received, the current audit trail is closed, the audit control file reread, and a new trail is opened. If SIGTERM is received, the audit trail is closed and auditing is terminated. The program audit(1M) sends these signals and is recommended for this purpose.

Each time the audit daemon opens a new audit trail file, it updates the file audit data(4) to include the correct name.

Auditing Conditions

The audit daemon invokes the program audit warn(1M) under the following conditions with the indicated options:

audit warn soft pathname

The file system upon which pathname resides has exceeded the minimum free space limit defined in audit control(4). A new audit trail has been opened on another file system.

audit warn allsoft

All available file systems have been filled beyond the minimum free space limit. A new audit trail has been opened anyway.

audit warn hard pathname

The file system upon which pathname resides has filled or for some reason become unavailable. A new audit trail has been opened on another file system.

audit warn allhard count

All available file systems have been filled or for some reason become unavailable. The audit daemon will repeat this call to audit warn every twenty seconds until space becomes available. count is the number of times that audit warn has been called since the problem arose.

audit warn ebusy

There is already an audit daemon running.

audit warn tmpfile

The file /etc/security/audit/audit tmp exists, indicating a fatal error.

audit warn nostart

The internal system audit condition is AUC FCHDONE. Auditing cannot be started without rebooting the system.

audit warn auditoff

The internal system audit condition has been changed to not be AUC AUDITING by someone other than the audit daemon. This causes the audit daemon to exit.

audit warn postsigterm

An error occurred during the orderly shutdown of the auditing system.

audit_warn getacdir

There is a problem getting the directory list from /etc/security/audit/audit control.

The audit daemon will hang in a sleep loop until this file is fixed.

FILES

/etc/security/audit/audit control

/etc/security/audit/audit data

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

audit(1M), $audit_warn(1M)$, bsmconv(1M), praudit(1M), auditon(2), auditsvc(2), audit.log(4), audit control(4), audit data(4), attributes(5)

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

auditreduce(1M)

NAME

auditreduce – merge and select audit records from audit trail files

SYNOPSIS

auditreduce [options] [audit-trail-file...]

DESCRIPTION

auditreduce allows you to select or merge records from audit trail files. Audit files may be from one or more machines.

The merge function merges together audit records from one or more input audit trail files into a single output file. The records in an audit trail file are assumed to be sorted in chronological order (oldest first) and this order is maintained by auditreduce in the output file.

Unless instructed otherwise, auditreduce will merge the entire audit trail, which consists of all the audit trail files in the directory structure <code>audit_root_dir/*/files</code> (see <code>audit_control(4)</code> for details of the structure of the audit root). Unless stated with the -R or -S option, <code>audit_root_dir</code> defaults to <code>/etc/security/audit</code>. By using the file selection options it is possible to select some subset of these files, or files from another directory, or files named explicitly on the command line.

The select function allows audit records to be selected on the basis of numerous criteria relating to the record's content (see audit.log(4) for details of record content). A record must meet all of the *record-selection-option* criteria to be selected.

Audit Trail Filename Format

Any audit trail file not named on the command line must conform to the audit trail filename format. Files produced by the audit system already have this format. Output file names produced by auditreduce are in this format. It is:

start-time. end-time. suffix

where *start-time* is the 14-character timestamp of when the file was opened, *end-time* is the 14-character timestamp of when the file was closed, and *suffix* is the name of the machine which generated the audit trail file, or some other meaningful suffix (e.g., all, if the file contains a combined group of records from many machines). The *end-time* may be the literal string not_terminated, to indicate that the file is still being written to by the audit system. Timestamps are of the form *yyyymmddhhmmss* (year, month, day, hour, minute, second). The timestamps are in Greenwich Mean Time (GMT).

File Selection Options

The file selection options indicate which files are to be processed and certain types of special treatment.

-A

All of the records from the input files will be selected regardless of their timestamp. This option effectively disables the -a, -b, and -d options. This is useful in preventing the loss of records if the -D option is used to delete the input files after they are processed. Note, however, that if a record is *not* selected due to another option, then -A will not override that.

- C

Only process complete files. Files whose filename *end-time* timestamp is not_terminated are not processed (such a file is currently being written to by the audit system). This is useful in preventing the loss of records if -D is used to delete the input files after they are processed. It does not apply to files specified on the command line.

-D suffix

Delete input files after they deleted if the entire run is successful. If auditreduce detects an error while reading a file, then that file is not deleted. If $\neg D$ is specified, $\neg A$, $\neg C$ and $\neg O$ are also implied. suffix is given to the $\neg O$ option. This helps prevent the loss of audit records by ensuring that all of the records are written, only complete files are processed, and the records are written to a file before being deleted. Note that if both $\neg D$ and $\neg O$ are specified in the command line, the order of specification is significant. The suffix associated with the latter specification is in effect.

-M machine

Allows selection of records from files with *machine* as the filename suffix. If -M is not specified, all files are processed regardless of suffix. -M can also be used to allow selection of records from files that contain combined records from many machines and have a common suffix (such as all).

-N

Select objects in *new mode*. This flag is off by default, thus retaining backward compatibility. In the existing, *old mode*, specifying the -e, -f, -g, -r, or -u flags would select not only actions taken with those IDs, but also certain objects owned by those IDs. When running in *new mode*, only actions are selected. In order to select objects, the -o option must be used.

-0 suffix

Direct output stream to a file in the currenti audit_root_dir with the indicated suffix. *suffix* may alternatively contain a full pathname, in which case the last component is taken as the suffix, ahead of which the timestamps will be placed, ahead of which the remainder of the pathname will be placed. If the -O option is not specified, the output is sent to the standard output. When auditreduce places timestamps in the filename, it uses the times of the first and last records in the merge as the *start-time* and *end-time*.

-Q

Quiet. Suppress notification about errors with input files.

-R pathname

Specify the pathname of an alternate audit root directory <code>audit_root_dir</code> to be <code>pathname</code>. Therefore, rather than using <code>/etc/security/audit/*/files</code> by default, <code>pathname/*/files</code> will be examined instead.

-S server

This option causes auditreduce to read audit trail files from a specific location (server directory). *server* is normally interpreted as the name of a subdirectory of

auditreduce(1M)

the audit root, therefore auditreduce will look in <code>audit_root_dir/server/files</code> for the audit trail files. But if <code>server</code> contains any '/' characters, it is the name of a specific directory not necessarily contained in the audit root. In this case, <code>server/files</code> will be consulted. This option allows archived files to be manipulated easily, without requiring that they be physically located in a directory structure like that of <code>/etc/security/audit</code>.

- 7.

Verbose. Display the name of each file as it is opened, and how many records total were written to the output stream.

Record Selection Options

The record selection options listed below are used to indicate which records are written to the output file produced by auditreduce.

Multiple arguments of the same type are not permitted.

-a date-time

Select records that occurred at or after *date-time*. The *date-time* argument is described under Option Arguments, below. *date-time* is in local time. The -a and -b options can be used together to form a range.

-b date-time

Select records that occurred before *date-time*.

- c. audit-classes

Select records by audit class. Records with events that are mapped to the audit classes specified by *audit-classes* are selected. Audit class names are defined in audit_class(4). The *audit-classes* can be a comma separated list of audit *flags* like those described in audit_control(4). Using the audit *flags*, one can select records based upon success and failure criteria.

-d date-time

Select records that occurred on a specific day (a 24-hour period beginning at 00:00:00 of the day specified and ending at 23:59:59). The day specified is in local time. The time portion of the argument, if supplied, is ignored. Any records with timestamps during that day are selected. If any hours, minutes, or seconds are given in *time*, they are ignored. -d can not be used with -a or -b.

-e effective-user

Select records with the specified effective-user.

-f effective-group

Select records with the specified effective-group.

-g real-group

Select records with the specified *real-group*.

-j subject-ID

Select records with the specified *subject-ID* where *subject-ID* is a process ID.

-m event

Select records with the indicated *event*. The *event* is the literal string or the *event* number.

-o object_type=objectID_value

Select records by object type. A match occurs when the record contains the information describing the specified *object_type* and the object ID equals the value specified by *objectID_value*. The allowable object types and values are as follows:

file=pathname

Select records containing file system objects with the specified pathname, where pathname is a comma separated list of regular expressions. If a regular expression is preceded by a tilde (~), files matching the expression are excluded from the output. For example, the option file=~/usr/openwin, /usr,/etc would select all files in /usr or /etc except those in /usr/openwin. The order of the regular expressions is important because auditreduce processes them from left to right, and stops when a file is known to be eitherselected or excluded. Thus the option file=/usr,/etc,~/usr/openwin would select all files in /usr and all files in /etc. Files in /usr/openwin are not excluded because the regular expression /usr is matched first. Care should be given in surrounding the pathname with quotes so as to prevent the shell from expanding any tildes.

filegroup=group

Select records containing file system objects with *group* as the owning group.

fileowner=user

Select records containing file system objects with user as the owning user.

msgqid=ID

Select records containing message queue objects with the specified *ID* where *ID* is a message queue ID.

msgqgroup=group

Select records containing message queue objects with *group* as the owning or creating group.

msgqowner=user

Select records containing message queue objects with *user* as the owning or creating user.

pid=ID

Select records containing process objects with the specified *ID* where *ID* is a process ID. Process are objects when they are receivers of signals.

procgroup=group

Select records containing process objects with *group* as the real or effective group.

procowner=user

Select records containing process objects with *user* as the real or effective user.

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semid=ID

Select records containing semaphore objects with the specified *ID* where *ID* is a semaphore ID.

semgroup=group

Select records containing semaphore objects with *group* as the owning or creating group.

semowner=user

Select records containing semaphore objects with *user* as the owning or creating user.

shmid=ID

Select records containing shared memory objects with the specified *ID* where *ID* is a shared memory ID.

shmgroup=group

Select records containing shared memory objects with *group* as the owning or creating group.

shmowner=user

Select records containing shared memory objects with *user* as the owning or creating user.

sock=port_number | machine

Select records containing socket objects with the specified *port_number* or the specified *machine* where *machine* is a machine name as defined in hosts(4).

-r real-user

Select records with the specified real-user.

-u audit-user

Select records with the specified *audit-user*. When one or more *filename* arguments appear on the command line, only the named files are processed. Files specified in this way need not conform to the audit trail filename format. However, -M, -S, and -R may not be used when processing named files. If the *filename* is "-" then the input is taken from the standard input.

Option Arguments

audit-trail-file

An audit trail file as defined in audit.log(4). An audit trail file not named on the command line must conform to the audit trail file name format. Audit trail files produced as output of auditreduce are in this format as well. The format is:

```
start-time . end-time . suffix
```

start-time is the 14 character time stamp denoting when the file was opened. end-time is the 14 character time stamp denoting when the file was closed. end-time may also be the literal string not_terminated, indicating the file is still be written to by the audit daemon or the file was not closed properly (a system crash or abrupt halt occurred). suffix is the name of the machine that generated the audit trail

file (or some other meaningful suffix; e.g. all would be a good suffix if the audit trail file contains a combined group of records from many machines).

date-time

The *date-time* argument to -a, -b, and -d can be of two forms: An absolute *date-time* takes the form:

```
yyyymmdd [ hh [ mm [ ss ]]]
```

where *yyyy* specifies a year (with 1970 as the earliest value), *mm* is the month (01-12), dd is the day (01-31), *hh* is the hour (00-23), *mm* is the minute (00-59), and *ss* is the second (00-59). The default is 00 for *hh*, *mm* and *ss*.

An offset can be specified as: $+n \, d \mid h \mid m \mid s$ where n is a number of units, and the tags d, h, m, and s stand for days, hours, minutes and seconds, respectively. An offset is relative to the starting time. Thus, this form can only be used with the -b option.

event

The literal string or ordinal event number as found in audit_event(4). If *event* is not found in the audit_event file it is considered invalid.

group

The literal string or ordinal group ID number as found in group(4). If *group* is not found in the group file it is considered invalid. *group* may be negative.

pathname

A regular expression describing a pathname.

usei

The literal username or ordinal user ID number as found in passwd(4). If the username is not found in the passwd file it is considered invalid. *user* may be negative.

EXAMPLES

EXAMPLE 1 The auditreduce command.

praudit(1M) is available to display audit records in a human-readable form.

This will display the entire audit trail in a human-readable form:

```
% auditreduce | praudit
```

If all the audit trail files are being combined into one large file, then deleting the original files could be desirable to prevent the records from appearing twice:

```
% auditreduce -V -d /etc/security/audit/combined/all
```

This will print what user milner did on April 13, 1988. The output will be displayed in a human-readable form to the standard output:

```
% auditreduce -d 19880413 -u milner | praudit
```

auditreduce(1M)

EXAMPLE 1 The auditreduce command. (Continued)

The above example may produce a large volume of data if milner has been busy. Perhaps looking at only login and logout times would be simpler. The -c option will select records from a specified class:

```
% auditreduce -d 19880413 -u milner -c lo | praudit
```

To see milner's login/logout activity for April 13, 14, and 15 the following is used. The results are saved to a file in the current working directory. Note that the name of the output file will have milnerlo as the *suffix*, with the appropriate timestamp prefixes. Note that the long form of the name is used for the -c option:

```
% auditreduce -a 19880413 -b +3d -u milner -c login_logout -o milnerlo
```

To follow milner's movement about the file system on April 13, 14, and 15 the chdir record types could be viewed. Note that in order to get the same time range as the above example we needed to specify the -b time as the day after our range. This is because 19880416 defaults to midnight of that day, and records before that fall on 0415, the end-day of the range.

```
% auditreduce -a 19880413 -b 19880416 -u milner -m AUE CHDIR | praudit
```

In this example the audit records are being collected in summary form (the login/logout records only). The records are being written to a summary file in a different directory than the normal audit root to prevent the selected records from existing twice in the audit root.

```
% auditreduce -d 19880330 -c lo -o /etc/security/audit summary/logins
```

If activity for user ID 9944 has been observed, but that user is not known to the system administrator, then the following example will search the entire audit trail for any records generated by that user. auditreduce will query the system as to the current validity of ID 9944, and print a warning message if it is not currently active:

```
% auditreduce -o /etc/security/audit suspect/user9944 -u 9944
```

FILES

/etc/security/audit/server/files/* location of audit trails, when stored

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

bsmconv(1M), praudit(1M), audit.log(4), audit class(4), audit control(4), group(4), hosts(4), passwd(4), attributes(5)

DIAGNOSTICS

auditreduce will print out error messages if there are command line errors and then exit. If there are fatal errors during the run auditreduce will print an explanatory message and exit. In this case the output file may be in an inconsistent state (no trailer or partially written record) and auditreduce will print a warning message before exiting. Successful invocation returns 0 and unsuccessful invocation returns 1.

Since auditreduce may be processing a large number of input files, it is possible that the machine-wide limit on open files will be exceeded. If this happens, auditreduce will print a message to that effect, give information on how many file there are, and exit.

If auditreduce prints a record's timestamp in a diagnostic message, that time is in local time. However, when filenames are displayed, their timestamps are in GMT.

BUGS

Conjunction, disjunction, negation, and grouping of record selection options should be allowed.

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

audit_startup(1M)

NAME | audit_startup – audit subsystem initialization script

SYNOPSIS /etc/security/audit startup

DESCRIPTION | The audit_startup script is used to initialize the audit subsystem before the audit

deamon is started. This script is configurable by the system administrator, and currently consists of a series of auditconfig(1M) commands to set the system

default policy, and download the initial event to class mapping.

SEE ALSO auditconfig(1M), auditd(1M), bsmconv(1M), attributes(5)

NOTES The functionality described in this man page is available only if the Basic Security

Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME	auditstat – display kernel audit statistics		
SYNOPSIS	auditstat [-c count] [-h numlines] [-i interval] [-n] [-v]		
DESCRIPTION	auditstat displa		nys kernel audit statistics. The fields displayed are as follows:
	ctl This fide drop The to dropped		al number of audit records processed by the audit(2) system call.
			ld is obsolete.
			al number of audit records that have been dropped. Records are d according to the kernel audit policy. See auditon(2),CNT policy for details.
	enq	The tota	al number of audit records put on the kernel audit queue.
	gen		al number of audit records that have been constructed (not the r written).
	kern		al number of audit records produced by user processes (as a result em calls).
	mem	The tota	al number of Kbytes of memory currently in use by the kernel audit
	rblk The to proces tot The to wblk The to		al number of non-attributable audit records that have been cted. These are audit records that are not attributable to any lar user.
			al number of times that auditsvc(2) has blocked waiting to audit data.
			al number of Kbytes of audit data written to the audit trail.
			al number of times that user processes blocked on the audit queue igh water mark.
wrtn i		wrtn is	al number of audit records written. The difference between enq and the number of outstanding audit records on the audit queue that been written.
OPTIONS	OPTIONS -c count -h numlines -i interval -n		Display the statistics a total of <i>count</i> times. If <i>count</i> is equal to zero, statistics are displayed indefinitely. A time interval must be specified.
			Display a header for every <i>numlines</i> of statistics printed. The default is to display the header every 20 lines. If <i>numlines</i> is equal to zero, the header is never displayed.
			Display the statistics every <i>interval</i> where <i>interval</i> is the number of seconds to sleep between each collection.
			Display the number of kernel audit events currently configured.

-v

Display the version number of the kernel audit module software.

auditstat(1M)

EXIT STATUS

auditstat returns 0 upon success and 1 upon failure.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
_	Availability	SUNWcsu

SEE ALSO

auditconfig(1M), praudit(1M), bsmconv(1M), audit(2), auditon(2), auditsvc(2), attributes(5)

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME

audit_warn - audit daemon warning script

SYNOPSIS

/etc/security/audit warn [option [arguments]]

DESCRIPTION

The audit warn script processes warning or error messages from the audit daemon. When a problem is encountered, the audit daemon, auditd(1M) calls audit warn with the appropriate arguments. The *option* argument specifies the error type.

The system administrator can specify a list of mail recipients to be notified when an audit_warn situation arises by defining a mail alias called audit_warn in aliases(4). The users that make up the audit warn alias are typically the audit and root users.

OPTIONS

allhard count Indicates that the hard limit for all filesystems has been exceeded count times. The default action for this option is to send mail to the audit warn alias only if the count is 1, and to write a message to the machine console every time. It is recommended that mail *not* be

sent every time as this could result in a the saturation of the file system that contains the mail spool directory.

Indicates that the soft limit for all filesystems has been allsoft exceeded. The default action for this option is to send mail to the audit warn alias and to write a message

to the machine console.

auditoff Indicates that someone other than the audit daemon

changed the system audit state to something other than AUC AUDITING. The audit daemon will have exited in this case. The default action for this option is to send mail to the audit warn alias and to write a message

to the machine console.

Indicates that the audit daemon is already running. The ebusy

> default action for this option is to send mail to the audit warn alias and to write a message to the

machine console.

Indicates that there is a problem getting the directory getacdir count

list from audit control(4). The audit daemon will hang in a sleep loop until the file is fixed. The default

action for this option is to send mail to the

audit warn alias only if count is 1, and to write a message to the machine console every time. It is recommended that mail not be sent every time as this could result in a the saturation of the file system that

contains the mail spool directory.

hard filename Indicates that the hard limit for the file has been

exceeded. The default action for this option is to send

audit_warn(1M)

	mail to the audit_warn alias and to write a message to the machine console.
nostart	Indicates that auditing could not be started. The default action for this option is to send mail to the audit_warn alias and to write a message to the machine console. Some administrators may prefer to modify audit_warn to reboot the system when this error occurs.
postsigterm	Indicates that an error occurred during the orderly shutdown of the audit daemon. The default action for this option is to send mail to the audit_warn alias and to write a message to the machine console.
soft filename	Indicates that the soft limit for <i>filename</i> has been exceeded. The default action for this option is to send mail to the audit_warn alias and to write a message to the machine console.
tmpfile	Indicates that the temporary audit file already exists indicating a fatal error. The default action for this option is to send mail to the audit_warn alias and to

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

write a message to the machine console.

SEE ALSO

audit(1M), auditd(1M), bsmconv(1M), aliases(4), audit.log(4), audit control(4), attributes(5)

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME

automount – install automatic mount points

SYNOPSIS

/usr/sbin/automount [-t duration] [-v]

DESCRIPTION

The automount utility installs autofs mount points and associates an automount map with each mount point. The autofs file system monitors attempts to access directories within it and notifies the automountd(1M) daemon. The daemon uses the map to locate a file system, which it then mounts at the point of reference within the autofs file system. A map can be assigned to an autofs mount using an entry in the /etc/auto master map or a direct map.

If the file system is not accessed within an appropriate interval (10 minutes by default), the automountd daemon unmounts the file system.

The file /etc/auto master determines the locations of all autofs mount points. By default, this file contains four entries:

```
# Master map for automounter
+auto master
/net
            -hosts
                    -nosuid
/home
            auto home
/xfn
            -xfn
```

The +auto master entry is a reference to an external NIS or NIS+ master map. If one exists, then its entries are read as if they occurred in place of the +auto master entry. The remaining entries in the master file specify a directory on which an autofs mount will be made followed by the automounter map to be associated with it. Optional mount options may be supplied as an optional third field in the each entry. These options are used for any entries in the map that do not specify mount options explicitly. The automount command is usually run without arguments. It compares the entries /etc/auto master with the current list of autofs mounts in /etc/mnttab and adds, removes or updates autofs mounts to bring the /etc/mnttab up to date with the /etc/auto master. At boot time it installs all autofs mounts from the master map. Subsequently, it may be run to install autofs mounts for new entries in the master map or the direct map, or to perform unmounts for entries that have been removed from these maps.

OPTIONS

- 77

The following options are supported:

-t. duration Specifies a duration, in seconds, that a file system is to remain mounted when not in use. The default is 10 minutes.

Verbose mode. Notifies of autofs mounts, unmounts, or other

non-essential information.

Map Entry Format

A simple map entry (mapping) takes the form:

```
key [ -mount-options ] location . . .
```

automount(1M)

where key is the full pathname of the directory to mount when used in a direct map, or the simple name of a subdirectory in an indirect map. *mount-options* is a comma-separated list of mount options, and *location* specifies a file system from which the directory may be mounted. In the case of a simple NFS mount, the options that can be used are as specified in mount nfs(1M), and *location* takes the form:

host: pathname

host is the name of the host from which to mount the file system, and *pathname* is the absolute pathname of the directory to mount.

Options to other file systems are documented on the other mount_* reference manual pages, for example, mount_cachefs(1M).

Replicated File Systems

Multiple *location* fields can be specified for replicated NFS file systems, in which case automount and the kernel will each try to use that information to increase availability. If the read-only flag is set in the map entry, automount mounts a list of locations that the kernel may use, sorted by several criteria. When a server does not respond, the kernel will switch to an alternate server. The sort ordering of automount is used to determine how the next server is chosen. If the read-only flag is not set, automount will mount the best single location, chosen by the same sort ordering, and new servers will only be chosen when an unmount has been possible, and a remount is done. Servers on the same local subnet are given the strongest preference, and servers on the local net are given the second strongest preference. Among servers equally far away, response times will determine the order if no weighting factors (see below) are used.

If the list includes server locations using both the NFS Version 2 Protocol and the NFS Version 3 Protocol, automount will choose only a subset of the server locations on the list, so that all entries will be the same protocol. It will choose servers with the NFS Version 3 Protocol so long as an NFS Version 2 Protocol server on a local subnet will not be ignored. See the *System Administration Guide, Volume 3* for additional details.

If each *location* in the list shares the same *pathname* then a single *location* may be used with a comma-separated list of hostnames:

```
hostname, hostname . . . : pathname
```

Requests for a server may be weighted, with the weighting factor appended to the server name as an integer in parentheses. Servers without a weighting are assumed to have a value of zero (most likely to be selected). Progressively higher values decrease the chance of being selected. In the example,

```
man -ro alpha, bravo, charlie(1), delta(4) : /usr/man
```

hosts alpha and bravo have the highest priority; host delta has the lowest.

Server proximity takes priority in the selection process. In the example above, if the server delta is on the same network segment as the client, but the others are on different network segments, then delta will be selected; the weighting value is ignored. The weighting has effect only when selecting between servers with the same network proximity.

In cases where each server has a different export point, the weighting can still be applied. For example:

```
man -ro alpha:/usr/man bravo,charlie(1):/usr/share/man
    delta(3):/export/man
```

A mapping can be continued across input lines by escaping the NEWLINE with a backslash (\) Comments begin with a number sign (#) and end at the subsequent NEWLINE.

Map Key Substitution

The ampersand (&) character is expanded to the value of the key field for the entry in which it occurs. In this case:

```
jane sparcserver : /home/&
```

the & expands to jane.

Wildcard Key

The asterisk (*) character, when supplied as the key field, is recognized as the catch-all entry. Such an entry will match any key not previously matched. For instance, if the following entry appeared in the indirect map for /config:

```
* & : /export/config/&
```

this would allow automatic mounts in /config of any remote file system whose location could be specified as:

```
hostname : /export/config/hostname
```

Variable Substitution

Client specific variables can be used within an automount map. For instance, if \$HOST appeared within a map, automount would expand it to its current value for the client's host name. Supported variables are:

ARCH	The application architecture is derived from the output of uname -m	The architecture name. For example, "sun4" on a sun4u machine.
CPU	The output of uname -p	The processor type.
		For example, "sparc"
HOST	The output of uname -n	The host name.
		For example, "biggles"

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OSNAME	The output of uname -s	The OS name.
		For example, "SunOS"
OSREL	The output of uname -r	The OS release name.
		For example "5.3"
OSVERS	The output of uname -v	The OS version.
		For example, "beta1.0"
NATISA	The output of isainfo -n	The native instruction set
		architecture for the system.
		For example, "sparcv9"

If a reference needs to be protected from affixed characters, you can surround the variable name with curly braces ({ }).

Multiple Mounts

A multiple mount entry takes the form:

```
key [-mount-options] [ [mountpoint] [-mount-options] location. . . ] . . .
```

The initial /[mountpoint] is optional for the first mount and mandatory for all subsequent mounts. The optional mountpoint is taken as a pathname relative to the directory named by key. If mountpoint is omitted in the first occurrence, a mountpoint of / (root) is implied.

Given an entry in the indirect map for /src

```
beta
        -ro\
             svr1,svr2:/export/src/beta \
 /1.0
             svr1,svr2:/export/src/beta/1.0 \
             svr1,svr2:/export/src/beta/1.0/man
 /1.0/man
```

All offsets must exist on the server under beta. automount will automatically mount /src/beta,/src/beta/1.0, and /src/beta/1.0/man, as needed, from either svr1 or svr2, whichever host is nearest and responds first.

Other File System Types

The automounter assumes NFS mounts as a default file system type. Other file system types can be described using the fstype mount option. Other mount options specific to this file system type can be combined with the fstype option. The location field must contain information specific to the file system type. If the location field begins with a slash, a colon character must be prepended, for instance, to mount a CD file system:

```
cdrom -fstype=hsfs,ro
                     : /dev/sr0
```

or to perform an autofs mount:

src -fstype=autofs auto src

Note: Use this procedure only if you are not using Volume Manager.

Mounts using CacheFS are most useful when applied to an entire map as map defaults. The following entry in the master map describes cached home directory mounts. It assumes the default location of the cache directory, /cache.

/home auto_home -fstype=cachefs,backfstype=nfs

See the NOTES section for information on option inheritance.

Indirect Maps

An indirect map allows you to specify mappings for the subdirectories you wish to mount under the directory indicated on the command line. In an indirect map, each key consists of a simple name that refers to one or more file systems that are to be mounted as needed.

Direct Maps

Entries in a direct map are associated directly with autofs mount points. Each key is the full pathname of an autofs mount point. The direct map as a whole is not associated with any single directory.

Included Maps

The contents of another map can be included within a map with an entry of the form

+тарпате

If *mapname* begins with a slash, it is assumed to be the pathname of a local file. Otherwise, the location of the map is determined by the policy of the name service switch according to the entry for the automounter in /etc/nsswitch.conf, such as

automount: files nis

If the name service is files, then the name is assumed to be that of a local file in /etc. If the key being searched for is not found in the included map, the search continues with the next entry.

Special Maps

There are three special maps available: -hosts, -xfn, and -null. The -hosts map is used with the /net directory and assumes that the map key is the hostname of an NFS server. The automountd daemon dynamically constructs a map entry from the server's list of exported file systems. References to a directory under /net/hermes will refer to the corresponding directory relative to hermes root.

The -xfn map is used to mount the initial context of the Federated Naming Service (FNS) namespace under the /xfn directory. For more information on FNS, see fns(5), fns_initial_context(5), fns_policies(5), and the Federated Naming Service Guide.

The -null map cancels a previous map for the directory indicated. This is most useful in the /etc/auto master for cancelling entries that would otherwise be inherited

automount(1M)

from the +auto_master include entry. To be effective, the -null entries must be inserted before the included map entry.

Executable Maps

Local maps that have the execute bit set in their file permissions will be executed by the automounter and provided with a key to be looked up as an argument. The executable map is expected to return the content of an automounter map entry on its stdout or no output if the entry cannot be determined. A direct map cannot be made executable.

Configuration and the auto_master Map

When initiated without arguments, automount consults the master map for a list of autofs mount points and their maps. It mounts any autofs mounts that are not already mounted, and unmounts autofs mounts that have been removed from the master map or direct map.

The master map is assumed to be called auto_master and its location is determined by the name service switch policy. Normally the master map is located initially as a local file /etc/auto_master.

Browsing

The Solaris 2.6 release supports browsability of indirect maps. This allows all of the potential mount points to be visible, whether or not they are mounted. The -nobrowse option can be added to any indirect autofs map to disable browsing. For example:

/net -hosts -nosuid,nobrowse
/home auto_home

In this case, any *hostnames* would only be visible in /net after they are mounted, but all potential mount points would be visible under /home. The -browse option enables browsability of autofs file systems. This is the default for all indirect maps.

EXIT STATUS

The following exit values are returned:

Successful completion.

1 An error occurred.

FILES

/etc/auto master master automount map.

/etc/auto_home map to support automounted home directories.

/etc/nsswitch.conf the name service switch configuration file.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

isainfo(1), ls(1), uname(1), automountd(1M), mount(1M), mount_cachefs(1M),
mount_nfs(1M), attributes(5), fns(5), fns_initial_context(5),
fns policies(5), nfssec(5)

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NOTES

autofs mount points must not be hierarchically related. automount does not allow an autofs mount point to be created within another autofs mount.

Since each direct map entry results in a new autofs mount such maps should be kept short.

Entries in both direct and indirect maps can be modified at any time. The new information is used when automountd next uses the map entry to do a mount.

New entries added to a master map or direct map will not be useful until the automount command is run to install them as new autofs mount points. New entries added to an indirect map may be used immediately.

As of the Solaris 2.6 release, a listing (see 1s(1)) of the autofs directory associated with an indirect map shows all potential mountable entries. The attributes associated with the potential mountable entries are temporary. The real file system attributes will only be shown once the file system has been mounted.

Default mount options can be assigned to an entire map when specified as an optional third field in the master map. These options apply only to map entries that have no mount options. Note that map entities with options override the default options, as at this time, the options do not concatenate. The concatenation feature is planned for a future release.

When operating on a map that invokes an NFS mount, the default number of retries for the automounter is 0, that is, a single mount attempt, with no retries. Note that this is significantly different from the default (10000) for the mount nfs(1M) utility.

The Network Information Service (NIS) was formerly known as Sun Yellow Pages (YP). The functionality of the two remains the same.

automountd(1M)

NAME

automountd – autofs mount/unmount daemon

SYNOPSIS

automountd [-Tvn] [-D name=value]

DESCRIPTION

automountd is an RPC server that answers file system mount and unmount requests from the autofs file system. It uses local files or name service maps to locate file systems to be mounted. These maps are described with the automount(1M) command.

The automountd daemon is automatically invoked in run level 2.

OPTIONS

-T Trace. Expand each RPC call and display it on the standard output.

-v Verbose. Log status messages to the console.

-n Turn off browsing for all autofs mount points. This option

overrides the -browse autofs map option on the local host.

-D name=value Assign value to the indicated automount map substitution

variable. These assignments cannot be used to substitute variables

in the master map auto master.

USAGE

See largefile(5) for the description of the behavior of automountd when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

FILES

/etc/auto_master

master map for automounter

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

automount(1M), attributes(5), largefile(5)

NAME

autopush - configures lists of automatically pushed STREAMS modules

SYNOPSIS

autopush -f filename

autopush -g -M major -m minor

autopush -r -M major -m minor

DESCRIPTION

The autopush command configures the list of modules to be automatically pushed onto the stream when a device is opened. It can also be used to remove a previous setting or get information on a setting.

OPTIONS

The following options are supported:

- £ filename

Sets up the autopush configuration for each driver according to the information stored in *filename*. An autopush file consists of lines of four or more fields, separated by spaces as shown below:

major minor last-minor module1 module2 ... module8

The first field is a string that specifies the *major* device name, as listed in the /kernel/drv directory. The next two fields are integers that specify the *minor* device number and *last-minor* device number. The fields following represent the names of modules. If *minor* is -1, then all minor devices of a major driver specified by *major* are configured, and the value for *last-minor* is ignored. If *last-minor* is 0, then only a single minor device is configured. To configure a range of minor devices for a particular major, *minor* must be less than *last-minor*.

The remaining fields list the names of modules to be automatically pushed onto the stream when opened, along with the position of an optional anchor. The maximum number of modules that can be pushed is eight. The modules are pushed in the order they are specified. The optional special character sequence [anchor] indicates that a STREAMS anchor should be placed on the stream at the module previously specified in the list; it is an error to specify more than one anchor or to have an anchor first in the list.

A nonzero exit status indicates that one or more of the lines in the specified file failed to complete successfully.

-g

Gets the current configuration setting of a particular *major* and *minor* device number specified with the -M and -m options respectively and displays the autopush modules associated with it. It will also return the starting minor device number if the request corresponds to a setting of a range (as described with the -f option).

-m minor

Specifies the minor device number.

autopush(1M)

-M *major* Specifies the major device number.

-r Removes the previous configuration setting of the particular *major*

and *minor* device number specified with the -M and -m options respectively. If the values of *major* and *minor* correspond to a previously established setting of a range of minor devices, where *minor* matches the first minor device number in the range, the

configuration would be removed for the entire range.

EXIT STATUS 7

The following exit values are returned:

0 Successful completion.

non-zero An error occurred.

EXAMPLES

EXAMPLE 1 Using the autopush command.

The following example gets the current configuration settings for the *major* and *minor* device numbers as indicated and displays the autopush modules associated with them for the character-special device /dev/term/a:

```
example# autopush -g -M 29 -m 0
Major Minor Lastminor Modules
29 0 1 ldterm ttcompat
```

FILES

/etc/iu.ap

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

bdconfig(1M), ttymon(1M), attributes(5), ldterm(7M), sad(7D), streamio(7I), ttcompat(7M)

STREAMS Programming Guide

NAME

bdconfig – configures the bd (buttons and dials) stream

SYNOPSIS

bdconfig [startup] [off] [on] [term] [status] [verbose]

DESCRIPTION

The bdconfig utility is responsible for configuring the autopush facility and defining to the system what serial device to use for the bd stream.

OPTIONS

If no options are given, then an interactive mode is assumed. In this mode the current status is presented along with this usage line, and a series of interactive questions asked to determine the user's desires.

Root privilege is required to change the configuration. The status option does not require root privilege. bdconfig can be installed as a setuid root program.

The non-interactive options below can be given in any order.

term Specify to the system the serial device for bd use. This option

implies the on option unless the off option is present.

iff Reconfigure the configured term for tty use.

on Reconfigure the configured term for bd use. If *term* has not been

previously specified, interactive questions are asked to determine

the user's desires.

startup Configure as was last configured before the system went down.

This option is used by the startup script, and precludes the use of the on, off, and *term* options. This option implies non-interactive

mode.

status Emit the current configuration in terms of the words used as

options: off, on, /dev/term/a, /dev/term/b, and so forth.

This option implies non interactive mode.

verbose bdconfig describes what it finds and what it is doing.

EXIT STATUS

The bdconfig utility returns 0 on success, 1 on general error, and 2 on argument

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdialh

SEE ALSO

 $\verb|autopush(1M)|, \verb|attributes(5)|, \verb|x_buttontest(6)|, \verb|x_dialtest(6)|, \verb|bd(7M)|, \\ \verb|sad(7D)|, \verb|streamio(7I)|$

NOTES

All bdconfig does is configure the AUTOPUSH facility. bdconfig does not actually manipulate the serial port or stream in any way. Only the first open of a dismantled stream will see the effects of a previously run bdconfig.

bdconfig(1M)

The bdconfig utility is silent except for error messages unless:

- a) invoked with no args: status / usage line emitted
- b) interactive modes are invoked as described above
- c) the verbose option is used

BUGS

The interface does not support more than one dialbox and one buttonbox, both of which must be on the same serial device.

There should be a library routine to read, parse, and validate records in the iu.ap file, so that bdconfig could return to the appropriate record in iu.ap as the default configuration.

NAME | boot – start the system kernel or a standalone program

SPARC

```
boot [OBP names] [file] [-afV] [-D default-file] [boot-flags] [--]
      [client-program-args]
```

```
b [device [(c, u, p)]] [-afV] [-D default-file] [boot-flags] [--]
      [client-program-args]
```

IA

b [file] [-f] [boot-args]

DESCRIPTION

Bootstrapping is the process of loading and executing a standalone program. For the purpose of this discussion, bootstrapping means the process of loading and executing the bootable operating system. Typically, the standalone program is the operating system kernel (see kernel(1M)), but any standalone program can be booted instead. On a SPARC-based system, the diagnostic monitor for a machine is a good example of a standalone program other than the operating system that can be booted.

If the standalone is identified as a dynamically-linked executable, boot will load the interpreter (linker/loader) as indicated by the executable format and then transfer control to the interpreter. If the standalone is statically-linked, it will jump directly to the standalone.

Once the kernel is loaded, it starts the UNIX system, mounts the necessary filesystems (see vfstab(4)), and runs /sbin/init to bring the system to the "initdefault" state specified in /etc/inittab. See inittab(4).

SPARC Bootstrap Procedure

On SPARC based systems, the bootstrap procedure on most machines consists of the following basic phases.

After the machine is turned on, the system firmware (in PROM) executes power-on self-test (POST). The form and scope of these tests depends on the version of the firmware in your system.

After the tests have been completed successfully, the firmware attempts to autoboot if the appropriate flag has been set in the non-volatile storage area used by the firmware. The name of the file to load, and the device to load it from can also be manipulated.

These flags and names can be set using the eeprom(1M) command from the shell, or by using PROM commands from the ok prompt after the system has been halted.

The second level program is either ufsboot (when booting from a disk), or inetboot (when booting across the network).

Network Booting

Network booting can follow either of two paths, RARP/bootparams or DHCP (Dynamic Host Configuration Protocol), depending on the functions available in and configuration of the PROM. Machines of the sun4u kernel architecture have DHCP-capable PROMs and boot from the network using RARP/bootparams by

boot(1M)

default. Whichever network boot path is specified, RARP or DHCP, is followed all the way through to multi-user mode; there is no mixture of the RARP and DHCP activities.

The boot command syntax for specifying the two methods of network booting are:

```
boot net:rarp
boot net:dhcp
```

The command:

boot net

without a rarp or dhcp specifier, invokes the default method for network booting over the network interface for which net is an alias.

The sequence of events for network booting using RARP/bootparams is described in the following paragraphs. The sequence for DHCP follows the RARP/bootparams description.

When booting over the network using RARP/bootparams, the PROM makes a reverse ARP request and when it receives a reply, the PROM broadcasts a TFTP request to fetch inetboot over the network from any server that responds and executes it. inetboot also makes another reverse ARP request, then uses the bootparams protocol (see bootparams(4)) to locate its root filesystem. It then fetches the kernel across the network using the NFS protocol and then executes it.

When booting over the network using DHCP, the PROM broadcasts the hardware address and kernel architecture and requests an IP address, boot parameters, and network configuration information. After a DHCP server responds and is selected (from among potentially multiple servers), that server sends to the client an IP address and all other information needed to boot the client. After receipt of this information, the client PROM downloads inetboot, loads that file into memory, and executes it. inetboot invokes the kernel, which loads the files it needs and releases inetboot. Startup scripts then initiate the DHCP agent (see dhcpagent(1M)), which implements the further activities of the DHCP.

Booting from Disk

When booting from disk (or disk-like device), the bootstrapping process consists of two conceptually distinct phases, primary boot and secondary boot. In the primary boot phase, the PROM loads the primary boot block from blocks 1 to 15 of the disk partition selected as the boot device.

If the pathname to the standalone is relative (does not begin with a slash), the second level boot will look for the standalone in a platform-dependent search path. This path is guaranteed to contain /platform/platform-name. Many SPARC platforms next search the platform-specific path entry /platform/hardware-class-name. See

filesystem(5). If the pathname is absolute, boot will use the specified path. The boot program then loads the standalone at the appropriate address, and then transfers control.

If the filename is not given on the command line or otherwise specified, for example, by the boot-file NVRAM variable, boot chooses an appropriate default file to load based on what software is installed on the system, the capabilities of the hardware and firmware, and on a user configurable policy file (see FILES, below).

OpenBoot PROM

boot Command Behavior The OpenBoot boot command takes arguments of the following form:

ok boot [device-specifier] [arguments]

The default boot command has no arguments:

ok boot

If no *device-specifier* is given on the boot command line, OpenBoot typically uses the *boot-device* or *diag-device* nvram variable. If no optional *arguments* are given on the command line, OpenBoot typically uses the *boot-file* or *diag-file* nvram variable as default boot arguments. (If the system is in diagnostics mode, *diag-device* and *diag-file* are used instead of *boot-device* and *boot-file*).

arguments may include more than one string. All *argument* strings are passed to the secondary booter; they are not interpreted by OpenBoot.

If any *arguments* are specified on the boot command line, then neither the *boot-file* nor the *diag-file* nvram variable is used. The contents of the nvram variables are not merged with command line arguments. For example, the command

ok boot -signores the settings in both *boot-file* and *diag-file*; it interprets the string "-s" as *arguments*. boot will not use the contents of *boot-file* or *diag-file*.

The commands

ok boot netand

ok boot cdromhave no arguments; they will use the settings in *boot-file* or *diag-file*, if they are set, as default filename and arguments and pass them to boot. Accordingly, if *boot-file* is set to the 64-bit kernel filename and you attempt to boot the installation CD with boot cdrom, boot will fail if the installation CD contains only a 32-bit kernel.

Since the contents of *boot-file* or *diag-file* may be ignored depending on the form of the boot command used, reliance upon the *boot-file* should be discouraged for most production systems. To change the OS policy, change the policy file. A significant exception is when a production system has both 32-bit and 64-bit packages installed, but the production system requires use of the 32-bit OS.

In most cases, it is best to allow the boot command to choose an appropriate default based upon the system type, system hardware and firmware, and upon what is

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installed on the root filesystem. It is accepted practice to augment the boot command's policy by modifying the policy file; however, changing *boot-file* or *diag-file* may generate unexpected results in certain circumstances.

This behavior is found on most OpenBoot 2.x and 3.x based systems. Note that differences may occur on some platforms.

IA Bootstrap Procedure

On IA based systems, the bootstrapping process consists of two conceptually distinct phases, primary boot and secondary boot. The primary boot is implemented in the BIOS ROM on the system board, and BIOS extensions in ROMs on peripheral boards. It is distinguished by its ability to control the installed peripheral devices and to provide I/O services through software interrupts. It begins the booting process by loading the first physical sector from a floppy disk, hard disk, or CD-ROM, or, if supported by the system or network adapter BIOS, by reading a bootstrap program from a network boot server. The primary boot is implemented in IA real-mode code.

The secondary boot is loaded by the primary boot. It is implemented in 32-bit, paged, protected mode code. It also loads and uses peripheral-specific BIOS extensions written in IA real-mode code. The secondary boot is called boot.bin and is capable of reading and booting from a UFS file system on a hard disk or a CD or by way of a LAN using the NFS protocol.

The secondary boot is responsible for running the Configuration Assistant program which determines the installed devices in the system (possibly with help from the user). The secondary boot then reads the script in /etc/bootrc, which controls the booting process. This file contains boot interpreter commands, which are defined below, and can be modified to change defaults or to adapt to a specific machine.

The standard /etc/bootrc script prompts the user to enter a b character to boot with specified options, an i character to invoke the interpreter interactively, or any other character to boot the default kernel. Once the kernel is loaded, it starts the operating system, loads the necessary modules, mounts the necessary filesystems (see vfstab(4)), and runs /sbin/init to bring the system to the "initdefault" state specified in /etc/inittab. See inittab(4).

SPARC

specified in /etc/inittab. See inittab(4).	
OBP names	Specify the open boot prom designations. For example, on Desktop SPARC based systems, the designation /sbus/esp@0,800000/sd@3,0:a indicates a SCSI disk (sd) at target 3, lun0 on the SCSI bus, with the esp host adapter plugged into slot 0.
file	Name of a standalone program to boot. If a filename is not explicitly specified, either on the boot command line or in the <i>boot-file</i> NVRAM variable, boot chooses an appropriate default filename. On most systems, the default filename is the 32-bit kernel. On systems capable of supporting both the 32-bit and 64-bit kernels, the 64-bit kernel will be chosen in preference to

		the 32-bit kernel. boot chooses an appropriate default file to boot based on what software is installed on the system, the capabilities of the hardware and firmware, and on a user configurable policy file.	
	-a	The boot program interprets this flag to mean ask me, and so it prompts for the name of the standalone. The '-a' flag is then passed to the standalone program.	
	-f	When booting an Autoclient system, this flag forces the boot program to bypass the client's local cache and read all files over the network from the client's file server. This flag is ignored for all non-Autoclient systems. The -f flag is then passed to the standalone program.	
	-V	Display verbose debugging information.	
	-D default-file	Explicitly specify the <i>default-file</i> . On some systems, boot chooses a dynamic default file, used when none is otherwise specified. This option allows the <i>default-file</i> to be explicitly set and can be useful when booting kadb(1M) since, by default, kadb loads the default-file as exported by the boot program.	
	boot-flags	The boot program passes all boot-flags to file. They are not interpreted by boot. See the kernel(1M) and kadb(1M) manual pages for information about the options available with the default standalone program.	
	client-program-args	The boot program passes all <i>client-program-args</i> to <i>file</i> . They are not interpreted by boot.	
IA	file	Name of a standalone program to boot. The default is to boot /platform/platform-name/kernel/unix from the root partition, but you can specify another program on the command line. When booting an Autoclient system, this flag forces the boot program to bypass the client's local cache and read all files over the network from the client's file server. This flag is ignored for all non-Autoclient systems. The -f flag is then passed to the standalone program.	
	-f		
	boot-args	The boot program passes all <i>boot-args</i> to file. They are not interpreted by boot. See kernel(1M) and kadb(1M) for information about the options available with the kernel.	
IA BOOT SEQUENCE DETAILS	After a PC-compatible machine is turned on, the system firmware in the BIOS ROM executes a power-on self test (POST), runs BIOS extensions in peripheral board ROMs, and invokes software interrupt INT 19h, Bootstrap. The INT 19h handler typically performs the standard PC-compatible boot, which consists of trying to read the first		

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physical sector from the first diskette drive, or, if that fails, from the first hard disk. The processor then jumps to the first byte of the sector image in memory.

IA Primary Boot

The first sector on a floppy disk contains the master boot block. The boot block is responsible for loading the image of the boot loader strap.com, which then loads the secondary boot, boot.bin. A similar sequence occurs for CD-ROM boot, but the master boot block location and contents are dictated by the El Torito specification. The El Torito boot also leads to strap.com, which in turn loads boot.bin.

The first sector on a hard disk contains the master boot block, which contains the master boot program and the FDISK table, named for the PC program that maintains it. The master boot finds the active partition in the FDISK table, loads its first sector, and jumps to its first byte in memory. This completes the standard PC-compatible hard disk boot sequence.

An IA FDISK partition for the Solaris software begins with a one-cylinder boot slice, which contains the partition boot program (pboot) in the first sector, the standard Solaris disk label and volume table of contents (VTOC) in the second and third sectors, and the bootblk program in the fourth and subsequent sectors. When the FDISK partition for the Solaris software is the active partition, the master boot program (mboot) reads the partition boot program in the first sector into memory and jumps to it. It in turn reads the bootblk program into memory and jumps to it. Regardless of the type of the active partition, if the drive contains multiple FDISK partitions, the user is given the opportunity to reboot another partition.

bootblk or strap.com (depending upon the active partition type) reads boot.bin from the file system in the Solaris root slice and jumps to its first byte in memory.

For network booting, you have the choice of the boot floppy or Intel's Preboot eXecution Environment (PXE) standard. When booting from the network using the boot floppy, you can select which network configuration strategy you want by editing the boot properties, changing the setting for net-config-strategy. By default, net-config-strategy is set to rarp. It can have two settings, rarp or dhcp. When booting from the network using PXE, the system or network adapter BIOS uses DHCP to locate a network bootstrap program (NBP) on a boot server and reads it using Trivial File Transfer Protocol (TFTP). The BIOS executes the NBP by jumping to its first byte in memory. The NBP uses DHCP to locate the secondary bootstrap on a boot server, reads it using TFTP, and executes it.

IA Secondary Boot

The secondary boot, boot.bin, switches the processor to 32-bit, paged, protected mode, and performs some limited machine initialization. It runs the Configuration Assistant program which either auto-boots the system, or presents a list of possible boot devices, depending on the state of the auto-boot? variable (see eeprom(1M)).

Disk target devices (including CDROM drives) are expected to contain UFS filesystems. Network devices can be configured to use either DHCP or Reverse Address Resolution Protocol (RARP) and bootparams RPC to discover the machine's IP address and which server will provide the root file system. The root file system is

then mounted using NFS. After a successful root mount, boot.bin invokes a command interpreter, which interprets /etc/bootrc.

Secondary Boot Programming Language for IA

The wide range of hardware that must be supported on IA based systems demands great flexibility in the booting process. This flexibility is achieved in part by making the secondary boot programmable. The secondary boot contains an interpreter that accepts a simple command language similar to those of sh and csh. The primary differences are that pipelines, loops, standard output, and output redirection are not supported.

IA Lexical Structure

The boot interpreter splits input lines into words separated by blanks and tabs. The metacharacters are dollar sign (\$), single-quote ('), double-quote ("), number sign (#), new-line, and backslash (\). The special meaning of metacharacters can be avoided by preceding them with a backslash. A new-line preceded by a backslash is treated as a blank. A number sign introduces a comment, which continues to the next new-line.

A string enclosed in a pair of single-quote or double-quote characters forms all or part of a single word. White space and new-line characters within a quoted string become part of the word. Characters within a quoted string can be quoted by preceding them with a backslash character; thus a single-quote character can appear in a single-quoted string by preceding it with a backslash. Two backslashes produce a single backslash, and a new-line preceded by a backslash produces a new-line in the string.

IA Variables

The boot maintains a set of variables, each of which has a string value. The first character of a variable name must be a letter, and subsequent characters can be letters, digits, or underscores. The set command creates a variable and/or assigns a value to it, or displays the values of variables. The unset command deletes a variable.

Variable substitution is performed when the interpreter encounters a dollar-sign that is not preceded by a backslash. The variable name following the dollar sign is replaced by the value of the variable, and parsing continues at the beginning of the value. Variable substitution is performed in double-quoted strings, but not in single-quoted strings. A variable name can be enclosed in braces to separate it from following characters.

IA Commands

A command is a sequence of words terminated by a new-line character. The first word is the name of the command and subsequent words are arguments to the command. All commands are built-in commands. Standalone programs are executed with the run command.

IA Conditional Execution of Commands

Commands can be conditionally executed by surrounding them with the if, elseif, else, and endif commands:

```
if expr1
...
elseif expr2
...
elseif expr3
...
else
```

endifAn if block may be embedded in other if blocks.

IA Expressions

The set, if, and elseif commands evaluate arithmetic expressions with the syntax and semantics of the C programming language. The $|\cdot|$, &&, $|\cdot|$, ^, &, ==, !=, <, >, <=, >=, >>, <<, +, -, *, /, %, ~, and ! operators are accepted, as are (,), and comma. Signed 32-bit integer arithmetic is performed.

Expressions are parsed after the full command line has been formed. Each token in an expression must be a separate argument word, so blanks must separate all tokens on the command line.

Before an arithmetic operation is performed on an operand word, it is converted from a string to a signed 32-bit integer value. After an optional leading sign, a leading 0 produces octal conversion and a leading 0x or 0X produces hexadecimal conversion. Otherwise, decimal conversion is performed. A string that is not a legal integer is converted to zero.

Several built-in functions for string manipulation are provided. Built-in function names begin with a dot. String arguments to these functions are not converted to integers. To cause an operator, for example, –, to be treated as a string, it must be preceded by a backslash, and that backslash must be quoted with another backslash. Also be aware that a null string can produce a blank argument, and thus an expression syntax error. For example:

if $.strneq (\{usrarg\}X , -, 1)$ is the safe way to test whether the variable usrarg starts with a -, even if it could be null.

IA I/O

The boot interpreter takes its input from the system console or from one or more files. The source command causes the interpreter to read a file into memory and begin parsing it. The console command causes the interpreter to take its input from the system console. Reaching EOF causes the interpreter to resume parsing the previous input source. CTRL-D entered at the beginning of console line is treated as EOF.

The echo command writes its arguments to the display. The read command reads the system console and assigns word values to its argument variables.

IA Debugging

The verbose command turns verbose mode on and off. In verbose mode, the interpreter displays lines from the current source file and displays the command as actually executed after variable substitution.

The singlestep command turns singlestep mode on and off. In singlestep mode, the interpreter displays step? before processing the next command, and waits for keyboard input, which is discarded. Processing proceeds when ENTER is pressed. This allows slow execution in verbose mode.

IA Initialization

When the interpreter is first invoked by the boot, it begins execution of a compiled-in initialization string. This string typically consists of "source /etc/bootrc\n" to run the boot script in the root file system.

IA Communication With Standalone Programs

The boot passes information to standalone programs through arguments to the run command. A standalone program can pass information back to the boot by setting a boot interpreter variable using the var_ops() boot service function. It can also pass information to the kernel using the setprop() boot service function. The whoami property is set to the name of the standalone program.

IA Built-in Commands

console

Interpret input from the console until CTRL-D.

echo arg1...

Display the arguments separated by blanks and terminate with a new-line.

echo -n arg1 ...

Display the arguments separated by blanks, but do not terminate with a new-line.

getprop propname varname

Assign the value of property *propname* to the variable *varname*. A property value of length zero produces a null string. If the property does not exist, the variable is not set.

getproplen propname varname

Assign the length in hexadecimal of the value of property *propname* to the variable *varname*. Property value lengths include the terminating null. If the property does not exist, the variable is set to 0xFFFFFFFF (-1).

if expr

If the expression expr is true, execute instructions to the next elseif, else, or endif. If expr is false, do not execute the instructions.

elseif expr

If the preceding if and elseif commands all failed, and expr is true, execute instructions to the next elseif, else, or endif. Otherwise, do not execute the instructions.

else

If the preceding if and elseif commands all failed, execute instructions to the next elseif, else, or endif. Otherwise, do not execute the instructions.

endif

Revert to the execution mode of the surrounding block.

helr

Display a help screen that contains summaries of all available boot shell commands.

read name1...

Read a line from the console, break it into words, and assign them as values to the variables *name1*, and so forth.

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readt time . . .

Same as read, but timeout after time seconds.

run name arg1...

Load and transfer control to the standalone program *name*, passing it *arg1* and further arguments.

set

Display all the current variables and their values.

set name

Set the value of the variable name to the null string.

set name word

Set the value of the variable name to word.

set name expr

Set the value of the variable name to the value of expr. expr must consist of more than one word. The value is encoded in unsigned hexadecimal, so that -1 is represented by 0xFFFFFFFFF.

setcolor

Set the text mode display attributes. Allowable colors are *black*, *blue*, *green*, *cyan*, red, *magenta*, *brown*, *white*, *gray*, *lt_blue*, *lt_green*, *lt_cyan*, *lt_red*, *lt_magenta*, *yellow*, and *hi_white*.

setprop propname word

Set the value of the property *propname* to *word*.

singlestep or singlestep on

Turn on singlestep mode, in which the interpreter displays step? before each command is processed, and waits for keyboard input. Press ENTER to execute the next command.

singlestep off

Turn off singlestep mode.

source name

Read the file *name* into memory and begin to interpret it. At EOF, return to the previous source of input.

unset name

Delete the variable name.

verbose or verbose on

Turn on verbose mode, which displays lines from source files and commands to be executed.

verbose off

Turn off verbose mode.

IA Built-in Functions

The following built-in functions are accepted within expressions:

.strcmp(string1, string2) Return	ns an integer value that is less than,
----------------------------------	--

equal to, or greater than zero, as *string1* is lexicographically less than, equal to, or

greater than string2.

. strncmp(*string1*, *string2*, *n*) Returns an integer value that is less than,

equal to, or greater than zero, as *string1* is lexicographically less than, equal to, or greater than *string2*. At most, *n* characters

are compared.

. streq (*string1*, *string2*) Returns true if *string1* is equal to *string2*,

and false otherwise.

.strneq(string1, string2, n) Returns true if string1 is equal to string2,

and false otherwise. At most, n characters

are compared.

. strfind (*string*, *addr*, *n*) Scans *n* locations in memory starting at

addr, looking for the beginning of string. The string in memory need not be null-terminated. Returns true if string is found, and false otherwise. .strfind can be used to search for strings in the ROM BIOS and BIOS extensions that identify different machines and peripheral boards.

SPARC

EXAMPLE 1 To Boot the Default Kernel In Single-User Interactive Mode

To boot the default kernel in single-user interactive mode, respond to the ok prompt with one of the following:

boot -as boot disk3 -as

32-bit SPARC

EXAMPLE 2 To Boot kadb Specifying The 32–Bit Kernel As The Default File

To boot kadb specifying the 32-bit kernel as the default file:

boot kadb -D kernel/unix

EXAMPLE 3 To Boot the 32-Bit Kernel Explicitly

To boot the 32-bit kernel explicitly, the kernel file name should be specified. So, to boot the 32-bit kernel in single-user interactive mode, respond to the ok prompt with one of the following:

boot kernel/unix -as
boot disk3 kernel/unix -as

EXAMPLE 3 To Boot the 32-Bit Kernel Explicitly (Continued)

64-bit SPARC

EXAMPLE 4 To Boot the 64-Bit Kernel Explicitly

To boot the 64-bit kernel explicitly, the kernel file name should be specified. So, to boot the 64-bit kernel in single-user interactive mode, respond to the ok prompt with one of the following:

boot kernel/sparcv9/unix -as

boot disk3 kernel/sparcv9/unix -as

Refer to the NOTES section "Booting UltraSPARC Systems" before booting the 64-bit kernel using an explicit filename.

IA **EXAMPLE 5** To Boot the Default Kernel In Single-User Interactive Mode

To boot the default kernel in single-user interactive mode, respond to the > prompt with one of the following:

b -as

b kernel/unix -as

FILES

/platform/platform-name/ufsboot second level program to boot from a disk or CD.

/etc/inittab

table in which the "initdefault" state is specified.

program that brings the system to the "initdefault" state.

/platform/platform-name/boot.conf

/platform/hardware-class-name/boot.conf

Primary and alternate pathnames for the boot policy file. Note that the policy file is not implemented on all platforms.

32-bit SPARC and

/platform/platform-name/kernel/unix default program to boot system.

64-bit SPARC only

/platform/platform-name/kernel/sparcv9/unix default program to boot system.

See NOTES section "Booting UltraSPARC Systems."

IA Only

/etc/bootrc

script that controls the booting process.

/platform/platform-name/boot/solaris/boot.bin second level boot program used on IA systems in place of ufsboot.

/platform/platform-name/boot directory containing boot-related files.

SEE ALSO

uname(1), eeprom(1M), init(1M), installboot(1M), kadb(1M), kernel(1M), shutdown(1M), uadmin(2), bootparams(4), inittab(4), vfstab(4), filesystem(5)

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OpenBoot Command Reference Manual

WARNINGS

The boot utility is unable to determine which files can be used as bootable programs. If the booting of a file that is not bootable is requested, the boot utility loads it and branches to it. What happens after that is unpredictable.

NOTES

platform-name can be found using the -i option of uname(1). hardware-class-name can be found using the -m option of uname(1).

64-bit SPARC

Booting UltraSPARC Systems

Certain platforms may need a firmware upgrade to run the 64-bit kernel. See the *Sun Hardware Platform Guide* for details. If the 64-bit kernel packages are installed and boot detects that the platform needs a firmware upgrade to run 64-bit, boot displays a message on the console and chooses the 32-bit kernel as the default file instead.

On systems containing 200MHz or lower UltraSPARC-1 processors, it is possible for a user to run a 64-bit program designed to exploit a problem that could cause a processor to stall. Since 64-bit programs cannot run on the 32-bit kernel, the 32-bit kernel is chosen as the default file on these systems.

The code sequence that exploits the problem is very unusual and is not likely to be generated by a compiler. Assembler code had to be specifically written to demonstrate the problem. It is highly unlikely that a legitimate handwritten assembler routine would use this code sequence.

Users willing to assume the risk that a user might accidentally or deliberately run a program that was designed to cause a processor to stall may choose to run the 64-bit kernel by modifying the boot policy file. Edit

/platform/platform-name/boot.conf so that it contains an uncommented line with the variable named ALLOW_64BIT_KERNEL_ON_UltraSPARC_1_CPU set to the value true as shown in the example that follows:

ALLOW_64BIT_KERNEL_ON_UltraSPARC_1_CPU=true

For more information, see the Sun Hardware Platform Guide.

IA Only

Because the "-" key on national language keyboards has been moved, an alternate key must be used to supply arguments to the boot command on an IA based system

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using these keyboards. Use the "-" on the numeric keypad. The specific language keyboard and the alternate key to be used in place of the "-" during bootup is shown below.

Keyboard	Substitute Key
Italy	,
Spain	,
Sweden	+
France	?
Germany	?

For example, b - r would be typed as b + r on Swedish keyboards, although the screen display will show as b - r.

NAME |

bsmconv, bsmunconv - enable or disable the Basic Security Module (BSM) on Solaris

SYNOPSIS

/etc/security/bsmconv [rootdir...]

/etc/security/bsmunconv [rootdir...]

DESCRIPTION

The bsmconv and bsmunconv scripts are used to enable or disable the BSM features on a Solaris system. The optional argument *rootdir* is a list of one or more root directories of diskless clients which have already been configured by way of the Host Manager, see admintool(1M)

To enable or disable BSM on a diskless client, a server, or a stand-alone system, logon as super-user to the system being converted and use the bsmconv or bsmunconv commands without any options.

To enable or disable BSM on a diskless client from that client's server, logon to the server as super-user and use bsmconv, specifying the root directory of each diskless client you wish to affect. For example, the command:

myhost# bsmconv /export/root/client1 /export/root/client2

enables BSM on the two machines named client1 and client2. While the command:

myhost# bsmconv

enables BSM only on the machine called myhost. It is no longer necessary to enable BSM on both the server and its diskless clients.

After running bsmconv the system can be configured by editing the files in /etc/security. Each diskless client has its own copy of configuration files in its root directory. You may wish to edit these files before rebooting each client.

Following the completion of either script, the affected system(s) should be rebooted to allow the auditing subsystem to come up properly initialized.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

admintool(1M) auditd(1M), audit startup(1M), audit.log(4), audit control(4), attributes(5)

busstat(1M)

NAME | busstat – report bus-related performance statistics

SYNOPSIS

```
busstat -e device-inst | -h | -1
```

```
busstat [-a] [-n] [-w device-inst [,pic0=event,picn=event]]... [-r
     device-inst]... [interval [count]]
```

DESCRIPTION

busstat provides access to the bus-related performance counters in the system. These performance counters allow for the measurement of statistics like hardware clock cycles, bus statistics including DMA and cache coherency transactions on a multiprocessor system. Each bus device that supports these counters can be programmed to count a number of events from a specified list. Each device supports one or more Performance Instrumentation Counters (PIC) that are capable of counting events independently of each other.

Separate events can be selected for each PIC on each instance of these devices. busstat summarizes the counts over the last interval seconds, repeating forever. If a count is given, the statistics are repeated count times.

Only root users can program these counters. Non-root users have the option of reading the counters that have been programmed by a root user.

The default value for the *interval* argument is 1 second, and the default *count* is unlimited.

The devices that export these counters are highly platform-dependent and the data may be difficult to interpret without an in-depth understanding of the operation of the components that are being measured and of the system they reside in.

OPTIONS

The following options are supported:

Display absolute counter values. The default is delta values.

-e device-inst

Display the list of events that the specified device supports for each pic.

Specify device-inst as device (name) followed by an optional instance number. If an instance number is specified, the events for that instance are displayed. If no instance number is specified, the events for the first instance of the specified device are displayed.

-h

Print a usage message.

List the devices in the system which support performance counters.

Do not display a title in the output. The default is to display titles.

-r device-inst

Read and display all pic values for the specified device

Specify *device-inst* as *device* (name) followed by *instance number*, if specifying an instance number of a device whose counters are to be read and displayed. If all instances of this device are to be read, use *device* (name) without an instance number. All pic values will be sampled when using the -r option.

-w device-inst [,pic0=event] [,picn=event]

Program (write) the specified devices to count the specified events. Write access to the counters is restricted to root users only. Non-root users can use -r option.

Specify *device-inst* as *device* (name) followed by an optional *instance number*. If specifying an instance number of a device to program these events on. If all instances of this device are to be programmed the same, then use *device* without an instance number. Specify an event to be counted for a specified pic by providing a comma separated list of picn=event values.

The -e option displays all valid event names for each device. Any devices that are programmed will be sampled every interval seconds and repeated count times. It is recommended that the interval specified is small enough to ensure that counter wraparound will be detected. The rate at which counters wraparound varies from device to device. If a user is programming events using the -w option and busstat detects that another user has changed the events that are being counted, the tool will terminate as the programmed devices are now being controlled by another user. Only one user can be programming a device instance at any one time. Extra devices can be sampled using the -r option. Using multiple instances of the -w option on the same command line, with the same device-inst specifying a different list of events for the pics will give the effect of multiplexing for that device. busstat will switch between the list of events for that device every interval seconds. Event can be a string representing the event name, or even a number representing the bit pattern to be programmed into the Performance Control Register (PCR). This assumes explicit knowledge of the meaning of the control register bits for a device. The number can be specified in hexadecimal, decimal, or octal, using the usual conventions of strtol(3C).

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 An error occurred.
- 2 Another user is writing to the same devices.

SPARC Only

EXAMPLE 1 Programming and monitoring the Address Controller counters

In this example, ac0 refers to the Address Controller instance 0. The counters are programmed to count Memory Bank stalls on an Ultra Enterprise system at 10 second intervals with the values displayed in absolute form instead of deltas.

EXAMPLE 1 Programming and monitoring the Address Controller counters (*Continued*)

```
# busstat -a -w ac0,pic0=mem_bank0_stall,pic1=mem_bank1_stall 10
time dev event0 pic0 event1 pic1
10 ac0 mem_bank0_stall 1234 mem_bank1_stall 5678
20 ac0 mem_bank0_stall 5678 mem_bank1_stall 12345
30 ac0 mem_bank0_stall 12345 mem_bank1_stall 56789
```

For a complete list of the supported events for a device, use the -e option.

EXAMPLE 2 Programming and monitoring the counters on all instances of the Address Controller

In this example, ac refers to all ac instances. This example programs all instances of the Address Controller counters to count_clock cycles and mem_bank0_rds at 2 second intervals, 100 times, displaying the values as deltas.

```
# busstat -w ac,pic0=clock_cycles,pic1=mem_bank0_rds 2 100
time dev event0 pic0 event1 pic1
2 ac0 clock_cycles 167242902 mem_bank0_rds 3144
2 ac1 clock_cycles 167254476 mem_bank0_rds 1392
4 ac0 clock_cycles 168025190 mem_bank0_rds 40302
4 ac1 clock_cycles 168024056 mem_bank0_rds 40580
```

EXAMPLE 3 Monitoring the events being counted

This example monitors the events that are being counted on the sbus1 device, 100 times at 1 second intervals. It suggests that a root user has changed the events that sbus1 was counting to be dvma_tlb_misses and interrupts instead of pio cycles.

EXAMPLE 4 Event Multiplexing

This example programs ac0 to alternate between counting (clock cycles, mem_bank0_rds) and (addr_pkts, data_pkts) at 2 second intervals while also monitoring what ac1 is counting:

EXAMPLE 4 Event Multiplexing (Continued)

It shows the expected output of the above busstat command. Another root user on the machine has changed the events that this user had programmed and busstat has detected this and terminates the command with a message.

```
# busstat -w ac0,pic0=clock_cycles,pic1=mem_bank0_rds \
         -w ac0,pic0=addr_pkts,pic1=data_pkts \
         -r ac1 2
                anto nico
                                              n+1
```

time	dev	event0	pic0	event1	picl
2	ac0	addr_pkts	12866	data_pkts	17015
2	ac1	rio_pkts	385	rio_pkts	385
4	ac0	clock_cycles	168018914	mem_bank0_rds	2865
4	ac1	rio_pkts	506	rio_pkts	506
6	ac0	addr_pkts	144236	data_pkts	149223
6	ac1	rio_pkts	522	rio_pkts	522
8	ac0	clock_cycles	168021245	mem_bank0_rds	2564
8	ac1	rio_pkts	387	rio_pkts	387
10	ac0	addr_pkts	144292	data_pkts	159645
10	ac1	rio_pkts	506	rio_pkts	506
12	ac0	clock_cycles	168020364	mem_bank0_rds	2665
12	ac1	rio_pkts	522	rio_pkts	522
1 .		1 1 1		1	

busstat: events changed (possibly by another busstat).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

iostat(1M), mpstat(1M), vmstat(1M), strtol(3C), attributes(5)

cachefslog(1M)

NAME | cachefslog – Cache File System logging

SYNOPSIS | cachefslog [-f logfile | -h] cachefs_mount_point

DESCRIPTION The cachefslog command displays where CacheFS statistics are being logged.

Optionally, it sets where CacheFS statistics are being logged, or it halts logging for a cache specified by *cachefs_mount_point*. The *cachefs_mount_point* argument is a mount point of a cache file system. All file systems cached under the same cache as

cachefs_mount_point will be logged.

OPTIONS The following options are supported. You must be super-user to use the -f and -h

options.

-f *logfile* Specify the log file to be used.

-h Halt logging.

OPERANDS | *cachefs_mount_point* | A mount point of a cache file system.

USAGE | See largefile(5) for the description of the behavior of cachefslog when

encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

EXAMPLES | **EXAMPLE 1** Checking the Logging of a directory.

The example below checks if the directory /home/sam is being logged:

example% cachefslog /home/sam
not logged: /home/sam

EXAMPLE 2 Changing the *logfile*.

The example below changes the *logfile* of /home/sam to /var/tmp/samlog:

example# cachefslog -f /var/tmp/samlog /home/sam /var/tmp/samlog: /home/sam

EXAMPLE 3 Verifying the change of a *logfile*.

The example below verifies the change of the previous example:

example% cachefslog /home/sam
/var/tmp/samlog: /home/sam

EXAMPLE 4 Halting the logging of a directory.

The example below halts logging for the /home/sam directory:

example# cachefslog -h /home/sam
not logged: /home/sam

EXIT STATUS

The following exit values are returned:

0 success

non-zero

an error has occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

cachefsstat(1M), cachefswssize(1M), cfsadmin(1M), attributes(5), largefile(5)

DIAGNOSTICS

Invalid path It is illegal to specify a path within a cache file system.

cachefspack(1M)

NAME

cachefspack – pack files and file systems in the cache

SYNOPSIS

cachefspack [-h] [-i | -p | -u] [-f packing-list] [-U cache-directory]
 [file...]

DESCRIPTION

The cachefspack utility is used to set up and maintain files in the cache. This utility affords greater control over the cache, ensuring that the specified files will be in the cache whenever possible.

OPTIONS

The following options are supported:

-f packing-list Specify a file containing a list of files and directories to

be packed. Options within subdirectories and files can also be specified. The format and rules governing packing-list are described on the packingrules(4) manual page. Directories are packed recursively. Symlinks that match a regular expression on a LIST command are followed. Symlinks encountered while recursively processing directories are not followed.

-h Help. Print a brief summary of all the options.

-i View information about the packed files.

-p Pack the file or files specified by file. This is the

default behavior.

-u Unpack the file or files specified by file.

-U *cache-directory* Unpack all files in the specified cache directory.

OPERANDS

The following operands are supported:

file A path name of a file to be packed or unpacked.

USAGE

See largefile(5) for the description of the behavior of cachefspack when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXAMPLES

EXAMPLE 1 The following example packs the file projects in the cache.

% cachefspack -p projects

EXAMPLE 2 The following example packs the files projects, updates, and master_plan in the cache.

% cachefspack -p projects updates master plan

EXAMPLE 3 The following example unpacks the file projects from the cache.

% cachefspack -u projects

 $\mbox{\bf EXAMPLE}$ 4 The following example unpacks the files projects, updates, and master $% \left\| \mathbf{r}_{i}\right\| =\mathbf{r}_{i}$ plan from the cache.

% cachefspack -u projects updates master plan

EXAMPLE 5 The following example unpacks all files in the cache directory cache1.

% cachefspack -U /cache/cache1

EXAMPLE 6 The following example illustrates the use of a packing list to specify files to be packed in the cache. The contents of lists.pkg are as follows:

IGNORE SCCS BASE /src/junk LIST *.c LIST *.h

This example will pack all files in the directory /src/junk with .c and .h extensions that do not contained the string SCCS in the file's path name.

% cachefspack -f lists.pkg

EXIT STATUS

- 0 Successful completion.
- >0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:cfsadmin} \text{cfsadmin}(1M), \\ \text{mount_cachefs}(1M), \\ \text{packingrules}(4), \\ \text{attributes}(5), \\ \text{largefile}(5)$

cachefsstat(1M)

NAME

cachefsstat - Cache File System statistics

SYNOPSIS

/usr/bin/cachefsstat [-z] [path...]

DESCRIPTION

The cachefsstat command displays statistical information about the cache file system mounted on *path*. The statistical information includes cache hits and misses, consistency checking, and modification operations. If *path* is not specified, all mounted cache file systems are used.

cachefsstat can also be used to reinitialize this information (see -z option).

The statistical information has the following format:

<cache hit rate>
<consistency checks>
<modifies>
where:

hit rate The percentage of cache hits over the total number of

attempts, followed by the actual numbers of hits and

misses.

consistency checks The number of consistency checks performed, followed

by the number that passed, and the number that failed.

modifies The number of modify operations, including writes,

creates, etc.

OPTIONS

The following option is supported:

z Zero (reinitialize) statistics. Execute cachefsstat -z before executing cachefsstat again to gather statistics on the cache performance. This option can only be use by the superuser. The statistics printed reflect those

just before the statistics are reinitialized.

USAGE

See largefile(5) for the description of the behavior of cachefsstat when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXAMPLES

EXAMPLE 1 Example of cachefsstat.

example% cachefsstat /home/sam cache hit rate: 73% (1234 hits, 450 misses) consistency checks: 700 (650 pass, 50 fail) modifies: 321

EXIT STATUS

The following exit values are returned:

0 success

non-zero an error has occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

cachefsstat(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\verb|cachefslog| (1M), \verb|cachefswssize| (1M), \verb|cfsadmin| (1M), \verb|attributes| (5), \\ \verb|largefile| (5)$

cachefswssize(1M)

NAME

cachefswssize – determine working set size for cachefs

SYNOPSIS

cachefswssize logfile

DESCRIPTION

The cachefswssize command displays the workspace size determined from *logfile*. This includes the amount of cache space needed for each filesystem that was mounted under the cache, as well as a total.

USAGE

See largefile(5) for the description of the behavior of cachefswssize when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXAMPLES

EXAMPLE 1 A sample output of cachefswssize.

example% cachefswssize /var/tmp/samlog

/home/sam		
	end size:	10688k
	high water size:	10704k
/foo		
	end size:	128k
	high water size:	128k
/usr/dist		
	end size:	1472k
	high water size:	1472k
total for cache		
	initial size:	110960k
	end size:	12288k
	high water size:	12304k
_ -		

EXIT STATUS

The following exit values are returned:

0 success

non-zero an error has occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

cachefslog(1M), cachefsstat(1M), cfsadmin(1M), attributes(5), largefile(5)

DIAGNOSTICS

problems were encountered writing log file

There were problems encountered when the kernel was writing the logfile. The most common problem is running out of disk space.

invalid log file

The logfile is not a valid logfile or was created with a newer version of Solaris than the one where cachefswssize is running.

captoinfo(1M)

NAME

captoinfo – convert a termcap description into a terminfo description

SYNOPSIS

captoinfo [-1] [-v...] [-V] [-w width] filename...

DESCRIPTION

captoinfo looks in *filename* for termcap descriptions. For each one found, an equivalent terminfo description is written to standard output, along with any comments found. A description which is expressed as relative to another description (as specified in the termcap tc = field) is reduced to the minimum superset before being displayed.

If no *filename* is given, then the environment variable TERMCAP is used for the filename or entry. If TERMCAP is a full pathname to a file, only the terminal whose name is specified in the environment variable TERM is extracted from that file. If the environment variable TERMCAP is not set, then the file /usr/share/lib/termcap is read.

OPTIONS

-1	Display the fields one to a line. Otherwise, the fields are printed
	several to a line, with a maximum width of 60 characters.

-v Display tracing information on the standard error as the program runs. Specifying additional -v options displays more detailed

information.

-V Display the version of the program in use on the standard error

and then exit.

-w width Change the output to width characters.

FILES

/usr/share/lib/terminfo/?/* compiled terminal description database /usr/share/lib/termcap

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

infocmp(1M), curses(3CURSES), terminfo(4), attributes(5)

NOTES

captoinfo should be used to convert termcap entries to terminfo entries because the termcap database may not be supplied in future releases.

NAME |

catman – create the formatted files for the reference manual

SYNOPSIS

/usr/bin/catman [-c] [-n] [-p] [-t] [-w] [-M directory] [-T macro-package] [sections]

DESCRIPTION

The catman utility creates the preformatted versions of the on-line manual from the nroff(1) or sqml(5) input files. This feature allows easy distribution of the preformatted manual pages among a group of associated machines (for example, with rdist(1)), since it makes the directories of preformatted manual pages self-contained and independent of the unformatted entries.

catman also creates the windex database file in the directories specified by the MANPATH or the -M option. The windex database file is a three column list consisting of a keyword, the reference page that the keyword points to, and a line of text that describes the purpose of the utility or interface documented on the reference page. Each keyword is taken from the comma separated list of words on the NAME line before the '-' (dash). The reference page that the keyword points to is the first word on the NAME line. The text after the - on the NAME line is the descriptive text in the third column. The NAME line must be immediately preceded by the page heading line created by the .TH macro (see NOTES for required format).

Each manual page is examined and those whose preformatted versions are missing or out of date are recreated. If any changes are made, catman recreates the windex database.

If a manual page is a *shadow* page, that is, it sources another manual page for its contents, a symbolic link is made in the catx or fmtx directory to the appropriate preformatted manual page.

Shadow files in an unformatted nroff source file are identified by the first line being of the form .so man x/yyy.x.

Shadow files in the SGML sources are identified by the string SHADOW PAGE. The file entity declared in the shadow file identifies the file to be sourced.

OPTIONS

The following options are supported:

- C	Create unformatted nroft source files in the appropriate man subdirectories from the SGML sources. This option will overwrite any existing file in the man directory of the same name as the SGML file.
-n	Do not create (or recreate) the windex database. If the -n option is specified, the windex database is not created and the apropos, whatis, man -f, and man -k commands will fail.
-p	Print what would be done instead of doing it.

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catilian(11v1)			
	-t	subo	te troffed entries in the appropriate fmt lirectories instead of nroffing into the cat lirectories.
	-w	wha	r create the windex database that is used by cis(1) and the man(1) -f and -k options. No ual reformatting is done.
	-M directory	(/us spec (con	ate manual pages located in the specified <i>directory</i> , or/share/man by default). If the -M option is ified, the directory argument must not contain a ',' ama), since a comma is used to delineate section bers. See man(1).
	-T macro-package		macro-package in place of the standard manual page ros, (man(5) by default).
OPERANDS	The following ope	rand is supported	l:
	sections	space separated	arameter not starting with a '-', it is taken to be a list of manual sections to be processed by catman. s specified, only the manual sections in the list will be example,
		catman 1 2 3	
		only updates manual sections 1, 2, and 3. If specific sections are not listed, all sections in the man directory specified by the environment variable MANPATH are processed.	
ENVIRONMENT VARIABLES	TROFF	The name of the formatter to use when the -t flag is given. If not set, troff(1) is used.	
	MANPATH	A colon-separated list of directories that are processed by catman and man(1). Each directory can be followed by a comma-separated list of sections. If set, its value overrides /usr/share/man as the default directory search path, and the man.cf file as the default section search path. The -M and -s flags, in turn, override these values.	
FILES	/usr/share/mar	1	default manual directory location
	/usr/share/mar	n/man*/*.*	raw nroff input files
	/usr/share/man/sman*/*		raw SGML input files
	/usr/share/mar	n/cat*/*.*	preformatted nroffed manual pages
	/usr/share/mar	n/fmt*/*.*	preformatted troffed manual pages
	/usr/share/mar	n/windex	table of contents and keyword database
	/usr/lib/makev	vhatis	command script to make windex database
	/usr/share/lik	o/tmac/an	default macro package

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdoc
CSI	Enabled

SEE ALSO

apropos(1), man(1), nroff(1), rdist(1), rm(1), troff(1), whatis(1),attributes(5), man(5), sqml(5)

DIAGNOSTICS

man?/xxx.? (.so'ed from man?/yyy.?): No such file or directory The file outside the parentheses is missing, and is referred to by the file inside them.

target of .so in man?/xxx.? must be relative to /usr/man catman only allows references to filenames that are relative to the directory /usr/man.

opendir:man?: No such file or directory

A harmless warning message indicating that one of the directories catman normally looks for is missing.

.: No such file or directory

A harmless warning message indicating catman came across an empty directory.

WARNINGS

If a user, who has previously run catman to install the cat* directories, upgrades the operating system, the entire cat* directory structure should be removed prior to running catman. See rm(1).

Do not re-run catman to re-build the whatis database unless the complete set of man* directories is present. catman builds this windex file based on the man* directories.

NOTES

To generate a valid windex index file, catman has certain requirements. Within the individual man page file, catman requires two macro lines to have a specific format. These are the .TH page heading line and the .SH NAME line.

The .TH macro requires at least the first three arguments, that is, the filename, section number, and the date. The .TH line starts off with the .TH macro, followed by a space, the man page filename, a single space, the section number, another single space, and the date. The date should appear in double quotes and is specified as "day month year," with the month always abbreviated to the first three letters (Jan, Feb, Mar, and so forth).

The .SH NAME macro, also known as the NAME line, must immediately follow the . TH line, with nothing in between those lines. No font changes are permitted in the NAME line. The NAME line is immediately followed by a line containing the man page

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filename; then shadow page names, if applicable, separated by commas; a dash; and a brief summary statement. These elements should all be on one line; no carriage returns are permitted.

An example of proper coding of these lines is:

```
.TH nismatch 1M "10 Apr 1998"
.SH NAME
nismatch, nisgrep \backslash- utilities for searching NIS+ tables
```

NAME | cfgadm – configuration administration

SYNOPSIS

```
/usr/sbin/cfgadm [-f] [-y | -n] [-v] [-o hardware_options] -c function
```

```
/usr/sbin/cfgadm [-f] [-y | -n] [-v] [-o hardware_options]
     -x hardware_function ap_id...
```

/usr/sbin/cfgadm [-v] [-a] [-s listing_options] [-0 hardware_options] [-1 [ap_id | ap_type]]

/usr/sbin/cfgadm [-v] [-o hardware_options] -t ap_id...

/usr/sbin/cfgadm [-v] [-o hardware_options] -h [ap_id | ap_type]

DESCRIPTION

The cfqadm command provides configuration administration operations on dynamically reconfigurable hardware resources. These operations include displaying status, (-1), initiating testing, (-t), invoking configuration state changes, (-c), invoking hardware specific functions, (-x), and obtaining configuration administration help messages (-h). Configuration administration is performed at attachment points, which are places where system software supports dynamic reconfiguration of hardware resources during continued operation of Solaris.

Configuration administration makes a distinction between hardware resources that are physically present in the machine and hardware resources that are configured and visible to Solaris. The nature of configuration administration functions are hardware specific, and are performed by calling hardware specific libraries.

Configuration administration operates on an attachment point. Hardware resources located at attachment points can or can not be physically replaceable during system operation, but are dynamically reconfigurable by way of the configuration administration interfaces.

An attachment point defines two unique elements, which are distinct from the hardware resources that exist beyond the attachment point. The two elements of an attachment point are a receptacle and an occupant. Physical insertion or removal of hardware resources occurs at attachment points and results in a receptacle gaining or losing an occupant. Configuration administration supports the physical insertion and removal operations as well as other configuration administration functions at an attachment point.

Attachment points have associated state and condition information. The configuration administration interfaces provide control for transitioning attachment point states. A receptacle can exist in one of three states: empty, disconnected or connected, while an occupant can exist in one of two states: configured or unconfigured.

A receptacle can provide the empty state, which is the normal state of a receptacle when the attachment point has no occupants. A receptacle can also provide the disconnected state if it has the capability of isolating its occupants from normal system access. Typically this state is used for various hardware specific testing prior to bringing the occupant's resources into full use by the system, or as a step in preparing

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an occupant for physical removal or reconfiguration. A receptacle in the disconnected state isolates its occupant from the system as much as its hardware allows, but can provide access for testing and setup. A receptacle must provide the connected state, which allows normal access to hardware resources contained on any occupants. The connected state is the normal state of a receptacle that contains an occupant and that is not currently undergoing configuration administration operations.

The hardware resources contained on an occupant in the unconfigured state are not represented by normal Solaris data structures and are thus not available for use by Solaris. Operations allowed on an unconfigured occupant are limited to configuration administration operations. The hardware resources of an occupant in the configured state are represented by normal Solaris data structures and thus some or all of those hardware resources can be in use by Solaris. All occupants provide both the configured and unconfigured states,

An attachment point can be in one of five conditions: unknown, ok, failing, failed, or unusable. An attachment point can enter the system in any condition depending upon results of power-on tests and non-volatile record keeping.

An attachment point with an occupant in the configured state is in one of four conditions: unknown, ok, failing, or failed. If the condition is not failing or failed an attachment point can change to failing during the course of operation if a hardware dependent recoverable error threshold is exceeded. If the condition is not failed an attachment point can change to failed during operation as a result of an unrecoverable error.

An attachment point with an occupant in the unconfigured state can be in any of the defined conditions. The condition of an attachment point with an unconfigured occupant can decay from ok to unknown after a machine dependent time threshold. Initiating a test function changes the attachment point's condition to ok, failing or failed depending on the outcome of the test. An attachment point that does not provide a test function can leave the attachment point in the unknown condition. If a test is interrupted, the attachment point's condition can be set to the previous condition, unknown or failed. An attachment point in the unknown, ok, failing, or failed conditions can be re-tested.

An attachment point can exist in the unusable condition for a variety of reasons, such as inadequate power or cooling for the receptacle, an occupant that is unidentifiable, unsupported, incorrectly configured, etc. An attachment point in the unusable condition can never be used by the system. It typically remains in this condition until the physical cause is remedied.

An attachment point also maintains busy information that indicates when a state change is in progress or the condition is being reevaluated.

Attachment points are referred to using hardware specific identifiers (*ap_ids*) that are related to the type and location of the attachment points in the system device hierarchy. An *ap_id* can not be ambiguous, it must identify a single attachment point.

Two types of *ap_id* specifications are supported: physical and logical. A physical *ap_id* contains a fully specified pathname, while a logical *ap_id* contains a shorthand notation that identifies an attachment point in a more user-friendly way.

For example, an attachment point representing a system's backplane slot number 7 could have a physical ap_id of /devices/central/fhc/sysctrl:slot7 while the logical ap_id could be system:slot7. Another example, the third receptacle on the second PCI I/O bus on a system could have a logical ap_id of pci2:plug3.

Attachment points may also be created dynamically. A dynamic attachment point is named relative to a base attachment point which is present in the system. ap_ids for dynamic attachment points consist of a base component followed by two colons (::) and a dynamic component. The base component is the base attachment point ap_id. The dynamic component is hardware specific and generated by the corresponding hardware specific library.

For example, consider a base attachment point, which represents a SCSI HBA, with the physical ap_id /devices/sbus@lf, 0/SUNW, fas@e, 8800000:scsi and logical ap_id c0 . A disk attached to this SCSI HBA could be represented by a dynamic attachment point with logical ap_id c0::dsk/c0t0d0 where c0 is the base component and dsk/c0t0d0 is the hardware specific dynamic component. Similarly the physical ap_id for this dynamic attachment point would be: dsk/c0t0d0 = dsk/c0t0d0

An *ap_type* is a partial form of a logical ap_id that can be ambiguous and not specify a particular attachment point. An *ap_type* is a substring of the portion of the logical ap_id up to but not including the colon (:) separator. For example, an *ap_type* of pci would show all attachment points whose logical *ap_ids* begin with pci.

The use of *ap_types* is discouraged. The new select sub-option to the -s option provides a more general and flexible mechanism for selecting attachment points. See OPTIONS.

The cfgadm command interacts primarily with hardware dependent functions contained in hardware specific libraries and thus its behavior is hardware dependent.

For each configuration administration operation a service interruption can be required. Should the completion of the function requested require a noticeable service interruption to interactive users, a prompt is output on the standard error output for confirmation on the standard input before the function is started. Confirmation can be overridden using the -y or -n options to always answer yes or no respectively. Hardware specific options, such as test level, are supplied as sub-options using the -o option.

Operations that change the state of the system configuration are audited by the system log daemon syslogd(1M).

The arguments for this command conform to the getopt(3C) and getsubopt(3C) syntax convention.

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OPTIONS

The following options are supported:

Specifies that the -1 option must also list dynamic attachment points.

-c function

Performs the state change *function* on the attachment point specified by *ap_id*.

Specify function as insert, remove, disconnect, connect, configure or unconfigure. These functions cause state transitions at the attachment point by calling hardware specific library routines and are defined in the following list.

insert

Performs operations that allows the user to manually insert an occupant or to activate a hardware supplied mechanism that performs the physical insertion. insert can have hardware specific side effects that temporarily suspend activity in portions of the system. In such cases the hardware specific library generates appropriate warning messages and informs the user of any special considerations or procedures unique to that hardware. Various hardware specific errors can cause this function to fail and set the receptacle condition to unusable.

remove

Performs operations that allow the user to manually remove an occupant or to activate a hardware supplied mechanism to perform the physical removal. remove can have hardware specific side effects that temporarily suspend activity in portions of the system. In such cases the hardware specific library generates appropriate warning messages and informs the user of any special considerations or procedures unique to that hardware. Various hardware specific errors can cause this function to fail and set the receptacle condition to unusable.

disconnect

Performs hardware specific operations to put a receptacle in the disconnected state, which can prevent an occupant from operating in a normal fashion through the receptacle.

connect

Performs hardware specific operations to put the receptacle in the connected state, which allows an occupant to operate in a normal fashion through the receptacle.

configure

Performs hardware specific operations that allow an occupant's hardware resources to be usable by Solaris. Occupants that are configured are part of the system configuration and are available for manipulation by Solaris device manipulation maintenance commands (eg: psradm(1M), mount(1M),

ifconfig(1M)).

unconfigure

Performs hardware specific operations that logically remove an occupant's hardware resources from the system. The occupant must currently be configured and its hardware resources must

not be in use by Solaris.

State transition functions can fail due to the condition of the attachment point or other hardware dependent considerations. All state change *functions* in the direction of adding resources, (insert, connect and configure) are passed onto the hardware specific library when the attachment point is in the ok or unknown condition. All other conditions require the use of the force option to allow these *functions* to be passed on to the hardware specific library. Attachment point condition does not prevent a hardware specific library being called for related to the removal (remove, disconnect and unconfigure), of hardware resources from the system. Hardware specific libraries can reject state change *functions* if the attachment point is in the unknown condition.

The condition of an attachment point is not necessarily changed by the state change functions, however errors during state change operations can change the attachment point condition. An attempt to override a condition and force a state change that would otherwise fail can be made by specifying the force option (-f). Hardware specific safety and integrity checks can prevent the force option from having any effect.

- -f
 - Forces the specified action to occur. Typically, this is a hardware dependent override of a safety feature. Forcing a state change operation can allow use of the hardware resources of occupant that is not in the ok or unknown conditions, at the discretion of any hardware dependent safety checks.
- -h [ap_id | ap_type ...] Prints out the help message text. If ap_id or ap_type is specified, the help routine of the hardware specific library for the attachment point indicated by the argument is called.
- -1 [ap_id | ap_type ...]
 Lists the state and condition of attachment points specified. Attachment points can be filtered by using the -s option and select sub-option. Invoking cfgadm without one of the action options is equivalent to -1 without an argument. The format of the list display is controlled by the -v and -s options. When the -a option is specified attachment points are dynamically expanded.
- Suppress any interactive confirmation and assume that the answer is no. If neither -n or -y is specified, interactive confirmation is obtained through the standard error output and the standard input. If either of these standard channels does not correspond to a terminal (as determined by isatty(3C)) then the -n option is assumed.
- -o hardware_options
 Supplies hardware specific options to the main command option. The format and content of the hardware option string is completely hardware specific. The option string hardware_options conforms to the getsubopt(3C) syntax convention.

-s listing_options

Supplies listing options to the list (-1) command. *listing_options* conforms to the getsubopt(3C) syntax convention. The sub-options are used to specify the attachment point selection criteria (select_select_string), the type of matching desired (match=match_type), order of listing (sort=field_spec), the data that is displayed (cols=field_spec and cols2=field_spec), the column delimiter (delim=string) and whether to suppress column headings (noheadings).

When the select sub-option is specified, only attachment points which match the specified criteria will be listed. The select suboption has the following syntax:

```
cfgadm -s select=attr1(value1):attr2(value2)... where an attr is one of ap_id, class or type. ap_id refers to the logical ap_id field, class refers to attachment point class and type refers to the type field. value1, value2, etc. are the corresponding values to be matched. The type of match can be specified by the match sub-option as follows:
```

```
cfgadm -s match_type, select=attr1(value1)... where match_type can be either exact or partial. The default value is exact.
```

Arguments to the select suboption can be quoted to protect them from the shell.

A field_spec is one or more data-fields concatenated using colon (:), as in data-field:data-field. A data-field is one of ap_id, physid, r_state, o_state, condition, type, busy, status_time, status_time_p, class, and info. The ap_id field output is the logical name for the attachment point, while the physid field contains the physical name. The r_state field can be empty, disconnected or connected. The o_state field can be configured or unconfigured. The busy field can be either y if the attachment point is busy, or n if it is not. The type and info fields are hardware specific. The status_time_p field is a parsable version of the status_time field. If an attachment point has an associated class, the class field lists the class name. If an attachment point does not have an associated class, the class field lists none.

The order of the fields in <code>field_spec</code> is significant: For the <code>sort</code> sub-option, the first field given is the primary sort key. For the <code>cols</code> and <code>cols2</code> sub-options, the fields are printed in the order requested. The order of sorting on a <code>data-field</code> can be reversed by placing a minus (—) before the <code>data-field</code> name within the <code>field_sec</code> for the <code>sort</code> sub-option. The default value for <code>sort</code> is <code>ap_id</code>. The defaults values for <code>cols</code> and <code>cols2</code> depend on whether the <code>-v</code> option is given: Without it <code>cols</code> is <code>ap_id:r_state:o_state:condition</code> and <code>cols2</code> is not set. With <code>-v</code> <code>cols</code> is <code>ap_id:r_state:o_state:condition:info</code> and <code>cols2</code> is <code>status_time:type:busy:physid:</code>. The default value for <code>delim</code> is a single space. The value of <code>delim</code> can be a string of arbitrary length. The delimiter cannot include comma (,) character, see <code>getsubopt(3C)</code>. These listing options can be used to create parsable output. See <code>NOTES</code>.

- t

Performs a test of one or more attachment points. The test function is used to re-evaluate the condition of the attachment point. Without a test level specifier in *hardware_options*, the fastest test that identifies hard faults is used.

More comprehensive tests are hardware specific and are selected using the *hardware_options*.

The results of the test is used to update the condition of the specified occupant to either ok if no faults are found, failing if recoverable faults are found or failed if any unrecoverable faults are found.

If a test is interrupted, the attachment point's condition can be restored to its previous value or set to unknown if no errors were found or failing if only recoverable errors were found or to failed if any unrecoverable errors were found. The attachment point should only be set to ok upon normal completion of testing with no errors.

- V

Executes in verbose mode. For the -c, -t and -x options outputs a message giving the results of each attempted operation. Outputs detailed help information for the -h option. Outputs verbose information for each attachment point for the -1 option.

-x hardware_function

Performs hardware specific functions. Private hardware specific functions can change the state of a receptacle or occupant. Attachment point conditions can change as the result of errors encountered during private hardware specific functions. The format and content of the *hardware_function* string is completely hardware specific. The option string *hardware_function* conforms to the <code>getsubopt(3C)</code> syntax convention.

-У

Suppresses any interactive confirmation and assume that the answer is yes.

USAGE

The required privileges to use this command are hardware dependent. Typically, a default system configuration restricts all but the list option to the superuser.

EXAMPLES

EXAMPLE 1 Listing attachment points in the device tree

The following example lists all attachment points except dynamic attachment points.

example# cfgadm

Ap_Id	Type	Receptacle	Occupant	Cond
system:slot0	cpu/mem	connected	configured	ok
system:slot1	sbus-upa	connected	configured	ok
system:slot2	cpu/mem	connected	configured	ok
system:slot3	unknown	connected	unconfigured	unknown
system:slot4	dual-sbus	connected	configured	failing
system:slot5	cpu/mem	connected	configured	ok
svstem:slot6	unknown	disconnected	unconfigured	unusable

EXAMPLE 1 Listing attachment points in the device tree (Continued)

system:slot7	unknown	empty	unconfigured	ok
c0	scsi-bus	connected	configured	unknown
c1	scsi-bus	connected	configured	unknown

EXAMPLE 2 Listing all configurable hardware information

The following example lists all current configurable hardware information, including those represented by dynamic attachment points:

example# cfgadm -	al			
Ap_Id	Type	Receptacle	Occupant	Cond
system:slot0	cpu/mem	connected	configured	ok
system:slot1	sbus-upa	connected	configured	ok
system:slot2	cpu/mem	connected	configured	ok
system:slot3	unknown	connected	unconfigured	unknown
system:slot4	dual-sbus	connected	configured	failing
system:slot5	cpu/mem	connected	configured	ok
system:slot6	unknown	disconnected	unconfigured	unusable
system:slot7	unknown	empty	unconfigured	ok
c0	scsi-bus	connected	configured	unknown
c0::dsk/c0t14d0	disk	connected	configured	unknown
c0::dsk/c0t11d0	disk	connected	configured	unknown
c0::dsk/c0t8d0	disk	connected	configured	unknown
c0::rmt/0	tape	connected	configured	unknown
c1	scsi-bus	connected	configured	unknown

EXAMPLE 3 Selective listing based on attachment point attributes

The following example lists all attachment points whose class begins with scsi, ap_id begins with c and type field begins with scsi. The argument to the -s option is quoted to protect it from the shell.

EXAMPLE 4 Listing current configurable hardware information in verbose mode.

The following example lists current configurable hardware information for *ap-type* system in verbose mode:

```
example# cfgadm -v -l system

Ap_Id Receptacle Occupant Condition Information

When Type Busy Phys_Id

system:slot1 connected configured ok

Apr 4 23:50 sbus-upa n /devices/central/fhc/sysctrl:slot1

system:slot3 connected configured ok non-detachable

Apr 17 11:20 cpu/mem n /devices/central/fhc/sysctrl:slot3
```

EXAMPLE 4 Listing current configurable hardware information in verbose mode. (Continued)

```
system:slot5 connected configured ok
Apr 4 23:50 cpu/mem n /devices/central/fhc/sysctrl:slot5
system:slot7 connected configured ok
Apr 4 23:50 dual-sbus n /devices/central/fhc/sysctrl:slot7
```

EXAMPLE 5 The hardware specific extended test.

The following example tests two occupants using the hardware specific extended test:

```
example# cfgadm -v -o extended -t system:slot3 system:slot5
Testing attachment point system:slot3 ... ok
Testing attachment point system:slot5 ... ok
```

EXAMPLE 6 The force option.

The following example configures an occupant in the failing state to the system using the force option:

```
example# cfgadm -f -c configure system:slot3
```

EXAMPLE 7 Unconfiguring an occupant from the system.

The following example unconfigures an occupant from the system:

```
example# cfgadm -c unconfigure system:slot4
```

EXAMPLE 8 Configuring an occupant at an attachment point

The following example configures an occupant:

```
example# cfgadm -c configure c0::dsk/c0t0d0
```

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of cfgadm: LC TIME, LC MESSAGES, NLSPATH and TZ.

LC MESSAGES Determines how cfgadm displays column headings and error	LC MESSAGES	Determines how	cfgadm display	s column	headings and e	rror
--	-------------	----------------	----------------	----------	----------------	------

messages. Listing output data is not affected by the setting of this

LC TIME Determines how cfgadm displays human readable status changed

time (status time).

TZSpecifies the timezone used when converting the status changed

time. This applies to both the human readable (status time)

and parsable (status_time_p) formats.

EXIT STATUS | The following exit values are returned:

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- 0 Successful completion.
- 1 An error occurred.
- Configuration administration not supported on specified target. 2
- 3 Usage error.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

cfgadm pci(1M), cfgadm sbd(1M), cfgadm scsi(1M), ifconfig(1M), mount(1M), prtdiag(1M), psradm(1M), syslogd(1M), config admin(3CFGADM), getopt(3C), getsubopt(3C), isatty(3C), attributes(5), environ(5),

DIAGNOSTICS

Diagnostic messages appear on the standard error output. Other than options and usage errors, the following are diagnostic messages produced by this utility:

```
cfgadm: Configuration administration not supported on ap_id
cfgadm: No library found for ap_id
cfgadm: ap_id is ambiguous
cfgadm: operation: Insufficient privileges
cfgadm: Attachment point is busy, try again
cfgadm: No attachment points with specified attributes found
cfgadm: System is busy, try again
cfgadm: operation: Operation requires a service interruption
```

cfgadm: operation: Data error: error_text

cfgadm: operation: Hardware specific failure: error_text

See config admin(3CFGADM) for additional details regarding error messages.

NOTES

Hardware resources enter the unconfigured pool in a hardware specific manner. This can occur at various times such as: system initialization or as a result of an unconfigure operation. An occupant that is in the unconfigured state is not available for use by the system until specific intervention occurs. This intervention can be manifested as an operator initiated command or it can be by way of an automatic configuring mechanism.

The listing option of the cfgadm command can be used to provide parsable input for another command, for example within a shell script. For parsable output, the -s

option must be used to select the fields required. The -s option can also be used to suppress the column headings. The following fields always produce parsable output: ap_id, physid, r_state, o_state, condition, busy status_time_p, class, and type. Parsable output never has white-space characters embedded in the field value.

The following shell script fragment finds the first good unconfigured occupant of type CPU.

```
found=
cfgadm -l -s "noheadings,cols=ap_id:r_state:condition:type" | \
while read ap_id r_state cond type
do
    if [ "$r_state" = unconfigured -a "$cond" = ok -a "$type" = CPU ]
    then
        if [ -z "$found" ]
        then
            found=$ap_id
        fi
    done
if [ -n "$found" ]
then
        echo "Found CPU $found"
```

The format of the parsable time field (status_time_p) is YYYYMMDDhhmmss, giving the year, month, day, hour, minute and second in a form suitable for string comparison.

Reference should be made to the hardware specific documentation for details of System Configuration Administration support.

cfgadm_ac(1M)

NAME

cfgadm_ac - EXX00 memory system administration

SYNOPSIS

```
/usr/sbin/cfgadm [-c configure] [-f] [-o disable-at-boot |
    enable-at-boot ] ac#:bank# ...

/usr/sbin/cfgadm [-c unconfigure] [-o disable-at-bootp |
    enable-at-boot ] ac#:bank# ...

/usr/sbin/cfgadm [-v] [-o quick | normal | extended,
        [max_errors=#] ] -t ac#:bank#...

/usr/sbin/cfgadm -x relocate-test ac#:bank# ...

/usr/sbin/cfgadm [-l] -o disable-at-boot | enable-at-boot ac#:bank# ...
```

DESCRIPTION

The ac hardware specific library

/usr/platform/sun4u/lib/cfgadm/cfgadm_ac.so.1 provides the functionality for configuring and unconfiguring memory banks on E6X00, E5X00, E4X00 and E3X00 systems as part of the Dynamic Reconfiguration of CPU/Memory boards using cfgadm sysctrl(1M).

Memory banks appear as attachment points in the device tree. For each CPU/Memory board, two attachment points are published, one for each bank on the board: bank0 and bank1. If the bank is unpopulated, the receptacle state is empty. If the bank is populated, the receptacle state is connected. The receptacle state of a memory bank can never be disconnected. The occupant state of a connected memory bank can be configured or unconfigured. If the occupant state is configured, the memory is in use by Solaris, if unconfigured it is not.

OPTIONS

Refer to cfgadm(1M) for complete descriptions of the command options.

The following options are supported:

-c configure | unconfigure

Change the occupant state. The configure argument ensures that the memory is initialized and adds the memory to the Solaris memory pool. The unconfigure argument removes the memory from use by Solaris. When a CPU/Memory board is to be removed from a system, both banks of memory must be unconfigured.

cfgadm refuses the configure operation if the memory on the board is marked disabled-at-boot (see info field), unless either the -f (force) option or the enable at boot flag, (-o enable-at-boot), is given. The configure operation takes a short time proportional to the size of memory that must be initialized.

cfgadm refuses the unconfigure operation if there is not enough uncommitted memory in the system (VM viability error) or if the bank to be unconfigured has memory that can't be removed (non-relocatable pages error). The presence of non-relocatable pages is indicated by the word permanent in the info listing field. Removing memory from use by Solaris may take a significant time due to factors such as system load and how much paging to secondary storage is required.

The unconfigure operation can be cancelled at any time and the memory returned to the fully configured state by interrupting the command invocation with a signal. The unconfigure operation self-cancels if no memory can be removed within a timeout period. The default timeout period of 60 seconds can be changed using the -o timeout=# option, with a value of 0 disabling the timeout.

_ f

Force option. Use this option to override the block on configuring a memory bank marked as disabled at boot in the non-volatile disabled-memory-list variable. See *Platform Notes:Sun Enterprise* 6x00/5x00/4x00/3x00 *Systems*

-1

List option. This option is supported as described in cfgadm(1M).

The type field is always *memory*.

The *info* field has the following information for empty banks:

```
slot# empty
```

The slot# indicates the system slot into which the CPU/Memory board is inserted. For example, if this were slot11 the attachment point for use with cfgadm to manipulate the associated board would be sysctrl0:slot11. The info field has the following information for connected banks:

The size of the bank is given in Mb or Gb as appropriate. If the memory is less than completely used, the used size is reported. The physical base address is given in hexadecimal. If the memory bank is interleaved with some other bank, the interleave factor is reported. If the memory on the board is disabled at boot using the non-volatile disabled-memory-list variable, this is reported. If the bank has memory that cannot be removed this is reported as permanent.

-o disable-at-boot | enable-at-boot

These options allow the state of the non-volatile disabled-memory-list variable to be modified. These options can be used in conjunction with the issuing of a -c option or with the explicit or implied listing command, -l, if no command is required. Use of -o enable-at-boot with the configure command to override the block on configuring memory on a board in the disabled memory list.

-o extended | normal | quick

Use with the -t option to specify test level.

The normal test level ensures that each memory cell stores both a 0 and a 1, and checks that all cells are separately addressable. The quick test level only does the 0s and 1s test, and typically misses address line problems. The extended test uses patterns to test for adjacent cell interference problems. The default test level is normal. See -t option.

cfgadm_ac(1M)

-o max_errors=#

Use with the -t option to specify the maximum number of allowed errors. If not specified, a default of 32 is assumed.

-o timeout=#

Use with the unconfigure command to set the self-cancelling timeout. The default value is 60 and the unit is seconds. A value of 0 means no timeout.

- t

Test an unconfigured bank of memory. Specify the test level using the -o quick | normal | extended option.

cfgadm exits with a 0 (success) if the *test* was able to run on the memory bank. The result of the test is available in the condition for the attachment point.

- v

Verbose option. Use this option in combination with the -t option to display detailed progress and results of tests.

-x relocate-test

For all pages of memory in use on the specified memory bank, a relocation operation as used in the unconfigure command is attempted. The success of this operation does not guarantee that the bank can be unconfigured. Failure indicates that it probably cannot be unconfigured. This option is for test purposes only.

OPERANDS

The following operand is supported:

ac#:bank#

The attachment points for memory banks are published by instances of the address controller (ac) driver (ac#). One instance of the ac driver is created for each system board, but only those instances associated with CPU/Memory boards publish the two bank attachment points, bank0 and bank1.

This form conforms to the logical ap_id specification given in cfgadm(1M). The corresponding physical ap_ids are listed in the FILES section.

The ac driver instance numbering has no relation to the slot number for the corresponding board. The full physical attachment point identifier has the slot number incorporated into it as twice the slot number in hexadecimal directly following the fhc@part.

FILES

/devices/fhc@*,f8800000/ac@0,1000000:bank? attachment points

/usr/platform/sun4u/lib/cfgadm/cfgadm_ac.so.1 hardware specific library file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkvm.u

SEE ALSO

 $\verb|cfgadm(1M)|, \verb|cfgadm_sysctrl(1M)|, \verb|config_admin(3CFGADM)|, \verb|attributes(5)|$

Sun Enterprise 6x00, 5x00, 4x00 and 3x00 Systems Dynamic Reconfiguration User's Guide

Platform Notes:Sun Enterprise 6x00/5x00/4x00/3x00 Systems

NOTES

Refer to the Sun Enterprise 6x00, 5x00, 4x00 and 3x00 Systems Dynamic Reconfiguration User's Guide for additional details regarding dynamic reconfiguration of EXX00 system CPU/Memory boards.

cfgadm_pci(1M)

NAME

cfgadm_pci - PCI Hotplug hardware specific commands for cfgadm

SYNOPSIS

```
/usr/sbin/cfgadm [-f ] [-y | -n ] [-v] [-o hardware_options] -c function ap\_id [ap\_id]
```

```
/usr/sbin/cfgadm [-f ] [-y | -n ] [-v] [-o hardware_options] -x hardware_function ap_id [ap_id]
```

/usr/sbin/cfgadm [-v] [-s listing_options] [-0 hardware_options] [-1 [ap_id | ap_type]]

/usr/sbin/cfgadm [-v] [-o harware_options] -t ap_id [ap_id]

/usr/sbin/cfgadm [-v] [-o hardware_function] -h [ap_id | ap_type]

DESCRIPTION

The PCI hardware specific library /usr/lib/cfgadm/pci.so.1 provides the support for hot plugging pci adapter cards into pci hot pluggible slots in a system that is hot plug capable, through cfgadm(1M). See cfgadm(1M).

For PCI Hot Plug, each hot plug slot on a specific PCI bus is represented by an attachment point of that specific PCI bus.

An attachment point consist of two parts: a receptacle and an occupant. The receptacle under PCI hot plug is usually referred to as the physical ho tpluggible slot; and the occupant is usually referred to as the PCI adapter card that plugs into the slot.

Attachment points are named through ap_ids. There are two types of ap_ids: logical and physical. The physical ap_id is based on the physical pathname, that is, /devices/pci@1/hpc0_slot3, whereas the logical ap_id is a shorter, and more user-friendly name. For PCI hot pluggible slots, the logical ap_id is usually the corresponding hot plug controller driver name plus the logical slot number, that is, pci0:hpc0slot1; pci nexus driver, with hot plug controller driver named hpc and slot number 1. The ap type for Hot plug PCI is pci.

See the *System Administration Guide, Volume I* for a detailed description of the hot plug procedure.

OPTIONS

The following options are supported:

-c function

The following *functions* are supported for PCI hot pluggible slots:

configure Configure the PCI device in the slot to be used by Solaris.

connect Connect the slot to PCI bus.

disconnect Disconnect the slot from the PCI bus.

insert Perform operations required to allow manual insertion of a PCI

device.

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remove Perform operations required to allow manual removal of a PCI

device.

unconfigure Logically remove the PCI device's resources from the system.

-f

Not supported.

-h ap_id | ap_type

Print out PCI hot plug specific help message.

List the values of PCI Hot Plug slots.

-o hardware_options

No hardware specific options are currently defined.

-s listing_options

Same as the generic cfgadm(1M)...

This command is only supported on platform which supports testing capability on the slot.

Execute in verbose mode.

When -v is used with -1 option the cfgadm command outputs information about the attachment point. For PCI Hot Plug, the Information field will be the slot's system label. This string will be obtained from the slot-name property of the slot's bus node. The occupant Type field will describe the contents of the slot. There are 2 possible values:

NULL The slot is empty

subclass, board The card in the slot is either a single-function or

multi-function device.

subclass is a string representing the subclass code of the device, for example, SCSI, ethernet, pci-isa, and so forth. If the card is a multi-functional device,

MULT will get printed instead.

board is a string representing the board type of the device, for example, HP for PCI Hot Plug adapter, HS for Hot Swap Board, NHS for Non—Hot Swap cPCI Board, BHS for Basic Hot Swap cPCI Board,

FHS for Full Hot Swap cPCI Board.

-x hardware_function

Perform hardware specific function. These hardware specific functions should not normally change the state of a receptacle or occupant.

cfgadm_pci(1M)

The following *hardware_functions* are supported:

```
enable_slot | disable_slot
```

Change the state of the slot and preserve the state of slot across reboot. Not all platforms support this feature.

enable_slot enables the addition of hardware to this slot for hot plugging and at boot time.

disable_slot disables the addition of hardware to this slot for hot plugging and at boot time.

```
enable_autoconfig | disable_autoconfig
```

Change the ability to autoconfigure the occupant of the slot. Only platforms that support auto configuration support this feature.

enable autoconfig enables the ability to autoconfigure the slot.

diable autoconfig disables the ability to autoconfigure the slot.

```
led=[led sub arg],mode=[mode sub arg]
```

Without sub-arguments, print a list of the current LED settings. With sub-arguments, set the mode of a specific LED for a slot.

Specify *led_sub_arg* as fault, power, att, or active.

Specify *mode_sub_arg* as on, off or blink.

Changing the state of the LED does not change the state of the receptacle or occupant. Normally, the LEDs are controlled by the hot plug controller, no user intervention is necessary. Use this command for testing purposes.

Caution: Changing the state of the LED can misrepresent the state of occupant or receptacle.

The following command prints the values of LEDs:

```
example# cfgadm -x led pci0:hpc0_slot1Ap_Id Led
pci0:hpc0_slot1 power=on,fault=off,active=off,attn=off
```

The following command turns on the Fault LED:

```
example# cfgadm -x led=fault,mode=on pci0:hpc0_slot1
```

The following command turns off the Power LED:

```
example# cfgadm -x led=power,mode=off pci0:hpc0_slot0
```

The following command sets the *active* LED to blink to indicate the location of the slot:

```
example# cfgadm -x led=active,mode=on pci0:hpc0 slot3
```

EXAMPLES

EXAMPLE 1 Printing out the value of each slot

The following command prints out the values of each slot:

```
example# cfgadm -1
Ap_Id
                     Type
                                     Receptacle Occupant
                                                                        Condition
pci1:hpc0_slot0 unknown
                                     empty
                                                     unconfigured
                                                                       unknown
                                                   unconfigured unknown unconfigured unknown
pci1:hpc0 slot1 unknown
                                    empty
pcil:hpc0_slot1 unknown empty unconfigured
pcil:hpc0_slot2 unknown empty unconfigured
pcil:hpc0_slot3 HP/SCSI connected configured
                                                                       ok
pcil:hpc0 slot4 unknown
                                                   unconfigured unknown
                                    empty
```

EXAMPLE 2 Printing out PCI hot plug specific commands

The following command prints out PCI hot plug specific commands:

```
example# cfgadm -h pci
Uage:
cfgadm [-f] [-y|-n] [-v] [-o hardware_opts]
        -c function ap_id [ap_id...]
cfgadm [-f] [-y|-n] [-v] [-o hardware opts]
        -x function ap_id [ap_id...]
cfgadm [-v] [-s listing options ] [-o hardware opts ]
      [-a] [-l [ap_id|ap_type...]]
cfgadm [-v] [-o hardware_opts ] -t ap_id [ap_id...]
cfgadm [-v] [-o hardware_opts ] -h [ap_id|ap_type...]
PCI hotplug specific commands:
    -c [connect|disconnect|configure|unconfigure|insert|remove]
       ap id [ap id...]
   -x enable_slot ap_id [ap_id...]
   -x disable slot ap id [ap id...]
    -x enable_autoconfig ap_id [ap_id...]
    -x disable_autoconfig ap_id [ap_id...]
    -x led[=[fault|power|active|attn],mode=[on|off|blink]]
        ap id [ap id...]
```

FILES

/usr/lib/cfgadm/libpci.so.1

Hardware specific library for PCI hot plugging.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkvm.u

SEE ALSO

cfgadm(1M), config admin(3CFGADM), libcfgadm(3LIB)attributes(5)

System Administration Guide, Volume 1

NAME |

cfgadm_sbd - cfgadm commands for system board administration

SYNOPSIS

cfgadm -1 [-a] [-o parsable] ap_id...

cfgadm -c function [-f] [-y | -n] [-o unassign | nopoweroff] [-v] ap_id...

cfgadm -t [-v] ap_id...

cfgadm -x [-f] [-v] function ap_id...

DESCRIPTION

The cfgadm sbd plugin provides dynamic reconfiguration functionality for connecting, configuring, unconfiguring, and disconnecting class sbd system boards. It also enables you to connect or disconnect a system board from a running system without having to reboot the system.

The cfgadm command resides in /usr/sbin. See cfgadm(1M). The cfgadm sbd plugin resides /usr/platform/sun4u/lib/cfgadm.

Each board slot appears as a single attachment point in the device tree. Each component appears as a dynamic attachment point. You can view the type, state, and condition of each component, and the states and condition of each board slot by using the -a option.

The cfqadm options perform differently depending on the platform. Additionally, the form of the attachment points is different depending on the platform. See the Platform Notes section for more information.

Component Conditions

The following are the names and descriptions of the component conditions:

failed The component failed testing. ok The component is operational.

unknown The component has not been tested.

Component States

The following is the name and description of the receptacle state for components:

The component is connected to the board slot. connected

The following are the names and descriptions of the occupant states for components:

configured The component is available for use by the Solaris operating

environment.

unconfigured The component is not available for use by the Solaris operating

environment.

Board Conditions

The following are the names and descriptions of the board conditions.

failed The board failed testing. ok The board is operational.

unknown The board has not been tested. unusable The board slot is unusable.

Board States

Inserting a board changes the receptacle state from empty to disconnected. Removing a board changes the receptacle state from disconnected to empty.

Caution: Removing a board that is in the connected state or that is powered on and in the disconnected state crashes the operating system and can result in permanent damage to the system.

The following are the names and descriptions of the receptacle states for boards:

connected The board is powered on and connected to the system bus. You

can view the components on a board only after it is in the

connected state.

disconnected The board is disconnected from the system bus. A board can be in

the disconnected state without being powered off. However, a board must be powered off and in the disconnected state before

you remove it from the slot.

empty A board is not present.

The occupant state of a disconnected board is always unconfigured. The following table contains the names and descriptions of the occupant states for boards:

configured At least one component on the board is configured.

unconfigured All of the components on the board are unconfigured.

Dynamic System Domains

Platforms based on dynamic system domains (DSDs, referred to as domains in this document) divide the slots in the chassis into electrically isolated hardware partitions (that is, DSDs). Platforms that are not based on DSDs assign all slots to the system permanently.

A slot can be empty or populated, and it can be assigned or available to any number of domains. The number of slots available to a given domain is controlled by an available component list (ACL) that is maintained on the system controller. The ACL is not the access control list provided by the Solaris operating environment.

A slot is visible to a domain only if the slot is in the domain's ACL and if it is not assigned to another domain. An unassigned slot is visible to all domains that have the slot in their ACL. After a slot has been assigned to a domain, the slot is no longer visible to any other domain.

A slot that is visible to a domain, but not assigned, must first be assigned to the domain before any other state changing commands are applied. The assign can be done explicitly using -x assign or implicitly as part of a connect. A slot must be unassigned from a domain before it can be used by another domain. The unassign is always explicit, either directly using -x unassign or as an option to disconnect using -o unassign.

State Change Functions

Functions that change the state of a board slot or a component on the board can be issued concurrently against any attachment point. Only one state changing operation is permitted at a given time. A Y in the Busy field in the state changing information indicates an operation is in progress.

The following list contains the functions that change the state:

- configure
- unconfigure
- connect
- disconnect

Availability Change Functions

Commands that change the availability of a board can be issued concurrently against any attachment point. Only one availability change operation is permitted at a given time. These functions also change the information string in the cfgadm -1 output. A Y in the Busy field indicates that an operation is in progress.

The following list contains the functions that change the availability:

- assign
- unassign

Condition Change Functions

Functions that change the condition of a board slot or a component on the board can be issued concurrently against any attachment point. Only one condition change operation is permitted at a given time. These functions also change the information string in the cfgadm -1 output. A Y in the Busy field indicates an operation is in progress.

The following list contains the functions that change the condition:

- poweron
- poweroff
- test

Unconfigure Process

This section contains a description of the unconfigure process, and illustrates the states of source and target boards at different stages during the process of moving permanent memory.

In the following code examples, the permanent memory on board 0 must be moved to another board in the domain. Thus, board 0 is the source, and board 1 is the target.

A status change operation cannot be initiated on a board while it is marked as busy. For brevity, the CPU information has been removed from the code examples.

The process is started with the following command:

```
# cfgadm -c unconfigure -y SB0::memory &
```

First, the memory on board 1 in the same address range as the permanent memory on board 0 must be deleted. During this phase, the source board, the target board, and the memory attachment points are marked as busy. You can display the status with the following command:

cfgadm -a -s cols=ap_id:type:r_state:o_state:busy SB0 SB1

Ap_Id	Type	Receptacle	Occupant	Busy
SB0	CPU	connected	configured	У
SB0::memory	memory	connected	configured	У
SB1	CPU	connected	configured	У
SB1::memory	memory	connected	configured	У

After the memory has been deleted on board 1, it is marked as unconfigured. The memory on board 0 remains configured, but it is still marked as busy, as in the following example.

Ap_Id	Type	Receptacle	Occupant	Busy
SB0	CPU	connected	configured	У
SB0::memory	memory	connected	configured	У
SB1	CPU	connected	configured	У
SB1::memory	memory	connected	unconfigured	n

The memory from board 0 is then copied to board 1. After it has been copied, the occupant state for the memory is switched. The memory on board 0 becomes unconfigured, and the memory on board 1 becomes configured. At this point in the process, only board 0 remains busy, as in the following example.

Ap_Id	Type	Receptacle	Occupant	Busy
SB0	CPU	connected	configured	У
SB0::memory	memory	connected	unconfigured	n
SB1	CPU	connected	configured	n
SR1 · · memory	memory	connected	configured	n

After the entire process has been completed, the memory on board 0 remains unconfigured, and the attachment points are not busy, as in the following example.

Ap_Id	Type	Receptacle	Occupant	Busy
SB0	CPU	connected	configured	n
SB0::memory	memory	connected	unconfigured	n
SB1	CPU	connected	configured	n
SB1::memory	memory	connected	configured	n

The permanent memory has been moved, and the memory on board 0 has been unconfigured. At this point, you can initiate a new state changing operation on either board.

Platform-Specific **Options**

You can specify platform-specific options that follow the options interpreted by the system board plugin. All platform-specific options must be preceded by the

platform keyword. The following example contains the general format of a command with platform-specific options:

command -o sbd_options, platform=platform_options

OPTIONS

This man page does not include the -v, -a, -s, or -h options for the cfgadm command. See cfgadm(1M) for descriptions of those options. The following options are supported by the cfgadm_sbd plugin:

-c function

Performs a state change function. You can use the following functions:

unconfigure

Changes the occupant state to unconfigured. This function applies to system board slots and to all of the components on the system board.

The unconfigure function removes the CPUs from the CPU list and deletes the physical memory from the system memory pool. If any device is still in use, the cfgadm command fails and reports the failure to the user. You can retry the command as soon as the device is no longer busy. If a CPU is in use, you must ensure that it is off line before you proceed. See pbind(1M), psradm(1M) and psrinfo(1M).

The unconfigure function moves the physical memory to another system board before it deletes the memory from the board you want to unconfigure. Depending of the type of memory being moved, the command fails if it cannot find enough memory on another board or if it cannot find an appropriate physical memory range.

For permanent memory, the operating system must be suspended (that is, quiesced) while the memory is moved and the memory controllers are reprogrammed. If the operating system must be suspended, you will be prompted to proceed with the operation. You can use the -y or -n options to always answer yes or no respectively.

Moving memory can take several minutes to complete, depending on the amount of memory and the system load. You can monitor the progress of the operation by issuing a status command against the memory attachment point. You can also interrupt the memory operation by stopping the cfgadm command. The deleted memory is returned to the system memory pool.

disconnect

Changes the receptacle state to disconnected. This function applies only to system board slots.

If the occupant state is configured, the disconnect function attempts to unconfigure the occupant. It then powers off the system board. At this point, the board can be removed from the slot.

This function leaves the board in the assigned state on platforms that support dynamic system domains.

If you specify -o nopoweroff, the disconnect function leaves the board powered on. If you specify -o unassign, the disconnect function unassigns the board from the domain.

If you unassign a board from a domain, you can assign it to another domain. However, if it is assigned to another domain, it is not available to the domain from which is was unassigned.

configure

Changes the occupant state to configured. This function applies to system board slots and to any components on the system board.

If the receptacle state is disconnected, the configure function attempts to connect the receptacle. It then walks the tree of devices that is created by the connect function, and attaches the devices if necessary. Running this function configures all of the components on the board, except those that have already been configured.

For CPUs, the configure function adds the CPUs to the CPU list. For memory, the configure function ensures that the memory is initialized then adds the memory to the system memory pool. The CPUs and the memory are ready for use after the configure function has been completed successfully.

For I/O devices, you must use the mount and the ifconfig commands before the devices can be used. See ifconfig(1M) and mount(1M).

connect

Changes the receptacle state to connected. This function applies only to system board slots.

If the board slot is not assigned to the domain, the connect function attempts to assign the slot to the domain. Next, it powers on and tests the board, then it connects the board electronically to the system bus and probes the components.

After the connect function is completed successfully, you can use the -a option to view the status of the components on the

-1

board. The connect function leaves all of the components in the unconfigured state.

The assignment step applies only to platforms that support dynamic system domains.

-f Overrides software state changing constraints.

The -f option never overrides fundamental safety and availability constraints of the hardware and operating system.

Lists the state and condition of attachment points specified in the format controlled by the -s, -v, and -a options as specified in cfgadm(1M). The cfgadm_sbd plugin provides specific information in the info field as described below. The format of this information may be altered by the -o parsable option.

The parsable info field is composed of the following:

cpu

The cpu type displays the following information:

cpuid=# Where # is a number, representing the ID of the

CPU.

speed=# Where # is a number, representing the speed of the

CPU in MHz.

ecache=# Where # is a number, representing the size of the

ecache in MBytes.

memory

The memory type displays the following information, as

appropriate:

address=# Where # is a number,

representing the base physical address.

size=# Where # is a number,

representing the size of the memory in

KBytes.

permanent=# Where # is a number,

representing the size of permanent memory in KBytes.

unconfigurable An operating system

setting that prevents the memory from being unconfigured.

inter-board-interleave The board is

participating in interleaving with other boards.

source=*ap_id* Represents the source

attachment point.

target=ap_id Represents the target

attachment point.

deleted=# Where # is a number,

representing the amount of memory that has already been deleted in KBytes.

remaining=# Where # is a number,

representing the amount of memory to be deleted in

KBytes.

io

The io type displays the following information:

device=path Represents the physical path to the I/O

component.

referenced The I/O component is referenced.

board

The board type displays the following boolean names. If they are not present, then the opposite applies.

assigned The board is assigned to the domain.

powered-on The board is powered on.

The same items appear in the info field in a more readable format if the -o parsable option is not specified.

-o parsable

Returns the information in the info field as a boolean *name* or a set of name=value pairs, separated by a space character.

The -o parsable option can be used in conjunction with the -s option. See the $\mathtt{cfgadm}(1M)$ man page for more information about the -s option.

-t Tests the board.

Before a board can be connected, it must pass the appropriate level of testing.

Use of this option always attempts to test the board, even if it has already passed the appropriate level of testing. Testing is also performed when a -c connect state change function is issued, in which case the test step can be skipped if the board already shows an appropriate level of testing. Thus the -t option can be used to explicitly request that the board be tested.

-x function

Performs an sbd-class function. You can use the following functions:

assign

Assigns a board to a domain.

The receptacle state must be disconnected or empty. The board must also be listed in the domain available component list. See Dynamic System Domains.

unassign

Unassigns a board from a domain.

The receptacle state must be disconnected or empty. The board must also be listed in the domain available component list. See Dynamic System Domains.

poweron

Powers the system board on.

The receptacle state must be disconnected.

poweroff

Powers the system board off.

The receptacle state must be disconnected.

OPERANDS

The following operands are supported:

Receptacle *ap_id* For the Sun Fire 15K, the receptacle attachment point

ID takes the form SBX or IOX, where X equals the slot

number.

The exact format depends on the platform and typically corresponds to the physical labelling on the machine. See the platform specific information in the

NOTES section.

Component *ap_id* The component attachment point ID takes the form

component_typeX, where *component_type* equals one of the component types described in "Component Types" and *X* equals the component number. The component

number is a board-relative unit number.

The above convention does not apply to memory compontents. Any DR action on a memory attachment point affects all of the memory on the system board.

EXAMPLES

The following examples show user input and system output on a Sun Fire 15K system. User input — specifically references to attachment points — and system output may differ on other Sun systems. Refer to the Platform Notes for specific information about using the cfgadm_sbd plugin on other models.

EXAMPLE 1 Listing All of the System Board

cfgadm -a -s "select=class(sbd)"

Ap_Id	Type	Receptacle	Occupant	Condition
SB0	CPU	connected	configured	ok
SB0::cpu0	cpu	connected	configured	ok
SB0::memory	memory	connected	configured	ok
IO1	HPCI	connected	configured	ok
I01::pci0	io	connected	configured	ok
I01::pci1	io	connected	configured	ok
SB2	CPU	disconnected	unconfigured	failed
SB3	CPU	disconnected	unconfigured	unusable
SB4	unknown	empty	unconfigured	unknown

This example demonstrates the mapping of the following conditions:

- The board in Slot 2 failed testing.
- Slot 3 is unusable; thus, you cannot hot plug a board into that slot.

EXAMPLE 2 Listing All of the CPUs on the System Board

cfgadm -a -s "select=class(sbd):type(cpu)"

Ap_Id	Type	Receptacle	Occupant	Condition
SB0::cpu0	cpu	connected	configured	ok
SB0::cpu1	cpu	connected	configured	ok
SB0::cpu2	cpu	connected	configured	ok
SB0::cpu3	cpu	connected	configured	ok

EXAMPLE 3 Displaying the CPU Information Field

```
# cfgadm -1 -s noheadings,cols=info SB0::cpu0
```

cpuid 16, speed 400 MHz, ecache 8 Mbytes

EXAMPLE 4 Displaying the CPU Information Field in Parsable Format

```
# cfgadm -1 -s noheadings,cols=info -o parsable SB0::cpu0
```

cpuid=16 speed=400 ecache=8

EXAMPLE 5 Displaying the Devices on an I/O Board

```
# cfgadm -a -s noheadings,cols=ap_id:info -o parsable IO1
IO1
         powered-on assigned
IO1::pci0 device=/devices/saf@0/pci@0,2000 referenced
IO1::pcil device=/devices/saf@0/pci@1,2000 referenced
```

EXAMPLE 6 Monitoring an Unconfigure Operation

In the following example, the memory sizes are displayed in Kbytes.

```
# cfgadm -c unconfigure -y SB0::memory &
# cfgadm -1 -s noheadings,cols=info -o parsable SB0::memory SB1::memory
address=0x0 size=2097152 permanent=752592 target=SB1::memory
     deleted=1273680 remaining=823472
address=0x1000000 size=2097152 source=SB0::memory
```

EXAMPLE 7 Assigning a Slot to a Domain

```
# cfgadm -x assign SB2
```

EXAMPLE 8 Unassigning a Slot from a Domain

```
# cfgadm -x unassign SB3
```

ATTRIBUTES

See attributes(5) for a description of the following attribute:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkvm.u

SEE ALSO

 $\verb|cfgadm|(1M)|, \verb|devfsadm|(1M)|, \verb|ifconfig|(1M)|, \verb|mount|(1M)|, \verb|pbind|(1M)|, \verb|psradm|(1M)|, \verb|devfsadm|(1M)|, \verb|psradm|(1M)|, \verb|psradm$ psrinfo(1M), config admin(3CFGADM), attributes(5)

NOTES

This section contains information on how to monitor the progress of a memory delete operation. It also contains platform specific information.

Memory Delete Monitoring

The following shell script can be used to monitor the progress of a memory delete operation.

```
# cfgadm -c unconfigure -y SB0::memory &
# watch memdel SB0
#!/bin/sh
# This is the watch_memdel script.
if [-z "$1"]; then
       printf "usage: %s board id\n" 'basename $0'
        exit 1
```

```
fi
board id=$1
cfgadm info='cfgadm -s noheadings,cols=info -o parsable'
eval '$cfgadm info $board id::memory'
if [ -z "$remaining" ]; then
        echo no memory delete in progress involving $board id
echo deleting target $target
while true
do
        eval '$cfgadm_info $board_id::memory'
        if [ -n "$remaining" -a "$remaining" -ne 0 ]
        then
                echo $deleted KBytes deleted, $remaining KBytes remaining
                remaining=
        else
                echo memory delete is done
                exit 0
        fi
        sleep 1
done
exit 0
```

Sun Enterprise 10000 Platform Notes

The following syntax is used to refer to Platform Notes attachment points on the Sun Enterprise 10000 system:

board::component

where *board* refers to the system board; and *component* refers to the individual component. System boards can range from SB0 (zero) to SB15. A maximum of sixteen system boards are available.

The DR 3.0 model running on a Sun Enterprise 10000 domain supports a limited subset of the functionality provided by the cfgadm_sbd plugin. The only supported operation is to view the status of attachment points in the domain. This corresponds to the -1 option and all of its associated options.

Attempting to perform any other operation from the domain will result in an error that states that the operation is not supported. All operations to add or remove a system board must be initiated from the System Service Processor.

Sun Fire 15K Platform Notes

The following syntax is used to refer to attachment points on the Sun Fire 15K system:

board::component

where *board* refers to the system board or I/O board; and *component* refers to the individual component.

Depending on the system's configuration, system boards can range from SB0 (zero) through SB17, and I/O boards can range from IO0 (IO zero) through IO17. (A maximum of eighteen system and I/O boards are available).

The -t and -x options behave differently on the Sun Fire 15K platform. The following list describes their behavior:

-t

The system controller uses a CPU to test system boards by running LPOST, sequenced by the hpost command. To test I/O boards, the driver starts the testing in response to the -t option, and the test runs automatically without user intervention. The driver unconfigures a CPU and a stretch of contiguous physical memory. Then, it sends a command to the system controller to test the board. The system controller uses the CPU and memory to test the I/O board from inside of a transaction/error cage.

-x assign | unassign

In the Sun Fire 15K system administration model, the platform administrator controls the platform hardware through the use of an available component list for each domain. This information is maintained on the system controller. Only the platform administrator can modify the available component list for a domain.

The domain administrator is only allowed to assign or unassign a board if it is in the available component list for that domain. The platform administrator does not have this restriction, and can assign or unassign a board even if it is not in the available component list for a

domain.

Sun Fire 15K Component Types

The following are the names and descriptions of the component types:

cpu CPU

io I/O device memory Memory

Note: An operation on a memory component affects all of the memory components on the board.

NAME

cfgadm_scsi – SCSI hardware specific commands for cfgadm

SYNOPSIS

```
/usr/sbin/cfgadm [-f] [-y | -n ] [-v] [-o hardware_option] -c function ap_id...
```

```
/usr/sbin/cfgadm [-f] [-y | -n ] [-v] [-o hardware_option] -x hardware_function ap_id...
```

```
/usr/sbin/cfgadm [-v] [-a] [-s listing_option] [-0 hardware_option] [-1 [ap_id | ap_type ...]]
```

```
/usr/sbin/cfgadm [-v] [-o hardware_option] -t ap_id...
```

```
/usr/sbin/cfgadm [-v] [-o hardware_option] -h [ap_id...]
```

DESCRIPTION

The SCSI hardware specific library /usr/lib/cfgadm/scsi.so.1 provides the functionality for SCSI hot-plugging through the cfgadm(1M) command. cfgadm operates on attachment points, which are locations in the system where hardware resources can be dynamically reconfigured. Refer tocfgadm(1M) for information regarding attachment points.

For SCSI hot-plugging, each SCSI controller is represented by an attachment point in the device tree. In addition, each SCSI device is represented by a dynamic attachment point. Attachment points are named through ap_ids. Two types of ap_ids are defined: logical and physical. The physical ap_id is based on the physical pathname, whereas the logical ap_id is a shorter more user-friendly name. For SCSI controllers, the logical ap_id is usually the corresponding disk controller number. For example, a typical logical ap_id would be c0.

SCSI devices are named relative to the controller ap_id. Thus if a disk device is attached to controller c0, its ap id can be:

```
c0::dsk/c0t0d0
```

where dsk/c0t0d0 identifies the specific device. In general, the device identifier is derived from the corresponding logical link for the device in /dev. For example, a SCSI tape drive logical ap_id could be c0::rmt/0. Here c0 is the logical ap_id for the SCSI controller and rmt/0 is derived from the logical link for the tape drive in /dev/rmt. If an identifier can not be derived from the link in /dev, a unique identifier will be assigned to it. For example, if the tape device has no link in /dev, it can be assigned an ap_id of the form c0::st3 where st3 is a unique internally generated identifier.

A simple listing of attachment points in the system will include attachment points at SCSI controllers but not SCSI devices. Use the -a flag to the list option (-1) to list SCSI devices as well. For example:

```
# cfgadm -1
 Ap_Id
                 Type
                             Receptacle
                                           Occupant
                                                       Condition
                           connected
 c0
                 scsi-bus
                                           configured
                                                      unknown
 sysctrl0:slot0
                 cpu/mem
                             connected
                                           configured
                                                       ok
                           connected
 sysctrl0:slot1
                 sbus-upa
                                           configured
                                                       ok
```

cfgadm_scsi(1M)

To list SCSI devices in addition to SCSI controllers:

cfgadm -al

Ap_Id c0 c0::dsk/c0t14d0 c0::dsk/c0t11d0 c0::dsk/c0t8d0 c0::dsk/c0t0d0 c0::rmt/0 sysctrl0:slot0	Type scsi-bus disk disk disk disk tape cpu/mem	Receptacle connected connected connected connected connected connected	Occupant configured configured configured configured configured configured	Condition unknown unknown unknown unknown unknown unknown ok
sysctrl0:slot1	sbus-upa	connected	configured	ok

Refer to cfgadm(1M) for more information regarding listing attachment points. The receptacle and occupant state for attachment points at the SCSI controller have the following meanings:

empty

not applicable

disconnected

bus quiesced (I/O activity on bus is suspended)

connected

bus active

configured

one or more devices on the bus is configured

unconfigured

no device on the bus is configured

The corresponding states for individual SCSI devices are:

empty

not applicable

disconnected

bus to which the device is attached is quiesced

connected

bus to which device is attached is active

configured

device is configured

unconfigured

device is not configured

OPTIONS

cfgadm defines several types of operations besides listing (-1). These operations include testing, (-t), invoking configuration state changes, (-c), invoking hardware specific functions (-x), and obtaining configuration administration help messages (-h).

-c function The following generic commands are defined for the SCSI hardware specific library: For SCSI controller attachment points, the following configuration state change operations are supported: connect Unquiesce the SCSI bus. disconnect Quiesce the bus (suspend I/O activity on bus). Incorrect use of this command can cause the system to hang. See NOTES. configure Configure new devices on SCSI unconfigure Unconfigure all devices connected to bus. The following generic commands are defined for SCSI devices: configure configure a specific device unconfigure unconfigure a specific device -f When used with the disconnect command, forces a quiesce of the SCSI bus, if supported by hardware. Incorrect use of this command can cause the system to hang. See NOTES. -h ap_id SCSI specific help can be obtained by using the help option with any SCSI attachment point. -o hardware_option No hardware specific options are currently defined. -s listing_option Attachment points of class scsi can be listed by using the select sub-option. Refer to the cfgadm(1M) man page for additional information.

No test commands are available at present.

-x hardware_function Some of the following commands can only be used with SCSI controllers and some only with SCSI devices.

> In the following, *controller_ap_id* refers to an ap id for a SCSI controller, for example, c0. device_ap_id refers to an ap id for a SCSI device, for example:

c0::dsk/c0dt3d0.

-tap_id

The following hardware specific functions are defined:

EXAMPLES

```
insert device controller ap id
                                 Add a new device to the SCSI controller,
                                 controller_ap_id.
                                 This command is intended for interactive use only.
                              remove_device device_ap_id
                                 Remove device device_ap_id.
                                 This command is intended for interactive use only.
                              replace_device device_ap_id
                                 Remove device device_ap_id and replace it with
                                 another device of the same kind.
                                 This command is intended for interactive use only.
                              reset_device device_ap_id
                                 Reset device_ap_id.
                              reset_bus controller_ap_id
                                 Reset bus controller_ap_id without resetting any
                                 devices attached to the bus.
                              reset_all controller_ap_id
                                 Reset bus controller_ap_id and all devices on the bus.
The following command configures a disk attached to controller c0:
# cfgadm -c configure c0::dsk/c0t3d0
EXAMPLE 2 Unconfiguring a Disk
The following command unconfigures a disk attached to controller co:
# cfgadm -c unconfigure c0::dsk/c0t3d0
EXAMPLE 3 Adding a New Device
The following command adds a new device to controller co:
# cfgadm -x insert_device c0
The system responds with the following:
Adding device to SCSI HBA: /devices/sbus@1f,0/SUNW,fas@e,8800000
This operation will suspend activity on SCSI bus {\tt c0}
```

Enter:

Continue (yes/no)?

У

EXAMPLE 1 Configuring a Disk

EXAMPLE 3 Adding a New Device (*Continued*)

The system responds with the following:

```
SCSI bus quiesced successfully. It is now safe to proceed with hotplug operation. Enter y if operation is complete or n to abort (yes/no)?
```

Enter:

У

EXAMPLE 4 Replacing a Device

The following command replaces a device attached to controller co:

```
# cfgadm -x replace_drive c0::dsk/c0t3d0
```

The system responds with the following:

```
Replacing SCSI device: /devices/sbus@lf,0/SUNW,fas@e,8800000/sd@3,0 This operation will suspend activity on SCSI bus: c0 Continue (yes/no)?
```

Enter:

У

The system responds with the following:

```
SCSI bus quiesced successfully. It is now safe to proceed with hotplug operation. Enter y if operation is complete or n to abort (yes/no)?
```

Enter:

У

EXAMPLE 5 Encountering a Mounted File system While Unconfiguring a Disk

The following command illustrates encountering a mounted file system while unconfiguring a disk:

```
# cfgadm -c unconfigure c1::dsk/c1t0d0
```

The system responds with the following:

cfgadm_scsi(1M)

FILES

/usr/lib/cfgadm/scsi.so.1

hardware specific library for generic SCSI

hot-plugging

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsl (32-bit)
	SUNWcslx (64-bit)

SEE ALSO

cfgadm(1M), luxadm(1M), config_admin(3CFGADM),
libcfgadm(3LIB),attributes(5)

NOTES

The disconnect (quiesce) operation is not supported on controllers which control disks containing critical partitions such as root (/), /usr, swap, or /var. The disconnect operation should not be attempted on such controllers. Incorrect usage can result in a system hang and require a reboot.

Hotplugging operations are not supported by all SCSI controllers.

WARNINGS

The connectors on some SCSI devices do not confirm to SCSI hotplug specification. Performing hotplug operations on such devices can cause damage to the hardware on the SCSI bus. Refer to your hardware manual for information.

NAME

cfgadm_sysctrl – EXX00 system board administration

SYNOPSIS

```
/usr/sbin/cfgadm -c function [-f] [-o disable-at-boot |
    enable-at-boot] [-n | -y ] sysctrl0:slot# ...
/usr/sbin/cfgadm -x quiesce-test sysctrl0:slot#
/usr/sbin/cfgadm -x insert-test | remove-test sysctrl0:slot# ...
/usr/sbin/cfgadm -x set-condition-test=# sysctrl0:slot# ...
/usr/sbin/cfgadm [-l] -o disable-at-boot | enable-at-boot sysctrl0:slot# ...
```

DESCRIPTION

The sysctrl hardware specific library

/usr/platform/sun4u/lib/cfgadm/sysctrl.so.1 provides dynamic reconfiguration functionality for configuring and disconnecting system boards on E6X00, E5X00, E4X00, and E3X00 systems. You can insert both I/O and CPU boards into a slot on a running system that is configured for Solaris without rebooting. You can also disconnect and remove both types of boards from a running system without rebooting.

System slots appear as attachment points in the device tree, one attachment point for each actual slot in the system chassis. If a board is not in a slot, the receptacle state is empty. If a board is powered-off and ready to remove, the receptacle state is disconnected. If a board is powered-on and is connected to the system bus, the receptacle state is connected.

The occupant state is unconfigured when the receptacle state is empty or disconnected. The occupant state is either unconfigured or configured when the receptacle state is connected.

In the configured state the devices on a board are available for use by Solaris. In the unconfigured state, the devices on the board are not.

Inserting a board changes the receptacle state from empty to disconnected. Removing a board changes the receptacle state from disconnected to empty. Removing a board that is in the connected state crashes the operating system and can result in permanent damage to the system.

OPTIONS

Refer to cfgadm(1M) for a more complete description options.

The following options are supported:

-c function

Perform the state change function. Specify function as connect, disconnect, configure or unconfigure.

configure

Change the occupant state to configure.

cfgadm_sysctrl(1M)

If the receptacle state is disconnected, the configure function first attempts to connect the receptacle. The configure function walks the OBP device tree created as part of the connect function and creates the Solaris device tree nodes, attaching devices as required. For CPU/Memory boards, configure adds CPUs to the CPU list in the powered-off state. These are visible to the psrinfo(1M) and psradm(1M) commands. Two memory attachment points are published for CPU/memory boards. Use mount(1M) andifconfig(1M) to use I/O devices on the new board. To use CPUs, use psradm -n to on-line the new processors. Use cfgadm_ac(1M) to test and configure the memory banks.

connect

Change the receptacle state to connected.

Changing the receptacle state requires that the system bus be frozen while the bus signals are connected and the board tested. The bus is frozen by running a quiesce operation which stops all process activity and suspends all drivers. Because the quiesce operation and the subsequent resume can be time consuming, and are not supported by all drivers, the -x quiesce-test is provided. While the system bus is frozen, the board being connected is tested by firmware. This operation takes a short time for I/O boards and a significant time for CPU/Memory boards due to CPU external cache testing. This does not provide memory testing. The user is prompted for confirmation before proceeding with the quiesce. Use the -y or -n option to override the prompt. The connect operation is refused if the board is marked as disabled-at-boot, unless either the force flag, -f, or the enable at boot flag, -o enable-at-boot, is given. See -1.

disconnect

Change the receptacle state to disconnected.

If the occupant state is configure, the disconnect function first attempts to unconfigure the occupant. The disconnect operation does not require a quiesce operation and operates quickly. The board is powered-off ready for removal.

unconfigure

Change the occupant state to unconfigureed.

Devices on the board are made invisible to Solaris during this process. The I/O devices on an I/O board are removed from the Solaris device tree. Any device that is still in use stops the unconfigure process and be reported as in use. The unconfigure operation must be retried after the device is made non-busy. For CPU/Memory boards, the memory must have been changed to the unconfigured state prior to issuing the board unconfigure operation. The CPUs on the board are off-lined, powered off and removed from the Solaris CPU list. CPUs that have processes bound to them cannot be off-lined. See psradm(1M), psrinfo(1M), pbind(1M), andp_online(2) for more information on off-lining CPUs.

-f

Force a block on connecting a board marked as disabled-at-boot in the non-volatile disabled-board-list variable. See *Platform Notes:Sun Enterprise* 6x00/5x00/4x00/3x00 *Systems*

-1 List options. Supported as described in cfgadm(1M)cfgadm(1M).

The *type* field can be one of cpu/mem, mem, dual-sbus, sbus-upa, dual-pci, soc+sbus, soc+upa, disk or unknown.

The hardware-specific info field is set as follows: [disabled at boot] [non-detachable] [100 MHz capable]

For sbus-upa and soc+upa type boards, the following additional information appears first: [single buffered ffb|double buffered ffb|no ffb installed] For disk type boards, the following additional information appears first: {target: # | no disk} {target: # | no disk}

-o disable-at-boot | enable-at-boot

Modify the state of the non—volatile disabled-board-list variable. Use this the -o option in conjunction with the -c *function* or -1 option.

Use -o enable-at-boot with the -c connect to override a block on connecting a disabled-at-boot board.

-x insert-test | remove-test

Perform a test.

Specify remove-test to change the driver state for the specified slot from disconnected to empty without the need for physically removing the board during automated test sequences.

Specify insert-test to change the driver state of a slot made to appear empty using the remove-test command to the disconnected state as if it had been inserted.

-x quiesce-test sysctrl0:slot1

Perform a test.

Allows the quiesce operation required for board connect operations to be exercised. The execution of this test confirms that, with the current software and hardware configuration, it is possible to quiesce the system. If a device or process cannot be quiesced, its name is printed in an error message. Any valid board attachment point can be used with this command, but since all systems have a slot1 the given form is recommended.

-x set-condition-test=#

Perform a test.

cfgadm_sysctrl(1M)

Allows the the condition of a system board attachment point to be set for testing the policy logic for state change commands. The new setting is given as a number indicating one of the following condition values:

- 0 unknown
- 1 ok
- 2 failing
- 3 failed
- 4 unusable

OPERANDS

The following operand is supported:

sysctrl0:slot#

The attachment points for boards on EXX00 systems are published by instance 0 of the sysctrl driver (sysctrl0). The names of the attachment points are numbered from slot0 through slot15. Specify # as a number between 0 and 15, indicating the slot number. This form conforms to the logical ap_id specification given in cfgadm(1M). The corresponding physical ap_ids are listed in the FILES section.

FILES

/usr/platform/sun4u/lib/cfgadm/sysctrl.so.1 Hardware specific library

/devices/central@1f,0/fhc@0,f8800000/clock-board@0,900000:slot* Attachment Points

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkvm.u

SEE ALSO

 $\label{eq:cfgadm} $$ cfgadm_1M), cfgadm_ac(1M), ifconfig(1M), mount(1M), pbind(1M), psradm(1M), psrinfo(1M), config_admin(3CFGADM), attributes(5) \\$

Sun Enterprise 6x00, 5x00, 4x00 and 3x00 Systems Dynamic Reconfiguration User's Guide,

Platform Notes:Sun Enterprise 6x00/5x00/4x00/3x00 Systems

NOTES

Refer to the *Sun Enterprise* 6x00, 5x00, 4x00 and 3x00 Systems Dynamic Reconfiguration *User's Guide* for additional details regarding dynamic reconfiguration of EXX00 system CPU/Memory boards.

NAME

cfsadmin – administer disk space used for caching file systems with the Cache File-System (CacheFS)

SYNOPSIS

```
cfsadmin -c [-o cacheFS-parameters] cache_directory
cfsadmin -d {cache_ID | all} cache_directory
cfsadmin -l cache_directory
cfsadmin -s {mntpt1 ....} | all
cfsadmin -u [-o cacheFS-parameters] cache_directory
```

DESCRIPTION

The cfsadmin command provides the following functions:

- cache creation
- deletion of cached file systems
- listing of cache contents and statistics
- resource parameter adjustment when the file system is unmounted.

For each form of the command except -s, you must specify a cache directory, that is, the directory under which the cache is actually stored. A path name in the front file system identifies the cache directory. For the -sform of the command, you must specify a mount point.

You can specify a cache ID when you mount a file system with CacheFS, or you can let the system generate one for you. The -1 option includes the cache ID in its listing of information. You must know the cache ID to delete a cached file system.

OPTIONS

- -c Create a cache under the directory specified by *cache_directory*. This directory must not exist prior to cache creation.
- -d Remove the file system whose cache ID you specify and release its resources, or remove all file systems in the cache by specifying all. After deleting a file system from the cache, you must run the fsck cachefs(1M) command to correct the resource counts for the cache.
- -1 List file systems stored in the specified cache, as well as statistics about them. Each cached file system is listed by cache ID. The statistics document resource utilization and cache resource parameters.
- -s Request a consistency check on the specified file system (or all cachefs mounted file systems). The -s option will only work if the cache file system was mounted with demandconst enabled (see mount_cachefs(1M)). Each file in the specified cache file system is checked for consistency with its corresponding file in the back file system. Note that the consistency check is performed file by file as files are accessed. If no files are accessed, no checks are performed. Use of this option will not result in a sudden "storm" of consistency checks.
- -u Update resource parameters of the specified cache directory. Parameter values can only be increased. To decrease the values, you must remove the cache and recreate it. All file systems in the cache directory must be

cfsadmin(1M)

CacheFS Resource

Parameters

unmounted when you use this option. Changes will take effect the next time you mount any file system in the specified cache directory. The -u option with no -o option sets all parameters to their default values. You can specify the following CacheFS resource parameters as arguments to the -o option. Separate multiple parameters with commas. maxblocks=nMaximum amount of storage space that CacheFS can use, expressed as a percentage of the total number of blocks in the front file system. If CacheFS does not have exclusive use of the front file system, there is no guarantee that all the space the maxblocks parameter allows will be available. The default is 90. minblocks=nMinimum amount of storage space, expressed as a percentage of the total number of blocks in the front file system, that CacheFS is always allowed to use without limitation by its internal control mechanisms. If CacheFS does not have exclusive use of the front file system, there is no guarantee that all the space the minblocks parameter attempts to reserve will be available. The default is 0. threshblocks=nA percentage of the total blocks in the front file system beyond which CacheFS cannot claim resources once its block usage has reached the level specified by minblocks. The default is 85. maxfiles=nMaximum number of files that CacheFS can use, expressed as a percentage of the total number of inodes in the front file system. If CacheFS does not have exclusive use of the front file system, there is no guarantee that all the inodes the maxfiles parameter allows will be available. The default is 90. minfiles=nMinimum number of files, expressed as a percentage of the total number of inodes in the front file system, that CacheFS is always allowed to use without limitation by its internal control mechanisms. If CacheFS does not have exclusive use of the front file system, there is no guarantee that all the inodes the minfiles parameter attempts to reserve will be available. The default is 0. threshfiles=nA percentage of the total inodes in the front file system beyond which CacheFS cannot claim inodes once its

usage has reached the level specified by minfiles.

Largest file size, expressed in megabytes, that CacheFS is allowed to cache. The default is 3. You cannot

The default is 85.

maxfilesize=n

decrease the block or inode allotment for a cache. To decrease the size of a cache, you must remove it and

create it again with different parameters.

Currently maxfilesize is ignored by cachefs,

therefore, setting it will have no effect.

OPERANDS | cache_directory

The directory under which the cache is actually stored.

mntpt1 The directory where the CacheFS is mounted.

USAGE

See largefile(5) for the description of the behavior of cfsadmin when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

EXAMPLES

EXAMPLE 1 Creating a cache directory.

The following example creates a cache directory named /cache:

example# cfsadmin -c /cache

EXAMPLE 2 Creating a cache specifying maxblocks, minblocks and threshblocks.

The following example creates a cache named /cache1 that can claim a maximum of 60 percent of the blocks in the front file system, can use 40 percent of the front file system blocks without interference by CacheFS internal control mechanisms, and has a threshold value of 50 percent. The threshold value indicates that after CacheFS reaches its guaranteed minimum, it cannot claim more space if 50 percent of the blocks in the front file system are already used.

example# cfsadmin -c -o maxblocks=60,minblocks=40, threshblocks=50 /cache1

EXAMPLE 3 Changing the maxfilesize parameter.

The following example changes the maxfilesize parameter for the cache directory /cache2 to 2 megabytes:

example# cfsadmin -u -o maxfilesize=2 /cache2

EXAMPLE 4 Listing the contents of a cache directory.

The following example lists the contents of a cache directory named /cache3 and provides statistics about resource utilization:

example# cfsadmin -1 /cache3

EXAMPLE 5 Removing a cached file system.

The following example removes the cached file system with cache ID 23 from the cache directory /cache3 and frees its resources (the cache ID is part of the information returned by cfsadmin -1):

cfsadmin(1M)

EXAMPLE 5 Removing a cached file system. (*Continued*)

example# cfsadmin -d 23 /cache3

EXAMPLE 6 Removeing all cached file systems.

The following example removes all cached file systems from the cache directory /cache3:

example# cfsadmin -d all /cache3

EXAMPLE 7 Checking for consistency in file systems.

The following example checks for consistency all file systems mounted with demandconst enabled. No errors will be reported if no demandconst file systems were found.

example# cfsadmin -s all

EXIT STATUS

The following exit values are returned:

- Successful completion.
- 1 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 ${\tt cachefslog(1M), cachefsstat(1M), cachefswssize(1M), fsck_cachefs(1M), mount cachefs(1M), attributes(5), largefile(5)}$

NAME

cg14config – configure the cgfourteen device

SYNOPSIS

/usr/platform/ platform-name /sbin/cg14config [-d device] [-r resolution] [-g gammavalue] [-G gammafile] [-u degammavalue] [-U degammafile]

DESCRIPTION

cg14config sets up state on the selected cgfourteen device. *platform-name* can be found using the -i option of uname(1).

cq14confiq is supported only on Desktop SPARCsystems with SX graphics option.

The interface, output, and command location are uncommitted and subject to change in future releases.

OPTIONS

-d *device* Use *device* as the cgfourteen device to configure.

Default is /dev/fb.

-r resolution Use resolution as the desired screen resolution.

Resolution is specified in terms of screen width and height (in pixels), and vertical refresh (in hz). Available

resolutions are:

1024x768@60 1024x768@66 1024x768@70 1152x900@66 1152x900@76 1280x1024@66 1280x1024@76

1600x1280@66 1920x1080@72

The default is the value read from the monitor sense codes. Note that some or all of the resolutions above may not be supported by any given monitor. If a programmed resolution is outside of the range of allowable values for a monitor, unpredictable results can occur, including damage to the monitor. Thus, care should be taken when programming the resolution. See *Openboot Command Reference* for a description of how to reset the console device to the default value if it becomes unusable from programming an unsupported resolution.

The -r option is not available when the window system is running.

-g gammavalue

Each entry of the gamma lookup table will be loaded with entry^(1/gammavalue). The gamma lookup table has 256 entries. Default gammavalue is 2.2.

-G filename

Initialize the gamma lookup table with the contents of *filename*. The format of *filename* is 256 triplets (red green

cg14config(1M)

blue) of non-negative integers separated by NEWLINE characters. The integers must be in the range 0 to 1023,

inclusive.

-u degammavalue Each entry of the degamma lookup table will be loaded

with entry^(degammavalue). The degamma lookup table

has 256 entries. Default degammavalue is 2.2.

-U *filename* Initialize the degamma lookup table with the contents

of *filename*. The format of *filename* is 256 entries of non-negative integers separated by NEWLINE characters. The integers must be in the range 0 to 255,

inclusive.

EXIT STATUS

cg14config returns 0 on success and a positive integer on failure.

1 Selected device is not a cgfourteen device.

2 Requested action failed.

3 Unsupported resolution.

4 Gamma or degamma value out of range.

FILES

/platform/platform-name/kernel/drv/cgfourteen cgfourteen device driver

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkvm

SEE ALSO

uname(1), init(1M), mmap(2), attributes(5)

Platform Notes: SPARCstation 10SX System Configuration Guide

Openboot Command Reference

NAME |

chat – automated conversational exchange tool

SYNOPSIS

chat [options] script

DESCRIPTION

The chat program implements a conversational text-based exchange between the computer and any serial device, including (but not limited to) a modem, an ISDN TA, and the remote peer itself, establishing a connection between the Point-To-Point Protocol daemon (pppd) and the remote pppd process.

The chat command is part of Solaris PPP 4.0, an implementation of the Point-to-Point Protocol (PPP) that is based on the Australian National University PPP. For information on licensing terms, refer to the incorporated materials at /var/sadm/pkg/SUNWpppdu/install/copyright.

OPTIONS

The chat command supports the following options:

-f <chat file=""></chat>	Read the chat script from the chat file. This option is mutually exclusive with the chat script parameters. You must have read access to use the file. Multiple lines are permitted in the file. Use the space or horizontal tab characters to separate the strings.
-t <timeout></timeout>	Set the timeout for the expected string to be received. If the string is not received within the time limit, the reply string is not sent. If specified, a 'subexpect' (alternate reply) string can be sent. Otherwise, if no alternate reply strings remain, the chat script fails A failed script will cause the chat program to terminate with a non-zero error code.
-r <report file=""></report>	Set the file for output of the report strings. If you use the keyword REPORT, the resulting strings are written to this file. If the -r option is not used and you use the REPORT keyword, the stderr file is used for the report strings.
- e	Start with the echo option turned on. You turn echo on or off at specific points in the chat script using the ECHO keyword. When echoing is enabled, all output from the modem is echoed to stderr.
-E	Enables environment variable substitution within chat scripts using the standard <i>\$xxx</i> syntax.
-v	Request that the chat script execute in a verbose mode. The chat program logs the execution state of the chat script as well as all text received from the modem and output strings sent to the modem. The default is to log through syslog(3C) with facility local2; the logging method is alterable using the -S and -s options.

chat(1M)

-V	Request that the chat script be executed in a stderr verbose mode. The chat program logs all text received from the modem and output strings sent to the modem to stderr. stderr is usually the local console at the station running the chat or pppd program.
-s	Use stderr. Log messages from -v and error messages are sent to stderr.
-S	Do not use syslog. By default, error messages are set to syslog. This option prevents log messages from -v and error messages from being sent to syslog.
-T <phone number=""></phone>	Pass in an arbitrary string (usually a telephone number) that will be substituted for the \T substitution metacharacter in a send string.
-U <phone 2="" number=""></phone>	Pass in a second string (usually a telephone number) that will be substituted for the \U substitution metacharacter in a send string. This is useful when dialing an ISDN terminal adapter that requires two numbers.
script	If the script is not specified in a file with the -f option, the script is included as parameters to the chat program.

Chat Script

The chat script defines communications. A script consists of one or more "expect-send" pairs of strings separated by spaces, with an optional "subexpect-subsend" string pair, separated by a dash (as in the following example:)

ogin:-BREAK-ogin: ppp ssword: hello2u2

The example indicates that the chat program should expect the string "ogin:". If it fails to receive a login prompt within the time interval allotted, it sends a break sequence to the remote and then expects the string "ogin:". If the first "ogin:" is received, the break sequence is not generated.

Upon receiving the login prompt, the chat program sends the string "ppp" and then expects the prompt "ssword:". When the password prompt is received, it sends the password hello2u2.

A carriage return is normally sent following the reply string. It is not expected in the "expect" string unless it is specifically requested by using the \r character sequence.

The expect sequence should contain only what is needed to identify the received data. Because it's stored on a disk file, it should not contain variable information. Generally it is not acceptable to look for time strings, network identification strings, or other variable pieces of data as an expect string.

To correct for characters that are corrupted during the initial sequence, look for the string "ogin:" rather than "login:". The leading "l" character may be received in error, creating problems in finding the string. For this reason, scripts look for "ogin:" rather than "login:" and "ssword:" rather than "password:".

An example of a simple script follows:

```
ogin: ppp ssword: hello2u2
```

The example can be intrepreted as: expect ogin:, send ppp, expect ...ssword:, send hello2u2.

When login to a remote peer is necessary, simple scripts are rare. At minimum, you should include sub-expect sequences in case the original string is not received. For example, consider the following script:

```
ogin:--ogin: ppp ssword: hello2u2
```

This script is more effective than the simple one used earlier. The string looks for the same login prompt; however, if one is not received, a single return sequence is sent and then the script looks for login: again. If line noise obscures the first login prompt, send the empty line to generate a login prompt again.

Comments

Comments can be embedded in the chat script. Comment lines are ignored by the chat program. A comment starts with the hash ("#") character in column one. If a # character is expected as the first character of the expect sequence, quote the expect string. If you want to wait for a prompt that starts with a # character, write something like this:

```
# Now wait for the prompt and send logout string
'# ' logout
```

Sending Data From A File

If the string to send begins with an at sign ("@"), the remainder of the string is interpreted as the name of the file that contains the string. If the last character of the data read is a newline, it is removed. The file can be a named pipe (or fifo) instead of a regular file. This enables chat to communicate with another program, for example, a program to prompt the user and receive a password typed in.

Abort

Many modems report the status of a call as a string. These status strings are often "CONNECTED" or "NO CARRIER" or "BUSY." If the modem fails to connect to the remote, you can terminate the script. Abort strings may be specified in the script using the ABORT sequence. For example:

```
ABORT BUSY ABORT 'NO CARRIER' '' ATZ OK ATDT5551212 CONNECT
```

This sequence expects nothing and sends the string ATZ. The expected response is the string OK. When OK is received, the string ATDT5551212 dials the telephone. The expected string is CONNECT. If CONNECT is received, the remainder of the script is executed. When the modem finds a busy telephone, it sends the string BUSY, causing

chat(1M)

the string to match the abort character sequence. The script fails because it found a match to the abort string. If the NO CARRIER string is received, it aborts for the same reason.

Clr Abort

The CLR_ABORT sequence clears previously set ABORT strings. ABORT strings are kept in an array of a pre-determined size; CLR_ABORT reclaims the space for cleared entries, enabling new strings to use that space.

Say

The SAY string enables the script to send strings to a user at a terminal via standard error. If chat is being run by pppd and pppd is running as a daemon (detached from its controlling terminal), standard error is normally redirected to the /etc/ppp/connect-errors file.

SAY strings must be enclosed in single or double quotes. If carriage return and line feed are required for the output, you must explicitly add them to your string.

The SAY string can provide progress messages to users even with "ECHO OFF." For example, add a line similar to the following to the script:

```
ABORT BUSY
ECHO OFF
SAY "Dialing your ISP...\n"
'' ATDT5551212
TIMEOUT 120
SAY "Waiting up to 2 minutes for connection ..."
CONNECT ''
SAY "Connected, now logging in ...\n"
ogin: account
ssword: pass
$ \c
SAY "Logged in OK ... \n"
```

This sequence hides script detail while presenting the SAY string to the user. In this case, you will see:

```
Dialing your ISP... Waiting up to 2 minutes for connection...Connected, now logging in... Logged in OK ...
```

Report

REPORT is similar to the ABORT string. With REPORT, however, strings and all characters to the next control character (such as a carriage return), are written to the report file.

REPORT strings can be used to isolate a modem's transmission rate from its CONNECT string and return the value to the chat user. Analysis of the REPORT string logic occurs in conjunction with other string processing, such as looking for the expect string. It's possible to use the same string for a REPORT and ABORT sequence, but probably not useful.

Report strings may be specified in the script using the REPORT sequence. For example:

```
REPORT CONNECT
ABORT BUSY
ATDT5551212 CONNECT
ogin: account
```

The above sequence expects nothing, then sends the string ATDT5551212 to dial the telephone. The expected string is CONNECT. If CONNECT is received, the remainder of the script is executed. In addition, the program writes the string CONNECT to the report file (specified by -r) in addition to any characters that follow.

Clr_Report

CLR_REPORT clears previously set REPORT strings. REPORT strings are kept in an array of a pre-determined size; CLR_REPORT reclaims the space for cleared entries so that new strings can use that space.

Echo

ECHO determines if modem output is echoed to stderr. This option may be set with the -e option, but can also be controlled by the ECHO keyword. The "expect-send" pair ECHO ON enables echoing, and ECHO OFF disables it. With ECHO, you can select which parts of the conversation should be visible. In the following script:

```
ABORT 'BUSY'
ABORT 'NO CARRIER'
"" AT&F
OK\r\n \C
ECHO ON
CONNECT \C
ogin: account
```

All output resulting from modem configuration and dialing is not visible, but output is echoed beginning with the CONNECT (or BUSY) message.

Hangup

The HANGUP option determines if a modem hangup is considered as an error. HANGUP is useful for dialing systems that hang up and call your system back. HANGUP can be ON or OFF. When HANGUP is set to OFF and the modem hangs up (for example, following the first stage of logging in to a callback system), chat continues running the script (for example, waiting for the incoming call and second stage login prompt). When the incoming call is connected, use the HANGUP ON string to reinstall normal hang up signal behavior. An example of a simple script follows:

```
ABORT 'BUSY'
"" AT&F

OK\r\n ATD1234567
\r\n \c

CONNECT \c
'Callback login:' call_back_ID

HANGUP OFF

ABORT "Bad Login"
'Callback Password:' Call_back_password

TIMEOUT 120

CONNECT \c
HANGUP ON
ABORT "NO CARRIER"
```

```
ogin:--BREAK--ogin: real account
```

Timeout

The initial timeout value is 45 seconds. Use the -t parameter to change the intial timeout value.

To change the timeout value for the next expect string, the following example can be used:

```
''"AT&F
OK ATDT5551212
CONNECT \c
TIMEOUT 10
ogin:--ogin: username
TIMEOUT 5
assword: hello2u2
```

The example changes the timeout to ten seconds when it expects the login: prompt. The timeout is changed to five seconds when it looks for the password prompt.

Once changed, the timeout value remains in effect until it is changed again.

EOT

The EOT special reply string instructs the chat program to send an EOT character to the remote. This is equivalent to using ^D\c as the reply string. The EOT string normally indicates the end-of-file character sequence. A return character is not sent following the EOT. The EOT sequence can embedded into the send string using the sequence ^D.

BREAK

The BREAK special reply string sends a break condition. The break is a special transmitter signal. Many UNIX systems handle break by cycling through available bit rates, and sending break is often needed when the remote system does not support autobaud. BREAK is equivalent to using \K\c as the reply string. You embed the break sequence into the send string using the \K sequence.

Escape Sequences

Expect and reply strings can contain escape sequences. Reply strings accept all escape sequences, while expect strings accept most sequences. A list of escape sequences is presented below. Sequences that are not accepted by expect strings are indicated.

- return character. If you expect a null string, chat proceeds to the reply string without waiting. This sequence can be a pair of apostrophes or quote mark characters.
- \b Represents a backspace character.
- \c Suppresses the newline at the end of the reply string. This is the only method to send a string without a trailing return character. This sequence must be at the end of the send string. For example, the sequence hello\c will simply send the characters h, e, l, l, o. (Not valid in expect.)
- \d Delay for one second. The program uses sleep(1) which delays to a maximum of one second. (Not valid in expect.)

\ K Insert a BREAK. (Not valid in expect.) \n Send a newline or linefeed character. Send a null character. The same sequence may be represented by \0. (Not \N valid in expect.) Pause for 1/10th of a second. (Not valid in expect.) \p /a Suppress writing the string to syslog. The string ?????? is written to the log in its place. (Not valid in expect.) \r Send or expect a carriage return. Represents a space character in the string. Can be used when it is not \s desirable to quote the strings which contains spaces. The sequence 'HI TIM' and HI\sTIM are the same. \t Send or expect a tab character. Send the phone number string as specified with the -T option. (Not valid \T in expect.) \U Send the phone number 2 string as specified with the -U option. (Not valid in expect.) // Send or expect a backslash character. \ddd Collapse the octal digits (ddd) into a single ASCII character and send that character. (\000 is not valid in an expect string.) **^**C Substitute the sequence with the control character represented by C. For

ENVIRONMENT VARIABLES

Environment variables are available within chat scripts if the -E option is specified on the command line. The metacharacter \$ introduces the name of the environment variable to substitute. If the substitute fails because the requested environment variable is not set, nothing is replaced for the variable.

example, the character DC1 (17) is shown as ^Q. (Some characters are not

EXIT STATUS

The chat program terminates with the following completion codes:

valid in expect.)

- Normal program termination. Indicates that the script was executed without error to normal conclusion.
- One or more of the parameters are invalid or an expect string was too large for the internal buffers. Indicates that the program was not properly executed.
- An error occurred during the execution of the program. This may be due to a read or write operation failing or chat receiving a signal such as SIGINT.
- A timeout event occurred when there was an expect string without having a "-subsend" string. This indicates that you may not have programmed the

chat(1M)

- script correctly for the condition or that an unexpected event occurred and the expected string could not be found.
- 4 The first string marked as an ABORT condition occurred.
- 5 The second string marked as an ABORT condition occurred.
- The third string marked as an ABORT condition occurred.
- 7 The fourth string marked as an ABORT condition occurred.
- . . . The other termination codes are also strings marked as an ABORT condition.

To determine which event terminated the script, use the termination code. It is possible to decide if the string "BUSY" was received from the modem versus "NO DIALTONE." While the first event may be retried, the second probably will not succeed during a retry.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpppdu
Interface Stability	Evolving

SEE ALSO

sleep(1), uucp(1C), pppd(1M), uucico(1M), syslog(3C), attributes(5)

Additional information on chat scripts are available with UUCP documentation. The chat script format was taken from scripts used by the uucico program.

check-hostname(1M)

 $\pmb{NAME} \hspace{0.2cm} | \hspace{0.2cm} \textbf{check-hostname-check} \hspace{0.2cm} \textbf{if} \hspace{0.2cm} \textbf{sendmail} \hspace{0.2cm} \textbf{can} \hspace{0.2cm} \textbf{determine} \hspace{0.2cm} \textbf{the} \hspace{0.2cm} \textbf{system's} \hspace{0.2cm} \textbf{fully-qualified} \hspace{0.2cm} \textbf{host}$

name

SYNOPSIS /usr/lib/mail/sh/check-hostname

DESCRIPTION The check-hostname script is a migration aid for sendmail(1M). This script tries to

determine the local host's fully-qualified host name (FQHN) in a manner similar to sendmail(1M). If check-hostname is able to determine the FQHN of the local host, it reports success. Otherwise, check-hostname reports how to reconfigure the

system so that the FQHN can be properly determined.

FILES /etc/hosts host name database

/etc/nsswitch.conf name service switch configuration file

/etc/resolv.conf configuration file for name server routines

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmu

SEE ALSO sendmail(1M), hosts(4), attributes(5)

check-permissions(1M)

NAME

check-permissions - check permissions on mail rerouting files

SYNOPSIS

/usr/lib/mail/sh/check-permissions [login]

DESCRIPTION

The check-permissions script is intended as a migration aid for sendmail(1M). It checks the /etc/mail/sendmail.cf file for all configured alias files, and checks the alias files for :include: files. It also checks for certain .forward files. For each file that check-permissions checks, it verifies that none of the parent directories are group- or world-writable. If any directories are overly permissive, it is reported. Otherwise it reports that no unsafe directories were found.

As to which .forward files are checked, it depends on the arguments included on the command line. If no argument is given, the current user's home directory is checked for the presence of a .forward file. If any arguments are given, they are assumed to be valid logins, and the home directory of each one is checked.

If the special argument ALL is given, the passwd entry in the /etc/nsswitch.conf file is checked, and all password entries that can be obtained through the switch file are checked. In large domains, this can be time-consuming.

OPERANDS

The following operands are supported:

login Where login is a valid user name, checks the home directory for

login.

ALL Checks the home directory of *all* users.

FILES

/etc/mail/sendmail.cf defines enviornment for sendmail

/etc/mail/aliases ascii mail aliases file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmu

SEE ALSO

getent(1M), sendmail(1M), aliases(4), attributes(5)

NAME

chown – change owner

SYNOPSIS

/usr/ucb/chown [-f] [-R] owner [group] filename...

DESCRIPTION

chown changes the owner of the *filenames* to *owner*. The owner may be either a decimal user ID (UID) or a login name found in the password file. An optional *group* may also be specified. The group may be either a decimal group ID (GID) or a group name found in the GID file.

Only the super-user of the machine where the file is physically located can change owner, in order to simplify accounting procedures.

OPTIONS

- -f Do not report errors.
- -R Recursively descend into directories setting the ownership of all files in each directory encountered. When symbolic links are encountered, their ownership is changed, but they are not traversed.

FILES

/etc/passwd password file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

chgrp(1), chown(2), group(4), passwd(4), attributes(5)

chroot(1M)

NAME

chroot - change root directory for a command

SYNOPSIS

/usr/sbin/chroot newroot command

DESCRIPTION

The chroot utility causes command to be executed relative to newroot. The meaning of any initial slashes (|) in the path names is changed to newroot for command and any of its child processes. Upon execution, the initial working directory is *newroot*.

Notice that redirecting the output of command to a file,

chroot newroot command >x

will create the file x relative to the original root of *command*, not the new one.

The new root path name is always relative to the current root. Even if a chroot is currently in effect, the newroot argument is relative to the current root of the running process.

This command can be run only by the super-user.

RETURN VALUES

The exit status of chroot is the return value of *command*.

EXAMPLES

EXAMPLE 1 Using the chroot utility.

The chroot utility provides an easy way to extract tar files (see tar(1)) written with absolute filenames to a different location:

```
example# cp /usr/sbin/static/tar /tmp
example# dd if=/dev/nrst0 | chroot /tmp tar xvf -
```

Note that tar is statically linked, so it is not necessary to copy any shared libraries to the *newroot* filesystem.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

cd(1), tar(1), chroot(2), ttyname(3C), attributes(5)

NOTES

Exercise extreme caution when referencing device files in the new root file system.

References by routines such as ttyname(3C) to stdin, stdout, and stderr will find that the device associated with the file descriptor is unknown after chroot is run.

NAME

cimworkshop – start the Sun WBEM CIM WorkShop application

SYNOPSIS

/usr/sadm/bin/cimworkshop

DESCRIPTION

The cimworkshop command starts Sun WBEM CIM WorkShop, a graphical user interface that enables you to create, modify, and view the classes and instances that describe the managed resources on your system.

Managed resources are described using a standard information model called Common Information Model (CIM). A CIM class is a computer representation, or model, of a type of managed resource, such as a printer, disk drive, or CPU. A CIM instance is a particular managed resource that belongs to a particular class. Instances contain actual data. Objects can be shared by any WBEM-enabled system, device, or application. CIM objects are grouped into meaningful collections called schema. One or more schemas can be stored in directory-like structures called namespaces.

The CIM WorkShop application displays a Login dialog box. Context help is displayed on the left side of the CIM WorkShop dialog boxes. When you click on a field, the help content changes to describe the selected field.

By default, CIM WorkShop uses the RMI protocol to connect to the CIM Object Manager on the local host, in the default namespace, root\cimv2. You can select HTTP if you want to communicate to a CIM Object Manager using the standard XML/HTTP protocol from the Desktop Management Task Force. When a connection is established, all classes contained in the default namespace are displayed in the left side of the CIM WorkShop window.

The name of the current namespace is listed in the tool bar. All programming operations are performed within a namespace. Four namespaces are created in a root namespace during installation:

cimv2 Contains the default CIM classes that represent managed resources

on your system.

security Contains the security classes used by the CIM Object Manager to

represent access rights for users and namespaces.

system Contains properties for configuring the CIM Object Manager.

snmp Contains pre-defined SNMP-related classes and all SNMP MOF

files that are compiled.

The cimworkshop application allows you to perform the following tasks:

Create, view, and change namespaces.

Use the CIM WorkShop application to view all namespaces. A namespace is a directory-like structure that can store CIM classes and instances.

Create, delete, and view CIM classes.

You cannot modify the unique attributes of the classes that make up the CIM and Solaris Schema. You can create a new instance or subclass of the class and modify the desired attributes in that instance or subclass.

cimworkshop(1M)

Create, modify, delete, and view CIM instances.

You can add instances to a class and modify its inherited properties or create new properties. You can also change the property values of a CIM instance.

Invoke methods.

You can set input values for a parameter of a method and invoke the method.

When CIM WorkShop connects to the CIM Object Manager in a particular namespace, all subsequent operations occur within that namespace. When you connect to a namespace, you can access the classes and instances in that namespace (if they exist) and in any namespaces contained in that namespace.

When you use CIM WorkShop to view CIM data, the WBEM system validates your login information on the current host. By default, a validated WBEM user is granted read access to the CIM Schema. The CIM Schema describes managed objects on your system in a standard format that all WBEM-enabled systems and applications can interpret.

Read Only Allows read-only access to CIM Schema objects. Users with this

privilege can retrieve instances and classes, but cannot create,

delete, or modify CIM objects.

Read/Write Allows full read, write, and delete access to all CIM classes and

instances.

Write Allows write and delete, but not read access to all CIM classes and

instances.

None Allows no access to CIM classes and instances.

USAGE

The cimworkshop command is not a tool for a distributed environment. Rather, this command is used for local administration on the machine on which the CIM Object Manager is running.

EXIT STATUS

The cimworkshop utility terminates with exit status 0.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availab	lity	SUNWwbdev

SEE ALSO

mofcomp(1M), wbemlogviewer(1M), init.wbem(1M), attributes(5)

NAME | clear_locks - clear locks held on behalf of an NFS client

SYNOPSIS /usr/sbin/clear locks [-s] hostname

DESCRIPTION The clear_locks command removes all file, record, and share locks created by the *hostname* and held on the current host, regardless of which process created or owns the

locks.

This command can be run only by the super-user.

This command should only be used to repair the rare case of a client crashing and failing to clear held locks. Clearing locks held by an active client may cause applications to fail in an unexpected manner.

OPTIONS -s Remove all locks created by the current machine and held by the server *hostname*.

OPERANDS | The following operands are supported:

hostname name of host server

EXIT STATUS 0 Successful operation.

1 If not root.

2 Usage error.

3 If unable to contact server (RPC).

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO | fcntl(2), attributes(5)

clinfo(1M)

NAME |

clinfo - display cluster information

SYNOPSIS

clinfo [-nh]

DESCRIPTION

The clinfo command displays cluster configuration information about the node from which the command is executed.

Without arguments, clinfo returns an exit status of 0 if the node is configured and booted as part of a cluster. Otherwise, clinfo returns an exit status of 1.

OPTIONS

The following options are supported:

-h Prints the highest node number in the cluster configuration.

This value is not necessarily the same as the number of nodes in the cluster as not all nodes need to be defined. For example, it is possible to have a cluster with two nodes: numbered 1 and 5. In this case, the highest node number is 5, but there are only two nodes defined in the cluster configuration.

-n Prints the number of the node from which clinfo is executed.

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 An error occurred.

This is usually because the node is not configured or booted as part of a cluster.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

attributes(5)

NAME | clri, dcopy – clear inode

SYNOPSIS

clri [-F FSType] [-V] special i-number

dcopy [-F FSType] [-V] special i-number

DESCRIPTION

clri writes zeros on the inodes with the decimal *i-number* on the file system stored on special. After clri, any blocks in the affected file show up as missing in an fsck(1M) of special.

Read and write permission is required on the specified file system device. The inode becomes allocatable.

The primary purpose of this routine is to remove a file that for some reason appears in no directory. If it is used to zap an inode that does appear in a directory, care should be taken to track down the entry and remove it. Otherwise, when the inode is reallocated to some new file, the old entry will still point to that file. At that point, removing the old entry will destroy the new file. The new entry will again point to an unallocated inode, so the whole cycle is likely to be repeated again and again.

dcopy is a symbolic link to clri.

OPTIONS

-F FSType Specify the *FSType* on which to operate. The *FSType* should either

> be specified here or be determinable from /etc/vfstab by matching *special* with an entry in the table, or by consulting

/etc/default/fs.

-V Echo the complete command line, but do not execute the

> command. The command line is generated by using the options and arguments provided by the user and adding to them information derived from /etc/vfstab. This option should be

used to verify and validate the command line.

USAGE

See largefile(5) for the description of the behavior of clri and dcopy when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

FILES

/etc/default/fs Default local file system type

/etc/vfstab List of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fsck(1M), vfstab(4), attributes(5), largefile(5)

NOTES

This command might not be supported for all *FSTypes*.

consadm(1m)

NAME |

consadm – select or display devices used as auxiliary console devices

SYNOPSIS

/usr/sbin/consadm

/usr/sbin/consadm [-a device . . .] [-p]
/usr/sbin/consadm [-d device . . .] [-p]

/usr/sbin/consadm [-p]

DESCRIPTION

consadm selects the hardware *device* or devices to be used as auxiliary console devices, or displays the current device. Only superusers are allowed to make or display auxiliary console device selections.

Auxiliary console devices receive copies of console messages, and can be used as the console during single user mode. In particular, they receive kernel messages and messages directed to /dev/sysmsg. On Solaris or IA based systems they can also be used for interaction with the bootstrap.

By default, selecting a display device to be used as an auxiliary console device selects that device for the duration the system remains up. If the administrator needs the selection to persist across reboots the -p option can be specified.

consadm runs a daemon in the background, monitoring auxiliary console devices. Any devices that are disconnected (hang up, lose carrier) are removed from the auxiliary console device list, though not from the persistent list. While auxiliary console devices may have been removed from the device list receiving copies of console messages, those messages will always continue to be displayed by the default console device.

The daemon will not run if it finds there are not any auxiliary devices configured to monitor. Likewise, after the last auxiliary console is removed, the daemon will shut itself down. Therefore the daemon persists for only as long as auxiliary console devices remain active.

OPTIONS

The following options are supported:

-a device	Adds <i>device</i> to the list of auxiliary console devices. Specify <i>device</i> as the path name to the device or devices to be added to the auxiliary console device list.
-d device	Removes <i>device</i> from the list of auxiliary console devices. Specify <i>device</i> as the path name to the device or devices to be removed from the auxiliary console device list.
-p	Prints the list of auxiliary consoles that will be auxiliary across

reboots.

When invoked with the -a or -d options, tells the application to make the change persist across reboot.

EXAMPLES

EXAMPLE 1 Adding to the list of devices that will receive console messages

The following command adds /dev/term/a to the list of devices that will receive console messages.

example# consadm -a /dev/term/a

EXAMPLE 2 Removing from the list of devices that will receive console messages

The following command removes /dev/term/a from the list of devices that will receive console messages. This includes removal from the persistent list.

example# consadm -d -p /dev/term/a

EXAMPLE 3 Printing the list of devices selected as auxiliary console devices

The following command prints the name or names of the device or devices currently selected as auxiliary console devices.

example# consadm

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of consadm: LC CTYPE, LC MESSAGES, and NLSPATH.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Stability Level	Evolving

SEE ALSO

 $\verb|eeprom|(1M)|, \verb|syslogd|(1M)|, \verb|kadb|(1M)|, \verb|environ|(5)|, \verb|attributes|(5)|, \verb|sysmsg|(7d)|, \\ \verb|console|(7d)|$

NOTES

Auxiliary console devices are not usable for kadb or firmware I/O, do not receive panic messages, and do not receive output directed to /dev/console.

conv_lp(1M)

NAME | conv_lp - convert LP configuration

SYNOPSIS

conv lp [-d dir] [-f file]

DESCRIPTION

conv 1p reads LP printer configuration information from a directory and converts it to an output file for use with print client software.

OPTIONS

The following options are supported:

-d dir The root (' / ') directory from which LP configuration information is read.

The default is root (' / ').

-f file

The output file to which conv lp writes the converted LP configuration information. The default is /etc/printers.conf.

EXAMPLES

EXAMPLE 1 Default directory and file for converting LP configuration information.

The following example converts LP configuration information from directory root (/) to file /etc/printers.conf.

example% conv_lp

EXAMPLE 2 Specified directory and file for converting LP configuration information.

The following example converts LP configuration information from directory /export/root/client to file /export/root/client/etc/printers.conf.

example% conv_lp -d /export/root/client -f /export/root/client/etc/printers.conf

EXIT STATUS

The following exit values are returned:

Successful completion. 0

non-zero An error occurred.

FILES

/etc/printers.conf

System printer configuration database.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcu

SEE ALSO

lpset(1M), printers.conf(4), attributes(5)

NAME | conv_lpd - convert LPD configuration

SYNOPSIS

conv lpd [-c printers | -c printcap] [-n] file

DESCRIPTION

conv 1pd converts LPD printer configuration information from file to a printers.conf or a printcap file (see printers.conf(4)). file specifies the name of the input file, and can be either in printers.conf or printcap format. If file is in printers.conf format, it converts it to a printcap file. If file is in printcap format, it converts it to a printers.conf file.

OPTIONS

The following options are supported:

-c printers | -c printcap Specifies the type of output file produced

by the conversion. -c printers converts to a printers.conf file. -c printcap converts to a printcap file. -c printers

is the default.

Preserves the namelist during the -n

conversion.

OPERANDS

The following operands are supported:

file The file to be converted.

EXAMPLES

EXAMPLE 1 Converting a printcap file to a printers. conf file.

The following example converts a printcap file to a printers.conf file.

example% conv_lpd /etc/printcap

EXAMPLE 2 Converting a printcap file to a printers.conf file and preserving the

The following example converts a printcap file to a printers.conf file and preserves the namelist.

example% conv_lpd -c printers -n /etc/printcap

EXAMPLE 3 Converting a printers.conf file to a printcap file and preserving the

The following example converts a printers.conf file to a printcap file and preserves the namelist.

example% conv lpd -c printcap -n /etc/printers.conf

EXIT STATUS

The following exit values are returned:

Successful completion.

An error occurred. non-zero

conv_lpd(1M)

System printer configuration database. FILES | /etc/printers.conf

> /etc/printcap SunOS 4.x printer capability database.

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcu

SEE ALSO lpset(1M), printers.conf(4), attributes(5)

NAME | coreadm – core file administration

SYNOPSIS

```
coreadm [-q pattern] [-i pattern] [-d option...] [-e option...]
coreadm [-p pattern] [pid...]
coreadm -u
```

DESCRIPTION

The coreadm command is used to specify the name and location of core files produced by abnormally-terminating processes. See core(4).

The first form shown in the synopsis can be executed only by the super-user and is used to configure system-wide core file options, including a global core file name pattern and a per-process core file name pattern for the init(1M) process. All such settings are saved in coreadm's configuration file /etc/coreadm.conf for setting on reboot. See init(1M)

The second form can be executed by non-privileged users and is used to specify the file name pattern to be used by the operating system when generating a per-process core file.

The third form can be executed only by the super-user and is used to update all system-wide core file options based on the contents of /etc/coreadm.conf. Normally this option is used only on reboot by the startup script /etc/init.d/coreadm.

A core file name pattern is a normal file system path name with embedded variables, specified with a leading % character, that are expanded from values in effect when a core file is generated by the operating system. The possible variables are:

```
%р
          process-ID
%u
          effective user-ID
          effective group-ID
%g
%f
          executable file name
%n
          system node name (uname -n)
%m
          machine name (uname -m)
%t
          decimal value of time(2)
%%
          literal %
```

For example, the core file name pattern:

```
/var/core/core.%f.%p
would result, for command foo with process-ID 1234, in the core file name:
/var/core/core.foo.1234
```

The coreadm command with no arguments reports the current system configuration, for example:

coreadm(1M)

```
$ coreadm
   global core file pattern: /var/core/core.%f.%p
   init core file pattern: core
        global core dumps: enabled
   per-process core dumps: enabled
   global setid core dumps: enabled
per-process setid core dumps: disabled
global core dump logging: disabled
```

The coreadm command with only a list of process-IDs reports each process's per-process core file name pattern, for example:

```
$ coreadm 278 5678
278: core.%f.%p
5678: /home/george/cores/%f.%p.%t
```

Only the owner of a process or the super-user can interrogate a process in this manner.

When a process is dumping core, the operating system will generate two possible core files, the global core file and the per-process core file. Both files, one or the other, or no file will be generated, based on the system options in effect at the time.

When generated, a global core file will be created mode 600 and will be owned by the super-user. Non-privileged users cannot examine such files.

Ordinary per-process core files are created mode 600 under the credentials of the process. The owner of the process can examine such files.

A process that is or ever has been setuid or setgid since its last exec(2), including a process that began life with super-user privileges and gave up that privilege by way of setuid(2), presents security issues with respect to dumping core, as it may contain sensitive information in its address space to which the current non-privileged owner of the process should not have access. If setid core files are enabled, they will be created mode 600 and will be owned by the super-user.

OPTIONS

The following options are supported:

-g pattern	Set the global core file name pattern to <i>pattern</i> . The pattern must start with a / and can contain any of the special % variables described in the DESCRIPTION.
	Only super-users can use this option.
- i nattern	Set the per-process core file name <i>nattern</i> for init(1M) to <i>nattern</i> . This

Set the per-process core file name pattern for init(1M) to pattern. This is the same as coreadm -p pattern 1 except that the setting will be persistent across reboot.

Only super-users can use this option.

-e *option*... Enable the specified core file option. Specify *option* as one of the

following:

global Allow core dumps using global core pattern

coreadm(1M)

process Allow core dumps using per-process core pattern global-setid Allow set-id core dumps using global core pattern proc-setid Allow set-id core dumps using per-process core

pattern

log Generate a syslog(3C) message when generation

of a global core file is attempted. Multiple -e and

-d options can be specified on the command line. Only super-users can

use this option.

-d *option*... Disable the specified core file option. See the -e *option* for descriptions

of possible options.

Multiple -e and -d options can be specified on the command line.

it does not begin with /, it will be evaluated relative to the current

Only super-users can use this option.

-p pattern Set the per-process core file name pattern to pattern for each of the specified process-IDs. The pattern can contain any of the special % variables described in the DESCRIPTION and need not begin with /. If

directory in effect when the process generates a core file.

A non-privileged user can apply the -p option only to processes owned by that user. The super-user can apply it to any process. The per-process core file name pattern will be inherited by future child

processes of the affected processes. See fork(2).

Update system-wide core file options from the contents of the configuration file /etc/coreadm.conf. If the configuration file is missing or contains invalid values, default values are substituted. Following the update, the configuration file is resynchronized with the system core file configuration. Only super-users can use this option.

OPERANDS The following operands are supported:

pid process-ID

EXIT STATUS The following exit values are returned:

0 Successful completion.

1 A fatal error occurred while either obtaining or modifying the system core file configuration.

2 Invalid command line options were specified.

EXAMPLE 1 Setting the core file name pattern

When executed from a user's \$HOME/.profile or \$HOME/.login, the following command sets the core file name pattern for all processes run during the login session:

coreadm(1M)

EXAMPLE 1 Setting the core file name pattern (*Continued*)

example\$ coreadm -p core.%f.%p \$\$

\$\$ is the process-id of the currently running shell. The per-process core file name pattern is inherited by all child processes.

EXAMPLE 2 Dumping user's files into a subdirectory

The following command dumps all of the user's core dumps into the corefiles subdirectory of the home directory, discriminated by the system node name. This is useful for users who use many different machines but have a shared home directory.

example\$ coreadm -p \$HOME/corefiles/%n.%f.%p \$\$

FILES

/etc/init.d/coreadm

/etc/coreadm.conf

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

gcore(1), init(1M), exec(2), fork(2), setuid(2), time(2), syslog(3C), core(4), attributes(5)

NAME

cpustat – monitor system behavior using CPU performance counters

SYNOPSIS

cpustat -c eventspec [-c eventspec]... [-ntD] [interval [count]]

cpustat -h

DESCRIPTION

The cpustat utility allows CPU performance counters to be used to monitor the overall behavior of the CPUs in the system.

If *interval* is specified, cpustat samples activity every *interval* seconds, repeating forever. If a *count* is specified, the statistics are repeated *count* times. If neither are specified, an interval of five seconds is used, and there is no limit to the number of samples that will be taken.

OPTIONS

The following options are supported:

-c eventspec	Specify a set of events for the CPU performance counters to monitor. The syntax of these event specification can be determined using the -h option to cause the usage message to be generated. The semantics of these event specifications can be determined by reading the CPU manufacturers documentation for the events. See cpc_strtoevent(3CPC) for a description of the syntax.
	Multiple -c options may be specified, in which case the command cycles between the different event settings on each sample.
-D	Enable debug mode.
-h	Print an extensive help message on how to use the utility and how to program the processor-dependent counters.
-n	Omit all header output (useful if cpustat is the beginning of a pipeline).
-t	Print an additional column of processor cycle counts, if available on the current architecture.

USAGE

A closely related utility, cputrack(1), can be used to monitor the behavior of individual applications with little or no interference from other activities on the system.

The cpustat utility must be run by the super-user, as there is an intrinsic conflict between the use of the CPU performance counters system-wide by cpustat and the use of the CPU performance counters to monitor an individual process (for example, by cputrack.)

Once any instance of this utility has started, no further per-process or per-LWP use of the counters is allowed until the last instance of the utility terminates.

cpustat(1M)

The times printed by the command correspond to the wallclock time when the hardware counters were actually sampled, instead of when the program told the kernel to sample them. The time is derived from the same timebase as gethrtime(3C).

The processor cycle counts enabled by the -t option always apply to both user and system modes, regardless of the settings applied to the performance counter registers.

The output of cpustat is designed to be readily parseable by nawk(1) and perl(1), thereby allowing performance tools to be composed by embedding cpustat in scripts. Alternatively, tools may be constructed directly using the same APIs that cpustat is built upon using the facilities of libcpc(3LIB). See cpc(3CPC).

The cpustat utility only monitors the CPUs that are accessible to it in the current processor set. Thus several instances of the utility can be running on the CPUs in different processor sets. See psrset(1M) for more information about processor sets.

Because cpustat uses LWPs bound to CPUs, the utility may have to terminated before the configuration of the relevant processor can be changed.

WARNING

By running the cpustat command, the superuser will forcibly invalidate all existing performance counter context. This may in turn cause all invocations of the cputrack command, and other users of performance counter context, to exit prematurely with unspecified errors.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcpcu
Interface Stability	Evolving

SEE ALSO

cputrack(1), nawk(1), perl(1), iostat(1M), prstat(1M), psrset(1M),
vmstat(1M), cpc(3CPC), cpc_strtoevent(3CPC), gethrtime(3C), libcpc(3LIB),
attributes(5)

Sun Microelectronics UltraSPARC I&II User's Manual, January 1997, STP1031, http://www.sun.com/sparc

Intel Architecture Software Developer's Manual, Volume 3: System Programmers Guide, 243192, http://developer.intel.com

NAME

crash – examine system images

SYNOPSIS

/usr/sbin/crash [-d dumpfile] [-n namelist] [-w output-file]

DESCRIPTION

The crash command is used to examine the system memory image of a running or a crashed system by formatting and printing control structures, tables, and other information. Command line arguments to crash are *dumpfile*, *namelist*, and *output-file*.

OPTIONS

The following options are supported:

-d *dumpfile* Specify *dumpfile* as the file containing the system memory image.

The default *dumpfile* is /dev/mem. The system image can also be the pathname of a dump file generated by the savecore(1M)

utility.

-n *namelist* Specify the text file *namelist* which contains the symbol table

information needed for symbolic access to the system memory image to be examined. The default *namelist* is /dev/ksyms. Note: It is recommended that crash dumps be analyzed on a machine having the same kernel architecture as the machine from which the

dump was taken.

-w *output-file* When the crash command is invoked, a session is initiated. The

output from a crash session is directed to output-file. The default

output-file is the standard output.

USAGE

Input during a crash session is of the form:

function [argument. . .]

where *function* is one of the crash functions described in the Functions subsection of this manual page, and *arguments* are qualifying data that indicate which items of the system image are to be printed.

The default for process-related items is the current process for a running system or the process that was running at the time of the crash for a crashed system. Similarly, the default for thread-related items is the current thread for a running system or the thread that was running at the time of the crash for a crash system. If the contents of a table are being dumped, the default is all active table entries.

Function Options

The following function options are available to crash functions wherever they are semantically valid. Valid function options are shown in Functions.

- -e Display every entry in a table.
- -f Display the full structure.
- -р Interpret all address arguments in the command line as physical

addresses. If the addresses specified are not physical addresses,

results are inconsistent.

crash(1M)

-s *process* Specify a process slot other than the default.

-w *filename* Redirect the output of a function to *filename*.

Output from crash functions may be piped to another program in the following way:

function[argument...]! shell_command

The redirection option -w cannot be used with this feature.

Depending on the context of the function, numeric arguments are assumed to be in a specific radix. Counts are assumed to be decimal. Addresses are always hexadecimal. Table address arguments larger than the size of the function table are interpreted as hexadecimal addresses; those smaller are assumed to be decimal slots in the table. Default bases on all arguments may be overridden. The C conventions for designating the bases of numbers are recognized. A number that is usually interpreted as decimal is interpreted as hexadecimal if it is preceded by 0x and as octal if it is preceded by 0. Decimal override is designated by 0d, and binary by 0b.

Aliases for functions may be any uniquely identifiable initial substring of the function name. Traditional aliases of one letter, such as b for buffer, remain valid.

Many functions accept different forms of entry for the same argument. Requests for table information accept a table entry number, a physical address, a virtual address, a symbol, a range, or an expression. A range of slot numbers may be specified in the form a–b where a and b are decimal numbers. An expression consists of two operands and an operator. An operand may be an address, a symbol, or a number; the operator may be +, -, *, /, &, or |. An operand that is a number should be preceded by a radix prefix if it is not a decimal number (0 for octal, 0x for hexadecimal, 0b for binary). The expression must be enclosed in parentheses. Other functions accept any of these argument forms that are meaningful.

Two abbreviated arguments to crash functions are used throughout. Both accept data entered in several forms. They may be expanded into the following:

```
table\_entry = slot\ number\ |\ address\ |\ symbol\ |\ range\ |\ expression
```

start_addr = address | symbol | expression

Functions

? [-w filename]

List available functions.

!command

Escape to the shell and execute command.

base [-w filename] number...

Print *number* in binary, octal, decimal, and hexadecimal. A number in a radix other than decimal should be preceded by a prefix that indicates its radix as follows: 0x, hexadecimal; 0, octal; and 0b, binary.

```
buffer [ -w filename ] [ -format ] bufferslot
buffer [ -w filename ] [ -format ] [ -p ] start_addr
Alias: b
```

Print the contents of a buffer in the designated format. The following *format* designations are recognized: -b, byte; -c, character; -d, decimal; -x, hexadecimal; -o, octal; and, -i, inode. If no format is given, the previous format is used. The default format at the beginning of a crash session is hexadecimal.

```
bufhdr [ -f ] [ -w filename ] [ [ -p ] table_entry...]
Alias: buf
```

Print system buffer headers.

```
callout [-1][-w filename]
Alias: c
```

Print the callout table. If the -1 option is specified, the contents of the locks pertaining to the callout structure are also displayed.

```
class[-w filename][table_entry...]
```

Print information about process scheduler classes.

```
help [ -w filename ] function...
```

Print a description of the named function, including syntax and aliases.

```
kmalog[-w filename][slab | fail]
```

Display events in a kernel memory allocator transaction log. Events are displayed in time-reverse order, with the most recent event displayed first. For each event, kmalog displays the time relative to the most recent event in T-minus notation (for example, T-0.000151879), the *bufctl*, the buffer address, the *kmem* cache name, and the stack trace at the time of the event.

Without arguments, kmalog displays the kmem transaction log, which is present only if KMF AUDIT is set in kmem flags.

kmalog fail displays the allocation failure log, which is always present; this can be useful in debugging drivers that don't cope with allocation failure correctly.

kmalog slab displays the slab create log, which is always present. kmalog slab can be useful when searching for memory leaks.

```
kmastat[-w filename]
```

Print kernel memory allocator statistics.

```
kmausers [ -e ] [ -f ] [ -w filename ] [ cachename...]
```

Print the information about the medium and large users of the kernel memory allocator that have current memory allocations. The output consists of one entry for each unique stack trace specifying the total amount of memory and number of allocations that was made with that stack trace.

This function is only available if the kernel has the KMF AUDIT flag set in kmem flags. (See NOTES.)

If one or more cache names (for example, kmem alloc 256) are specified, the scan of memory usage is restricted to those caches. By default all caches are included.

If the -e option is used, the small users of the allocator are included. The small users are allocations that total less than 1024 bytes of memory or for which there are less than 10 allocations with the same stack trace.

If the -f option is used, the stack traces are printed for each individual allocation.

```
lck [-e][-w filename][[-p]lock_addr...]
  Alias: 1
```

Print record locking information. If the -e option is used or lock address arguments are given, the record lock list is printed. If no argument is entered, information on locks relative to UFS inodes is printed.

```
mblk [ -e ] [ -f ] [ -w filename ] [ [ -p ] table_entry...]
  Print allocated streams message block and data block headers.
```

```
mount [ -f ] [ -w filename ] [ [ -p ] table_entry...]
   Alias: m, vfs
```

Print information about mounted filename systems.

```
nm [ -w filename ] symbol. . .
```

Print value and type for the given symbol.

```
od [ -p ] [ -w filename ] [ -format ] [ -mode ] [ -s process ] start_addr [ count ]
  Alias: rd
```

Print *count* values starting at *start_addr* in one of the following formats: character (-c), decimal (-d), hexadecimal (-x), octal (-o), ASCII (-a), or hexadecimal/character (-h), and one of the following modes: long (-1), short (-t), or byte (-b). The default mode for character and ASCII formats is byte; the default mode for decimal, hexadecimal, and octal formats is long. The format -h prints both hexadecimal and character representations of the addresses dumped; no mode needs to be specified. When format or mode is omitted, the previous value is used. At the start of a crash session, the format is hexadecimal and the mode is long. If no count is entered, 1 is assumed.

```
proc[-e][-f][-1][-w filename][[-p][-a]table_entry...| #procid...]
proc[-e][-f][-l][-w filename][-r]
  Alias: p
```

Print the process table. Process table information may be specified in two ways. First, any mixture of table entries and process IDs may be entered. Each process ID must be preceded by a #. Alternatively, process table information for runnable

```
processes may be specified with the runnable option -r. If the -1 option is
  specified, all relevant locking information is displayed.
snode [ -e ] [ -f ][ -1 ] [ -w filename ] [ [ -p ] table_entry...]
  Print information about open special filenames. If the -1 option is specified, all
  relevant locking information is also displayed.
strstat[-w filename]
  Print STREAMS statistics.
tsdptbl [ -w filename ][ table_entry...]
  Print the time-sharing dispatcher parameter table. See ts dptb1(4).
uinode [-d][-e][-f][-l][-r][-w filename][[-p] table_entry...]
  Alias: ui
  Print the UFS inode table. The -d option will list the address and i-number of all
  UFS inodes in use and on the free list. If the -1 option is specified, all relevant
  locking information is also displayed. The -r option will display all free UFS
  inodes.
var [ -w filename ]
  Alias: v
  Print the tunable system parameters.
vfs[-e][-w filename][[-p] address...]
  Alias: m, mount
  Print information about mounted filename systems.
vfssw[-f][-w filename][[-p] table_entry...]
  Alias: fs
  Print information about configured filename system types.
vnode [ -w filename ][ -1 ][ -p ] vnode_addr...
  Print information about vnodes.
vtop [ -w filename ][ -s process ] start_addr...
  Print the physical address translation of the virtual address start_addr.
See largefile(5) for the description of the behavior of crash when encountering
files greater than or equal to 2 Gbyte (2<sup>31</sup> bytes).
The following exit values are returned:
0
           Successful completion.
           An error occurred.
/dev/mem
                   system image of currently running system
/dev/ksyms
                   system namelist
```

Large File

Behavior

FILES

EXIT STATUS

crash(1M)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu (32-bit)
	SUNWcsxu (64-bit)

SEE ALSO

adb(1), mdb(1), kadb(1M), savecore(1M), soconfig(1M), rt_dptbl(4),
ts dptbl(4), attributes(5), largefile(5)

NOTES

The crash utility may not be present in versions of the Solaris operating environment after Solaris 8. The crash command is a utility for examining system crash dump files, whose functionality is superseded by the new mdb(1) utility. The crash command's interface was structured around implementation details, such as slots, that have no relation to the Solaris operating environment implementation. Solaris 8 will include documentation that explains the mdb syntax that is equivalent to each crash subcommand to enable the transition.

Kernel core dumps should be examined on the same platform on which they were created.

The kmausers and mblkusers commands require that KMF_AUDIT is set in kmem flags. To do this, perform the following steps:

1. Add the following line to /etc/system:

set kmem_flags=1

2. Reboot.

kmem auditing is quite expensive in both memory consumption and CPU time because it records a complete stack trace for every allocation.

NAME | cron – clock daemon

SYNOPSIS

/usr/sbin/cron

DESCRIPTION

The cron command starts a process that executes commands at specified dates and times. Regularly scheduled commands can be specified according to instructions found in crontab files in the directory /var/spool/cron/crontabs. Users can submit their own crontab file using the crontab(1) command. Commands which are to be executed only once may be submitted using the at(1) command.

cron only examines crontab or at command files during its own process initialization phase and when the crontab or at command is run. This reduces the overhead of checking for new or changed files at regularly scheduled intervals.

Since cron never exits, it should be executed only once. This is done routinely through /etc/rc2.d/S75cron at system boot time. The file /etc/cron.d/FIFO is used (among other things) as a lock file to prevent the execution of more than one instance of cron.

cron captures the output of the job's stdout and stderr streams, and, if it is non-empty, mails the output to the user. If the job does not produce output, no mail is sent to the user (unless the job is an at(1) job and the -m option was specified when the job was submitted).

Setting cron Defaults

To keep a log of all actions taken by cron, CRONLOG=YES (by default) must be specified in the /etc/default/cron file. If CRONLOG=NO is specified, no logging is done. Keeping the log is a user configurable option since cron usually creates huge log files.

The PATH for user cron jobs can be set using PATH= in /etc/default/cron. The PATH for root cron jobs can be set using SUPATH= in /etc/default/cron. The security implications of setting PATH and SUPATH should be carefully considered.

Example /etc/default/cron file:

CRONLOG=YES PATH=/usr/bin:/usr/ucb:

This example enables logging and sets the default PATH used by non-root jobs to /usr/bin:/usr/ucb:. Root jobs will continue to use /usr/sbin:/usr/bin.

/etc/cron.d/logchecker is a script that checks to see if the log file has exceeded the system ulimit. If so, the log file is moved to /var/cron/olog.

FILES

/etc/cron.d main cron directory /etc/cron.d/FIFO used as a lock file

/etc/default/cron contains cron default settings /var/cron/log cron history information

cron(1M)

/var/spool/cron spool area

/etc/cron.d/logchecker moves log file to /var/cron/olog if log

file exceeds system ulimit.

/etc/cron.d/queuedefs queue description file for at, batch, and

cron.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Avai	lability	SUNWcsu

SEE ALSO

at(1), crontab(1), sh(1), queuedefs(4), attributes(5)

DIAGNOSTICS

A history of all actions taken by cron is stored in /var/cron/log and (possibly) /var/cron/olog.

NAME | cvcd – virtual console daemon

SYNOPSIS

/platform/platform_name/cvcd

DESCRIPTION

The virtual console daemon, cvcd, is a server process that supports the network console provided on some platforms. The cvcd daemon accepts network console connections from a remote host (only one host at any given time). Console input is read from this connection and forwarded to cvc(7D) by way of cvcredir(7D).

Similarly, console output is read from cvcredir(7D) and forwarded across the network console connection. If cvcd dies, console traffic is automatically rerouted through an internal hardware interface.

The cvcd daemon normally starts at system boot time. Each domain supports only one cvcd process at a time.

Caution:

On Sun Enterprise 10000 domains, cvcd uses a configuration file (/etc/ssphostname) to determine the name of the host from which network console connections are allowed. If the remote console host is renamed, you must edit the configuration file to reflect that change.

OPERANDS

The following operands are supported:

platform_name

The official Sun platform name used in packaging and code. For example, for Sun Fire 15000 servers, the platform_name would be SUNW, Sun-Fire-15000.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	Sun Enterprise 10000 servers Sun Fire 15000 servers
Availability	SUNWcvc.u

SEE ALSO

services(4), attributes(5), cvc(7D), cvcredir(7D)

Sun Enterprise 10000 SSP Reference Manual

Sun System Management Services (SMS) Reference Manual

dcs(1M)

NAME |

dcs - domain configuration server

SYNOPSIS

/usr/lib/dcs [-s sessions]

DESCRIPTION

The domain configuration server (DCS) is a daemon process that runs on Sun servers that support remote dynamic reconfiguration (DR) clients. It is started by inetd(1M) when the first DR request is received from a client connecting to the network service sun-dr. After the DCS accepts a DR request, it uses the libcfgadm(3LIB) interface to execute the DR operation. After the operation is performed, the results are returned to the client.

The DCS listens on the network service labeled sun-dr. Its underlying protocol is TCP, and it is invoked as an inetd server using the TCP transport. The entries for the DCS in the /etc/inet/inetd.conf file are as follows:

```
sun-dr stream tcp wait root /usr/lib/dcs dcs
sun-dr stream tcp6 wait root /usr/lib/dcs dcs
```

These entries enable remote DR operations. Removing them does not negatively impact the server; however, all DR operations initiated from a remote host would fail.

OPTIONS

-s sessions

Sets the number of active sessions that the DCS allows at any one time. When the limit is reached, the DCS stops accepting connections until active sessions complete the execution of their DR operation. If this option is not specified, a default value of 128 is used.

ERRORS

The DCS uses syslog(3C) to report status and error messages. All of the messages are logged with the LOG_DAEMON facility. Error messages are logged with the LOG_ERR and LOG_NOTICE priorities, and informational messages are logged with the LOG_INFO priority. The default entries in the /etc/syslog.conf file log all of the DCS error messages to the /var/adm/messages log.

SEE ALSO

cfgadm_sbd(1M), inetd(1M), syslog(3C), config_admin(3CFGADM),
libcfgadm(3LIB), inetd.conf(4), syslog.conf(4), dr(7D)

NAME |

dd - convert and copy a file

SYNOPSIS

/usr/bin/dd [operand=value...]

DESCRIPTION

dd copies the specified input file to the specified output with possible conversions. The standard input and output are used by default. The input and output block sizes may be specified to take advantage of raw physical I/O. Sizes are specified in bytes; a number may end with k, b, or w to specify multiplication by 1024, 512, or 2, respectively. Numbers may also be separated by x to indicate multiplication.

dd will read the input one block at a time, using the specified input block size; it then will process the block of data actually returned, which could be smaller than the requested block size. dd will apply any conversions that have been specified and write the resulting data to the output in blocks of the specified output block size.

cbs is used only if ascii, asciib, unblock, ebcdic, ebcdicb, ibm, ibmb, or block conversion is specified. In the first two cases, cbs characters are copied into the conversion buffer, any specified character mapping is done, trailing blanks are trimmed, and a NEWLINE is added before sending the line to output. In the last three cases, characters up to NEWLINE are read into the conversion buffer and blanks are added to make up an output record of size cbs. ASCII files are presumed to contain NEWLINE characters. If cbs is unspecified or 0, the ascii, asciib, ebcdic, ebcdicb, ibm, and ibmb options convert the character set without changing the input file's block structure; the unblock and block options become a simple file copy.

After completion, dd reports the number of whole and partial input and output blocks.

OPERANDS

The following operands are supported:

if=file

Specify the input path; standard input is the default.

of=file

Specify the output path; standard output is the default. If the <code>seek=expr</code> conversion is not also specified, the output file will be truncated before the copy begins, unless <code>conv=notrunc</code> is specified. If <code>seek=expr</code> is specified, but <code>conv=notrunc</code> is not, the effect of the copy will be to preserve the blocks in the output file over which <code>dd</code> seeks, but no other portion of the output file will be preserved. (If the size of the seek plus the size of the input file is less than the previous size of the output file, the output file will be shortened by the copy.)

ibs=n

Specify the input block size in *n* bytes (default is 512).

obs=n

Specify the output block size in n bytes (default is 512).

bs=n

Set both input and output block sizes to *n* bytes, superseding ibs= and obs=. If no conversion other than sync, noerror, and notrunc is specified, each input block will be copied to the output as a single block without aggregating short blocks.

cbs=n

Specify the conversion block size for block and unblock in bytes by n (default is 0). If cbs= is omitted or given a value of 0, using block or unblock produces unspecified results.

This option is used only if ASCII or EBCDIC conversion is specified. For the ascii and asciib operands, the input is handled as described for the unblock operand except that characters are converted to ASCII before the trailing SPACE characters are deleted. For the ebcdic, ebcdicb, ibm, and ibmb operands, the input is handled as described for the block operand except that the characters are converted to EBCDIC or IBM EBCDIC after the trailing SPACE characters are added.

files=n

Copy and concatenate n input files before terminating (makes sense only where input is a magnetic tape or similar device).

skip=n

Skip *n* input blocks (using the specified input block size) before starting to copy. On seekable files, the implementation will read the blocks or seek past them; on non-seekable files, the blocks will be read and the data will be discarded.

iseek=n

Seek n blocks from beginning of input file before copying (appropriate for disk files, where skip can be incredibly slow).

oseek=n

Seek *n* blocks from beginning of output file before copying.

seek=n

Skip n blocks (using the specified output block size) from beginning of output file before copying. On non-seekable files, existing blocks will be read and space from the current end-of-file to the specified offset, if any, filled with null bytes; on seekable files, the implementation will seek to the specified offset or read the blocks as described for non-seekable files.

count=n

Copy only n input blocks.

conv=value[, value...]

Where *values* are comma-separated symbols from the following list:

ascii Convert EBCDIC to ASCII.

asciib Convert EBCDIC to ASCII using BSD-compatible character

translations.

ebcdic Convert ASCII to EBCDIC. If converting fixed-length ASCII

records without NEWLINEs, set up a pipeline with dd

conv=unblock beforehand.

ebcdicb Convert ASCII to EBCDIC using BSD-compatible character

translations. If converting fixed-length ASCII records without NEWLINEs, set up a pipeline with dd conv=unblock

beforehand.

ibm Slightly different map of ASCII to EBCDIC. If converting

fixed-length ASCII records without NEWLINEs, set up a

pipeline with dd conv=unblock beforehand.

ibmb Slightly different map of ASCII to EBCDIC using

BSD-compatible character translations. If converting fixed-length ASCII records without NEWLINEs, set up a

pipeline with dd conv=unblock beforehand.

The ascii (or asciib), ebcdic (or ebcdicb), and ibm (or ibmb) values are mutually exclusive.

block Treat the input as a sequence of NEWLINE-terminated or

EOF-terminated variable-length records independent of the input block boundaries. Each record is converted to a record with a fixed length specified by the conversion block size. Any NEWLINE character is removed from the input line; SPACE characters are appended to lines that are shorter than their conversion block size to fill the block. Lines that are longer than the conversion block size are truncated to the largest number of characters that will fit

into that size; the number of truncated lines is reported.

unblock Convert fixed-length records to variable length. Read a number of

bytes equal to the conversion block size (or the number of bytes remaining in the input, if less than the conversion block size), delete all trailing SPACE characters, and append a NEWLINE

character.

The block and unblock values are mutually exclusive.

lcase Map upper-case characters specified by the LC CTYPE keyword

tolower to the corresponding lower-case character. Characters for

which no mapping is specified will not be modified by this

conversion.

ucase Map lower-case characters specified by the LC CTYPE keyword

toupper to the corresponding upper-case character. Characters for which no mapping is specified will not be modified by this

conversion.

The lcase and ucase symbols are mutually exclusive.

dd(1M)

swab	Swap every pair of input bytes. If the current input record is an odd number of bytes, the last byte in the input record is ignored.
noerror	Do not stop processing on an input error. When an input error occurs, a diagnostic message will be written on standard error, followed by the current input and output block counts in the same format as used at completion. If the sync conversion is specified, the missing input will be replaced with null bytes and processed normally; otherwise, the input block will be omitted from the output.
notrunc	Do not truncate the output file. Preserve blocks in the output file not explicitly written by this invocation of dd. (See also the preceding of=file operand.)
sync	Pad every input block to the size of the ibs= buffer, appending null bytes. (If either block or unblock is also specified, append SPACE characters, rather than null bytes.)

If operands other than conv= are specified more than once, the last specified operand=*value* will be used.

For the bs=, cbs=, ibs=, and obs= operands, the application must supply an expression specifying a size in bytes. The expression, expr, can be:

- 1. a positive decimal number
- 2. a positive decimal number followed by k, specifying multiplication by 1024
- 3. a positive decimal number followed by b, specifying multiplication by 512
- 4. two or more positive decimal numbers (with or without k or b) separated by x, specifying the product of the indicated values.

All of the operands will be processed before any input is read.

USAGE

See largefile(5) for the description of the behavior of dd when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXAMPLES

EXAMPLE 1 Copying From Tape Drive 0 to Tape Drive 1:

The following example copies from tape drive 0 to tape drive 1, using a common historical device naming convention.

example% dd if=/dev/rmt/0h of=/dev/rmt/1h

EXAMPLE 2 Stripping the First 10 bytes From Standard Input

The following example strips the first 10 bytes from standard input.

example% dd ibs=10 skip=1

EXAMPLE 2 Stripping the First 10 bytes From Standard Input (Continued)

EXAMPLE 3 Reading a Tape Into an ASCII File

This example reads an EBCDIC tape blocked ten 80-byte EBCDIC card images per block into the ASCII file $\mathbf x$:

example% dd if=/dev/tape of=x ibs=800 cbs=80 conv=ascii,lcase

EXAMPLE 4 Using conv=sync to Write to Tape

The following example uses conv=sync when writing to a tape:

example% tar cvf - . | compress | dd obs=1024k of=/dev/rmt/0 conv=sync

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of dd: LC CTYPE, LC MESSAGES, and NLSPATH.

EXIT STATUS

The following exit values are returned:

- 0 The input file was copied successfully.
- >0 An error occurred.

If an input error is detected and the noerror conversion has not been specified, any partial output block will be written to the output file, a diagnostic message will be written, and the copy operation will be discontinued. If some other error is detected, a diagnostic message will be written and the copy operation will be discontinued.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

cp(1), sed(1), tr(1), attributes(5), environ(5), largefile(5)

DIAGNOSTICS

f+p records in(out)

numbers of full and partial blocks read(written)

NOTES

Do not use dd to copy files between file systems having different block sizes.

Using a blocked device to copy a file will result in extra nulls being added to the file to pad the final block to the block boundary.

When dd reads from a pipe, using the ibs=X and obs=Y operands, the output will always be blocked in chunks of size Y. When bs=Z is used, the output blocks will be whatever was available to be read from the pipe at the time.

dd(1M)

When using dd to copy files to a tape device, the file size must be a multiple of the device sector size (for example, 512 Kbyte). To copy files of arbitrary size to a tape device, use tar(1) or cpio(1).

For SIGINT, dd will write status information to standard error before exiting. It will take the standard action for all other signals.

NAME | deallocate – device deallocation

SYNOPSIS

deallocate [-s] device

deallocate [-s] [-F] device

deallocate [-s] -I

DESCRIPTION

deallocate deallocates a device allocated to the evoking user. device can be a device defined in device allocate(4) or one of the device special files associated with the device. It resets the ownership and the permission on all device special files associated with device, disabling the user's access to that device. This option can be used by an authorized user to remove access to the device by another user. The required authorization is solaris.device.allocate.

When deallocation or forced deallocation is performed, the appropriate device cleaning program is executed, based on the contents of device allocate(4). These cleaning programs are normally stored in /etc/security/lib.

OPTIONS

device Deallocate the device associated with the device special file

specified by device.

Silent. Suppress any diagnostic output. - s

-F device Force deallocation of the device associated with the file specified

by device. Only a user with the solaris.devices.revoke

authorization is permitted to use this option.

Force deallocation of all allocatable devices. Only a user with the **-** I

solaris.devices.revoke authorization is permitted to use

this option. This option should only be used at system

initialization.

DIAGNOSTICS

deallocate returns a non zero exit status in the event of an error.

FILES

/etc/security/device allocate

/etc/security/device maps

/etc/security/dev/*

/etc/security/lib/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

allocate(1M), bsmconv(1M), device allocate(4), device maps(4), attributes(5)

deallocate(1M) The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information. **NOTES**

NAME | devattr – display device attributes

SYNOPSIS

devattr [-v] *device* [attribute...]

DESCRIPTION

devattr displays the values for a device's attributes. The display can be presented in two formats. Used without the -v option, only the attribute values are shown. Used with the -v option, the attributes are shown in an attribute=value format. When no attributes are given on the command line, all attributes for the specified device are displayed in alphabetical order by attribute name. If attributes are given on the command line, only those attributes are shown, displayed in command line order.

OPTIONS

The following options are supported:

Specifies verbose format. Attribute values are displayed in an -v attribute=value format.

OPERANDS

The following operands are supported:

device Defines the device whose attributes should be displayed. Can be

the pathname of the device or the device alias.

attribute Defines which attribute, or attributes, should be shown. Default is

> to show all attributes for a device. See the putdev(1M) manual page for a complete listing and description of available attributes.

EXIT STATUS

The following exit values are returned:

successful completion.

Command syntax was incorrect, invalid option was used, or an internal 1

error occurred.

Device table could not be opened for reading. 2

Requested device could not be found in the device table. 3

Requested attribute was not defined for the specified device.

FILES

/etc/device.tab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

getdev(1M), putdev(1M), attributes(5)

devconfig(1M)

NAME

devconfig – configure device attributes

SYNOPSIS

devconfig

DESCRIPTION

devconfig is an interactive editor for device driver hardware configuration files and the OpenWindows configuration file.

Devices that are not self-identifying require that correct information be supplied in the hardware configuration file in order for the device to be recognized. Devconfig is designed to ease the task of maintaining correct device information in the configuration files.

Prototype configuration information files stored in /usr/lib/devconfig are used to check user input to ensure that the values provided for each attribute are of the correct type and fall within legal bounds. See device.cfinfo(4) for a description of the format of configuration information files. The location for the cfinfo files can be set by the DEVCONFIGHOME environment variable.

After making changes to a hardware configuration file that has a driver associated with it, an attempt is made to reload the driver to verify the attributes. Some drivers may not be unloadable. In this case, a system reboot must be initiated before the new attributes can take effect. If necessary, devconfig also updates the OpenWindows configuration file, OWconfig (see the OpenWindows Desktop Reference Manual devconfig makes a backup copy of a modified file in a .bak file. In addition, the first version of OWconfig is saved in OWconfig.save. This is because the original version of OWconfig contains helpful prototype information that may be referred to in case OWconfig needs to be edited manually.

If the default location for configuration files is not writable (as is the case during installation) devconfig writes the updated files in the same location relative to the directory /tmp/root. No attempt is made to reload the driver in this case.

devconfig is controlled by a simple menu system. The Up/Down arrow keys move the cursor to different items in a menu. The Left/Right arrow keys move the cursor to different items in a field. The Enter key selects an item. (Note that the Enter key may be labeled Return on some keyboards.) See the online help for more guidance.

Operation

devconfig first displays a list of configured devices in the system. Selecting a configured device allows you to view its attributes or unconfigure it. Self-identifying devices can not be unconfigured by devconfig.

When you add a new device, devconfig displays the supported device categories. After choosing a device category, devconfig displays the devices supported in that category. Self-identifying devices cannot be added with devconfig and they are not displayed in the list of the devices. After you have selected the device to be added, devconfig displays the list of the device attributes. Once you have chosen the proper values for the attributes and applied them by using the Apply button, the device is added to the list of configured devices. You may cancel an operation by using the Cancel button.

FILES | /kernel/drv/*.conf hardware configuration files

> /usr/lib/devconfig/*.cfinfo configuration information files

/usr/openwin/server/etc/OWconfig network OpenWindows configuration file

/etc/openwin/server/etc/OWconfig local OpenWindows configuration file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA
Availability	SUNWo86u

SEE ALSO

drvconfig(1M), prtconf(1M), device.cfinfo(4), attributes(5)

OpenWindows Desktop Reference Manual

devfree(1M)

NAME |

devfree – release devices from exclusive use

SYNOPSIS

devfree key [device...]

DESCRIPTION

devfree releases devices from exclusive use. Exclusive use is requested with the command devresery.

When devfree is invoked with only the *key* argument, it releases all devices that have been reserved for that *key*. When called with *key* and *device* arguments, devfree releases the specified devices that have been reserved with that *key*.

OPERANDS

The following operands are supported:

key Designates the unique key on which the device was reserved.

device Defines device that this command will release from exclusive use. device

can be the pathname of the device or the device alias.

EXIT STATUS

The following exit values are returned:

O Successful completion.

1 Command syntax was incorrect, an invalid option was used, or an internal error occurred.

2 Device table or device reservation table could not be opened for reading.

Reservation release could not be completely fulfilled because one or more of the devices was not reserved or was not reserved on the specified key.

FILES

/etc/device.tab

/etc/devlkfile

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

devreserv(1M), attributes(5)

NOTES

The commands devreserv and devfree are used to manage the availability of devices on a system. These commands do not place any constraints on the access to the device. They serve only as a centralized bookkeeping point for those who wish to use them. Processes that do not use devreserv may concurrently use a device with a process that has reserved that device.

NAME |

devfsadm, devfsadmd – administration command for /dev and /devices

SYNOPSIS

/usr/sbin/devfsadm [-C] [-c device_class] [-i driver_name] [-n] [-r
root_dir] [-s] [-t table_file] [-v]

/usr/lib/devfsadm/devfsadmd

DESCRIPTION

devfsadm(1M) maintains the /dev and /devices namespaces. It replaces the previous suite of devfs administration tools including drvconfig(1M), disks(1M), tapes(1M), ports(1M), audlinks(1M), and devlinks(1M).

The default operation is to attempt to load every driver in the system and attach to all possible device instances. devfsadm then creates device special files in /devices and logical links in /dev.

devfsadmd(1M) is the daemon version of devfsadm(1M). The daemon is started by the /etc/rc* scripts during system startup and is responsible for handling both reconfiguration boot processing and updating /dev and /devices in response to dynamic reconfiguration event notifications from the kernel.

For compatibility purposes, drvconfig(1M), disks(1M), tapes(1M), ports(1M), audlinks(1M), and devlinks(1M) are implemented as links to devlsadm.

In addition to managing /dev and /devices, devfsadm also maintains the path to inst(4) database.

OPTIONS

The following options are supported:

-C	Cleanup mode. Prompts devfsadm to invoke cleanup routines that are not normally invoked to remove dangling logical links. If -c is also used, devfsadm only cleans up for the listed devices' classes.
-c device_class	Restrict operations to devices of class <i>device_class</i> . Solaris defines the following values for <i>device_class</i> : disk, tape, port, audio, and pseudo. This option may be specified more than once to specify multiple device classes.
-i driver_name	Configure only the devices for the named driver, <i>driver_name</i> .
-n	Do not attempt to load drivers or add new nodes to the kernel device tree.
- S	Suppress any changes to /dev or /devices. This is useful with the -v option for debugging.
-t table_file	
	Read an alternate devlink.tab file.devfsadm normally reads /etc/devlink.tab.

devfsadm(1M)

-r root_dir Presume that the /dev and /devices directory trees

are found under *root_dir*, not directly under root (/). No other use or assumptions are made about *root_dir*.

-v Print changes to /dev and /devices in verbose mode.

EXIT STATUS The follow

The following exit values are returned:

Successful completion.

An error occurred.

FILES | /devices device nodes directory

/dev logical symbolic links to /devices

/usr/lib/devfsadm/devfsadmd devfsadm daemon

/etc/init.d/devfsadm daemon start/stop script

/etc/rcS.d/S50devfsadm link to init.d script
/etc/rc0.d/K83devfsadm link to init.d script
/dev/.devfsadm_dev.lock update lock file
/dev/.devfsadm daemon.lock daemon lock file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:config} \verb| add_drv(1M)|, devlinks(1M)|, disks(1M)|, drvconfig(1M)|, modinfo(1M)|, modinfo(1M)|, modinfo(1M)|, path_to_inst(4)|, attributes(5)|$

NOTES

This document does not constitute an API. /etc/minor_perm, /etc/name_to_major, /etc/driver_classes, and /devices may not exist or may have different contents or interpretations in a future release. The existence of this notice does not imply that any other documentation that lacks this notice constitutes an API.

NAME |

devinfo – print device specific information

SYNOPSIS

/usr/sbin/devinfo -i device

/usr/sbin/devinfo -p device

DESCRIPTION

The devinfo command is used to print device specific information about disk devices on standard out. The command can only be used by the superuser.

OPTIONS

- -i Prints the following device information:
 - Device name
 - Software version (not supported and prints as 0)
 - Drive id number (not supported and prints as 0)
 - Device blocks per cylinder
 - Device bytes per block
 - Number of device partitions with a block size greater than zero
- -p Prints the following device partition information:
 - Device name
 - Device major and minor numbers (in hexadecimal)
 - Partition start block
 - Number of blocks allocated to the partition
 - Partition flag
 - Partition tag

This command is used by various other commands to obtain device specific information for the making of file systems and determining partition information. If the device cannot be opened, an error message is reported.

OPERANDS

device Device name.

EXIT STATUS

- O Successful operation.
- 2 Operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

prtvtoc(1M), attributes(5)

devlinks(1M)

NAME

devlinks – adds /dev entries for miscellaneous devices and pseudo-devices

SYNOPSIS

/usr/sbin/devlinks [-d] [-r rootdir] [-t table-file]

DESCRIPTION

devfsadm(1M) is now the preferred command for /dev and /devices and should be used instead of devlinks.

devlinks creates symbolic links from the /dev directory tree to the actual block- and character-special device nodes under the /devices directory tree. The links are created according to specifications found in the *table-file* (by default /etc/devlink.tab).

devlinks is called each time the system is reconfiguration-booted, and can only be run after drvconfig(1M) is run, since drvconfig(1M) builds the kernel data structures and the /devices tree.

The *table-file* (normally /etc/devlink.tab) is an ASCII file, with one line per record. Comment lines, which must contain a hash character ('#') as their first character, are allowed. Each entry must contain at least two fields, but may contain three fields. Fields are separated by single TAB characters.

The fields are:

devfs-spec

Specification of devinfo nodes that will have links created for them. This specification consists of one or more keyword-value pairs, where the keyword is separated from the value by an equal-sign ('='), and keyword-value pairs are separated from one another by semicolons.

The possible keywords are:

type The devinfo device type. Possible

values are specified in

ddi create minor node(9F)

name The name of the node. This is the

portion of the /devices tree entry name that occurs before the first '@'

or ':' character.

addr[n] The address portion of a node

name. This is the portion of a node name that occurs between the '@' and the ':' characters. It is possible that a node may have a name without an address part, which is

the case for many of the

pseudo-device nodes. If a number is given after the *addr* it specifies a

match of a particular

comma-separated subfield of the address field: *addr1* matches the first subfield, *addr2* matches the second, and so on. *addr0* is the same as *addr* and matches the whole field

minor[n]

The minor portion of a node name – the portion of the name after the ':'. As with *addr* above, a number after the *minor* keyword specifies a subfield to match.

Of these four specifications, only the *type* specification must always be present.

Specification of the /dev links that correspond to the devinfo nodes. This field allows devlinks to determine matching /dev names for the /devices nodes it has found. The specification of this field uses escape-sequences to allow portions of the /devices name to be included in the /dev name, or to allow a counter to be used in creating node names. If a counter is used to create a name, the portion of the name before the counter must be specified absolutely, and all names in the /dev/-subdirectory that match (up to and including the counter) are considered to be subdevices of the same device. This means that they should all point to the same directory, name and address under the /devices/-tree

The possible escape-sequences are:

\D Substitute the device-name (name) portion of the corresponding devinfo node-name.

\An Substitute the *n*th component of the address component of the corresponding devinfo node name. Sub-components are separated by commas, and sub-component 0 is the whole address component.

\Mn Substitute the *n*th sub-component of the minor component of the corresponding devinfo node name. Sub-components are separated by commas, and sub-component 0 is the whole minor component.

name

devlinks(1M)

		\Nn	Substitute the value of a 'counter' starting at <i>n</i> . There can be only one counter for each dev-spec, and counter-values will be selected so they are as low as possible while not colliding with already-existing link names.
			In a dev-spec the counter sequence should not be followed by a digit, either explicitly or as a result of another escape-sequence expansion. If this occurs, it would not be possible to correctly match already-existing links to their counter entries, since it would not be possible to unambiguously parse the already-existing /dev-name.
	extra-dev-link	to the init may conta for the <i>det</i> other esca	specification of an extra /dev link that points ial /dev link (specified in field 2). This field ain a counter escape-sequence (as described espec field) but may not contain any of the spe-sequences. It provides a way to specify an particular /dev name.
OPTIONS	-d		rint out all devinfo nodes found, and rould be created, but do not do anything.
	-r rootdir	under which the devi root directory does no /etc/devlink.tak	t of the /dev and /devices directories ice nodes and links are created. Changing the ot change the location of the o default table, nor is the root directory ne supplied to the -t option.
	-t table-file	be created. If this optused. This option giv perform a particular	by devlinks to specify the links that must ion is not given, /etc/devlink.tab is es a way to instruct devlinks just to piece of work, since just the links-types that ed to create can be specified in a d to devlinks.
ERRORS	If devlinks finds an error in a line of the <i>table-file</i> it prints a warning message on it standard output and goes on to the next line in the <i>table-file</i> without performing any the actions specified by the erroneous rule.		line in the table-file without performing any of
	If it cannot create and continues with		em-related reason it prints an error-message
	If it cannot read no table-file line.	ecessary data it prints a	an error message and continues with the next

EXAMPLES

EXAMPLE 1 Examples of /etc/devlink.tab fields

Example /etc/devlink.tab fields are:

type=pseudo;name=win win\M0

type=ddi_display framebuffer/\M0 fb\N0

The first example states that all devices of type pseudo with a name component of win will be linked to /dev/winx, where x is the minor-component of the *devinfo-name* (this is always a single-digit number for the win driver).

The second example states that all devinfo nodes of type <code>ddi_display</code> will be linked to entries under the <code>/dev/framebuffer</code> directory, with names identical to the entire minor component of the <code>/devices</code> name. In addition an extra link will be created pointing from <code>/dev/fbn</code> to the entry under <code>/dev/framebuffer</code>. This entry will use a counter to end the name.

FILES

/dev entries for the miscellaneous devices for general use

/devices device nodes

/etc/devlink.tab the default rule-file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{lem:devfsadm} $$\det(1M)$, $\det_{\text{create}}\min_{\text{minor}} \pmod{9F}$, $\operatorname{disks}(1M)$, $\operatorname{drvconfig}(1M)$, $\operatorname{ports}(1M)$, $\operatorname{tapes}(1M)$, $\operatorname{attributes}(5)$$

BUGS

It is very easy to construct mutually-contradictory link specifications, or specifications that can never be matched. The program does not check for these conditions.

devnm(1M)

NAME | devnm – device name

SYNOPSIS

/usr/sbin/devnm name [name...]

DESCRIPTION

The devnm command identifies the special file associated with the mounted file system where the argument *name* resides. One or more *name* can be specified.

EXAMPLES

The command:

/usr/sbin/devnm /usr

produces:

/dev/dsk/c0t3d0s6 /usr

if /usr is mounted on /dev/dsk/c0t3d0s6.

FILES

/dev/dsk/*

/etc/mnttab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO | mnttab(4), attributes(5)

NAME |

devresery - reserve devices for exclusive use

SYNOPSIS

devreserv [key [device-list...]]

DESCRIPTION

devreserv reserves devices for exclusive use. When the device is no longer required, use devfree to release it.

devreserv reserves at most one device per *device-list*. Each list is searched in linear order until the first available device is found. If a device cannot be reserved from each list, the entire reservation fails.

When devresery is invoked without arguments, it lists the devices that are currently reserved and shows to which key it was reserved. When devresery is invoked with only the *key* argument, it lists the devices that are currently reserved to that key.

OPERANDS

The following operands are supported:

key Designates a unique key on which the device will be reserved. The

key must be a positive integer.

device-list Defines a list of devices that devresery will search to find an

available device. The list must be formatted as a single argument

to the shell.

EXAMPLES

EXAMPLE 1 Reserving a floppy disk and a cartridge tape.

This example reserves a floppy disk and a cartridge tape:

```
$ key=$$
$ echo "The current Process ID is equal to: $key"
The Current Process ID is equal to: 10658
$ devreserv $key diskettel ctape1
```

EXAMPLE 2 Listing all devices currently reserved.

This example lists all devices currently reserved:

```
$ devreserv
disk1 2423
diskette1 10658
ctape1 10658
```

EXAMPLE 3 Listing all devices currently reserved to a particular key.

This example lists all devices currently reserved to a particular key:

```
$ devreserv $key
diskette1
ctape1
```

EXIT STATUS

The following exit values are returned:

devreserv(1M)

- 0 Successful completion.
- 1 Command syntax was incorrect, an invalid was option used, or an internal error occurred.
- 2 Device table or device reservation table could not be opened for reading.
- Device reservation request could not be fulfilled.

FILES

/etc/device.tab

/etc/devlkfile

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

devfree(1M), attributes(5)

NOTES

The commands devreserv and devfree are used to manage the availability of devices on a system. Their use is on a participatory basis and they do not place any constraints on the actual access to the device. They serve as a centralized bookkeeping point for those who wish to use them. Devices which have been reserved cannot be used by processes which utilize the device reservation functions until the reservation has been canceled. However, processes that do not use device reservation may use a device that has been reserved since such a process would not have checked for its reservation status.

NAME |

df – displays number of free disk blocks and files

SYNOPSIS

/usr/bin/df [-F FSType] [-abegklntV] [-o FSType-specific_options] [block_device | directory | file | resource...]

/usr/xpg4/bin/df [-F FSType] [-abegklnPtV] [-o FSType-specific_options] [block_device | directory | file | resource...]

DESCRIPTION

The df command displays the amount of disk space occupied by mounted or unmounted file systems, the amount of used and available space, and how much of the file system's total capacity has been used. The file system is specified by device, or by referring to a file or directory on the specified file system.

Used without operands or options, df reports on all mounted file systems.

df may not be supported for all FSTypes.

If df is run on a networked mount point that the automounter has not yet mounted, the file system size will be reported as zero. As soon as the automounter mounts the file system, the sizes will be reported correctly.

OPTIONS

The following options are supported for both /usr/bin/df and /usr/xpq4/bin/df:

-a	Report on all file systems including ones whose entries in /etc/mnttab (see mnttab(4)) have the ignore option set.
-b	Print the total number of kilobytes free.
-e	Print only the number of files free.
-F FSType	Specify the <i>FSType</i> on which to operate. The -F option is intended for use with unmounted file systems. The <i>FSType</i> should be specified here or be determinable from /etc/vfstab (see vfstab(4)) have the by matching the <i>directory</i> , <i>block_device</i> , or <i>resource</i> with an entry in the table, or by consulting /etc/default/fs. See default_fs(4).
-g	Print the entire statvfs(2) structure. This option is used only for mounted file systems. It cannot be used with the -o option. This option overrides the -b, -e, -k, -n, -P, and -t options.
-k	Print the allocation in kbytes. The output consists of one line of information for each specified file system. This information includes the file system name, the total space allocated in the file system, the amount of space allocated to existing files, the total amount of

space available for the creation of new files by unpriviledged users, and the percentage of normally df(1M)

f(1M)			
			available space that is currently allocated to all files on the file system. This option overrides the -b, -e, -n, and -t options.
	-1		Report on local file systems only. This option is used only for mounted file systems. It cannot be used with the -o option.
	-n		Print only the <i>FSType</i> name. Invoked with no operands, this option prints a list of mounted file system types. This option is used only for mounted file systems. It cannot be used with the -o option.
	-0 FSType-specific_	options	Specify <i>FSType-specific</i> options. These options are comma-separated, with no intervening spaces. See the manual page for the <i>FSType-specific</i> command for details.
	-t		Print full listings with totals. This option overrides the -b, -e, and -n options.
	-V		Echo the complete set of file system specific command lines, but do not execute them. The command line is generated by using the options and operands provided by the user and adding to them information derived from /etc/mnttab, /etc/vfstab, or /etc/default/fs. This option may be used to verify and validate the command line.
/usr/xpg4/bin/df	The following opti	on is suppo	orted for /usr/xpg4/bin/df only:
	-P Same a	s -k except	in 512-byte units.
OPERANDS	df interprets operands according to the following precedence: block_device, directory, file. The following operands are supported:		
	block_device	represents a block special device (for example, /dev/dsk/c1d0s7); the corresponding file system need not be mounted.	
	directory	•	s a valid directory name. df reports on the file system ins <i>directory</i> .
	file	represents contains fi	s a valid file name. df reports on the file system that ile.
	resource	represents	s an NFS resource name.
USAGE	See largefile(5) greater than or equ) for the des ual to 2 Gby	scription of the behavior of df when encountering files v te (2^{31} bytes).

EXAMPLES

EXAMPLE 1 Writing Portable Information About the /usr File System Using the df Command.

The following example writes portable information about the /usr file system:

example% /usr/xpg4/bin/df -P /usr

EXAMPLE 2 Writing Portable Information About the /usr File System Using the df Command, When /usr/src is Part of the /usr File System

Assuming that /usr/src is part of the /usr file system, the following example writes portable information :

example% /usr/xpg4/bin/df -P /usr/src

EXAMPLE 3 Using df to Display Inode Usage on All ufs File Systems

The following example displays inode usage on all ufs file systems:

example% /usr/bin/df -F ufs -o i

ENVIRONMENT VARIABLES

SYSV3

This variable is used to override the default behavior of df and provide compatibility with INTERACTIVE UNIX System and SCO UNIX installation scripts. As the SYSV3 variable is provided for compatibility purposes only, it should not be used in new scripts.

When set, any header which normally displays "files" will now display "nodes". See environ(5) for descriptions of the following environment variables that affect the execution of df: LC CTYPE, LC MESSAGES, and NLSPATH.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

FILES

/dev/dsk/* disk devices

/etc/default/fs default local file system type. Default values can be set

for the following flags in /etc/default/fs. For example: LOCAL=ufs, where LOCAL is the default partition for a command if no FSType is specified.

/etc/mnttab mount table

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

df(1M)

/usr/bin/df

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

/usr/xpg4/bin/df

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
A	vailability	SUNWxcu4

SEE ALSO

find(1), $df_ufs(1M)$, mount(1M), statvfs(2), $default_fs(4)$, mnttab(4), vfstab(4), attributes(5), environ(5), largefile(5), XPG4(5)

NOTES

If UFS logging is enabled on a file system, the disk space used for the log is reflected in the df report. The log is allocated from free blocks on the file system, and it is sized approximately 1 Mbyte per 1 Gbyte of file system, up to a maximum of 64 Mbytes.

NAME

dfmounts - display mounted resource information

SYNOPSIS

dfmounts [-F FSType] [-h] [-o specific_options] [restriction...]

DESCRIPTION

dfmounts shows the local resources shared through a distributed file system *FSType* along with a list of clients that have the resource mounted. If *restriction* is not specified, dfmounts shows file systems that are currently shared on any NFS server. *specific_options* as well as the availability and semantics of *restriction* are specific to particular distributed file system types.

If dfmounts is entered without arguments, all remote resources currently mounted on the local system are displayed, regardless of file system type.

dfmounts Output

The output of dfmounts consists of an optional header line (suppressed with the -h flag) followed by a list of lines containing whitespace-separated fields. For each resource, the fields are:

resource server pathname clients ...where:

resource Specifies the resource name that must be given to the mount (1M)

command.

server Specifies the system from which the resource was mounted.

pathname Specifies the pathname that must be given to the share(1M)

command.

resource. Clients are listed in the form domain., domain.system, or

system, depending on the file system type.

A field may be null. Each null field is indicated by a hyphen (–) unless the remainder of the fields on the line are also null; in which case, the hyphen may be omitted.

Fields with whitespace are enclosed in quotation marks (" ").

OPTIONS

-F FSType Specify filesystem type. Defaults to the first entry in

/etc/dfs/fstypes. Note: currently the only valid

FSType is nfs.

-h Suppress header line in output.

-o specific_options Specify options specific to the filesystem provided by

the -F option. Note: currently no options are

supported.

FILES

/etc/dfs/fstypes file system types

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

dfmounts(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

dfshares(1M), mount(1M), share(1M), unshare(1M), attributes(5)

NAME

| dfmounts_nfs – display mounted NFS resource information

SYNOPSIS

dfmounts [-F nfs] [-h] [server...]

DESCRIPTION

dfmounts shows the local resources shared through NFS, along with the list of clients that have mounted the resource. The -F flag may be omitted if NFS is the only file system type listed in the file /etc/dfs/fstypes.

dfmounts without options, displays all remote resources mounted on the local system, regardless of file system type.

The output of dfmounts consists of an optional header line (suppressed with the -h flag) followed by a list of lines containing whitespace-separated fields. For each resource, the fields are:

resource server pathname clients ... where

resource Does not apply to NFS. Printed as a hyphen (-).

server Specifies the system from which the resource was mounted.

pathname Specifies the pathname that must be given to the share(1M)

command.

resource.

OPTIONS -F nfs Specifies the nfs-FSType.

-h Suppress header line in output.

server Displays information about the resources mounted from each

server, where server can be any system on the network. If no server

is specified, the *server* is assumed to be the local system.

FILES

/etc/dfs/fstypes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mount(1M), share(1M), unshare(1M), attributes(5)

dfshares(1M)

NAME

dfshares – list available resources from remote or local systems

SYNOPSIS

dfshares [-F FSType] [-h] [-o specific_options] [server...]

DESCRIPTION

dfshares provides information about resources available to the host through a distributed file system of type *FSType*. *specific_options* as well as the semantics of *server* are specific to particular distributed file systems.

If dfshares is entered without arguments, all resources currently shared on the local system are displayed, regardless of file system type.

The output of dfshares consists of an optional header line (suppressed with the -h flag) followed by a list of lines containing whitespace-separated fields. For each resource, the fields are:

resource server access transport

where

resource Specifies the resource name that must be given to the mount (1M)

command.

server Specifies the name of the system that is making the resource

available.

access Specifies the access permissions granted to the client systems,

either ro (for read-only) or rw (for read/write). If dfshares cannot determine access permissions, a hyphen (–) is displayed.

transport Specifies the transport provider over which the resource is shared.

A field may be null. Each null field is indicated by a hyphen (–) unless the remainder of the fields on the line are also null; in which case, the hyphen may be omitted.

OPTIONS

-F FSType Specify filesystem type. Defaults to the first entry in

/etc/dfs/fstypes.

-h Suppress header line in output.

-o *specific_options* Specify options specific to the filesystem provided by

the -F option.

FILES

/etc/dfs/fstypes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

dfmounts(1M), mount(1M), share(1M), unshare(1M), attributes(5)

NAME

| dfshares_nfs – list available NFS resources from remote systems

SYNOPSIS

dfshares [-F nfs] [-h] [server...]

DESCRIPTION

dfshares provides information about resources available to the host through NFS. The -F flag may be omitted if NFS is the first file system type listed in the file /etc/dfs/fstypes.

The query may be restricted to the output of resources available from one or more servers.

dfshares without arguments displays all resources shared on the local system, regardless of file system type.

Specifying *server* displays information about the resources shared by each server. *Server* can be any system on the network. If no server is specified, then *server* is assumed to be the local system.

The output of dfshares consists of an optional header line (suppressed with the -h flag) followed by a list of lines containing whitespace-separated fields. For each resource, the fields are:

resource server access transport

where

resource	Specifies the resource name that must be given to the mount(IM)
----------	---

command.

server Specifies the system that is making the resource available.

access Specifies the access permissions granted to the client systems;

however, dfshares cannot determine this information for an NFS

resource and populates the field with a hyphen (-).

transport Specifies the transport provider over which the resource is shared;

however, dfshares cannot determine this information for an NFS

resource and populates the field with a hyphen (-).

A field may be null. Each null field is indicated by a hyphen (-) unless the remainder of the fields on the line are also null; in which case, the hyphen may be omitted.

OPTIONS

-F nfs Specify the NFS file system type

-h Suppress header line in output.

dfshares_nfs(1M)

FILES

/etc/dfs/fstypes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mount(1M), share(1M), unshare(1M), attributes(5)

NAME

df_ufs - report free disk space on ufs file systems

SYNOPSIS

df -F ufs [generic_options] [-o i] [directory | special]

DESCRIPTION

df displays the amount of disk space occupied by ufs file systems, the amount of used and available space, and how much of the file system's total capacity has been used. The amount of space reported as used and available is less than the amount of space in the file system; this is because the system reserves a fraction of the space in the file system to allow its file system allocation routines to work well. The amount reserved is typically about 10%; this may be adjusted using tunefs(1M). When all the space on the file system except for this reserve is in use, only the superuser can allocate new files and data blocks to existing files. When the file system is overallocated in this way, df may report that the file system is more than 100% utilized. If neither *directory* nor *special* is specified, df displays information for all mounted ufs file systems.

OPTIONS

The following options are supported:

generic_options Options supported by the generic df command. See df(1M) for a

description of these options.

-o Specify ufs file system specific options. The available option is:

i Report the number of used and free inodes. This option

may not be used with *generic_options*.

FILES

/etc/mnttab

list of file systems currently mounted

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu, SUNWxcu4

SEE ALSO

df(1M), tunefs(1M), fs ufs(4), mnttab(4), attributes(5)

NOTES

df calculates its results differently for mounted and unmounted file systems. For unmounted systems, the numbers reflect the 10% reservation mentioned above; this reservation is not reflected in df output for mounted file systems. For this reason, the available space reported by the generic command may differ from the available space reported by this module.

dhcpagent(1M)

NAME dhcpagent - Dynamic Host Configuration Protocol (DHCP) client daemon

SYNOPSIS

dhcpagent [-a] [-d n] [-f] [-v]

DESCRIPTION

dhcpagent implements the client half of the Dynamic Host Configuration Protocol (DHCP) for machines running Solaris software.

The dhopagent daemon obtains configuration parameters for the client (local) machine's network interfaces from a DHCP server. These parameters may include a lease on an IP address, which gives the client machine use of the address for the period of the lease, which may be infinite. If the client wishes to use the IP address for a period longer than the lease, it must negotiate an extension using DHCP. For this reason, dhopagent must run as a daemon, terminating only when the client machine powers down.

The dhcpagent daemon is controlled through ifconfig(1M) in much the same way that the init(1M) daemon is controlled by telinit(1M). dhcpagent may be invoked as a user process, albeit one requiring root privileges, but this is not necessary, as ifconfig(1M) will start it automatically.

When invoked, dhcpagent enters a passive state while it awaits instructions from if config(1M). When it receives a command to configure an interface, it starts DHCP. Once DHCP is complete, dhopagent may be queried for the values of the various network parameters. In addition, if DHCP was used to obtain a lease on an address for an interface, the interface is configured and brought up. When a lease is obtained, it is automatically renewed as necessary. If the lease cannot be renewed, dhcpagent will take the interface down at the end of the lease. If the configured interface is found to have a different IP address, subnet mask or broadcast address from those obtained from DHCP, the interface is abandoned from DHCP control.

In addition to DHCP, dhcpagent also supports BOOTP. See RFC 951, Bootstrap Protocol. Configuration parameters obtained from a BOOTP server are treated identically to those received from a DHCP server, except that the IP address received from a BOOTP server always has an infinite lease.

DHCP also acts as a mechanism to configure other information needed by the client, for example, the domain name and addresses of routers. Aside from the IP address, netmask, broadcast address and default router, the agent does not directly configure the workstation, but instead acts as a database which may be interrogated by other programs, and in particular by dhcpinfo(1).

On clients with a single interface, this is quite straightforward. Clients with multiple interfaces may present difficulties, as it is possible that some information arriving on different interfaces may need to be merged, or may be inconsistent. Furthermore, the configuration of the interfaces is asynchronous, so requests may arrive while some or all of the interfaces are still unconfigured. To handle these cases, one interface may be designated as primary, which makes it the authoritative source for the values of DHCP parameters in the case where no specific interface is requested. See dhcpinfo(1) and ifconfig(1M) for details.

The dhcpagent daemon can be configured to request a particular host name. See the REQUEST_HOSTNAME description in the FILES section. When first configuring a client to request a host name, you must perform the following steps as root to ensure that the full DHCP negotiation takes place:

- # pkill dhcpagent
- # rm /etc/dhcp/interface.dhc
- # reboot

Messages

The dhcpagent daemon writes information and error messages in five categories:

critical Critical messages indicate severe conditions that prevent proper

operation.

errors Error messages are important, sometimes unrecoverable events due

to resource exhaustion and other unexpected failure of system calls;

ignoring errors may lead to degraded functionality.

warnings Warnings indicate less severe problems, and in most cases, describe

unusual or incorrect datagrams received from servers, or requests

for service that cannot be provided.

informational Informational messages provide key pieces of information that can

be useful to debugging a DHCP configuration at a site.

Informational messages are generally controlled by the -v option. However, certain critical pieces of information, such as the IP

address obtained, are always provided.

debug Debugging messages, which may be generated at two different

levels of verbosity, are chiefly of benefit to persons having access to source code, but may be useful as well in debugging difficult DHCP configuration problems. Debugging messages are only generated

when using the -d option.

When dhcpagent is run without the -f option, all messages are sent to the system logger syslog(3C) at the appropriate matching priority and with a facility identifier LOG_DAEMON. When dhcpagent is run with the -f option, all messages are directed to standard error.

OPTIONS

The following options are supported:

- -a Adopt a configured interface. This option is for use with diskless DHCP clients. In the case of diskless DHCP, DHCP has already been performed on the network interface providing the operating system image prior to running dhcpagent. This option instructs the agent to take over control of the interface. It is intended primarily for use in boot scripts.
- -d *n* Set debug level to *n*. Two levels of debugging are currently available, 1 and 2; the latter is more verbose.
- -f Run in the foreground instead of as a daemon process. When this option is used, messages are sent to standard error instead of to syslog(3C).

dhcpagent(1M)

-v Provide verbose output useful for debugging site configuration problems.

FILES

/etc/dhcp/if.dhc

Contains the configuration for interface. The mere existence of this file does not imply that the configuration is correct, since the lease may have expired.

/etc/default/dhcpagent

Contains default values for tunable parameters. All values may be qualified with the interface they apply to by prepending the interface name and a period (".") to the interface parameter name. The parameters include:

RELEASE ON SIGTERM

Indicates that a RELEASE rather than a DROP should be performed on managed interfaces when the agent terminates.

OFFER WAIT

Indicates how long to wait between checking for valid OFFERs after sending a DISCOVER.

ARP_WAIT

Indicates how long to wait for clients to respond to an ARP request before concluding the address in the ARP request is unused.

IGNORE FAILED ARP

Specifies whether or not the agent should assume an address is available, in the unlikely event that ARP cannot be performed on that address.

CLIENT II

Indicates the value that should be used to uniquely identify the client to the server.

PARAM REQUEST LIST

Specifies a list of comma-separated integer values of options for which the client would like values.

REQUEST HOSTNAME

Indicates the client requests the DHCP server to map the client's leased IP address to the host name associated with the network interface that performs DHCP on the client. The host name must be specified in the

/etc/hostname.interface file for the relevant interface on a line of the form

inet hostname

where *hostname* is the host name requested.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr
Interface Stability	Evolving

dhcpagent(1M)

SEE ALSO

dhcpinfo(1), ifconfig(1M), init(1M), syslog(3C), attributes(5), dhcp(5)

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Croft, B. and Gilmore, J., *Bootstrap Protocol (BOOTP)*RFC 951, Network Working Group, September 1985.

Droms, R., *Dynamic Host Configuration Protocol*, RFC 2131, Network Working Group, March 1997.

NOTES

Currently, configurations where more than one interface is attached to the same physical network are unsupported. This precludes use of virtual interfaces.

dhcpconfig(1M)

NAME

dhcpconfig – DHCP service configuration utility

SYNOPSIS

dhcpconfig -D -r resource -p path [-u uninterpreted] [-1 lease_length] [-n]
 [-d DNS_domain] [-a DNS_server_addresses] [-h hosts_resource]
 [-y hosts_domain]

dhcpconfig -R server_addresses

dhcpconfig -U [-f] [-x] [-h]

dhcpconfig -C -r resource -p path [-f] [-k] [-u uninterpreted]

dhcpconfig -X filename [-m macro_list] [-o option_list] [-a network_addresses]
 [-f] [-x]

dhcpconfig -I filename [-f]

DESCRIPTION

The dhcpconfig command is used to configure and manage the Dynamic Host Configuration Protocol (DHCP) service or BOOTP relay services. It is intended for use by experienced Solaris system administrators and is designed for ease of use in scripts. The dhcpmgr utility is recommended for less experienced administrators or those preferring a graphical utility to configure and manage the DHCP service or BOOTP relay service.

The dhcpconfig command can be run by root, or by other users assigned to the DHCP Management profile. See rbac(5) and user attr(4).

dhcpconfig requires one of the following function flags: -D, -R, -U, -N, -C, -X, or -I.

The dhcpconfig menu driven mode is supported in Solaris 8 and previous versions of Solaris.

Where dhcpconfig Obtains Configuration Information

dhcpconfig scans various configuration files on your Solaris machine for information it can use to assign values to options contained in macros it adds to the dhcptab configuration table. The following table lists information dhcpconfig needs, the source used, and how the information is used:

Information	Source	Where Used
Timezone	System date, timezone settings	Locale macro
DNS parameters	nsswitch.conf, /etc/resolv.conf	Server macro
NIS parameters	System domainname, nsswitch.conf, NIS	Network macros

Subnetmask	Network interface, netmasks	Network macros
	table in nameservice	

If you have not set these parameters on your server machine, you should do so before configuring the DHCP server with dhcpconfig. Note that if you specify options with the dhcpconfig -D command line, the values you supply override the values obtained from the system files.

OPTIONS

The following options are supported:

-C	Convert to using a new data store, recreating the
	DHCP data tables in a format appropriate to the new
	data store, and setting up the DHCP server to use the
	new data store.

The following sub-options are required:

-p path_to_data	The paths for SUNWfil	es and

SUNWbinfiles must be absolute UNIX pathnames. The path for SUNWnisplus must be a fully specified NIS+ directory (including

the tailing period.) See dhcp modules(5).

-r data_resource New data store resource. One of

the following must be specified: SUNWfiles, SUNWbinfiles, or

SUNWnisplus. See dhcp_modules(5).

The following sub-options are optional:

-f Do not prompt for confirmation. If

-f is not used, a warning and confirmation prompt are issued before the conversion starts.

-k Keep the old DHCP data tables

after successful conversion. If any problem occurs during conversion, tables will not be deleted even if -k

sub-option is not specified.

-u *uninterpreted* Data which will be ignored by

dhcpconfig, but passed on to the datastore for interpretation. This might be used for a database account name or other

authentication or authorization

parameters required by a particular data store. The -u sub-option is not used with the SUNWfiles, SUNWbinfiles, and SUNWnisplus data stores. See dhcp modules(5).

Configure the DHCP service.

The following sub-options are required:

-r data_resource

One of the following must be specified: SUNWfiles, SUNWbinfiles, or SUNWnisplus. Other data stores may be available. See dhcp modules (5).

-p path

The paths for SUNWfiles and SUNWbinfiles must be absolute UNIX pathnames. The path for SUNWnisplus must be a fully specified NIS+directory (including the tailing period.) . See dhcp_modules(5).

The following sub-options are optional:

-a DNS_servers
 IP addresses of DNS servers, separated with commas.

-d *DNS_domain*DNS domain name.

-h hosts_resource

Resource in which to place hosts data. Usually, the name service in use on the server. Valid values are nisplus, files, or dns.

-1 seconds

Lease length used for addresses not having a specified lease length, in seconds.

-n

Non-negotiable leases

-y hosts_domain

DNS or NIS+ domain name to be used for hosts data. Valid only if dns or nisplus is specified for -h sub-option.

-u uninterpreted

Data which will be ignored by dhcpconfig, but passed on to the datastore for interpretation. This

-D

might be used for a database account name or other authentication or authorization parameters required by a particular data store. The -u sub-option is not used with the SUNWfiles, SUNWbinfiles, and SUNWnisplus data stores. See dhcp modules(5).

- I filename

Import data from *filename*, containing data previously exported from a Solaris DHCP server. Note that after importing, you may have to edit macros to specify the correct domain names, and edit network tables to change the owning server of addresses in imported networks. Use dhtadm and pntadm to do this.

The following sub-option is supported:

-f Replace any conflicting data with the data being imported.

-N net_address

Configure an additional network for DHCP service.

The following sub-options are supported:

-a NIS_server_addresses	List of IP addresses of NIS servers.
-b	Network is a point-to-point (PPP) network, therefore no broadcast address should be configured. If -b is not used, the network is assumed to be a LAN, and the broadcast address is determined using the network address and subnet mask.
-m xxx.xxx.xxx	Subnet mask for the network; if -m is not used, subnet mask is obtained from netmasks.
-t router_addresses	List of router IP addresses; if not specified, router discovery flag will be set.
-y NIS_domain_name	If NIS is used on this network, specify the NIS domain name.

 $- R\ server_addresses$

Configure the BOOTP relay service. BOOTP or DHCP requests are forwarded to the list of servers specified.

dhcpconfig(1M)

-U Unconfigure the DHCP service or BOOTP relay service. The following sub-options are supported: Do not prompt for confirmation. If -f is not used, a warning and confirmation prompt is issued. -h Delete hosts entries from name service. Delete the dhcptab and network tables. -x -X filename Export data from the DHCP data tables, saving to filename, to move the data to another Solaris DHCP server. The following sub-options are optional: -a networks_to_export List of networks whose addresses should be exported, or the keyword ALL to specify all networks. If -a is not specified, no networks are exported. List of macros to export, or -m macros_to_export the keyword ALL to specify all macros. If -m is not specified, no macros are exported. -o options_to_export List of options to export, or the keyword ALL to specify all options. If -o is not specified, no options are exported. Delete the data from this - x server after it is exported. If -x is not specified you are in effect copying the data.

EXAMPLES

EXAMPLE 1 Configuring DHCP Service with Binary Files Data Store

The following command configures DHCP service, using the binary files data store, in the DNS domain acme. eng, with a lease time of 28800 seconds (8 hours),

```
example# dhcpconfig -D -r SUNWbinfiles -p /var/dhcp -1 28800 -d acme.eng -a 120.30.33.4 -h dns -y acme.eng
```

EXAMPLE 2 Configuring BOOTP Relay Agent

The following command configures the DHCP daemon as a BOOTP relay agent, which will forward BOOTP and DHCP requests to the servers having the IP addresses 120.30.33.7 and 120.30.42.132:

```
example# dhcpconfig -R 120.30.33.7,120.30.42.132
```

EXAMPLE 3 Unconfiguring DHCP Service

The following command unconfigures the DHCP service, with confirmation, and deletes the DHCP data tables and host table entries:

```
example# dhcpconfig -U -x -h
```

EXAMPLE 4 Configuring a Network for DHCP Service

The following command configures an additional LAN network for DHCP service, specifying that clients should use router discovery and providing the NIS domain name and NIS server address:

```
example# dhcpconfig -N 120.30.171.0 -y east.acme.eng.com -a 120.30.33.4
```

EXAMPLE 5 Converting to SUNWnisplus Data Store

The following command converts a DHCP server from using a text or binary files data store to a NIS+ data store, deleting the old data store's DHCP tables:

```
example# dhcpconfig -C -r SUNWnisplus -p whatever.com.
```

EXAMPLE 6 Exporting a Network, Macros, and Options from a DHCP Server

The following command exports one network (120.30.171.0) and its addresses, the macro 120.30.171.0, and the options motd and PSptrfrom a DHCP server, saves the exported data in file /export/var/120301710_data, and deletes the exported data from the server.

```
example# dhcpconfig -X /var/dhcp/120301710_export -a 120.30.171.0 -m 120.30.171.0 -o motd,PSptr
```

EXAMPLE 7 Importing Data on a DHCP Server

The following command imports DHCP data from a file,

/net/golduck/export/var/120301710_data, containing data previously exported from a Solaris DHCP server, and overwrites any conflicting data on the importing server:

```
example# dhcpconfig -I /net/golduck/export/var/120301710 data -f
```

dhcpconfig(1M)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdhcsu
Interface Stability	Evolving

SEE ALSO

dhcpmgr(1M), dhtadm(1M), in.dhcpd(1M), pntadm(1M), $dhcp_network(4)$, dhcptab(4), dhcpsvc.conf(4), nsswitch.conf(4), resolv.conf(4), user_attr(4), attributes(5), dhcp(5), dhcp_modules(5), rbac(5)

System Administration Guide, Volume 3

NAME

dhcpmgr – graphical interface for managing DHCP service

SYNOPSIS

/usr/sadm/admin/bin/dhcpmgr

DESCRIPTION

dhcpmgr is a graphical user interface which enables you to manage the Dynamic Host Configuration Protocol (DHCP) service on the local system. It performs the functions of the dhcpconfig, dhtadm, and pntadm command line utilities. You must be root to use dhcpmgr. The dhcpmgr Help, available from the Help menu, contains detailed information about using the tool.

USAGE

You can perform the following tasks using dhcpmgr:

Configure DHCP service

Use dhcpmgr to configure the DHCP daemon as a DHCP server, and select the data store to use for storing network configuration tables..

Configure BOOTP relay service

Use dhcpmgr to configure the DHCP daemon as a BOOTP relay.

Manage DHCP or BOOTP relay service

Use dhcpmgr to start, stop, enable, disable or unconfigure the DHCP service or BOOTP relay service, or change DHCP server parameters.

Manage DHCP addresses

Use dhcpmgr to add, modify, or delete IP addresses leased by the DHCP service.

Manage DHCP macros

Use dhcpmgr to add, modify or delete macros used to supply configuration parameters to DHCP clients.

Manage DHCP options

Use dhcpmgr to add, modify or delete options used to define parameters deliverable through DHCP.

Convert to a new DHCP data store

Use dhcpmgr to configure the DHCP server to use a different data store, and convert the DHCP data to the format used by the new data store.

Move DHCP data to another server

Use dhcpmgr to export data from one Solaris DHCP server and import data onto another Solaris DHCP server.

EXIT STATUS

The following exit values are returned:

O Successful completion.

non-zero An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

dhcpmgr(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdhcm
Interface Stability	Evolving

SEE ALSO

 $\label{lem:dhcpconfig} $$ dhcpconfig(1M)$, $dhtadm(1M)$, $pntadm(1M)$, $in.dhcpd(1M)$, $dhcpsvc.conf(4)$, $dhcp_network(4)$, $dhcptab(4)$, $attributes(5)$, $dhcp(5)$, $dhcp_modules(5)$ $$$

Solaris DHCP Service Developer's Guide

 $System\ Administration\ Guide,\ Volume\ 3$

NAME

dhtadm – DHCP configuration table management utility

SYNOPSIS

```
dhtadm -C [-r resource] [-p path] [-u uninterpreted]
```

DESCRIPTION

dhtadm manages the Dynamic Host Configuration Protocol (DHCP) service configuration table, dhcptab. You can use it to add, delete, or modify DHCP configuration macros or options or view the table. For a description of the table format, see dhcptab(4).)

The dhtadm command can be run by root, or by other users assigned to the DHCP Management profile. See rbac(5) and user_attr(4).

After you make changes with dhtadm, you should issue a SIGHUP to the DHCP server, causing it to read the dhcptab and pick up the changes. Do this using the command using the pkill -HUP in.dhcpd command. See in.dhcpd(1M).

OPTIONS

One of the following function flags must be specified with the dhtadm command: -A, -B, -C, -D, -M, -P or -R.

The following options are supported:

-A Add a symbol or macro definition to the dhcptab table.

-d definition Specify a macro or symbol definition. definition must be enclosed in single quotation marks. For macros, use the form -d 'symbol=value: '. For symbols, the definition is a series of fields that define a symbol's characteristics. The fields are separated by commas. Use the form -d 'context, code, type, granularity, maximum'. See dhcptab(4) for information about these fields. Specify the name of the macro to be added. The -d option must be used with the -m option. The -s option cannot be used with the -m option. -s symbol_name Specify the name of the symbol to be added. The -d option must be used with the -s option. The -m option cannot be used with the -s option. -B Batch process dhtadm commands. dhtadm will read from the specified file or from standard input a series of dhtadm commands and execute them within the same process. Processing many dhtadm commands using this method is much faster than running an executable batchfile itself. Batch mode is recommended for using dhtadm in scripts. The following sub-option is optional: Display commands to standard output as they are processed. -C Create the DHCP service configuration table, dhcptab. Delete a symbol or macro definition. -D The following sub-options are required: -m macro_name Delete the specified macro. -s symbol_name Delete the specified symbol. Modify an existing symbol or macro definition. -M

The following sub-options are required:

The following sub-options are required:

-d definition

Specify a macro or symbol definition to modify.

The definition must be enclosed in single quotation marks. For macros, use the form -d

'symbol=value:symbol=value:'. For symbols, the definition is a series of fields that define a symbol's characteristics. The fields are separated by commas. Use the form -d

'context, code, type, granularity, maximum'. See dhcptab(4) for information about these fields.

- 0

This sub-option uses the *symbol =value* argument. Use it to edit a *symbol/value* pair within a macro. To add a symbol which does not have an associate value, enter:

symbol=NULL_VALUE_To delete a symbol definition from a macro, enter:

symbol=

– n

This sub-option uses the *macro_name* argument. The -n, -d, or -e sub-options are legal companions for this sub-option..

- n

This sub-option uses the <code>new_name</code> argument and modifies the name of the object specified by the <code>-m</code> or <code>-s</code> sub-option. It is not limited to macros. . Use it to specify a new macro name or symbol name.

- s

This sub-option uses the *symbol_name* argument. Use it to specify a symbol. The -d sub-option is a legal companion.

-p path

Override the dhcpsvc.conf(4) configuration value for PATH= with path. See dhcpsvc.conf(4) for more details regarding path. See dhcp_modules(5) for information regarding data storage modules for the DHCP service.

- P

Print (display) the dhcptab table.

-r data_store_resource

Override the dhcpsvc.conf(4) configuration value for RESOURCE= with the *data_store_resource* specified.

dhtadm(1M)

See dhcpsvc.conf(4) for more details on resource type. See Solaris DHCP Service Developer's Guide for more information about adding support for other data stores. See dhcp_modules(5) for information regarding data storage modules for the DHCP service.

-R

Remove the dhcptab table.

-u uninterpreted

Data which will be ignored by dhtadm, but passed to currently configured public module, to be interpreted by the data store. This might be used for a database account name or other authentication or authorization parameters required by a particular data store.

Uninterpreted data is stored within

RESOURCE_CONFIG keyword of dhcpsvc.conf(4). See dhcp_modules(5) for information regarding data

storage modules for the DHCP service.

EXAMPLES

EXAMPLE 1 Creating the DHCP Service Configuration Table

The following command creates the DHCP service configuration table, dhcptab:

```
# dhtadm -C
```

EXAMPLE 2 Adding a Symbol Definition

The following command adds a Vendor option symbol definition for a new symbol called MySym to the dhcptab table in the SUNWfiles resource in the /var/mydhcp directory:

EXAMPLE 3 Adding a Macro Definition

The following command adds the aruba macro definition to the dhcptab table. Note that symbol/value pairs are bracketed with colons (:).

```
# dhtadm -A -m aruba
    -d ':Timeserv=10.0.0.10 10.0.0.11:DNSserv=10.0.0.1:'
```

EXAMPLE 4 Modifying a Macro Definition

The following command modifies the Locale macro definition, setting the value of the UTCOffst symbol to 18000 seconds. Note that any macro definition which includes the definition of the Locale macro will inherit this change.

```
# dhtadm -M -m Locale -e 'UTCOffst=18000'
```

EXAMPLE 4 Modifying a Macro Definition (*Continued*)

EXAMPLE 5 Deleting a Symbol

The following command deletes the Timeserv symbol from the aruba macro. Note that any macro definition which includes the definition of the aruba macro will inherit this change.

```
# dhtadm -M -m aruba -e 'Timeserv='
```

EXAMPLE 6 Adding a Symbol to a Macro

The following command adds the Hostname symbol to the aruba macro. Note that the Hostname symbol takes no value, and thus requires the special value _NULL_VALUE_. Note also that any macro definition which includes the definition of the aruba macro will inherit this change.

```
# dhtadm -M -m aruba -e 'Hostname=_NULL_VALUE_'
```

EXAMPLE 7 Renaming a Macro

The following command renames the Locale macro to MyLocale. Note that any Include statements in macro definitions which include the Locale macro will also need to be changed.

```
# dhtadm -M -m Locale -n MyLocale
```

EXAMPLE 8 Deleting a Symbol Definition

The following command deletes the MySym symbol definition. Note that any macro definitions which use MySym will need to be modified.

```
# dhtadm -D -s MySym
```

EXAMPLE 9 Removing a dhcptab

The following command removes the dhcptab table in the NIS+ directory specified.

```
# dhtadm -R -r SUNWnisplus -p Test.Nis.Plus.
```

EXAMPLE 10 Printing a dhcptab

The following command prints to standard output the contents of the dhcptab that is located in the data store and path indicated in the dhcpsvc.conf file:.

```
# dhtadm -P
```

dhtadm(1M)

EXAMPLE 10 Printing a dhcptab (*Continued*)

EXAMPLE 11 Executing dhtadm in Batch Mode

The following command runs a series of dhtadm commands contained in a batch file:

dhtadm -B addmacros

EXIT STATUS

- O Successful completion.
- 1 Object already exists.
- 2 Object does not exist.
- 3 Non-critical error.
- 4 Critical error.

FILES

/etc/inet/dhcpsvc.conf

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdhcsu
Interface Stability	Evolving

SEE ALSO

$$\label{lem:dhcpconfig} \begin{split} &\text{dhcpconfig}(1M), \, \text{dhcpmgr}(1M), \, \text{in.dhcpd}(1M), \, \text{dhcpsvc.conf}(4), \\ &\text{dhcp_network}(4), \, \text{dhcptab}(4), \, \text{hosts}(4), \, \text{user_attr}(4), \, \text{attributes}(5), \, \text{dhcp}(5), \\ &\text{dhcp_modules}(5) \text{rbac}(5) \end{split}$$

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Alexander, S., and R. Droms, *DHCP Options and BOOTP Vendor Extensions*, RFC 1533, Lachman Technology, Inc., Bucknell University, October 1993.

Droms, R., *Interoperation Between DHCP and BOOTP*, RFC 1534, Bucknell University, October 1993.

Droms, R., *Dynamic Host Configuration Protocol*, RFC 1541, Bucknell University, October 1993.

Wimer, W., Clarifications and Extensions for the Bootstrap Protocol, RFC 1542, Carnegie Mellon University, October 1993.

NAME | disks – creates /dev entries for hard disks attached to the system

SYNOPSIS

/usr/sbin/disks [-C] [-r rootdir]

DESCRIPTION

devfsadm(1M) is now the preferred command for /dev and /devices and should be used instead of disks.

disks creates symbolic links in the /dev/dsk and /dev/rdsk directories pointing to the actual disk device special files under the /devices directory tree. It performs the following steps:

- 1. disks searches the kernel device tree to see what hard disks are attached to the system. It notes the /devices pathnames for the slices on the drive and determines the physical component of the corresponding /dev/dsk or /dev/rdsk name.
- 2. The /dev/dsk and /dev/rdsk directories are checked for disk entries that is, symbolic links with names of the form cN[tN]dNsN, or cN[tN]dNpN, where N represents a decimal number. cN is the logical controller number, an arbitrary number assigned by this program to designate a particular disk controller. The first controller found on the first occasion this program is run on a system, is assigned number 0. tN is the bus-address number of a subsidiary controller attached to a peripheral bus such as SCSI or IPI (the target number for SCSI, and the facility number for IPI controllers). dN is the number of the disk attached to the controller. sN is the slice number on the disk. pN is the FDISK partition number used by fdisk(1M). (IA Only)
- 3. If only some of the disk entries are found in /dev/dsk for a disk that has been found under the /devices directory tree, disks creates the missing symbolic links. If none of the entries for a particular disk are found in /dev/dsk, disks checks to see if any entries exist for other disks attached to the same controller, and if so, creates new entries using the same controller number as used for other disks on the same controller. If no other /dev/dsk entries are found for slices of disks belonging to the same physical controller as the current disk, disks assigns the lowest-unused controller number and creates entries for the disk slices using this newly-assigned controller number.

disks is run automatically each time a reconfiguration-boot is performed or when add drv(1M) is executed. When invoking disks(1M) manually, first run drvconfig(1M) to ensure /devices is consistent with the current device configuration.

Notice to Driver Writers

disks considers all devices with a node type of DDI NT BLOCK, DDI_NT_BLOCK_CHAN, DDI_NT_CD, DDI_NT_BLOCK_WWN or DDI_NT_CD_CHAN to be disk devices. disks(1M) requires the minor name of disk devices obey the following format conventions.

The minor name for block interfaces consists of a single lowercase ASCII character, a through u. The minor name for character (raw) interfaces consists of a single lowercase ASCII character, a through u, followed by , raw.

disks(1M)

disks translates a through p to s0 through s15, while it translates a through u to p0 through p4. SPARC drivers should only use the first 8 slices: a through h, while IA drivers can use a through u, with q through u corresponding to fdisk(1M) partitions. q represents the entire disk, while r, s, t, and u represent up to 4 additional partitions.

To prevent disks from attempting to automatically generate links for a device, drivers must specify a private node type and refrain from using a node type: DDI NT BLOCK, DDI NT BLOCK CHAN, DDI NT CD, or DDI NT CD CHAN when calling ddi create minor node(9F).

OPTIONS

Causes disks to remove any invalid links after adding any new entries to /dev/dsk and /dev/rdsk. Invalid links are links which refer to non-existent disk nodes that have been removed, powered off, or are otherwise inaccessible.

-r rootdir Causes disks to presume that the /dev/dsk, /dev/rdsk and

/devices directory trees are found under *rootdir*, not directly under /.

ERRORS

If disks finds entries of a particular logical controller linked to different physical controllers, it prints an error message and exits without making any changes to the /dev directory, since it cannot determine which of the two alternative logical-to-physical mappings is correct. The links should be manually corrected or removed before another reconfiguration-boot is performed.

EXAMPLES

EXAMPLE 1 Creating The Block And Character Minor Devices From Within The xkdisk Driver's attach(9E) Function.

The following example demonstrates creating the block and character minor devices from within the xkdisk driver's attach(9E) function.

```
#include
            <sys/dkio.h>
* Create the minor number by combining the instance number
* with the slice number.
#define MINOR NUM(i, s) ((i) \ll 4 \mid (s))
xkdiskattach(dev_info_t *dip, ddi_attach_cmd_t cmd)
    int instance, slice:
    char name[8];
    /* other stuff in attach... */
    instance = ddi_get_instance(dip);
    for (slice = 0; slice < V_NUMPAR; slice++) {
        * create block device interface
        sprintf(name, "%c", slice + 'a');
```

EXAMPLE 1 Creating The Block And Character Minor Devices From Within The xkdisk Driver's attach(9E) Function. (Continued)

Installing the xkdisk disk driver on a SPARCstation 20, with the driver controlling a SCSI disk (target 3 attached to an esp(7D) SCSI HBA) and performing a reconfiguration-boot (causing disks to be run) creates the following special files in /devices.

```
# ls -1 /devices/iommu@f,e00000000/sbus@f,e0001000/esp@dma@f,400000/esp@f,800000/brw-r----- 1 root sys 32, 16 Aug 29 00:02 xkdisk@3,0:a,raw brw-r----- 1 root sys 32, 17 Aug 29 00:02 xkdisk@3,0:b crw-r----- 1 root sys 32, 17 Aug 29 00:02 xkdisk@3,0:b,raw brw-r----- 1 root sys 32, 18 Aug 29 00:02 xkdisk@3,0:c crw-r----- 1 root sys 32, 18 Aug 29 00:02 xkdisk@3,0:c crw-r----- 1 root sys 32, 18 Aug 29 00:02 xkdisk@3,0:c,raw brw-r----- 1 root sys 32, 18 Aug 29 00:02 xkdisk@3,0:c,raw brw-r----- 1 root sys 32, 19 Aug 29 00:02 xkdisk@3,0:d,raw brw-r----- 1 root sys 32, 20 Aug 29 00:02 xkdisk@3,0:d,raw brw-r----- 1 root sys 32, 20 Aug 29 00:02 xkdisk@3,0:e,raw brw-r----- 1 root sys 32, 21 Aug 29 00:02 xkdisk@3,0:e,raw brw-r----- 1 root sys 32, 21 Aug 29 00:02 xkdisk@3,0:f crw-r----- 1 root sys 32, 21 Aug 29 00:02 xkdisk@3,0:f crw-r----- 1 root sys 32, 22 Aug 29 00:02 xkdisk@3,0:f crw-r----- 1 root sys 32, 22 Aug 29 00:02 xkdisk@3,0:g crw-r----- 1 root sys 32, 22 Aug 29 00:02 xkdisk@3,0:g,raw brw-r----- 1 root sys 32, 22 Aug 29 00:02 xkdisk@3,0:g,raw brw-r----- 1 root sys 32, 23 Aug 29 00:02 xkdisk@3,0:h,raw
```

/dev/dsk will contain the disk entries to the block device nodes in /devices

```
# ls -1 /dev/dsk
/dev/dsk/c0t3d0s0 -> ../../devices/[...]/xkdisk@3,0:a
/dev/dsk/c0t3d0s1 -> ../../devices/[...]/xkdisk@3,0:b
/dev/dsk/c0t3d0s2 -> ../../devices/[...]/xkdisk@3,0:c
/dev/dsk/c0t3d0s3 -> ../../devices/[...]/xkdisk@3,0:d
/dev/dsk/c0t3d0s4 -> ../../devices/[...]/xkdisk@3,0:e
/dev/dsk/c0t3d0s5 -> ../../devices/[...]/xkdisk@3,0:f
/dev/dsk/c0t3d0s6 -> ../../devices/[...]/xkdisk@3,0:g
/dev/dsk/c0t3d0s7 -> ../../devices/[...]/xkdisk@3,0:h
```

and /dev/rdsk will contain the disk entries for the character device nodes in /devices

```
# ls -1 /dev/rdsk /dev/rdsk/c0t3d0s0 -> ../../devices/[...]/xkdisk@3,0:a,raw
```

disks(1M)

EXAMPLE 1 Creating The Block And Character Minor Devices From Within The xkdisk Driver's attach(9E) Function. (Continued)

```
/dev/rdsk/c0t3d0s1 -> ../../devices/[...]/xkdisk@3,0:b,raw/dev/rdsk/c0t3d0s2 -> ../../devices/[...]/xkdisk@3,0:c,raw/dev/rdsk/c0t3d0s3 -> ../../devices/[...]/xkdisk@3,0:d,raw/dev/rdsk/c0t3d0s4 -> ../../devices/[...]/xkdisk@3,0:e,raw/dev/rdsk/c0t3d0s5 -> ../../devices/[...]/xkdisk@3,0:f,raw/dev/rdsk/c0t3d0s6 -> ../../devices/[...]/xkdisk@3,0:g,raw/dev/rdsk/c0t3d0s7 -> ../../devices/[...]/xkdisk@3,0:h,raw/dev/rdsk/c0t3d0s7 -> ../.../devices/[...]/xkdisk@3,0:h,raw/dev/rdsk/c0t3d0s7 -> ../../devices/[...]/xkdisk@3,0:h,raw/dev/rdsk/c0t3d0s7 -> ../../devices/[...]/xkdisk@3,0:h,raw/dev/rdsk/c0t3d
```

FILES

/dev/dsk/* disk entries (block device interface)

/dev/rdsk/* disk entries (character device interface)
/devices/* device special files (minor device nodes)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:config} \begin{split} &\text{add_drv}(1M),\, \text{devfsadm}(1M),\, \text{devlinks}(1M),\, \text{drvconfig}(1M),\, \text{fdisk}(1M),\\ &\text{ports}(1M),\, \text{tapes}(1M),\, \text{attributes}(5),\, \text{dkio}(7I),\, \text{esp}(7D),\, \text{attach}(9E),\\ &\text{ddi_create_minor_node}(9F) \end{split}$$

Writing Device Drivers

BUGS

disks silently ignores malformed minor device names.

NAME

diskscan – perform surface analysis

SYNOPSIS

diskscan [-W] [-n] [-y] raw_device

DESCRIPTION

diskscan is used by the system administrator to perform surface analysis on a portion of a hard disk. The disk portion may be a raw partition or slice; it is identified using its raw device name. By default, the specified portion of the disk is read (non-destructive) and errors reported on standard error. In addition, a progress report is printed on standard out. The list of bad blocks should be saved in a file and later fed into addbadsec(1M), which will remap them.

OPTIONS

The following options are supported:

- -n Causes diskscan to suppress linefeeds when printing progress information on standard out.
- -W Causes diskscan to perform write and read surface analysis. This type of surface analysis is destructive and should be invoked with caution.
- -y Causes diskscan to suppress the warning regarding destruction of existing data that is issued when -W is used.

OPERANDS

The following operands are supported:

raw_device

The address of the disk drive (see FILES).

FILES

The raw device should be /dev/rdsk/c?[t?]d?[ps]?. See disks(1M) for an explanation of SCSI and IDE device naming conventions.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA
Availability	SUNWcsu

SEE ALSO

 $\verb|addbadsec|(1M), \verb|disks|(1M), \verb|fdisk|(1M), \verb|fmthard|(1M), \verb|format|(1M), \\ \verb|attributes|(5)|$

NOTES

The format(1M) utility is available to format, label, analyze, and repair SCSI disks. This utility is included with the diskscan, addbadsec(1M), fdisk(1M), and fmthard(1M) commands available for IA. To format an IDE disk, use the DOS format utility; however, to label, analyze, or repair IDE disks on IA systems, use the Solaris format(1M) utility.

dispadmin(1M)

NAME | dispadmin – process scheduler administration

SYNOPSIS | dispadmin -1

dispadmin -c class -q [-r res]

dispadmin -c class -s file

DESCRIPTION

The dispadmin command displays or changes process scheduler parameters while the system is running.

dispadmin does limited checking on the values supplied in *file* to verify that they are within their required bounds. The checking, however, does not attempt to analyze the effect that the new values have on the performance of the system. Inappropriate values can have a negative effect on system performance. (See *System Administration Guide, Volume 1*

OPTIONS

-1 Lists the scheduler classes currently configured in the system.

-c class Specifies the class whose parameters are to be displayed or changed. Valid class values are: RT for the real-time class, TS for the time-sharing class, and IA for the inter-active class. The

the time-sharing class, and IA for the inter-active class. The time-sharing and inter-active classes share the same scheduler, so changes to the scheduling parameters of one will change those of

the other.

-g Gets the parameters for the specified class and writes them to the

standard output. Parameters for the real-time class are described in rt dptb1(4). Parameters for the time-sharing and inter-active

classes are described in ts dptbl(4).

-r res When using the -g option you may also use the -r option to

specify a resolution to be used for outputting the time quantum values. If no resolution is specified, time quantum values are in milliseconds. If *res* is specified it must be a positive integer between 1 and 1000000000 inclusive, and the resolution used is the reciprocal of *res* in seconds. For example, a *res* value of 10 yields time quantum values expressed in tenths of a second; a *res* value of 1000000 yields time quantum values expressed in microseconds. If the time quantum cannot be expressed as an integer in the

specified resolution, it is rounded up to the next integer in the

of the specified resolution.

-s *file* Sets scheduler parameters for the specified class using the values

in *file*. These values overwrite the current values in memory—they become the parameters that control scheduling of processes in the specified class. The values in *file* must be in the format output by the -g option. Moreover, the values must describe a table that is the same size (has same number of priority levels) as the table being overwritten. Super-user privileges are required in order to

use the -s option.

dispadmin(1M)

Note: The -g and -s options are mutually exclusive: you may not retrieve the table at the same time you are overwriting it.

EXAMPLES

EXAMPLE 1 Retrieving the current scheduler parameters for the real-time class.

The following command retrieves the current scheduler parameters for the real-time class from kernel memory and writes them to the standard output. Time quantum values are in microseconds.

dispadmin -c RT -g -r 1000000

EXAMPLE 2 Overwriting the current scheduler parameters for the real-time class.

The following command overwrites the current scheduler parameters for the real-time class with the values specified in rt.config.

dispadmin -c RT -s rt.config

EXAMPLE 3 Retrieving the current scheduler parameters for the time-sharing class.

The following command retrieves the current scheduler parameters for the time-sharing class from kernel memory and writes them to the standard output. Time quantum values are in nanoseconds.

dispadmin -c TS -g -r 1000000000

EXAMPLE 4 Overwriting the current scheduler parameters for the time-sharing class.

The following command overwrites the current scheduler parameters for the time-sharing class with the values specified in ts.config.

dispadmin -c TS -s ts.config

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

priocntl(1), priocntl(2), rt_dptbl(4), ts_dptbl(4), attributes(5)

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DIAGNOSTICS

dispadmin prints an appropriate diagnostic message if it fails to overwrite the current scheduler parameters due to lack of required permissions or a problem with the specified input file.

dmesg(1M)

NAME | dmesg – collect system diagnostic messages to form error log

SYNOPSIS /usr/bin/dmesg

/usr/sbin/dmesg

DESCRIPTION | dmesg is made obsolete by syslogd(1M) for maintenance of the system error log.

dmesg looks in a system buffer for recently printed diagnostic messages and prints

them on the standard output.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWesu (32-bit)
	SUNWesxu (64-bit)

SEE ALSO syslogd(1M), attributes(5)

NAME

| dmi_cmd – DMI command line interface utility

SYNOPSIS

```
dmi cmd -AL -c compld -g groupId [-dp] [-a attrId] [-m max-count]
     [-r req-mode] [-s hostname]
dmi cmd -CD -c compId [-s hostname]
dmi cmd -CI mif-file [-s hostname]
dmi cmd -CL [-dp] [-c compId] [-m max-count] [-r req-mode] [-s hostname]
dmi cmd -GD -c compld -g groupld [-s hostname]
dmi_cmd -GI schema-file -c compId [-s hostname]
dmi cmd -GL -c compld -g groupld [-dp] [-m max-count] [-r req-mode]
     [-s hostname]
dmi cmd -GM -c compld [-m max-count] [-s hostname]
dmi cmd -h
dmi cmd -ND -c compld -1 language-string [-s hostname]
dmi cmd -NI schema-file -c compld [-s hostname]
dmi cmd -NL -c compld [-s hostname]
dmi cmd -V [-s hostname]
dmi cmd -W config-file [-s hostname]
dmi cmd -X [-s hostname]
```

DESCRIPTION

The dmi_cmd utility provides the ability to:

- Obtain version information about the DMI Service Provider
- Set the configuration to describe the language required by the management application
- Obtain configuration information describing the current language in use for the session
- Install components into the database
- List components in a system to determine what is installed
- Delete an existing component from the database
- Install group schemas to an existing component in the database
- List class names for all groups in a component
- List the groups within a component
- Delete a group from a component
- Install a language schema for an existing component in the database
- List the set of language mappings installed for a specified component
- Delete a specific language mapping for a component

dmi cmd(1M)

List the properties for one or more attributes in a group

The following options are supported:

OPTIONS

-a attrId

Specify an attribute by its ID (positive integer). The

default value is 0.

-AL List the attributes for the specified component.

Specify a component by its ID (positive integer). The -c compld

default value is 0.

-CD Delete the specified component.

-CI mif-file Install the component described in the *mif-file*.

-CL List component information.

-d Display descriptions.

-g groupId Specify a group by its ID (positive integer). The default

value is 0.

-GD Delete a group for the specified component.

-GI schema-file Install the group schema specified in *schema-file*. -GL List the groups for the specified component.

-GM List the class names for the specified component.

Help. Print the command line usage. -h

-1 language-string Specify a language mapping.

-m max-count Specify the maximum number of components to

display.

-ND Delete a language mapping for the specified

component.

-NI schema-file Install the language schema specified in schema-file.

-NL List the language mappings for a specified component.

Display the pragma string. -p

-r reg-mode Specify the request mode. The valid values are:

> DMI_UNIQUE - access the specified item 1

> > (or table row).

DMI_FIRST - access the first item. 2

DMI_NEXT - access the next item. The

default request mode is 1 DMI_UNIQUE.

-s hostname Specify the host machine on which dmispd is running.

The default host is the local host.

 $dmi_cmd(1M)$

-V Version. Prints version information about the DMI

Service Provider.

Set the configuration specified in *config-file* to dmispd. -W config-file

-X Retrieve configuration information describing the

current language in use.

EXIT STATUS The following error values are returned:

Successful completion.

-1 An error occurred.

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsadmi

SEE ALSO dmiget(1M), dmispd(1M), attributes(5) dmiget(1M)

NAME | dmiget - DMI command line retrieval utility

SYNOPSIS dmiget -c compld [-a attrld] [-g groupId] [-s hostname]

dmiget -h

DESCRIPTION The dmiget utility retrieves the table information of a specific component in the DMI

Service Provider.

OPTIONS The following options are supported:

> -a attrId Display the attribute information for the component specified with

> > the -c argument.

-c compId Display all the table information for the specified component.

-g groupId Display all the attribute information in the group specified with

groupId for the component specified with the -c argument

Help. Print the command line usage. -h

-s hostname Specify the host machine on which dmispd is running. The default

host is the local host.

EXIT STATUS The following error values are returned:

Successful completion.

-1An error occurred.

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsadmi

SEE ALSO

 $dmi \ cmd(1M), dmispd(1M), attributes(5)$

NAME dminfo – report information about a device entry in a device maps file **SYNOPSIS** dminfo [-v] [-a] [-f pathname] dminfo [-v] [-a] [-f pathname] -n dev -name... dminfo [-v] [-a] [-f pathname] -d dev -path... dminfo [-v] [-a] [-f pathname] -t dev -type... **dminfo** [-v] [-f pathname] -u dm -entry **DESCRIPTION** dminfo reports and updates information about the device maps(4) file. **OPTIONS** Verbose. Print the requested entry or entries, one line per entry, on the standard output. If no entries are specified, all are printed. -a Succeed if any of the requested entries are found. If used with -v, all entries that match the requested case(s) are printed. -f pathname Use a device_maps file with pathname instead of /etc/security/device_maps. -n dev-name Search by *dev-name*. Search device maps(4) for a *device_name* field matching *dev-name*. This option cannot be used with -d, -t or -u. -d dev-path Search by dev-path. Search device maps(4) for a device special pathname in the *device_list* field matching the *dev-path* argument. This option cannot be used with -n, -t or -u. -t dev-type Search by dev-type. Search device maps(4) for a *device_type* field matching the given *dev-type*. This option cannot be used with -d, -n or -u. -u *dm*-entry Update the device maps(4) file. This option is provided to add entries to the device maps(4) file. The *dm*–*entry* must be a complete device maps(4) file entry. The *dm–entry* has fields, as in the device maps file. It uses the colon (:) as a field separator, and white space as the *device_list* subfield separators. The dm-entry is not made if any fields are missing, or if the *dm–entry* would be a duplicate. The default device maps file can be updated only by the super user. **DIAGNOSTICS** dminfo returns an exit code of 0 if successful, 1 if the request failed, and 2 if the

invocation syntax was incorrect.

dminfo(1M)

FILES | /etc/security/device_maps

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
_	Availability	SUNWcsu

SEE ALSO

bsmconv(1M), device_maps(4), attributes(5)

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME

dmispd – Sun Solstice Enterprise DMI Service Provider

SYNOPSIS

/usr/lib/dmi/dmispd [-h] [-c config-dir] [-d debug-level]

DESCRIPTION

The DMI Service Provider, dmispd, is the core of the DMI solution. Management applications and Component instrumentations communicate with each other through the Service Provider. The Service Provider coordinates and arbitrates requests from the management application to the specified component instrumentations. The Service Provider handles runtime management of the Component Interface (CI) and the Management Interface (MI), including component installation, registration at the MI and CI level, request serialization and synchronization, event handling for CI, and general flow control and housekeeping.

OPTIONS

The following options are supported:

-c config-dir Specify the full path of the directory containing the dmispd.conf

configuration file. The default directory is /etc/dmi/conf.

-d *debug-level* Debug. Levels from 0 to 5 are supported, giving various levels of

debug information. The default is 0, meaning no debug

information is given.

If this option is omitted, then dmispd is run as a daemon process.

-h Help. Print the command line usage.

EXIT STATUS

The following error values are returned:

0 Successful completion.

An error occurred.

FILES

/etc/dmi/conf/dmispd.conf

DMI Service Provider configuration file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsadmi

SEE ALSO

snmpXdmid(1M), attributes(5)

dnskeygen(1M)

NAME

dnskeygen – generate public, private, and shared secret keys for DNS

SYNOPSIS

dnskeygen [[-DHR] *size*] [-F] [-zhu] [-a] [-c] [-p *num*] [-s *num*] -n *name*

DESCRIPTION

The dnskeygen utility is a tool to generate and maintain keys for DNS security with the Domain Name System ("DNS"). Use dnskeygen to generate public and private keys to authenticate zone data or shared secret keys for request and transaction signatures.

dnskeygen stores each key in two files:

K<name>+<algorithm>+<footprint>.private

and

K<name>+<algorithm>+<footprint>.key

The key is stored in a portable format within

K<name>+<alg>+<footprint>.private. The public key is stored in
K<name>+<alg>+<footprint>.private in the DNS zone file format:

<name> IN KEY <flags><algorithm><protocol><exponent|modulus>

The underlying cryptographic math is done by the DNSSAFE and Foundation Toolkit libraries.

OPTIONS

The dnskeygen utility supports the following options:

-D	Generate a DSA/DSS key. The value of <i>size</i> must be one of the following: 512, 576, 640, 704, 768, 832, 896, 960 or 1024.	
-F	Use a large exponent for key generation. Use for RSA only.	
-Н	Generate a HMAC-MD5 key. The value of <i>size</i> must be between 128 and 504.	
-R	Generate an RSA key. The value of <i>size</i> must be between 512 and 4096.	
-a	Cannot use key for authentication.	
-C	Cannot use key for encryption.	
-h	Generate host or service key.	
-n name	Set the key's name to <i>name</i> .	
-р пит	Set the key's protocol field to <i>num</i> . The values for <i>num</i> are as follows:	
	If -z or -h is specified (DNSSEC), this is the default value.	

dnskeygen(1M)

2 Unless specified, the default value for all other options.
--

1 Use this value for TLS.

4 Use this value for IPSEC.

Use this value for ANY.

-s *num* Set the key's strength field to *num*. The default value of *num* is 0.

-u Generate User key, for example, for email.

-z Geenrate Zone key for DNS validation.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	Standard Bind 8.2.2

SEE ALSO

attributes(5)

Eastlake III, D. and Kaufman, C. *RFC* 2065, *Domain Name System Security Extension*. Network Working Group. January 1997.

Vixie, P., Gudmundsson, O., Eastlake III, D., and Wellington, B. *RFC 2845, Secret Key Transaction Authentication for DNS (TSIG)*. Network Working Group. May 2000.

domainname(1M)

NAME

domainname – set or display name of the current domain

SYNOPSIS

domainname [name-of-domain]

DESCRIPTION

Without an argument, domainname displays the name of the current domain, which typically encompasses a group of hosts or passwd entries under the same administration. The domainname command is used by various components of Solaris to resolve names for types such as passwd, hosts and aliases. By default, various naming services such as NIS, NIS+, the Internet Domain Name Service (DNS) and sendmail(1M) use this domainname to resolve names. The domainname is normally a valid Internet domain name.

The domainname for various naming services can also be set by other means. For example, ypinit can be used to specify a different domain for all NIS calls. The file /etc/resolv.conf can be used to specify a different domain for DNS lookups. For sendmail, the domainname can be specified through the sendmail_vars entry in the /etc/nsswitch.conf file, or through the /etc/mail/sendmail.cf file. Only the superuser can set the name of the domain by specifying the new domainname as an argument. The domain name of the machine is usually set during boot-time through the domainname command in the /etc/init.d/inetinit file. If the new domain name is not saved in the /etc/defaultdomain file, the machine will revert back to the old domain after rebooting.

FILES

/etc/defaultdomain

/etc/init.d/inetinit

/etc/mail/sendmail.cf

/etc/nsswitch.conf

/etc/resolv.conf

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

nis+(1), nischown(1), nispasswd(1), hostconfig(1M), named(1M), nisaddcred(1M), sendmail(1M), ypinit(1M), sys-unconfig(1M), aliases(4), hosts(4), nsswitch.conf(4), passwd(4), attributes(5)

NAME |

dr_daemon – Enterprise 10000 Dynamic Reconfiguration daemon

SYNOPSIS

dr daemon [-a]

DESCRIPTION

The dr_daemon is a Remote Procedure Call (RPC) program that provides the interface to the Sun Enterprise 10000 Dynamic Reconfiguration (DR) driver, dr(7D).

There are several applications that run on the SSP that provide a user interface to DR: hostview, the dr shell, and ADR commands (addboard, deleteboard, moveboard, and showusage). See dr(7D). See hostview(1M) in the Sun Enterprise 10000 SSP 3.5 Reference Manual and dr(1M) in the Sun Enterprise 10000 Dynamic Reconfiguration Reference Manual.

This daemon runs only on domains that are running DR version 2.0. To check the DR version that is running on a domain, use the domain_status -m command on the System Service Processor (SSP) 3.5.

OPTIONS

The following options are supported:

-a Disable communications with the Alternate Pathing (AP) daemon. See ap_daemon(1M) in the Sun Enterprise Server Alternate Pathing Reference Manual.

CONFIGURATION INFORMATION

The /platform/SUNW,Ultra-Enterprise-10000/lib/dr_daemon RPC program name is DRPROG, its RPC program number is 300326, and its underlying protocol is TCP. It is invoked as an inetd server using the TCP transport. The UID required for access to the daemon is ssp. This UID can be a non-login UID. The entry for the daemon in the /etc/inetd.conf file is:

```
300326/4 tli rpc/tcp wait root \
/platform/SUNW,Ultra-Enterprise-10000/lib/dr daemon
```

The daemon's only clients are Hostview and DR. Hostview provides a GUI interface; dr(1M) is a command-line interface for non-windowing environments. The DR daemon uses syslog(3) to report status and error messages. These error messages are logged with the LOG_DAEMON facility and the LOG_ERR and LOG_NOTICE priorities. dr_daemon communicates by way of RPC with the Alternate Pathing (AP) daemon to notify the AP software when controllers are attached to and detached from the system, or to gather information about the system configuration. See ap daemon(1M) in the Sun Enterprise Server Alternate Pathing Reference Manual

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdrr.u

SEE ALSO

 $\label{eq:config} \begin{array}{lll} \texttt{add_drv}(1M), \, \texttt{drv_config}(1M), \, \texttt{devlinks}(1M), \, \texttt{disks}(1M), \, \texttt{inetd}(1M), \\ \texttt{ports}(1M), \, \texttt{tapes}(1M), \, \texttt{prtconf}(1M), \, \texttt{syslog}(3), \, \texttt{attributes}(5), \, \texttt{dr}(7D) \end{array}$

dr_daemon(1M)

 $\mathtt{dr}(1M)$ in the Sun Enterprise 10000 Dynamic Reconfiguration Reference Manual

 $\label{local_continuous_status} $$\operatorname{domain_status}(1M)$, $\operatorname{hostview}(1M)$ and $\operatorname{hpost}(1M)$ in the $\mathit{Sun Enterprise}$ 10000 SSP 3.5 $\mathit{Reference Manual}$.$

ap(1M) and $ap_daemon(1M)$ in the Sun Enterprise Server Alternate Pathing Reference Manual

Sun Enterprise Server Alternate Pathing User Guide

NAME |

| drvconfig – configure the /devices directory

SYNOPSIS

DESCRIPTION

devfsadm(1M) is now the preferred command for /dev and /devices and should be used instead of dryconfig.

The default operation of drvconfig is to create the /devices directory tree that describes, in the filesystem namespace, the hardware layout of a particular machine. Hardware devices present on the machine and powered on as well as pseudo-drivers are represented under /devices. Normally this command is run automatically after a new driver has been installed (with add_drv(1M)) and the system has been rebooted.

/etc/minor_perm file

drvconfig reads the /etc/minor_perm file to obtain permission information and applies the permissions only to nodes that it has just created. It does not change permissions on already existing nodes. The format of the /etc/minor_perm file is as follows:

name: minor_name permissions owner group

minor_name may be the actual name of the minor node, or contain shell metacharacters to represent several minor nodes (see sh(1)).

For example:

```
sd:* 0640 root sys
zs:[a-z],cu 0600 uucp uucp
mm:kmem 0640 root bin
```

The first line sets all devices exported by the sd node to 0640 permissions, owned by root, with group sys. In the second line, devices such as a, cu and z, cu exported by the zs driver are set to 0600 permission, owned by uucp, with group uucp. In the third line the kmem device exported by the mm driver is set to 0640 permission, owned by root, with group bin.

OPTIONS

The following options may be of use to system administrators and driver developers:

-i drivername	Only configure the devices for the named driver. The following options are used by the implementation of add_drv(1M) and rem_drv(1M), and may not be supported in future versions of Solaris:
-b	Add a new major number to name binding into the kernel's internal name_to_major tables. This option is not normally used directly, but is used by other utilities such as add_drv(1M). Use of the -b option requires that -i and -m be used also. No /devices entries are created.
-n	Do not try to load and attach any drivers, or if the -i option is given, do not try to attach the driver named <i>drivername</i> .

drvconfig(1M)

-a *alias_name* Add the name *alias_name* to the list of aliases that this driver is

known by. This option, if used, must be used with the -m

major_num, the -b and the -i drivername options.

-c *class_name* The driver being added to the system exports the class *class_name*.

This option is not normally used directly, but is used by other

utilities. It is only effective when used with the -b option.

-m major_num Specify the major number major_num for this driver to add to the

kernel's name to major binding tables.

-r rootdir Build the device tree under the directory specified by rootdir

instead of the default /devices directory.

EXIT STATUS 0 Successful completion.

non-zero An error occurred.

FILES /devices device nodes directory

/etc/minor_perm minor mode permissions

/etc/name_to_major major number binding
/etc/driver classes driver class binding file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:shift} sh(1), add_drv(1M), devlinks(1M), disks(1M), modinfo(1M), modload(1M), modunload(1M), ports(1M), rem_drv(1M), tapes(1M), path_to_inst(4), attributes(5)$

NOTES

This document does not constitute an API. /etc/minor_perm, /etc/name_to_major, /etc/driver_classes, and /devices may not exist or may have different contents or interpretations in a future release. The existence of this notice does not imply that any other documentation that lacks this notice constitutes an API.

NAME

dsvclockd – DHCP service lock daemon

SYNOPSIS

/usr/lib/inet/dsvclockd [-d 1 | 2] [-f] [-v]

DESCRIPTION

dsvclockd is a daemon that works in conjunction with the Dynamic Host Configuration Protocol (DHCP) Data Service Library (libdhcpsvc) to provide synchronization guarantees for DHCP data store modules that want to utilize its services. The daemon is started on demand by libdhcpsvc. The dsvclockd daemon should be started manually only if command line options need to be specified.

OPTIONS

The following options are supported:

-d 1 | 2 Set debug level. Two levels of debugging are currently available, 1

and 2. Level 2 is more verbose.

-f Run in the foreground instead of as a daemon process. When this

option is used, messages are sent to standard error instead of to

syslog(3C).

v Provide verbose output.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdhcsu
Interface Stability	Unstable

SEE ALSO

syslog(3C), attributes(5)

du(1M)

NAME |

du – summarize disk usage

SYNOPSIS

/usr/bin/du [-adkLr] [-o | -s] [file...]

/usr/xpg4/bin/du [-a | -s] [-krx] [file...]

DESCRIPTION

The du utility writes to standard output the size of the file space allocated to, and the size of the file space allocated to each subdirectory of, the file hierarchy rooted in each of the specified files. The size of the file space allocated to a file of type directory is defined as the sum total of space allocated to all files in the file hierarchy rooted in the directory plus the space allocated to the directory itself.

Files with multiple links will be counted and written for only one entry. The directory entry that is selected in the report is unspecified. By default, file sizes are written in 512-byte units, rounded up to the next 512-byte unit.

/usr/xpg4/bin/du

When du cannot obtain file attributes or read directories (see stat(2)), it will report an error condition and the final exit status will be affected.

OPTIONS

The following options are supported for /usr/bin/du and /usr/xpg4/bin/du:

- -a In addition to the default output, report the size of each file not of type directory in the file hierarchy rooted in the specified file. Regardless of the presence of the -a option, non-directories given as *file* operands will always be listed.
- -k Write the files sizes in units of 1024 bytes, rather than the default 512-byte units.
- -s Instead of the default output, report only the total sum for each of the specified files.

/usr/bin/du

The following options are supported for /usr/bin/du only:

- -d Do not cross filesystem boundaries. For example, du -d / reports usage only on the root partition.
- -L Process symbolic links by using the file or directory which the symbolic link references, rather than the link itself.
- Do not add child directories' usage to a parent's total. Without this option, the usage listed for a particular directory is the space taken by the files in that directory, as well as the files in all directories beneath it. This option does nothing if -s is used.
- -r Generate messages about directories that cannot be read, files that cannot be opened, and so forth, rather than being silent (the default).

/usr/xpg4/bin/du

The following options are supported for /usr/xpg4/bin/du only:

-r By default, generate messages about directories that cannot be read, files that cannot be opened, and so forth.

-x When evaluating file sizes, evaluate only those files that have the same device as the file specified by the *file* operand.

OPERANDS

The following operand is supported:

file The path name of a file whose size is to be written. If no *file* is specified, the current directory is used.

OUTPUT

The output from du consists of the amount of the space allocated to a file and the name of the file.

USAGE

See largefile(5) for the description of the behavior of du when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of du: LC_CTYPE, LC_MESSAGES, and NLSPATH.

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- >0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

/usr/bin/du

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
CSI	enabled

/usr/xpg4/bin/du

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWxcu4
CSI	enabled

SEE ALSO

ls(1), stat(2), attributes(5), environ(5), largefile(5), XPG4(5)

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NOTES

A file with two or more links is counted only once. If, however, there are links between files in different directories where the directories are on separate branches of the file system hierarchy, du will count the excess files more than once.

Files containing holes will result in an incorrect block count.

dumpadm(1M)

NAME

dumpadm - configure operating system crash dump

SYNOPSIS

```
/usr/sbin/dumpadm [-nuy] [-c content-type] [-d dump-device] [-m min k | min m | min%] [-s savecore-dir] [-r root-dir]
```

DESCRIPTION

The dumpadm program is an administrative command that manages the configuration of the operating system crash dump facility. A crash dump is a disk copy of the physical memory of the computer at the time of a fatal system error. When a fatal operating system error occurs, a message describing the error is printed to the console. The operating system then generates a crash dump by writing the contents of physical memory to a predetermined dump device, which is typically a local disk partition. The dump device can be configured by way of dumpadm. Once the crash dump has been written to the dump device, the system will reboot.

Fatal operating system errors can be caused by bugs in the operating system, its associated device drivers and loadable modules, or by faulty hardware. Whatever the cause, the crash dump itself provides invaluable information to your support engineer to aid in diagnosing the problem. As such, it is vital that the crash dump be retrieved and given to your support provider. Following an operating system crash, the savecore(1M) utility is executed automatically during boot to retrieve the crash dump from the dump device, and write it to a pair of files in your file system named unix.X and vmcore.X, where X is an integer identifying the dump. Together, these data files form the saved crash dump. The directory in which the crash dump is saved on reboot can also be configured using dumpadm.

By default, the dump device is configured to be an appropriate swap partition. Swap partitions are disk partitions reserved as virtual memory backing store for the operating system, and thus no permanent information resides there to be overwritten by the dump. See swap(1M). To view the current dump configuration, execute dumpadm with no arguments:

```
example# dumpadm
```

```
Dump content: kernel pages
Dump device: /dev/dsk/c0t0d0s1 (swap)
Savecore directory: /var/crash/saturn
```

Savecore enabled: yesWhen no options are specified, dumpadm prints the current crash dump configuration. The example shows the set of default values: the dump content is set to kernel memory pages only, the dump device is a swap disk partition, the directory for savecore files is set to /var/crash/hostname, and savecore is set to run automatically on reboot.

When one or more options are specified, dumpadm verifies that your changes are valid, and if so, reconfigures the crash dump parameters and displays the resulting configuration. You must be root to view or change dump parameters.

OPTIONS

The following options are supported:

-c content-type

Modify the dump configuration so that the crash dump consists of the specified dump content. The content should be one of the following:

kernel Kernel memory pages only.

all All memory pages.

-d dump-device

Modify the dump configuration to use the specified dump device. The dump device may one of the following:

dump-device A specific dump device specified as

an absolute pathname, such as /dev/dsk/ *cNtNdNsN*.

swap If the special token swap is

specified as the dump device, dumpadm examines the active swap entries and selects the most appropriate entry to configure as the dump device. See swap(1M). Refer to the NOTES below for details of the algorithm used to select an appropriate swap entry.

dumpadm uses swap to determine the initial dump device setting.

When the system is first installed,

-m min k | min m | min%

Create a minfree file in the current savecore directory indicating that savecore should maintain at least the specified amount of free space in the file system where the savecore directory is located. The min argument can be one of the following:

k A positive integer suffixed with the

unit k specifying kilobytes.

m A positive integer suffixed with the

unit m specifying megabytes.

% A % symbol, indicating that the

minfree value should be computed as the specified

percentage of the total current size of the file system containing the savecore directory. The savecore

command will consult the minfree file, if present, prior to writing the dump files. If the size of these files would decrease the amount of free disk space below the minfree threshold, no dump files are written and

dumpadm(1M)

an error message is logged. The administrator should immediately clean up the savecore directory to provide adequate free space, and re-execute the savecore command manually. The administrator can also specify an alternate directory on the savecore command-line. Modify the dump configuration to not run savecore -n automatically on reboot. This is not the recommended system configuration; if the dump device is a swap partition, the dump data will be overwritten as the system begins to swap. If savecore is not executed shortly after boot, crash dump retrieval may not be possible. -r root-dir Specify an alternate root directory relative to which dumpadm should create files. If no -r argument is specified, the default root directory "/" is used. -s savecore-dir Modify the dump configuration to use the specified directory to save files written by savecore. The directory should be an absolute path and exist on the system. If upon reboot the directory does not exist, it will be created prior to the execution of savecore. See the NOTES section below for a discussion of security issues relating to access to the savecore directory. The default savecore directory is /var/crash/hostname where is the output of the -n option to the uname(1) command. Forcibly update the kernel dump configuration based -u on the contents of /etc/dumpadm.conf. Normally this option is used only on reboot by the startup script /etc/init.d/savecore, when the dumpadm settings from the previous boot must be restored. Your dump configuration is saved in the configuration file for this purpose. If the configuration file is missing or contains invalid values for any dump properties, the default values are substituted. Following the update, the configuration file is resynchronized with the kernel dump configuration. Modify the dump configuration to automatically run -у savecore on reboot. This is the default for this dump setting.

EXAMPLES

EXAMPLE 1 Reconfiguring The Dump Device To A Dedicated Dump Device:

example# dumpadm -d /dev/dsk/c0t2d0s2

Dump content: kernel pages

Dump device: /dev/dsk/c0t2d0s2 (dedicated)

EXAMPLE 1 Reconfiguring The Dump Device To A Dedicated Dump Device: (Continued)

Savecore directory: /var/crash/saturn Savecore enabled: yes

EXIT STATUS

The following exit values are returned:

- Dump configuration is valid and the specified modifications, if any, were made successfully.
- 1 A fatal error occurred in either obtaining or modifying the dump configuration.
- 2 Invalid command line options were specified.

FILES

/dev/dump
/etc/init.d/savecore
/etc/dumpadm.conf
savecore-directory/minfree

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

uname(1), savecore(1M), swap(1M), attributes(5)

Dump Device Selection

When the special swap token is specified as the argument to dumpadm -d the utility will attempt to configure the most appropriate swap device as the dump device. dumpadm configures the largest swap block device as the dump device; if no block devices are available for swap, the largest swap entry is configured as the dump device. If no swap entries are present, or none can be configured as the dump device, a warning message will be displayed. While local and remote swap files can be configured as the dump device, this is not recommended.

Dump Device/Swap Device Interaction

In the event that the dump device is also a swap device, and the swap device is deleted by the administrator using the swap -d command, the swap command will automatically invoke dumpadm -d swap in order to attempt to configure another appropriate swap device as the dump device. If no swap devices remain or none can be configured as the dump device, the crash dump will be disabled and a warning message will be displayed. Similarly, if the crash dump is disabled and the administrator adds a new swap device using the swap -a command, dumpadm -d swap will be invoked to re-enable the crash dump using the new swap device.

Once dumpadm -d swap has been issued, the new dump device is stored in the configuration file for subsequent reboots. If a larger or more appropriate swap device

dumpadm(1M)

is added by the administrator, the dump device is not changed; the administrator must re-execute dumpadm -d swap to reselect the most appropriate device fom the new list of swap devices.

Minimum Free Space

If the dumpadm -m option is used to create a minfree file based on a percentage of the total size of the file system containing the savecore directory, this value is not automatically recomputed if the file system subsequently changes size. In this case, the administrator must re-execute dumpadm -m to recompute the minfree value. If no such file exists in the savecore directory, savecore will default to a free space threshold of one megabyte. If no free space threshold is desired, a minfree file containing size 0 can be created.

Security Issues

If, upon reboot, the specified savecore directory is not present, it will be created prior to the execution of savecore with permissions 0700 (read, write, execute by owner only) and owner root. It is recommended that alternate savecore directories also be created with similar permissions, as the operating system crash dump files themselves may contain secure information.

NAME |

edquota – edit user quotas for ufs file system

SYNOPSIS

edquota [-p proto_user] username...

edquota -t

DESCRIPTION

edquota is a quota editor. One or more users may be specified on the command line. For each user a temporary file is created with an ASCII representation of the current disk quotas for that user for each mounted ufs file system that has a quotas file, and an editor is then invoked on the file. The quotas may then be modified, new quotas added, etc. Upon leaving the editor, edquota reads the temporary file and modifies the binary quota files to reflect the changes made.

The editor invoked is vi(1) unless the EDITOR environment variable specifies otherwise.

Only the super-user may edit quotas. In order for quotas to be established on a file system, the root directory of the file system must contain a file, owned by root, called quotas. (See quotaon(1M).)

proto_user and *username* can be numeric, corresponding to the UID of a user. Unassigned UIDs may be specified; unassigned names may not. In this way, default quotas can be established for users who are later assigned a UID.

If no options are specified, the temporary file created will have one or more lines of the form

fs *mount_point* blocks (soft = *number*, hard = *number*) inodes (soft = *number*, hard = *number*)

Where a block is considered to be a 1024 byte (1K) block.

The *number* fields may be modified to reflect desired values.

OPTIONS

- -p Duplicate the quotas of the *proto_user* specified for each *username* specified. This is the normal mechanism used to initialize quotas for groups of users.
- -t Edit the soft time limits for each file system. If the time limits are zero, the default time limits in /usr/include/sys/fs/ufs_quota.h are used. The temporary file created will have one or more lines of the form

fs *mount_point* blocks time limit = *number tmunit*, files time limit = *number tmunit*

tmunit may be one of "month", "week", "day", "hour", "min" or "sec"; characters appended to these keywords are ignored, so you may write "months" or "minutes" if you prefer. The *number* and *tmunit* fields may be modified to set desired values. Time limits are printed in the greatest possible time unit such that the value is greater than

edquota(1M)

or equal to one. If "default" is printed after the tmunit, this indicates that the value shown is zero (the default).

USAGE

See largefile(5) for the description of the behavior of edquota when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

FILES

quotas quota file at the file system root

/etc/mnttab table of mounted file systems

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWcsu

SEE ALSO

vi(1), quota(1M), quotacheck(1M), quotaon(1M), repquota(1M), attributes(5), largefile(5), quotactl(7I)

NOTES

quotacheck(1M) must be invoked when setting initial quota limits for users; if not, the quota limit remains 0 and no changes made with edquota will take effect.

Users with a UID greater than 67108864 cannot be given quotas.

NAME | eeprom – EEPROM display and load utility

SPARC | /usr/platform/ platform-name /sbin/eeprom [-] [-f device] [parameter [=value]]

IA /usr/platform/ platform-name /sbin/eeprom [-] [-f device] [-I] [mmu-modlist] [parameter [=value]]

DESCRIPTION

eeprom displays or changes the values of parameters in the EEPROM. It processes parameters in the order given. When processing a *parameter* accompanied by a *value*, eeprom makes the indicated alteration to the EEPROM; otherwise it displays the *parameter*'s value. When given no parameter specifiers, eeprom displays the values of all EEPROM parameters. A ' – ' (hyphen) flag specifies that parameters and values are to be read from the standard input (one *parameter* or *parameter =value* per line).

Only the super-user may alter the EEPROM contents.

eeprom verifies the EEPROM checksums and complains if they are incorrect.

platform-name is the name of the platform implementation and can be found using the
-i option of uname(1).

SPARC

SPARC based systems implement firmware password protection with eeprom using the security-mode, security-password and security-#badlogins properties.

IA EEPROM storage is simulated using a file residing in the platform specific boot area. The /platform/platform-name/boot/solaris/bootenv.rc file simulates EEPROM storage.

Because IA based systems typically implement password protection in the system BIOS, there is no support for password protection in the eeprom program. While it is possible to set the security-mode, security-password and security-#badlogins properties on IA based systems, these properties have no special meaning or behavior on IA based systems.

OPTIONS -f *device* Use *device* as the EEPROM device.

IA Only -I Initialize boot properties on an IA based system. Only init(1M) run-level initialization scripts should use this option.

the system. A value of 0x2 disables the use of ACPI.

The default value is 0x0.

mmu-modlist A colon-separated list of candidate modules that

implement memory management. If *mmu-modlist* is defined, it overrides the default list derived from the memory configuration on IA based systems. Instead,

the first module in the list that is found in

/platform/platform-name/kernel/mmu is used.

NVRAM CONFIGURATION PARAMETERS

Not all OpenBoot systems support all parameters. Defaults may vary depending on the system and the PROM revision.

auto-boot? If true, boot automatically after power-on or reset.

Defaults to true.

ansi-terminal? Configuration variable used to control the behavior of

the terminal emulator. The value false makes the terminal emulator stop interpreting ANSI escape sequences, instead just echoing them to the output

device. Default value: true.

boot-command Command executed if auto-boot? is true. Default

value is boot.

boot-device Device from which to boot. boot-device may contain 0 or

more device specifiers separated by spaces. Each device specifier may be either a prom device alias or a prom device path. The boot prom will attempt to open each successive device specifier in the list beginning with the first device specifier. The first device specifier which opens successfully will be used as the device to

boot from. Defaults to disk net.

boot-file File to boot (an empty string lets the secondary booter

choose default). Defaults to empty string.

boot-from Boot device and file (OpenBoot PROM version 1.x

only). Defaults to vmunix.

boot-from-diag Diagnostic boot device and file (OpenBoot PROM

version 1.x only). Defaults to le() unix.

com*X*-noprobe Where *X* is the number of the serial port, prevents

device probe on serial port *X*.

diag-device Diagnostic boot source device. Defaults to net.

diag-file File from which to boot in diagnostic mode. Defaults to

empty string.

diag-level Diagnostics level. Values include off, min, max and

menus. There may be additional platform-specific values. When set to off, POST is not called. If POST is called, the value is made available as an argument to, and is interpreted by POST. The default value is

platform-dependent.

diag-switch? If true, run in diagnostic mode. Defaults to true.

error-reset-recovery Recover after an error reset trap. The default setting is

platform-specific.

On platforms supporting this variable, it replaces the

watchdog-reboot?, watchdog-sync?,

redmode-reboot?, redmode-sync?, sir-sync?,

and xir-sync? parameters.

The options are:

none Print a message describing the reset trap

and go to OpenBoot PROM's user interface,

aka OK prompt.

sync Invoke OpenBoot PROM's sync word after

the reset trap. Some platforms may treat this as none after an externally initiated reset

(XIR) trap.

boot Reboot after the reset trap. Some platforms

may treat this as none after an XIR trap.

fcode-debug? If true, include name parameter for plug-in device

FCodes. Defaults to false.

hardware-revision System version information.

input-device Input device used at power-on (usually keyboard,

ttya, or ttyb). Defaults to keyboard.

keyboard-click? If true enable keyboard click. Defaults to false.

keymap for custom keyboard.

last-hardware-update System update information.

load-base Default load address for client programs. Default value

is 16384.

local-mac-address? If true, network drivers use their own MAC address,

not system's. Defaults to false.

mfg-mode Manufacturing mode argument for POST. Possible

values include off or chamber. The value is passed as

an argument to POST. Default value: off.

mfg-switch? If true, repeat system self-tests until interrupted with

STOP-A. Defaults to false.

nvramrc Contents of NVRAMRC. Defaults to empty.

oem-banner Custom OEM banner (enabled by setting

oem-banner? to true). Defaults to empty string.

oem-banner? If true, use custom OEM banner. Defaults to false.

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oem-logo	Byte array custom OEM logo (enabled by setting oem-logo? to true). Displayed in hexadecimal.
oem-logo?	If true, use custom OEM logo (else, use Sun logo). Defaults to false.
output-device	Output device used at power-on (usually screen, ttya, or ttyb). Defaults to screen.
redmode-reboot?	Specify true to reboot after a redmode reset trap. Defaults to true. (Sun Enterprise 10000 only.)
redmode-sync?	Specify true to invoke OpenBoot PROM's sync word after a redmode reset trap. Defaults to false. (Sun Enterprise 10000 only.)
sbus-probe-list	Which SBus slots are probed and in what order. Defaults to 0123.
screen-#columns	Number of on-screen columns (characters/line). Defaults to 80.
screen-#rows	Number of on-screen rows (lines). Defaults to 34.
scsi-initiator-id	SCSI bus address of host adapter, range 0-7. Defaults to 7.
sd-targets	Map SCSI disk units (OpenBoot PROM version 1. <i>x</i> only). Defaults to 31204567, which means that unit 0 maps to target 3, unit 1 maps to target 1, and so on.
security-#badlogins	Number of incorrect security password attempts.
	This property has no special meaning or behavior on IA based systems.
security-mode	Firmware security level (options: none, command, or full). If set to command or full, system will prompt for PROM security password. Defaults to none.
	This property has no special meaning or behavior on IA based systems.
security-password	Firmware security password (never displayed). Can be set only when security-mode is set to command or full.
	This property has no special meaning or behavior on IA based systems.
	example# eeprom security-password= Changing PROM password: New password: Retype new password:

selftest-#megs Megabytes of RAM to test. Ignored if diag-switch?

is true. Defaults to 1.

sir-sync? Specify true to invoke OpenBoot PROM's sync word

after a software-initiated reset (SIR) trap. Defaults to

false. (Sun Enterprise 10000 only.)

skip-vme-loopback? If true, POST does not do VMEbus loopback tests.

Defaults to false.

st-targets Map SCSI tape units (OpenBoot PROM version 1.x

only). Defaults to 45670123, which means that unit 0 maps to target 4, unit 1 maps to target 5, and so on.

sunmon-compat? If true, display Restricted Monitor prompt (>).

Defaults to false.

testarea One-byte scratch field, available for read/write test.

Defaults to 0.

tpe-link-test? Enable 10baseT link test for built-in twisted pair

Ethernet. Defaults to true.

ttya-mode TTYA (baud rate, #bits, parity, #stop, handshake).

Defaults to 9600, 8, n, 1, -.

Fields, in left-to-right order, are:

baud rate: 110, 300, 1200, 4800, 9600 . . .

data bits: 5, 6, 7, 8

parity: n(none), e(even), o(odd), m(mark),

s(space)

stop bits: 1, 1.5, 2

handshake: –(none), h(hardware:rts/cts),

s(software:xon/xoff)

ttyb-mode TTYB (baud rate, #bits, parity, #stop, handshake).

Defaults to 9600, 8, n, 1, -.

Fields, in left-to-right order, are:

baud rate: 110, 300, 1200, 4800, 9600 . . .

data bits: 5, 6, 7, 8 stop bits: 1, 1.5, 2

parity: n(none), e(even), o(odd), m(mark),

s(space)

handshake: -(none), h(hardware:rts/cts),

s(software:xon/xoff)

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ttya-ignore-cd	If true, operating system ignores carrier-detect on
1 11 10 10 10 10 10 10 10 10 10 10 10 10	

TTYA. Defaults to true.

ttyb-ignore-cd If true, operating system ignores carrier-detect on

TTYB. Defaults to true.

ttya-rts-dtr-off If true, operating system does not assert DTR and RTS

on TTYA. Defaults to false.

ttyb-rts-dtr-off If true, operating system does not assert DTR and RTS

on TTYB. Defaults to false.

use-nvramrc? If true, execute commands in NVRAMRC during

system start-up. Defaults to false.

version2? If true, hybrid (1.x/2.x) PROM comes up in version

2.x. Defaults to true.

watchdog-reboot? If true, reboot after watchdog reset. Defaults to

false.

watchdog-sync? Specify true to invoke OpenBoot PROM's sync word

after a watchdog reset trap. Defaults to false. (Sun

Enterprise 10000 only.)

xir-sync? Specify true to invoke OpenBoot PROM's sync word

after an XIR trap. Defaults to false. (Sun Enterprise

10000 only.)

EXAMPLES

EXAMPLE 1 Changing the number of megabytes of RAM.

The following example demonstrates the method for changing from one to two the number of megabytes of RAM that the system will test.

```
example# eeprom selftest-#megs
selftest-#megs=1
example# eeprom selftest-#megs=2
example# eeprom selftest-#megs
selftest-#megs=2
```

EXAMPLE 2 Setting the auto-boot? parameter to true.

The following example demonstrates the method for setting the auto-boot? parameter to true.

```
example# eeprom auto-boot?=true
```

When the eeprom command is executed in user mode, the parameters with a trailing question mark (?) need to be enclosed in double quotation marks (" ") to prevent the shell from interpreting the question mark. Preceding the question mark with an escape character (\) will also prevent the shell from interpreting the question mark.

EXAMPLE 2 Setting the auto-boot? parameter to true. (*Continued*)

example% eeprom "auto-boot?"=true

FILES

/dev/openprom

device file

/usr/platform/platform-name/sbin/eeprom

Platform-specific version of eeprom. Use uname -i. to obtain platform-name.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

passwd(1), init(1M), sh(1), uname(1), attributes(5)

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efdaemon(1M)

NAME | efdaemon – embedded FCode interpreter daemon

SYNOPSIS /usr/lib/efcode/sparcv9/efdaemon [-d]

DESCRIPTION efdaemon, the embedded FCode interpreter daemon, invokes the embedded FCode

interpreter when the daemon receives an interpretation request. A new session of the

interpreter is started for each unique request by invoking the script

/usr/lib/efcode/efcode.

efdaemon is used on selected platforms as part of the processing of some dynamic

reconfiguration events.

OPTIONS The following option is supported:

-d Set debug output. Log debug messages as LOG DEBUG level

messages by using syslog(). See syslog(3C).

FILES /dev/fcode

FCode interpreter pseudo device, which is a portal for receipt of FCode

interpretation requests

/usr/lib/efcode/efcode

Shell script that invokes the embedded FCode interpreter

/usr/lib/efcode/interpreter

Embedded FCode interpreter

/usr/lib/efcode/sparcv9/interpreter

Embedded FCode interpreter

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWefcx, SUNWefcr, SUNWefclx

SEE ALSO

prtconf(1M), syslog(3C), attributes(5)

NAME | fbconfig – Frame Buffer configuration utility

SYNOPSIS

```
fbconfig [-list | -help ]
```

fbconfig [-dev device_filename] [-prconf] [-propt] [-res]

fbconfig [-dev device_filename] [-res resolution-specification] device_specifie_options

DESCRIPTION

fbconfig is the generic command line interface to query and configure frame buffer attributes.

The following form of fbconfig is the interface for the device independent operations performed by fbconfig:

The following form of fbconfig is the interface for configuring a frame buffer:

```
fbconfig [-dev device_filename] [-prconf] [-propt] [-res]
```

If the -dev option is omitted, the default frame buffer (/dev/fb or /dev/fb0) is assumed. In the absence of specific options, the response will depend upon the device specific configuration program and how it responds to no options

OPTIONS

The following options are supported:

-dev device filename

Specify the FFB special file. The default is /dev/fbs/ffb0.

Print the fbconfig command usage summary. This is the default option.

Print the list of installed frame buffers and associated device specific configuration routines.

Device Filename	Specific Config Program
/dev/fbs/ffb0	SUNWffb_config
/dev/fbs/ffb1	SUNWffb_config
/dev/fbs/m640	SUNWm64_config
/dev/fbs/cgsix0	not configurable

Print the current hardware configuration.

-propt

Print the current software configuration.

OPERANDS

The following operands are supported:

device_specific_options device_specific_options are specified in the format shown by the -help output, or the corresponding

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device-specific man page.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfbc

SEE ALSO

afbconfig(1M), ffbconfig(1M), attributes(5)

LIMITATIONS

Because of limitations in the m64 kernel driver and related software, fbconfig (with the -prconf option) is unable to distinguish between a current depth of 24 or 8+24. The -propt option returns the depth specified in the OWconfig file, which will be in effect following the next restart of the window system. The xwininfo utility, usually shipped in the package containing frame buffer software (such as SUNWxwplt), reports current depth of a specified window.

NAME

fdetach – detach a name from a STREAMS-based file descriptor

SYNOPSIS

fdetach path

DESCRIPTION

The fdetach command detaches a STREAMS-based file descriptor from a name in the file system. Use the *path* operand to specify the path name of the object in the file system name space, which was previously attached. See fattach(3C).

The user must be the owner of the file or a user with the appropriate privileges. All subsequent operations on *path* will operate on the underlying file system entry and not on the STREAMS file. The permissions and status of the entry are restored to the state they were in before the STREAMS file was attached to the entry.

OPERANDS

The following operands are supported:

path

Specifies the the path name of the object in the file system name space, which was previously attached.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fattach(3C), fdetach(3C), attributes(5), streamio(7I)

STREAMS Programming Guide

NAME |

fdisk – create or modify fixed disk partition table

SYNOPSIS

DESCRIPTION

This command is used to create and modify the partition table, and to install the master boot (IA only) record that is put in the first sector of the fixed disk. This table is used by the first-stage bootstrap (or firmware) to identify parts of the disk reserved for different operating systems, and to identify the partition containing the second-stage bootstrap (the *active* Solaris partition). The *rdevice* argument must be used to specify the raw device associated with the fixed disk, for example, /dev/rdsk/c0t0d0p0.

The program can operate in three different modes. The first is interactive mode. In interactive mode, the program displays the partition table as it exists on the disk, and then presents a menu allowing the user to modify the table. The menu, questions, warnings, and error messages are intended to be self-explanatory.

In interactive mode, if there is no partition table on the disk, the user is given the options of creating a default partitioning or specifying the initial table values. The default partitioning allocates the entire disk for the Solaris system and makes the Solaris system partition active. In either case, when the initial table is created, fdisk also writes out the first-stage bootstrap (IA only) code along with the partition table.

The second mode of operation is used for automated entry addition, entry deletion, or replacement of the entire fdisk table. This mode can add or delete an entry described on the command line. In this mode the entire fdisk table can be read in from a file replacing the original table. fdisk can also be used to create this file. There is a command line option that will cause fdisk to replace any fdisk table with the default of the whole disk for the Solaris system.

The third mode of operation is used for disk diagnostics. In this mode, a section of the disk can be filled with a user specified pattern, and mode sections of the disk can also be read or written.

Menu Options

The menu options for interactive mode given by the fdisk program are:

Create a partition

This option allows the user to create a new partition. The maximum number of partitions is 4. The program will ask for the type of the partition (SOLARIS, MS-DOS, UNIX, or other). It will then ask for the size of the partition as a percentage of the disk. The user may also enter the letter c at this point, in which case the program will ask for the starting cylinder number and size of the partition in cylinders. If a c is not entered, the program will determine the starting cylinder number where the partition will fit. In either case, if the partition would overlap an existing partition or will not fit, a message is displayed and the program returns to the original menu.

Change Active (Boot from) partition

This option allows the user to specify the partition where the first-stage bootstrap will look for the second-stage bootstrap, otherwise known as the *active* partition.

Delete a partition

This option allows the user to delete a previously created partition. Note that this will destroy all data in that partition.

Use the following options to include your modifications to the partition table at this time or to cancel the session without modifying the table:

Exit

This option writes the new version of the table created during this session with fdisk out to the fixed disk, and exits the program.

Cancel

This option exits without modifying the partition table.

OPTIONS

The following options apply to fdisk:

-A *id:act:bhead:bsect:bcyl:ehead:esect:ecyl:rsect:numsect*Add a partition as described by the argument (see the -F option below for the format). Use of this option will zero out the VTOC on the Solaris partition if the fdisk table changes.

-b master_boot

Specify the file *master_boot* as the master boot program. The default master boot program is /usr/lib/fs/ufs/mboot.

-B

Default to one Solaris partition that uses the whole disk.

- d

Turn on verbose *debug* mode. This will cause fdisk to print its state on stderr as it is used. The output from this option should not be used with -F.

-D id:act:bhead:bsect:bcyl:ehead:esect:ecyl:rsect:numsect

Delete a partition as described by the argument (see the -F option below for the format). Note that the argument must be an exact match or the entry will not be deleted! Use of this option will zero out the VTOC on the Solaris partition if the fdisk table changes.

-F fdisk file

Use fdisk file *fdisk_file* to initialize table. Use of this option will zero out the VTOC on the Solaris partition if the fdisk table changes.

The $fdisk_file$ contains up to four specification lines. Each line is delimited by a new-line character (\n). If the first character of a line is an asterisk (*), the line is treated as a comment. Each line is composed of entries that are position-dependent, are separated by "white space" or colons, and have the following format:

id act bhead bsect bcyl ehead esect ecyl rsect numsect

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where the entries have the following values:		
id	This is the type of partition and the correct numeric values may be found in fdisk.h.	
act	This is the active partition flag; 0 means not active and 128 means active.	
bhead	This is the head where the partition starts. If this is set to 0, fdisk will correctly fill this in from other information.	
bsect	This is the sector where the partition starts. If this is set to 0, fdisk will correctly fill this in from other information.	
bcyl	This is the cylinder where the partition starts. If this is set to 0, fdisk will correctly fill this in from other information.	
ehead	This is the head where the partition ends. If this is set to 0, fdisk will correctly fill this in from other information.	
esect	This is the sector where the partition ends. If this is set to 0, fdisk will correctly fill this in from other information.	
ecyl	This is the cylinder where the partition ends. If this is set to 0,	

partition starts. This must be specified and can be used by fdisk to fill in other fields.

numsect The size in sectors of this disk partition. This must be specified

and can be used by fdisk to fill in other fields.

fdisk will correctly fill this in from other information.

The relative sector from the beginning of the disk where the

-g
Get the label geometry for disk and display on stdout (see the -S option for the format).

-G
 Get the physical geometry for disk and display on stdout (see the -S option for the format).

Issue verbose message; message will list all options and supply an explanation for each.

Forgo device checks. This is used to generate a file image of what would go on a disk without using the device. Note that you must use -S with this option (see above).

-n
Don't update fdisk table unless explicitly specified by another option. If no other options are used, -n will only write the master boot record to the disk. In addition, note that fdisk will not come up in interactive mode if the -n option is specified.

rsect

-o offset

Block offset from start of disk. This option is used for -P, -r, and -w. Zero is assumed when this option is not used.

-P fill_patt

Fill disk with pattern *fill_patt*. *fill_patt* can be decimal or hex and is used as number for constant long word pattern. If *fill_patt* is #, then pattern is block # for each block. Pattern is put in each block as long words and fills each block (see -o and -s).

-1

Read from disk and write to stdout. See -o and -s, which specify the starting point and size of the operation.

-F

Treat disk as read-only. This is for testing purposes.

-s size

Number of blocks to perform operation on (see -o).

-S geom_file

Set the label geometry to the content of the <code>geom_file</code>. The <code>geom_file</code> contains one specification line. Each line is delimited by a new-line character (\n). If the first character of a line is an asterisk (*), the line is treated as a comment. Each line is composed of entries that are position-dependent, are separated by white space, and have the following format:

pcyl ncyl acyl bcyl nheads nsectors sectsiz

where the entries have the following values:

pcyl This is the number of physical cylinders for the drive.ncyl This is the number of usable cylinders for the drive.acyl This is the number of alt cylinders for the drive.

bcyl This is the number of offset cylinders for the drive (should be

zero).

nheads The number of heads for this drive.nsectors The number of sectors per track.

sectsiz The size in bytes of a sector.

-t

Adjust incorrect slice table entries so that they will not cross partition table boundaries.

- T

Remove incorrect slice table entries that span partition table boundaries.

fdisk(1M)

- v

Output the HBA (virtual) geometry dimensions. This option must be used in conjunction with the -W flag. This option will work for platforms which support virtual geometry. (IA only)

– w

Write to disk and read from stdin. See -o and -s, which specify the starting point and size of the operation.

-W -

Output the disk table to stdout.

-W fdisk_file

Create an fdisk file fdisk_file from disk table. This can be used with the -F option below.

FILES

/dev/rdsk/c0t0d0p0 Raw device associated with the fixed disk.

/usr/lib/fs/ufs/mboot Default master boot program.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Architecture	IA	
Availability	SUNWcsu	

SEE ALSO

uname(1), fmthard(1M), prtvtoc(1M) attributes(5)

DIAGNOSTICS

Most messages will be self-explanatory. The following may appear immediately after starting the program:

Fdisk: cannot open <device>

This indicates that the device name argument is not valid.

Fdisk: unable to get device parameters for device <device>

This indicates a problem with the configuration of the fixed disk, or an error in the fixed disk driver.

Fdisk: error reading partition table

This indicates that some error occurred when trying initially to read the fixed disk. This could be a problem with the fixed disk controller or driver, or with the configuration of the fixed disk.

Fdisk: error writing boot record

This indicates that some error occurred when trying to write the new partition table out to the fixed disk. This could be a problem with the fixed disk controller, the disk itself, the driver, or the configuration of the fixed disk.

NAME | ff – list file names and statistics for a file system

SYNOPSIS

ff [-F FSType] [-V] [generic_options] [-0 specific_options] special...

DESCRIPTION

ff prints the pathnames and inode numbers of files in the file system which resides on the special device special. Other information about the files may be printed using options described below. Selection criteria may be used to instruct ff to only print information for certain files. If no selection criteria are specified, information for all files considered will be printed (the default); the -i option may be used to limit files to those whose inodes are specified.

Output is sorted in ascending inode number order. The default line produced by ff is: path-name i-number

The maximum information the command will provide is:

path-name i-number size uid

OPTIONS

-F	should either be sp /etc/vfstab by	on which to operate. The FSType recified here or be determinable from matching the special with an entry in sulting /etc/default/fs.
-V	Echo the complete command line, but do not execute the command. The command line is generated by using the options and arguments provided by the user and adding to them information derived from /etc/vfstab. This option may be used to verify and validate the command line.	
generic_options	Options that are supported by most FSType-specific modules of the command. The following options are available:	
	-I	Do not print the i-node number after each path name.
	-1	Generate a supplementary list of all path names for multiply-linked files.
	-p prefix	The specified <i>prefix</i> will be added to each generated path name. The default is '.' (dot).
	- S	Print the file size, in bytes, after each path name.

		-u	Print the owner's login name after each path name.
		-a -n	Select if the file has been accessed in n days.
		-m - <i>n</i>	Select if the file has been written or created in n days.
		-c -n	Select if file's status has been changed in <i>n</i> days.
		-n file	Select if the file has been modified more recently than the argument file.
		-i i-node-list	Generate names for only those i-nodes specified in <i>i-node-list</i> . <i>i-node-list</i> is a list of numbers separated by commas (with no intervening spaces).
	-0	(without space keyword-attr	ve-specific options in a comma separated ces) list of suboptions and ribute pairs for interpretation by the fic module of the command.
OPERANDS	special A special	device.	
USAGE	See largefile(5) for the description of the behavior of ff when encountering files greater than or equal to 2 Gbyte (2 ³¹ bytes).		
FILES	/etc/default/fs		file system type. Default values can be set ving flags in /etc/default/fs. For CAL=ufs
			ne default partition for a command if no SType is specified.
	/etc/vfstab	list of default	parameters for each file system
ATTRIBUTES	See attributes(5) for descr	riptions of the f	ollowing attributes:
	ATTRIBUTE TYPE		ATTRIBUTE VALUE
	Availability		SUNWcsu
SEE ALSO	find(1), ncheck(1M), stat(pages for the FSType-specific		attributes(5), largefile(5) Manual

pages for the *FSType*-specific modules of ff.

This command may not be supported for all FSTypes. NOTES

The -a, -m, and -c flags examine the st_atime , st_mtime , and st_ctime fields of the stat structure respectively. (See stat(2).)

ffbconfig(1M)

NAME

ffbconfig, SUNWffb_config - configure the FFB Graphics Accelerator

SYNOPSIS

/usr/sbin/ffbconfig [-dev device-filename] [-res video-mode [now | try] [noconfirm | nocheck]] [-file | machine | system] [-deflinear | true | false] [-defoverlay | true | false] [-linearorder | first | last] [-overlayorder | first | last] [-expvis | enable disable] [-sov | enable | disable] [-maxwids n] [-extovl | enable | disable] [-g gamma-correction-value] [-gfile gamma-correction-file] [-propt] [-prconf] [-defaults]

/usr/sbin/ffbconfig [-propt] [-prconf] /usr/sbin/ffbconfig [-help] [-res ?]

DESCRIPTION

ffbconfig configures the FFB Graphics Accelerator and some of the X11 window system defaults for FFB.

The first form of ffbconfig stores the specified options in the OWconfig file. These options will be used to initialize the FFB device the next time the window system is run on that device. Updating options in the OWconfig file provides persistence of these options across window system sessions and system reboots.

The second and third forms of ffbconfig, which invoke only the -prconf, -propt, -help, and -res? options do not update the OWconfig file. Additionally, for the third form all other options are ignored.

Options may be specified for only one FFB device at a time. Specifying options for multiple FFB devices requires multiple invocations of ffbconfig.

Only FFB-specific options can be specified through ffbconfig. The normal window system options for specifying default depth, default visual class and so forth are still specified as device modifiers on the openwin command line. See the OpenWindows Desktop Reference Manual for details.

The user can also specify the OWconfig file that is to be updated. By default, the machine-specific file in the /etc/openwin directory tree is updated. The -file option can be used to specify an alternate file to use. For example, the system-global OWconfig file in the /usr/openwin directory tree can be updated instead.

Both of these standard OWconfig files can only be written by root. Consequently, the ffbconfig program, which is owned by the root user, always runs with setuid root permission.

OPTIONS

-dev device-filename

Specifies the FFB special file. The default is /dev/fbs/ffb0.

-file machine | system

Specifies which OWconfig file to update. If machine, the machine-specific OWconfig file in the /etc/openwin directory tree is used. If system, the global OWconfig file in the /usr/openwin directory tree is used. If the file does not exist, it is created.

-res video-mode [now | try [noconfirm | nocheck]]

Specifies the video mode used to drive the monitor connected to the specified FFB device.

video-mode has the format of *widthxheightxrate* where *width* is the screen width in pixels, *height* is the screen height in pixels, and *rate* is the vertical frequency of the screen refresh.

The s suffix, as in 960x680x112s and 960x680x108s, indicates stereo video modes. The i suffix, as in 640x480x60i and 768x575x50i, indicates interlaced video timing. If absent, non-interlaced timing will be used.

-res (the third form in the SYNOPSIS) also accepts formats with @ (at sign) in front of the refresh rate instead of x. 1280x1024@76 is an example of this format.

Some video-modes are supported only on certain revisions of FFB. Also, some video-modes, supported by FFB, may not be supported by the monitor. The list of video-modes supported by the FFB device and the monitor can be obtained by running ffbconfig with the -res? option.

The following table lists all possible video modes supported on FFB:

Name	Description
1024x768x60	
1024x768x70	
1024x768x75	
1024x768x77	
1024x800x84	
1152x900x66	
1152x900x76	
1280x800x76	
1280x1024x60	
1280x1024x67	
1280x1024x76	
960x680x112s	(stereo)
960x680x108s	(stereo)
640x480x60	
640x480x60i	(interlaced)

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Name	Description
768x575x50i	(interlaced)
1440x900x76	(hi-res)
1600x1000x66	(hi-res)
1600x1000x76i	(hi-res)
1600x1280x76	(hi-res)
1920x1080x72	(hi-res)
1920x1200x70	(hi-res)

Symbolic names

For convenience, some video modes have symbolic names defined for them. Instead of the form <code>widthxheightxrate</code>, one of these names may be supplied as the argument to <code>-res</code>. The meaning of the symbolic name none is that when the window system is run the screen resolution will be the video mode that is currently programmed in the device.

Name	Corresponding Video Mode
svga	1024x768x60
1152	1152x900x76
1280	1280x1024x76
stereo	960x680x112s
ntsc	640x480x60i
pal	768x575x50i
none	(video mode currently programmed in device)

The -res option also accepts additional, optional arguments immediately following the video mode specification. Any or all of these may be present.

now

Specifies that the FFB device will be immediately programmed to display this video mode, in addition to updating the video mode in the OWconfig file. This option is useful for changing the video mode before starting the window system.

It is inadvisable to use this suboption with ffbconfig while the configured device is being used (for example, while running the window system); unpredictable results may occur. To run ffbconfig with the now suboption, first bring the

window system down. If the now suboption is used within a window system session, the video mode will be changed immediately, but the width and height of the affected screen won't change until the window system is exited and re-entered. In addition, the system may not recognize changes in stereo mode. Consequently, this usage is strongly discouraged.

noconfirm

Instructs ffbconfig to bypass confirmation and and warning messages and to program the requested video mode anyway.

Using the -res option, the user could potentially put the system into an usable state, a state where there is no video output. This can happen if there is ambiguity in the monitor sense codes for the particular code read. To reduce the chance of this, the default behavior of ffbconfig is to print a warning message to this effect and to prompt the user to find out if it is okay to continue. This option is useful when ffbconfig is being run from a shell script.

nocheck

Suspends normal error checking based on the monitor sense code. The video mode specified by the user will be accepted regardless of whether it is appropriate for the currently attached monitor. This option is useful if a different monitor is to be connected to the FFB device. Note: Use of this option implies noconfirm as well.

try

Programs the specified video mode on a trial basis. The user will be asked to confirm the video mode by typing y within 10 seconds. The user may also terminate the trial before 10 seconds are up by typing any character. Any character other than y or RETURN is considered a no and the previous video mode will be restored and ffbconfig will not change the video mode in the OWconfig file and other options specified will still take effect. If a RETURN is pressed, the user is prompted for a yes or no answer on whether to keep the new video mode. This option implies the now suboption (see the warning note on the now suboption).

-deflinear true | false

FFB possesses two types of visuals: linear and nonlinear. Linear visuals are gamma corrected and nonlinear visuals are not. There are two visuals that have both linear and nonlinear versions: 24-bit TrueColor and 8-bit StaticGray.

- -deflinear true sets the default visual to the linear visual that satisfies other specified default visual selection options. Specifically, the default visual selection options are those set by the Xsun (1) defdepth and defclass options. See *OpenWindows Desktop Reference Manual* for details.
- -deflinear false (or if there is no linear visual that satisfies the other default visual selection options) sets the default visual to t the non-linear visual as the default.

This option cannot be used when the -defoverlay option is present, because FFB does not possess a linear overlay visual.

ffbconfig(1M)

-defoverlay true | false

FFB provides an 8-bit PseudoColor visual whose pixels are disjoint from the rest of the FFB visuals. This is called the overlay visual. Windows created in this visual will not damage windows created in other visuals. The converse, however, is not true. Windows created in other visuals will damage overlay windows. This visual has 256 maxwids of opaque color values. See -maxwids in OPTIONS.

If -defoverlay is true, the overlay visual will be made the default visual. If -defoverlay is false, the nonoverlay visual that satisfies the other default visual selection options, such as defdepth and defclass, will be chosen as the default visual. See the *OpenWindows Desktop Reference Manual* for details.

Whenever -defoverlay true is used, the default depth and class chosen on the openwin command line must be 8-bit PseudoColor. If not, a warning message will be printed and the -defoverlay option will be treated as false. This option cannot be used when the -deflinear option is present, because FFB doesn't possess a linear overlay visual.

-linearorder first | last

If first, linear visuals will come before their non-linear counterparts on the X11 screen visual list for the FFB screen. If last, the nonlinear visuals will come before the linear ones.

-overlayorder first | last

If true, the depth 8 PseudoColor Overlay visual will come before the non-overlay visual on the X11 screen visual list for the FFB screen. If false, the non-overlay visual will come before the overlay one.

-expvis enable | disable

If enabled, OpenGL Visual Expansion will be activated. Multiple instances of selected visual groups (8-bit PseudoColor, 24-bit TrueColor and so forth) can be found in the screen visual list.

-sov enable | disable

Advertises the root window's SERVER_OVERLAY_VISUALS property. SOV visuals will be exported and their transparent types, values and layers can be retrieved through this property. If -sov disable is specified, the SERVER_OVERLAY_VISUALS property will not be defined. SOV visuals will not be exported.

-maxwids n

Specifies the maximum number of FFB X channel pixel values that are reserved for use as window sIDs (WIDs). The remainder of the pixel values in overlay colormaps are used for normal X11 opaque color pixels. The reserved WIDs are allocated on a first-come first-serve basis by 3D graphics windows (such as XGL), MBX windows, and windows that have a non-default visual. The X channel codes 0 to (255-n) will be opaque color pixels. The X channel codes (255-n+1) to 255 will be reserved for use as WIDs. Legal values on FFB2 are: 1, 2, 4, 8, 16, and 32. Legal values on FFB2+ are: 1, 2, 4, 8, 16, 32, and 64.

-extovl enable | disable

This option is available only on FFB2+. If enabled, extended overlay is available. The overlay visuals will have 256 opaque colors. The SOV visuals will have 255 opaque colors and 1 transparent color. This option enables hardware supported transparency which provides better performance for windows using the SOV visuals.

-g gamma-correction value

This option is available only on FFB2+. This option allows changing the gamma correction value. All linear visuals provide gamma correction. By default the gamma correction value is 2.22. Any value less than zero is illegal. The gamma correction value is applied to the linear visual, which then has an effective gamma value of 1.0, which is the value returned by XSolarisGetVisualGamma(3). See XSolarisGetVisualGamma(3) for a description of that function.

This option can be used while the window system is running. Changing the gamma correction value will affect all the windows being displayed using the linear visuals.

-gfile gamma-correction file

This option is available only on FFB2+. This option loads gamma correction table from the specified file. This file should be formatted to provide the gamma correction values for R, G and B channels on each line. This file should provide 256 triplet values, each in hexadecimal format and separated by at least 1 space. Following is an example of this file:

```
0x00 0x00 0x00
0x01 0x01 0x01
0x02 0x02 0x02
...
0xff 0xff 0xff
```

Using this option, the gamma correction table can be loaded while the window system is running. The new gamma correction will affect all the windows being displayed using the linear visuals. Note, when gamma correction is being done using user specified table, the gamma correction value is undefined. By default, the window system assumes a gamma correction value of 2.22 and loads the gamma table it creates corresponding to this value.

-defaults

Resets all option values to their default values.

-propt

Prints the current values of all FFB options in the OWconfig file specified by the -file option for the device specified by the -dev option. Prints the values of options as they will be in the OWconfig file after the call to ffbconfig completes. The following is a typical display using the -propt option:

```
--- OpenWindows Configuration for /dev/fbs/ffb0 --- OWconfig: machine Video Mode: NONE
```

ffbconfig(1M)

```
Default Visual: Non-Linear Normal Visual
Visual Ordering: Linear Visuals are last
Overlay Visuals are last
OpenGL Visuals: disabled
SOV: disabled
Allocated WIDs: 32
```

-prconf

Prints the FFB hardware configuration. The following is a typical display using the -prconf option:

-help

Prints a list of the ffbconfig command line options, along with a brief explanation of each.

DEFAULTS

For a given invocation of ffbconfig command line if an option does not appear on the command line, the corresponding OWconfig option is not updated; it retains its previous value.

When the window system is run, if an FFB option has never been specified via ffbconfig, a default value is used. The option defaults are listed in the following table:

Option	Default
-dev	/dev/fbs/ffb0
-file	machine
-res	none
-deflinear	false
-defoverlay	false
-linearorder	last

Option	Default
-overlayorder	last
-expvis	enabled
-sov	enabled
-maxwids	32

The default for the -res option of none means that when the window system is run the screen resolution will be the video mode that is currently programmed in the device.

This provides compatibility for users who are used to specifying the device resolution through the PROM. On some devices (for example, GX) this is the only way of specifying the video mode. This means that the PROM ultimately determines the default FFB video mode.

EXAMPLES

EXAMPLE 1 Changing The Monitor Type

The following example switches the monitor type to the resolution of 1280 \times 1024 at 76 Hz:

example% /usr/sbin/ffbconfig -res 1280x1024x76

FILES

/dev/fbs/ffb0 device special file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWffbcf

SEE ALSO

mmap(2), attributes(5), fbio(7I), ffb(7D)

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$ff_ufs(1M)$

NAME |

ff_ufs – list file names and statistics for a ufs file system

SYNOPSIS

ff -F ufs [generic_options] [-o a, m, s] special...

DESCRIPTION

ff prints the pathnames and inode numbers of files in the file system which resides on the special device *special*. ff is described in ff(1M); ufs-specific options are described below.

OPTIONS

-o Specify ufs file system specific options. The options available are:

a Print the '.' and '. .' directory entries.

m Print mode information. This option must be specified in conjunction with the -i *i-node-list* option (see ff(1M)).

s Print only special files and files with set-user-ID mode.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWcsu	

SEE ALSO

find(1), ff(1M), ncheck(1M), attributes(5)

NAME

firmware – bootable firmware programs and firmware commands

DESCRIPTION

Between the time most computers are turned on and the boot program is loaded to bootstrap the machine, the computer is in an operating state known as the firmware state. In the firmware state, a small program in non-volatile memory is running on the machine, and the user can perform certain system operations usually unavailable from single- or multi-user operating states.

There are two basic kinds of firmware operations: running firmward commands and running bootable programs.

Running firmware commands

These commands include commands for displaying the Equipped Device Table, performing a system memory dump, displaying the firmware version, creating a floppy key, and so forth. These commands are executed by the firmware program.

Running bootable programs

These programs include the operating system and other bootable programs (for

system and other bootable programs (for example, a program to fill the Equipped Device Table). These programs are located in the /stand file system. When a bootable program is requested from firmware, the firmware program loads and executes the program, passing control of the system to the bootable program.

Some firmware programs, allow you to request the configuration of a new bootable operating system from firmware by specifying the name of a configuration file (usually /stand/system) as the name of the program to boot; see system(4).

See the hardware guide that accompanies your computer for descriptions of the firmware commands and programs available with your machine.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	SPARC

SEE ALSO

system(4), attributes(5)

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firmware(1M)

` /	
WARNINGS	The firmware program typically does not know if a requested program is bootable or not; requesting a program that is not bootable from firmware can lead to unpredictable results.

NAME | flar – administer flash archives

SYNOPSIS

```
flar -i [-1] [-k keyword] [-t [-p posn] [-b blocksize]] archive
flar -c [-d dir] [-u section] [-t [-p posn] [-b blocksize]] archive
flar -s [-d dir] [-u section] [-f] [-S section] [-t [-p posn] [-b
     blocksize]] archive
```

DESCRIPTION

The flar command is used to administer flash archives. A flash archive is an easily transportable version of a reference configuration of the Solaris operating environment, plus optional other software. Such an archive is used for the rapid installation of Solaris on large numbers of machines.

The flar command includes subcommands for extracting information, splitting archives, and combining them. Subcommands are indicated by the first option in a flar command line. These options are as follows:

- -i Extract information on an archive. This subcommand is analogous to pkqinfo.
- Split an archive into one file for each section of the archive. Each section is -s copied into a separate file in *dir*, if *dir* is specified (see -d option below), or the current directory if it is not. The files resulting from the split are named after the sections. The archive cookie is stored in a file named cookie. If section is specified (see -u option below), only the named section is copied.
- Combine the individual sections that make up an archive into the archive. If dir - C is specified (see -d option below), the sections will be gathered from dir; otherwise, they will be gathered from the current directory. Each section is assumed to be in a separate file, the names of which are the section names. At a minimum, the archive cookie (cookie), archive identification (identification), and archive files (archive) sections must be present. If archive is a directory, its contents are archived using cpio prior to inclusion in the archive. If so specified in the identification section, the contents are compressed.

Note that no validation is performed on any of the sections. In particular, no fields in the identification section are validated or updated. See flash archive(4) for a description of the archive sections.

The options for each subcommand are described below.

OPTIONS

The options for flar -i (extract info) subcommand are as follows:

-k keyword Only the value of the keyword *keyword* is returned.

List all files in the archive. Does not process content -1 from any sections other than the archive section.

The following are flar -i options used with tape archives:

-t The archive to be analyzed is located on a tape device. The path to the device is specified by *outfile* (see OPERANDS).

flar(1M)

	-p <i>posn</i> Specifies the position on the tape device where the archive should be created. If not specified, the current position of the tape device is examined.	
	-b blocksize	The block size to be used when creating the archive. If not specified, a default block size of $64 \mathrm{K}$ is used.
	The options follows:	for flar -s and -c (split and combine archives) subcommands are as
	-u section	Appends <i>section</i> to the list of sections to be included. The default list includes the cookie, identification, and archive sections. <i>section</i> can be a single section name or a space-separated list of section names.
	-d dir	Retrieve sections from dir, rather than from the current directory.
	-f	(Used with -s only.) Extract the archive section into directory called archive, rather than placing it in a file of the same name as the section.
	-S section	(Used with -s only.) Extract only the section named <i>section</i> from the archive.
	The followir	ng options are used with tape archives (with both -c and -s):
	-t	Create an archive on or read an archive from a tape device. The <i>outfile</i> operand (see OPERANDS) is assumed to be the name of the tape device.
	-р posn	Used only with -t. Specifies the position on the tape device where the archive should be created. If not specified, the current position of the tape device is used.
	-b blocksize	The block size to be used when creating the archive. If not specified, a default block size of $64 \mathrm{K}$ is used.
OPERANDS	The following operand is supported:	
	outfile	Path to tape device if the -t option was used. Otherwise, the path to a flash archive.
EXIT STATUS	The following	ng exit values are returned for the -c and -s subcommands:
	0 S	uccessful completion.
	>0 A	an error occurred.
	The following	ng exit values are returned for the -i subcommand:
	0 S	uccessful completion.
		Command failed. If the ${\tt -k}$ option is used and the requested keyword is not bund, ${\tt flar}$ returns 2.
ATTRIBUTES	See attrib	utes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWinst

SEE ALSO

flarcreate(1M), flash_archive(4), attributes(5)

flarcreate(1M)

NAME |

flarcreate - create a flash archive from a master system

SYNOPSIS

flarcreate -n name [-R root] [-S] [-H] [-c] [-x exclude] [-t [-p posn]

[-b blocksize]] [-i date] [-m master] [-u section ... [-d dir]] [-U

key=val ...] [-f [filelist | -] [-F]] [-a author] [-e descr | -E

descr_file] [-T type] outfile

DESCRIPTION

The flarcreate command creates a flash archive from a master system. A master system is one that contains a reference configuration, which is a particular configuration of the Solaris operating environment, plus optional other software. A flash archive is an easily transportable version of the reference configuration.

You can run flarcreate in multi- or single-user mode. You can also use the command when the master system is booted from the first Solaris software CD or from a Solaris net image.

Archive creation should be performed when the master system is in as stable a state as possible.

See flash archive(4) for a description of the flash archive.

OPTIONS

The flarcreate command has the following general options:

- C	Compress the archive using compress(1)
-£ filelist	Use the contents of <i>filelist</i> as a list of files to include in the archive. The files are included in addition to the normal file list, unless -F is specified (see below). If <i>filelist</i> is -, the list is taken from standard input.
-F	Include only files in the list specified by -f. This option makes -f <i>filelist</i> an absolute list, rather than a list that is appended to the normal file list.
-R root	Create the archive from the filesystem tree rooted at <i>root</i> . If you do not specify this option, flarcreate creates an archive from a filesystem rooted at /.
-S	Do not include sizing information in the archive.
-Н	Do not generate hash identifier.
-x exclude	Exclude the directory <i>exclude</i> from the archive. Note that the <i>exclude</i> directory is assumed to be relative to the alternate root specified using -R.
-U key=val	Include the user-defined keyword(s) and values in the archive identification section

Use the following options with user-defined sections.

Included the user-defined section located in the file section in the -u section ...

archive. section must be a blank-separated list of section names as

described in flar(1M).

-d dir Retrieve the section file specified with -u from *dir*.

Use the following options with tape archives.

-t Create an archive on a tape device. The outfile operand (see

OPERANDS) is assumed to be the name of the tape device.

Used only with -t. Specifies the position on the tape device where the -p posn

archive should be created. If not specified, the current position of the

tape device is used.

The block size to be used when creating the archive. If not specified, a -b blocksize

default block size of 64K is used.

The following options are used for archive identification.

This option is required if you are using flarcreate for archive -n name

> identification. The value of *name* is used to identify the archive. It is also used as the value of the content name archive identification

flag.

-i date By default, the value for the creation_date field in the

identification section is generated automatically, based on the current

system time and date. If you specify the -i option, date is used

instead.

-m master By default, the value for the creation master field in the

> identification section is the name of the system on which you run flarcreate, as reported by uname -n. If you specify -m, master is

used instead.

-е descr The description to be included in the archive as the value of the

content description archive identification key. This option is

incompatible with -E.

-E descr_file The description to be used as the value of the archive identification

content description key is retrieved from the file descr_file. This

option is incompatible with -e.

-a author *author* is used to provide an author name for the archive identification

section. If you do not specify -a, no author name is included in the

identification section.

-Т *type* Content type included in the archive as the value of the

content type archive identification key. If you do not specify -T,

the content type keyword is not included.

OPERANDS The following operands are supported:

flarcreate(1M)

outfile

Name of the tape device if the -t option is used. Otherwise, the path to the flash archive.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWinst

SEE ALSO

flar(1M), flash archive(4), attributes(5)

NAME

fmthard – populate VTOC on hard disks

SPARC

fmthard -d data | -n volume_name | -s datafile [-i] /dev/rdsk/c? [t?] d?s2

IA

fmthard -d data | -n volume_name | -s datafile [-i] [-p pboot] [-b bootblk] /dev/rdsk/c? [t?] d?s2

DESCRIPTION

The fmthard command updates the VTOC (Volume Table of Contents) on hard disks and, on IA systems, adds boot information to the Solaris fdisk partition. One or more of the options -s datafile, -d data, or -n volume_name must be used to request modifications to the disk label. To print disk label contents, see prtvtoc(1M). The /dev/rdsk/c?[t?]d?s2 file must be the character special file of the device where the new VTOC is to be installed. On IA systems, fdisk(1M) must be run on the drive before fmthard.

If you are using an IA system, note that the term "partition" in this page refers to slices within the IA fdisk partition on IA machines. Do not confuse the partitions created by fmthard with the partitions created by fdisk.

OPTIONS

The following options apply to fmthard:

-i This option allows the command to create the desired VTOC table, but prints the information to standard

output instead of modifying the VTOC on the disk.

-d data The data argument of this option is a string

> representing the information for a particular partition in the current VTOC. The string must be of the format part:tag:flag:start:size where part is the partition number, tag is the ID TAG of the partition, flag is the set of permission flags, start is the starting sector number of the partition, and *size* is the number of sectors in the partition. See the description of the datafile below for

more information on these fields.

-n volume name This option is used to give the disk a *volume_name* up

to 8 characters long.

-s datafile This option is used to populate the VTOC according to

> a datafile created by the user. If the datafile is "-", fmthard reads from standard input. The datafile format is described below. This option causes all of the disk partition timestamp fields to be set to zero.

Every VTOC generated by fmthard will also have partition 2, by convention, that corresponds to the whole disk. If the input in datafile does not specify an entry for partition 2, a default partition 2 entry will be created automatically in VTOC with the tag V BACKUP and size equal to the full size of the disk.

fmthard(1M)

The *datafile* contains one specification line for each partition, starting with partition 0. Each line is delimited by a new-line character (\n). If the first character of a line is an asterisk (*), the line is treated as a comment. Each line is composed of entries that are position-dependent, separated by "white space" and having the following format:

partition tag flag starting_sector size_in_sectors

where the entries have the following values.

partition The partition number. Currently, for Solaris SPARC, a

disk can have up to 8 partitions, 0–7. Even though the *partition* field has 4 bits, only 3 bits are currently used. For IA, all 4 bits are used to allow slices 0–15. Each Solaris fdisk partition can have up to 16 slices.

tag The partition tag: a decimal number. The following are

reserved codes: 0 (V_UNASSIGNED), 1 (V_BOOT), 2 (V_ROOT), 3 (V_SWAP), 4 (V_USR), 5 (V_BACKUP), 6

(V_STAND), 7 (V_VAR), and 8 (V_HOME).

flag The flag allows a partition to be flagged as

unmountable or read only, the masks being: V_UNMNT 0x01, and V RONLY 0x10. For mountable partitions

use 0x00.

starting_sector The sector number (decimal) on which the partition

starts.

size_in_sectors The number (decimal) of sectors occupied by the

partition.

Note that you can save the output of a prtvtoc command to a file, edit the file, and use it as the *datafile* argument to the -s option.

IA Options

The functionality provided by the following two IA options is also provided by installboot(1M). Because the functionality described here may be removed in future versions of fmthard, you should use installboot to install boot records. The following options currently apply to fmthard:

-p pboot This option allows the user to override the default partition boot

file, /usr/platform/platform-name/lib/fs/ufs/pboot. The partition boot file is platform dependent, where platform-name can

be determined using the -i option to uname(1).

-b bootblk This option allows the user to override the default bootblk file,

/usr/platform/platform-name/lib/fs/ufs/bootblk. The boot block file is platform dependent, where platform-name can be

determined using the -i option to uname(1).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

uname(1), format(1M), prtvtoc(1M), attributes(5)

IA Only

fdisk(1M), installboot(1M)

NOTES

Special care should be exercised when overwriting an existing VTOC, as incorrect entries could result in current data being inaccessible. As a precaution, save the old VTOC.

fmthard cannot write a disk label on an unlabeled disk. Use format(1M) for this purpose.

fncheck(1M)

NAME

fncheck – check for consistency between FNS data and NIS+ data

SYNOPSIS

fncheck [-r] [-s] [-u] [-t type] [domain_name]

DESCRIPTION

fncheck is used for checking for inconsistencies between FNS username or hostname contexts and the contents of the corresponding NIS+ *passwd.org_dir* or *hosts.org_dir* tables, respectively, in the NIS+ domain *domain_name*. If *domain_name* is omitted, the domain name of the current machine is used. By default (in the absense of the -r and -s options), the following inconsistencies are displayed:

- items that appear only in the FNS context but do not appear in the NIS+ table,
- items that appear only in the NIS+ table but do not appear in the FNS context.

OPTIONS

- -r Display only items that appear in the FNS context but do not appear in the corresponding NIS+ table.
- -s Display items that appear in the NIS+ table but do not appear in the corresponding FNS context.
- -u Update the FNS context based on information in the corresponding NIS+ table. If the -r option is used, items that appear only in the FNS context are removed from the FNS context. If the -s option is used, items that appear only in the NIS+ table are added to the FNS context. If neither -r or -s are specified, items are added and removed from the FNS context to make it consistent with the corresponding NIS+ table.
- -t *type* Specify the type of context to check. type can be either hostname or username. If this option is omitted, both hostname and username contexts are checked. If type is hostname, the FNS hostname context is checked against the NIS+ *hosts.org_dir* table. If

type is username, the FNS username context is checked against

the NIS+ passwd.org_dir table.

USAGE

Although fncheck can be used to add users and hosts to the username and hostname contexts as new users and hosts are added to NIS+, that is not its intended purpose. fncheck is an expensive operation because it makes complete comparisons of the NIS+ table and the corresponding FNS context. When a user or host is added or removed from NIS+ using admintool (see admintool(1M)), it automatically updates the appropriate FNS contexts.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfns

SEE ALSO

admintool(1M), fncreate(1M), fndestroy(1M), nis(1), attributes(5), fns(5), fns(5)

NAME |

fncopy – copy FNS contexts, possibly from one naming service to another naming service

SYNOPSIS

fncopy [-f filename] [-i old-naming-service] [-o new-naming-service] old-fns-context new-fns-context

DESCRIPTION

fncopy copies recursively the FNS context, *old-fns-context*, and attributes to a new FNS context, *new-fns-context*. If -i and -o options are specified with the respective naming service, the *old-fns-context* with be resolved using *old-naming-service* as the underlying naming service, and *new-fns-context* will be created using *new-naming-service* as the underlying naming service. In the absence of -i and -o options, the default naming service will be used (see fnselect(1M)).

When the -f option is used, *filename* names a file containing a list of contexts in the *old-fns-context* that should be copied to the *new-fns-context*.

If the FNS context *new-fns-context* already exists in the target naming service, *new-naming-service*, this command will copy only the contexts and bindings that do not exist in the target naming service. This command will not over-write any of the existing FNS contexts in the target naming service.

This command follows links and copies FNS contexts and binding to the *new-fns-context* namespace.

OPTIONS

-f filename Specifies a file name that contains a list of FNS contexts

to be copied.

-i old-naming-service Specifies the source naming service; currently only nis

is supported.

-o new-naming-service Specifies the target naming service; currently only

nisplus is supported.

OPERANDS

The following operands are supported:

old-fns-context The current FNS context.

new-fns-context The new FNS context.

EXAMPLES

EXAMPLE 1 Using the fncopy command

For example, the command

will copy the FNS printer context

. . . /fed-naming.eng.sun.com/service/printer and its subcontexts and bindings to the FNS printer context

. . . /sun.com/orgunit/ssi.eng/service/printer.

In the following example,

fncopy(1M)

EXAMPLE 1 Using the fncopy command (Continued)

eg% fncopy -i nis -o nisplus -f /etc/ssi-users-list \

thisorgunit/user org/ssi.eng/user

will copy the NIS FNS users' contexts specified in the file /etc/ssi-users-list to NIS+ FNS users' context of the organit ssi.eng.

EXIT STATUS

- Operation was successful.
- 1 Operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfns

SEE ALSO

NAME | fncreate – create an FNS context

SYNOPSIS

fncreate -t context_type [-Dosv] [-f input_file] [-r reference_type] composite_name

DESCRIPTION

fncreate creates an FNS context of type *context_type*, where a *context_type* must be one of org, hostname, host, username, user, service, fs, site, nsid, or generic. It takes as the last argument a composite name, composite_name, for the context to be created. In addition to creating the context named, fncreate also creates subcontexts of the named context using FNS Policies of what types of contexts should be bound in those contexts. See fns policies(5).

fncreate discovers which naming service is in use and creates contexts in the appropriate naming service. When FNS is being initially set up, it will by default create contexts for NIS+. This default can be changed by the use of fnselect(1M) to explicitly select a naming service.

When using FNS for a NIS+ environment, fncreate creates NIS+ tables and directories in the NIS+ hierarchy. See fns nis+(5) for more information on the necessary NIS+ credentials and the use of the environment variable NIS GROUP when using fncreate and other FNS commands.

When using FNS for a NIS environment, fncreate creates NIS maps and hence must be executed as superuser on the NIS master of the FNS-related maps. See fns nis(5) for more information specific to the use of FNS in a NIS environment.

When using FNS for an environment that uses /etc files for its naming information, fncreate creates files in the /var/fn directory. See fns files(5) for more information specific to the use of FNS for files.

OPTIONS

-t context_type

The following are valid entries for *context_type*:

orq

Create organization context, and default subcontexts, for an existing NIS+ domain, NIS domain, or /etc files environment.

For NIS+, *composite_name* is of the form org/domain/ where domain is a NIS+ domain. An empty domain name indicates the creation of the organization context for the root NIS+ domain; otherwise, the domain name names the corresponding NIS+ domain. domain can be either the fully-qualified NIS+ domain name – dot ('.')-terminated — or the NIS+ domain name named relative to the NIS+ root domain.

fncreate(1M)

For example, the following creates the root organization context and its subcontexts for the NIS+ root domain Wiz.Com.:

```
eg% fncreate -t org org//
```

The same thing could have been achieved using the following command:

eg% fncreate -t org org/Wiz.COM./ Typically, this is the first FNS context created.

To create the organization context for a subdomain of Wiz.COM., execute either of the following commands:

```
eg% fncreate -t org org/sales/
or
eg% fncreate -t org \
org/sales.Wiz.COM./
```

Note that if the corresponding NIS+ domain does not exist, fncreate fails. See nissetup(1M) for setting up a NIS+ domain.

A ctx_dir directory is created under the directory of the organization named.

For NIS or an /etc files environment, domain should be NULL (empty) because NIS and /etc files do not support a hierarchy namespace of domains. For example, the following command creates the organization context for the NIS or /etc files environment:

```
eg% fncreate -t org org//
```

For NIS+, NIS, and /etc files, creating the organization context also creates the organization's immediate subcontexts host, user, and service and their

fncreate(1M)

subcontexts. This includes a context for every host entry in the corresponding hosts database of the naming service (that is, hosts.org_dir NIS+ table, or hosts NIS map, or /etc/hosts file), and a context for every user entry in the passwd database of the naming service (that is, passwd.org_dir NIS+ table, or passwd NIS map, or /etc/passwd file) unless the option -o is specified. Bindings for these subcontexts are recorded under the organization context.

hostname

Create a hostname context in which atomic host names can be bound, and bind the reference of the context to composite_name. If the suffix of composite_name is host/, the hostname context created is also bound to the composite name with this suffix replaced by host/, and the reverse (that is, if a composite name with a host/suffix was supplied, a binding would be created for host/). Also create a host context for every host entry in the corresponding hosts database of the naming service (hosts.org dir NIS+ table, or hosts NIS map, or /etc/hosts file), unless either option -o or -f is specified. The following example creates host contexts for all hosts in the sales organization:

eg% fncreate -t hostname \
org/sales/host/

Typically, a hostname context need not be created explicitly since it is created by default, as a subcontext under org.

host

Create a host context for a specific host, and its service and fs subcontexts, and bind the reference

of the context to *composite_name*. For example, the following creates a host context and service and fs subcontexts for host sylvan:

eg% fncreate -t host \
org/sales/host/sylvan/

username

Create a username context in which atomic user names can be bound, and bind the reference of the context to composite_name. If the suffix of composite_name is user/, the username context created is also bound to the composite name with this suffix replaced by user/, and the reverse. Also create a user context for every user entry in the corresponding passwd database of the naming service (that is, passwd.org_dir NIS+ table, or passwd NIS map, or /etc/passwd file), unless either the option - o or -f is specified. The following example creates username contexts for all users in the sales organization:

eg% fncreate -t username \
org/sales/user/

Typically, a username context need not be created explicitly since it is created by default, as a subcontext under org.

user

Create a user context for a specific user, and its service and fs subcontexts, and bind the reference of the context to *composite_name*. For example, the following creates a user context and service and fs subcontexts for user jsmith:

eg% fncreate -t user \
org/sales/user/jsmith/

service

Create a service context in which slash-separated left-to-right service names can be bound, and bind the reference of the context to

composite_name. If the suffix of composite_name is service/, the service context created is also bound to the composite name with this suffix replaced by _service/, and the reverse. Typically, a service context need not be created explicitly since it is created by default, as a subcontext under org, host, or user contexts.

Create a file system context for a user or host, and bind the reference of the context to <code>composite_name</code>. The composite name must be the name of a host or a user, with either <code>fs/or_fs/appended</code> to it. If the suffix of <code>composite_name</code> is <code>fs/</code>, the file system context created is also bound to the composite name with this suffix replaced by <code>_fs/</code>, and the reverse.

Typically, a file system context need not be created explicitly since it is created by default, as a subcontext of a user or host context.

The file system context of a user is the user's home directory as stored in the passwd database of the naming service (that is, in NIS+table passwd.org_dir, or passwd NIS map, or /etc/passwd file). The file system context of a host is the set of NFS file systems that the host exports.

Use the fncreate_fs(1M) command to create file system contexts for organizations and sites, or to create file system contexts other than the defaults for users and hosts.

Create a site context in which dot-separated right-to-left site names can be bound, and a service subcontext, and bind the reference

fs

site

of the context to <code>composite_name</code>. If the suffix of <code>composite_name</code> is <code>site/</code>, the hostname context created is also bound to the composite name with this suffix replaced by <code>_site/</code>, and the reverse. Typically, a <code>site</code> context is created at the same level as the <code>org</code> context and is used for creating a geographical namespace that complements the organizational namespace of an enterprise.

nsid

Create a context in which namespace identifiers can be bound. This context has a flat namespace, in which only atomic names can be bound. An example of such a context is the context to which the name site/east/ is bound. This context can have the following bindings: site/east/host, site/east/user, and site/east/service.

generic

Create a generic context in which slash-separated left-to-right names can be bound, and bind the reference of the context to composite_name. The option -r can be used to specify the reference type to be associated with the context. If the -r option is omitted, the reference type used is the reference type of the parent context if the parent context is a generic context; otherwise, the reference type is onc_fn_generic.

 $- \verb"f" input_file"$

Create a context for every user or host listed in input_file. This option is only applicable when used with the -t username or -t hostname options. The format of the file is an atomic user name or host name per line. This option is used to create contexts for a subset of the users/hosts found in the corresponding passwd or hosts database of the naming service (that is, for NIS+ these are the

	passwd.org_dir or hosts.org_dir tables, respectively). If this option is omitted, fncreate creates a context for every user/host found in the
	corresponding passwd or hosts database.
-r reference_type	Use <i>reference_type</i> as the reference type of the generic context being created. This option can be used only with the -t generic option.
-D	Information about the creation of a context, and corresponding NIS+ directories and tables, or NIS maps, or files entry, is displayed as each context is created.
-0	Only the context named by <i>composite_name</i> is created; no subcontexts are created. When this option is omitted, subcontexts are created according to the FNS Policies for the type of the new object.
-s	Create the context and bind it in to supercede any existing binding associated with <i>composite_name</i> . If this option is omitted, fncreate fails if <i>composite_name</i> is already bound.
-v	Information about the creation of a context is displayed as each context is created.

OPERANDS

The following operand is supported:

composite_name

An FNS named object.

EXAMPLES

EXAMPLE 1 Creating A Host Context In The Root Organization And A User Context In A Sub-Organization

The following examples illustrate creation of a host context in the root organization and a user context in a sub-organization.

Create a context, and subcontexts, for the root organization:

```
eg% fncreate -t org org//
```

It causes the following commands to be invoked automatically:

```
eg% fncreate -t service org//service/
eg% fncreate -t hostname org//host/
eg% fncreate -t username org//user/
```

Create a context, and subcontexts, for host sylvan:

```
eg% fncreate -t host org//host/sylvan/
```

It causes the following commands to be invoked automatically:

```
eg% fncreate -t service org//host/sylvan/service/
eg% fncreate -t fs org//host/sylvan/fs/
```

fncreate(1M)

EXAMPLE 1 Creating A Host Context In The Root Organization And A User Context In A Sub-Organization (Continued)

Create a context, and subcontexts, associated with a sub-organization dct:

```
eg% fncreate -t org org/dct/
```

It causes the following commands to be invoked automatically:

```
eg% fncreate -t service org/dct/service/
eg% fncreate -t hostname org/dct/host/
eg% fncreate -t username org/dct/user/
```

Create a context, and subcontexts, for user msmith:

```
eg% fncreate -t user org/dct/user/msmith/
```

It causes the following commands to be invoked automatically:

```
eg% fncreate -t service org/dct/user/msmith/service/
eg% fncreate -t fs org/dct/user/msmith/fs/
```

The following examples create service contexts:

```
eg% fncreate -t service org/dct/service/fax
eg% fncreate -t service org/dct/service/fax/classA
```

EXIT STATUS

- Operation was successful.
- Operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfns

SEE ALSO

 $\mbox{nis}(1)$, $\mbox{fncheck}(1M)$, $\mbox{fncreate_fs}(1M)$, $\mbox{fndestroy}(1M)$, $\mbox{fnselect}(1M)$, $\mbox{nissetup}(1M)$, $\mbox{xfn}(3XFN)$, $\mbox{attributes}(5)$, $\mbox{fns}(5)$, $\mbox{fns}_{\mbox{files}(5)}$, $\mbox{fns}_{\mbox{policies}(5)}$, $\mbox{fns}_{\mbox{references}(5)}$

NAME |

fncreate_fs - create FNS file system contexts

SYNOPSIS

fncreate fs [-r] [-v] -f input_file composite_name

fncreate fs [-r] [-v] composite_name [mount_options] [mount_location...]

DESCRIPTION

The fncreate_fs command creates or updates the FNS file system context named by *composite_name*. A description of the context's bindings is provided in *input_file* if the first form of the command is used, or is given on the command line if the second form is used.

OPTIONS

-r

Replace the bindings in the context named by *composite_name* with only those specified in the input. This is equivalent to destroying the context (and, recursively, its subcontexts), and then running fncreate_fs without this option. This option should be used with care.

-v Verbose. Display information about the contexts being created and

modified.

-f input_file Read input from input_file. If input_file is '-' (hyphen), read from

standard input instead.

OPERANDS

The following operand is supported:

composite_name

An FNS named object.

USAGE

The fncreate_fs command populates the file system portions of the FNS namespace. The automounter (see automount(1M)) will then "mount" the FNS namespace under /xfn. The directory with the FNS name org/engineering/fs, for example, can be found on the file system as /xfn/org/engineering/fs.

The format of the input to fncreate_fs is similar, but not identical, to the format of indirect automount maps. Differences are enumerated in the NOTES section below.

Input File Format

The input file supplies the names and values to be bound in the context of *composite_name*. Its format is a sequence of lines of the form:

<code>name [-options] [location . . .]</code> For each such entry, a reference to the <code>location(s)</code> and the corresponding <code>options</code> is bound to the name <code>composite_name/name</code>. The <code>name</code> field may be a simple atomic name, a slash-separated hierarchical name, or ' .' (period). If it is ' .' then the reference is bound directly to <code>composite_name</code>. The <code>name</code> field must not begin with a slash.

The *location* field specifies the host or hosts that serve the files for *composite_name*/ *name*. In the case of a simple NFS mount, *location* takes the form:

host: pathwhere host is the name of the host from which to mount the file system, and path is the path name of the directory to mount.

fncreate fs(1M)

The *options* field is a comma-separated list of the mount options to use when mounting the location bound to *composite_name/name*. These options also apply to any subcontexts of *composite_name/name* that do not specify their own mount options. If *options* is given but *location* is not, the options apply to subcontexts only.

If neither *options* nor a *location* is given, then no reference is bound to *composite_name*/*name*. Any existing reference is unbound.

A single logical line may be continued across multiple input lines by escaping the newline with a '\' (backslash). Comments begin with a '#' that is either at the beginning of a line or is prefixed by whitespace, and end at the end of the line.

Command-line Input

If no *input_file* is specified on the command line, then the *options* and *location* fields given on the command line are bound directly to *composite_name*. This is equivalent to providing a one-line input file with a '.' in the *name* field.

Multiple Locations

Multiple *location* fields may be specified for NFS file systems that are exported from multiple, functionally-equivalent locations. If several locations in the list share the same path name, they may be combined using a comma-separated list of host names:

```
host1, host2, . . . : path
```

The hosts may be weighted, with the weighting factor appended to the host name as a non-negative integer in parentheses: the lower the number, the more desirable the server. The default weighting factor is 0 (most desirable). In the example:

```
alpha,bravo,charlie(1),delta(2):/usr/man
```

hosts alpha and bravo are the most desirable; host delta is the least desirable.

See the USAGE section of $\mathtt{automount}(1M)$ for additional information on how the automounter interprets the location field.

Variable Substitution

Variable names, prefixed by '\$', may be used with the *options* or *location* fields. For example, a *location* may be given as:

svrl:/export/\$CPUThe automounter will substitute client-specific values for these variables when mounting the corresponding file systems. In the above example, \$CPU is replaced by the output of uname -p; for example, "sparc". See the USAGE section of automount(1M) for more information on how the automounter treats variable substitution.

Alternate Input Format

For additional compatibility with automount maps (see automount(1M)), the following input format is accepted:

```
name [options] [location . . .] \
   /offset1 [options1] location1 . . . \
   /offset2 [options2] location2 . . . \
```

where each *offset* field is a slash-separated hierarchy. This is interpreted as being equivalent to:

This format is for compatibility only; it provides no additional functionality. Its use is deprecated.

EXAMPLES

EXAMPLE 1 Using the fncreate fs Command

The following examples illustrate the use of the fncreate fs command. The call:

creates a file system context for the engineering organization. It specifies that org/engineering/fs/src is a read-only NFS mount from server svr1, and that org/engineering/fs/dist is a read-only NFS mount from either svr2 or svr3.

Once this is done, there are several equivalent ways to create the engineering organization's src/cmd context. It could be done using the composite name org/engineering/fs:

```
example% cat input2
src/cmd svr1:/export/cmd
example% fncreate_fs -f input2 org/engineering/fs
```

Equivalently, it could be done using the composite name org/engineering/fs/src:

The same results could also be achieved by:

example% fncreate_fs org/engineering/fs/src/cmd svr1:/export/cmd Note that cmd will also be mounted read-only, since it is a subcontext of src and does not have mount options of its own.

In the first example of this section, the -ro mount option was specified for each entry in the input file. It could instead have been specified only once:

```
example% cat input4
.          -ro
src          svr1:/export/src
dist          svr2,svr3:/export/dist
example% fncreate_fs -f input4 org/engineering/fs
```

fncreate fs(1M)

EXAMPLE 1 Using the fncreate fs Command (Continued)

The -ro option here applies to all bindings in the context org/engineering/fs and any of its subcontexts. In particular, it also applies to the cmd context from the above examples.

The following will change the NFS server for the src context:

example% fncreate_fs org/engineering/fs/src svr4:/export/src

Had the -r option been used, the cmd subcontext would have been destroyed as well:

example% fncreate_fs -r org/engineering/fs/src svr4:/export/src Only the FNS context is destroyed. The /export/cmd directory on svr1 is not affected.

The file system contexts of users and hosts are not usually created by fncreate_fs (see the NOTES section below). The defaults set by fncreate, however, may be overridden. For example, the call:

example% fncreate_fs user/jane/fs svr1:/export/home/jane sets Jane's file system to be an NFS mount from svr1.

EXIT STATUS

- Operation was successful.
- Operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfns

SEE ALSO

$$\label{eq:final_condition} \begin{split} & \text{fnbind(1), fnlist(1), fnlookup(1), fnunbind(1), nis+(1), automount(1M),} \\ & \text{fncreate(1M), fndestroy(1M), attributes(5), fns(5), fns_files(5),} \\ & \text{fns_nis(5), fns_nis+(5), fns_policies(5)} \end{split}$$

NOTES

The fncreate_fs command affects the FNS file system namespace only. It does not have any effect on the servers that export the files and directories from which the namespace is constructed. Destroying an FNS context does not remove any files on any server.

FNS policies specify that file system contexts are bound after the namespace identifier fs in composite names (see fns_policies(5)). Therefore, *composite_name* must contain an fs. The alias fs may be used in place of fs.

The context named by the components of *composite_name* preceding fs must exist prior to the call to fncreate_fs, since fncreate_fs creates *only* file system contexts.

Default file system contexts for hosts and users are generally created by the command fncreate(1M). These defaults may be overridden using fncreate_fs. Overriding a host's default file system context is unlikely to make sense.

The input file format is similar to the format of indirect automount maps (see automount(1M)). The differences are:

- the *name* field may be hierarchical, and may be '.'
- there are no included maps or special maps
- there may be entries with neither options nor locations
- the characters '*' and '&' have no special meaning

The process executing the fncreate_fs command may need certain credentials to update information in the underlying naming service. See fns_nis(5), fns_nis+(5), and fns_files(5) for more information.

fncreate_printer(1M)

NAME |

fncreate_printer - create new printers in the FNS namespace

SYNOPSIS

fncreate printer [-sv] compositename printername printeraddr [printeraddr...]

fncreate_printer [-sv] [-f filename] compositename

DESCRIPTION

fncreate_printer creates a new printer context for an *organization, user, host,* or *site* object. *compositename* is the FNS name of the object. fncreate_printer uses *printername* to name the new printer and binds it to an FNS reference constructed from the set of *printeraddrs*. fncreate_printer may also be used to add new *printeraddrs* for an existing *printername*.

The command also supports creating a set of printers as listed in the file *filename*.

The new printer context is created with the FNS name

<compositename>/service/printer/<printername>. If the intermediate service or
printer names do not exist, their FNS contexts are also created by this command.
Normally, these intermediate contexts would be created by an administrative script
that uses fncreate(1M), and is run at the time a new FNS organization is set up. The
reference bound to the FNS printer name is of type onc_printers and is constructed
from the set of printeraddrs. A printeraddr is of the form <addresstype> = <address>. See
printers.conf(4) for the format of printeraddr and also the examples below for
currently supported address types and address strings.

An FNS printer name is accepted as a valid printer name by lp(1), lpstat(1), cancel(1), lpmove(1M), lpr(1B), lpq(1B), and lprm(1B).

The *printername* argument may be a slash-separated name. In this case, prior to creating the printer context denoted by the "leaf" name, this command will create printer context(s) for the intermediate node(s) if they do not already exist. See EXAMPLES.

fncreate_printer creates entries in the naming service determined by fnselect(1M). See fnselect(1M) for more information on the default naming service and on selecting a naming service. Furthermore, the process executing the fncreate_printer command may require certain credentials to update information in the underlying namespace. See fns_nis+(5), fns_nis(5), and fns_files(5) for more information.

OPTIONS

-s	The new <i>address</i> supersedes an existing address with the same <i>addresstype</i> , if any, for < <i>compositename</i> >/service/printer/< <i>printername</i> >. If this option is omitted, it appends the <i>printeraddr</i> to an existing reference, or creates a new reference using <i>printeraddr</i> for the printer.
-v	Displays information about individual printer contexts as they are created.
-£ filename	Use <i>filename</i> to obtain a list of printers for which to create contexts. If this option is omitted, /etc/printers.conf is used as the

fncreate_printer(1M)

input file, in which case the -s option should be used to supersede

the entries already present in this file.

OPERANDS

filename

The file that contains a list of printers to be created. This file uses

the same format as /etc/printers.conf. See

printers.conf(4) for more information.

printername The name of the new printer context created.

printeraddr An address to be associated with the printer context name.

compositename The FNS name for the org, host, user, or site object for which

the new printer contexts are created.

EXAMPLES

EXAMPLE 1 Creating Printer Contexts

The following examples illustrate creating a set of printer contexts under an organization, a printer context for a user, and a printer context associated with a hierarchical printer name for a site, respectively. To create printers for an organization:

example% fncreate_printer -s org/marketing

This causes the creation of a printer context for every entry listed in the /etc/printers.conf file on the system where the command is executed. The printer contexts thus created are bound under the organization's printer context, org/marketing/service/printer. The -s flag is required to force the creation of the printer contexts in the underlying namespace, since the default /etc/printers.conf file is being used.

To create a printer named ps for user jsmith and associate it with the killtree printer served by the print server paperwaster:

example% fncreate_printer -s usr/jsmith ps bsdaddr=paperwaster,killtree This causes jsmith's ps printername to be associated with the killtree printer on the server paperwaster, overwriting any existing address of type bsdaddr. The user can print to this printer using the command:

example% lp -d thisuser/service/printer/ps <filename>

To create a printer with the hierarchical name color/fast under a site:

example% fncreate_printer site/bldg14/northwing color/fast \
 bsdaddr=paperwaster,laser

This causes the printer named

site/bldg14/northwing/service/printer/color/fast to be associated with the laser printer on server paperwaster. If the intermediate printer context site/bldg14/northwing/service/printer/color does not exist, it will also be created and associated with the same printer. If the printer name site/bldg14/northwing/service/printer/color/fast already exists and has an address of type bsdaddr associated with it, this command will fail.

EXIT STATUS

O Successful operation.

fncreate_printer(1M)

1 Operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfns

SEE ALSO

 $\label{eq:cancel} $$\operatorname{cancel}(1), \operatorname{lp}(1), \operatorname{lpq}(1B), \operatorname{lprm}(1B), \operatorname{lpstat}(1), \operatorname{fncreate}(1M), \\ \operatorname{fnselect}(1M), \operatorname{lpmove}(1M), \operatorname{printers}(4), \operatorname{printers}.\operatorname{conf}(4), \operatorname{attributes}(5), \\ \operatorname{fns}(5), \operatorname{fns}_{\operatorname{files}}(5), \operatorname{fns}_{\operatorname{nis}}(5), \\ \operatorname{fns}_{\operatorname{nis$

NAME

fndestroy – destroy an FNS context

SYNOPSIS

fndestroy composite_name

DESCRIPTION

findestroy removes the context bound to *composite_name*. The context is not removed if there are subcontexts associated with *composite_name*.

EXAMPLES

EXAMPLE 1 Using The fndestroy Command

The command

example% fndestroy user/jsmith/

destroys the context named by user/jsmith/ and removes the binding of jsmith from the context user/.

This command fails if the context user/jsmith/ contains subcontexts, or if the invoker does not have the NIS+ credentials required to delete the NIS+ tables that store the user's bindings. See fns(5).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfns

SEE ALSO

fnlist(1), fnlookup(1), fnunbind(1), fncreate(1M), attributes(5), fns(5), fns(5)

fnselect(1M)

NAME |

fnselect – select a specific naming service to use for the FNS Initial Context

SYNOPSIS

fnselect [-D]

fnselect naming-service

DESCRIPTION

finselect is used to set the specified naming service to be used to construct the bindings in the FNS Initial Context. This setting affects the entire machine and affects applications that make subsequent calls to fn ctx handle from initial(3XFN). This setting can be changed only by an administrator who has root privilege on the machine.

OPTIONS

Displays the actual naming service used to generate the FNS Initial Context.

OPERANDS

naming-service	The following are possible values for <i>naming-service</i> :		
	default	Use the FNS default algorithm for determining the target naming service.	
	nisplus	Use NIS+ as the target naming service.	
	nis	Use NIS as the target naming service.	
	files	Use /etc files as the target naming service.	

USAGE

When the default option is selected, FNS determines the underlying naming service using the following algorithm:

- First, it checks for NIS+ with FNS installed.
- If the result is TRUE, then FNS assumes nisplus as the underlying naming service.
- Otherwise, it checks if the system is a NIS client.
- If TRUE, FNS assumes nis as the underlying naming service.
- Otherwise, FNS assumes /etc files.

finselect without any arguments displays the service currently selected for the Initial Context (one of default, nisplus, nis, or files).

When the -D option is specified and the current setting is default, fnselect will use the algorithm that is used by FNS and display the actual naming service used for the FNS Initial Context.

EXAMPLES

EXAMPLE 1 Using The fnselect Command

The command

example% fnselect nisplus

will select NIS+ as the underlying naming service for the FNS Initial Context.

The command

EXAMPLE 1 Using The finselect Command (Continued)

example% fnselect

will print the naming service currently being used to generate the FNS Initial Context.

EXIT STATUS

- Operation was successful.
- 1 Operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfns

SEE ALSO

$$\label{eq:fnbind} \begin{split} & \texttt{fnbind}(1), \texttt{fnlist}(1), \texttt{fnlookup}(1), \texttt{fnunbind}(1), \texttt{fncreate}(1M), \\ & \texttt{fncreate_fs}(1M), \texttt{fncreate_printer}(1M), \texttt{fndestroy}(1M), \\ & \texttt{fn_ctx_handle_from_initial}(3XFN), \texttt{attributes}(5), \texttt{fns}(5), \\ & \texttt{fns_initial_context}(5) \end{split}$$

fnsypd(1M)

NAME |

fnsypd – update FNS context on an NIS master server

SYNOPSIS

/usr/sbin/fnsypd

DESCRIPTION

The fnsypd daemon is a Remote Procedure Call (RPC) service that accepts requests from NIS clients to update and modify Federated Naming Service (FNS) contexts. This daemon runs on an NIS master server with FNS on top of it. The fnsypd daemon requires the Secure Key Infrastructure (SKI) mechanism for authentication. The SKI mechanism is part of the SUNWski package. If SUNWski is not installed, authentication cannot be performed and users will receive "permission denied" error messages. The SUNWski man pages are located at /opt/SUNWski/man.

fnsypd enables users and hosts to modify only their respective FNS contexts. Organization, site, hostname and username contexts cannot be modified using fnsypd.

EXIT STATUS

The following exit values are returned:

- Successful completion.
- 1 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfns

SEE ALSO

nis(1), attributes(5), fns(5), fns policies(5)

NAME |

format – disk partitioning and maintenance utility

SYNOPSIS

```
format [-f command-file] [-l log-file] [-x data-file] [-d disk-name]
    [-t disk-type] [-p partition-name] [-s] [-m] [-M] [-e] [disk-list]
```

DESCRIPTION

format enables you to format, label, repair and analyze disks on your system. Unlike previous disk maintenance programs, format runs under SunOS. Because there are limitations to what can be done to the system disk while the system is running, format is also supported within the memory-resident system environment. For most applications, however, running format under SunOS is the more convenient approach.

format first uses the disk list defined in *data-file* if the -x option is used. format then checks for the FORMAT_PATH environment variable, a colon-separated list of filenames and/or directories. In the case of a directory, format searches for a file named format.dat in that directory; a filename should be an absolute pathname, and is used without change. format adds all disk and partition definitions in each specified file to the working set. Multiple identical definitions are silently ignored. If FORMAT PATH is not set, the path defaults to /etc/format.dat.

disk-list is a list of disks in the form c?t?d? or /dev/rdsk/c?t?d?s?. With the
latter form, shell wildcard specifications are supported. For example, specifying
/dev/rdsk/c2* causes format to work on all drives connected to controller c2
only. If no disk-list is specified, format lists all the disks present in the system that can
be administered by format.

Removable media devices are listed only when users execute format in expert mode (option -e). This feature is provided for backward compatibility. Use rmformat(1) for rewritable removable media devices.

OPTIONS

- e

The following options are supported:

-d disk-name	Specify which disk should be made current upon entry into the program. The disk is specified by its logical name (for instance, -d c0t1d0). This can also be accomplished by specifying a single disk in the disk list.

Enable SCSI expert menu. Note this option is not recommended for casual use.

-f command-file

Take command input from command-file rather than the standard input. The file must contain commands that appear just as they would if they had been entered from the keyboard. With this option, format does not issue continue? prompts; there is no need to specify y(es) or n(o) answers in the command-file. In

non-interactive mode, format does not initially expect the input of a disk selection number. The user must specify the current working disk with the -d *disk-name*

format(1M)

	option when format is invoked, or specify disk and the disk selection number in the <i>command-file</i> .
-1 log-file	Log a transcript of the format session to the indicated <i>log-file</i> , including the standard input, the standard output and the standard error.
-m	Enable extended messages. Provides more detailed information in the event of an error.
-M	Enable extended and diagnostic messages. Provides extensive information on the state of a SCSI device's mode pages, during formatting.
-p partition-name	Specify the partition table for the disk which is current upon entry into the program. The table is specified by its name as defined in the data file. This option can be used only if a disk is being made current, and its type is either specified or available from the disk label.
-s	Silent. Suppress all of the standard output. Error messages are still displayed. This is generally used in conjunction with the -f option.
-t disk-type	Specify the type of disk which is current upon entry into the program. A disk's type is specified by name in the data file. This option can only be used if a disk is being made current as described above.
-x data-file	Use the list of disks contained in data-file.

USAGE

When you invoke format with no options or with the -e, -1, -m, -M, or -s options, the program displays a numbered list of available disks and prompts you to specify a disk by list number. If the machine has more than 10 disks, press Space to see the next screenful of disks.

You can specify a disk by list number even if the disk is not displayed in the current screenful. For example, if the current screen shows disks 11-20, you can enter 25 to specify the twenty-fifth disk on the list. If you enter a number for a disk that is not currently displayed, format prompts you to verify your selection. If you enter a number from the displayed list, format silently accepts your selection.

After you specify a disk, format displays its main menu. This menu enables you to perform the following tasks:

analyze Run read, write, and compare tests.

backup Search for backup labels.

cache Enable, disable, and query the state of the write cache and read

cache. This menu item only appears when format is invoked with

the -e option, and is only supported on SCSI devices..

format(1M)

current Display the device name, the disk geometry, and the pathname to

the disk device.

defect Retrieve and print defect lists. This option is supported only on

SCSI devices. IDE disks perform automatic defect management. Upon using the defect option on an IDE disk, you receive the

message:

Controller does not support defect management or disk supports automatic defect management.

disk Choose the disk that will be used in subsequent operations

(known as the current disk.)

fdisk Run the fdisk(1M) program to create a fdisk partition for

Solaris software (IA based systems only).

format Format and verify the current disk. This option is supported only

on SCSI devices. IDE disks are pre-formatted by the manufacturer. Upon using the format option on an IDE disk, you receive the

message:

Cannot format this drive. Please use your manufacturer-supplied formatting utility.

inquiry Display the vendor, product name, and revision level of the

current drive.

label Write a new label to the current disk.

partition Create and modify slices.

quit Exit the format menu.

repair Repair a specific block on the disk. save Save new disk and slice information.

type Select (define) a disk type.

verify Read and display labels. Print information such as the number of

cylinders, alternate cylinders, heads, sectors, and the partition

table.

volname Label the disk with a new eight character volume name.

ENVIRONMENT VARIABLES FORMAT PATH a colon-separated list of filenames and/or directories of

disk and partition definitions. If a directory is specified, format searches for the file format.dat in that

directory.

FILES /etc/format.dat default data file

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

format(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fmthard(1M), prtvtoc(1M), rmformat(1), format.dat(4), attributes(5), sd(7D)

See Disk Management in System Administration Guide, Volume 1

IA Only

fdisk(1M)

WARNINGS

When the format function is selected to format the Maxtor 207MB disk, the following message displays:

Mode sense page(4) reports rpm value as 0, adjusting it to 3600

This is a drive bug that may also occur with older third party drives. The above message is not an error; the drive will still function correctly.

Cylinder 0 contains the partition table (disk label), which can be overwritten if used in a raw disk partition by third party software.

NOTES

format provides a help facility you can use whenever format is expecting input. You can request help about what information is expected by simply entering a question mark (?) and format prints a brief description of what type of input is needed. If you enter a ? at the menu prompt, a list of available commands is displayed.

For SCSI disks, formatting is done with both Primary and Grown defects list by default. However, if only Primary list is extracted in defect menu before formatting, formatting will be done with Primary list only.

Changing the state of the caches is only supported on SCSI devices, and not all SCSI devices support changing or saving the state of the caches.

NAME | fsck – check and repair file systems

SYNOPSIS

```
fsck [-F FSType] [-m] [-V] [special...]
```

fsck [-F FSType] [-n | N | y | Y] [-V] [-0 FSType-specific-options] [special...]

DESCRIPTION

fsck audits and interactively repairs inconsistent file system conditions. If the file system is inconsistent the default action for each correction is to wait for the user to respond yes or no. If the user does not have write permission fsck defaults to a no action. Some corrective actions will result in loss of data. The amount and severity of data loss may be determined from the diagnostic output.

FSType-specific-options are options specified in a comma-separated (with no intervening spaces) list of options or keyword-attribute pairs for interpretation by the FSType-specific module of the command.

special represents the character special device on which the file system resides, for example, /dev/rdsk/c1t0d0s7. Note: the character special device, not the block special device, should be used. fsck will not work on a block device if it is mounted.

If no special device is specified fsck checks the file systems listed in in /etc/vfstab. Those entries in /etc/vfstab which have a character special device entry in the fsckdev field and have a non-zero numeric entry in the fsckpass field will be checked. Specifying -F FSType limits the file systems to be checked to those of the type indicated.

If special is specified, but -F is not, the file system type will be determined by looking for a matching entry in /etc/vfstab. If no entry is found, the default local file system type specified in /etc/default/fs will be used.

If a file system type supports parallel checking, for example, ufs, some file systems eligible for checking may be checked in parallel. Consult the file system-specific man page (for example, fsck ufs(1M)) for more information.

OPTIONS

The following generic options are supported:

-F FSType	Specify the file system type on which to operate.
- m	Check but do not repair. This option checks that t

Check but do not repair. This option checks that the file system is suitable for mounting, returning the appropriate exit status. If the file system is ready for mounting, fsck displays a message such as:

ufs fsck: sanity check: /dev/rdsk/c0t3d0s1 okay

-n | -N Assume a no response to all questions asked by fsck;

do not open the file system for writing.

-V

Echo the expanded command line but do not execute the command. This option may be used to verify and to validate the command line.

-y | Y

Assume a yes response to all questions asked by fsck.

-o specific-options

These *specific-options* can be any combination of the following separated by commas (with no intervening spaces).

b=n

Use block *n* as the super block for the file system. Block 32 is always one of the alternate super blocks. Determine the location of other super blocks by running newfs(1M) with the -Nv options specified.

С If the file system is in the old (static table) format, convert it to the new (dynamic table) format. If the file system is in the new format, convert it to the old format provided the old format can support the file system configuration. In interactive mode, fsck will list the direction the conversion is to be made and ask whether the conversion should be done. If a negative answer is given, no further operations are done on the file system. In preen mode, the direction of the conversion is listed and done if possible without user interaction. Conversion in preen mode is best used when all the file systems are being converted at once. The format of a file system can be determined from the first line of output from fstyp(1M). Note: the c option is seldom used and is included only for compatibility with pre-4.1 releases. There is no guarantee that this option will be included in future releases.

Force checking of file systems regardless of the state of their super block clean flag.

Check and fix the file system non-interactively ("preen"). Exit immediately if there is a problem requiring intervention. This option is required to enable parallel file system checking.

V

Check writable file systems only.

EXIT STATUS

file system is okay and does not need checking

- 1 erroneous parameters are specified
- 32 file system is unmounted and needs checking (fsck -m only)
- 33 file system is already mounted
- 34 cannot stat device
- 36 uncorrectable errors detected terminate normally
- a signal was caught during processing
- 39 uncorrectable errors detected terminate immediately
- 40 for root, same as 0.

USAGE

See largefile(5) for the description of the behavior of fsck when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

FILES

/etc/default/fs default local file system type. Default values can be set for the following flags in /etc/default/fs. For

example: LOCAL=ufs.

LOCAL The default partition for a command if no

FSType is specified.

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:clri} \begin{split} & \text{clri}(1M), \, \text{crash}(1M), \, \text{fsck_cachefs}(1M), \, \text{fsck_s5fs}(1M), \, \text{fsck_ufs}(1M), \\ & \text{fsdb_ufs}(1M), \, \text{fsirand}(1M), \, \text{fstyp}(1M), \, \text{mkfs}(1M), \, \text{mkfs_ufs}(1M), \\ & \text{mountall}(1M), \, \text{newfs}(1M), \, \text{reboot}(\, 1M), \, \text{fs_ufs}(4), \, \text{vfstab}(4), \, \text{attributes}(5), \\ & \text{largefile}(5) \end{split}$$

WARNINGS

The operating system buffers file system data. Running fsck on a mounted file system can cause the operating system's buffers to become out of date with respect to the disk. For this reason, the file system should be *unmounted* when fsck is used. If this is not possible, care should be taken that the system is quiescent and that it is rebooted immediately after fsck is run. Quite often, however, this will not be sufficient. A panic will probably occur if running fsck on a file system modifies the file system.

NOTES

This command may not be supported for all FSTypes.

Running fsck on file systems larger than 2 Gb fails if the user chooses to use the block interface to the device:

c 1		11	•	•
fscl	/		Λ	/I 1
150.	•	ı	11	

fsck /dev/dsk/c?t?d?s? rather than the raw (character special) device: fsck/dev/rdsk/c?t?d?s?

NAME | fs

fsck_cachefs - check integrity of data cached with CacheFS

SYNOPSIS

fsck -F cachefs [-m | -o | noclean] cache_directory

DESCRIPTION

The CacheFS version of the fsck command checks the integrity of a cache directory. By default it corrects any CacheFS problems it finds. There is no interactive mode. The most likely invocation of fsck for CacheFS file systems is at boot time from an entry in the /etc/vfstab file (see vfstab(4)).

OPTIONS

Two command line options are available:

-m Check, but do not repair.

-o noclean Force a check on the cache even if there is no reason to suspect

there is a problem.

EXAMPLES

EXAMPLE 1 An example of the fsck command.

The following example forces a check on the cache directory /cache3:

example% fsck -F cachefs -o noclean /cache3

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

cfsadmin(1M), fsck(1M), mount cachefs(1M), vfstab(4), attributes(5)

fsck_pcfs(1M)

NAME |

fsck_pcfs – file system consistency check and interactive repair

SYNOPSIS

fsck -F pcfs [generic_options] special

fsck -F pcfs [generic_options] [-o specific_options] special

DESCRIPTION

The fsck utility audits and interactively repairs inconsistent conditions on file systems. *special* represents the character special device on which the file system resides, for example /dev/rdiskette. The character special device, not the block special device, should be used.

In the case of correcting serious inconsistencies, by default, fsck asks for confirmation before making a repair and waits for the operator to respond either yes or no. If the operator does not have write permission on the file system, fsck defaults to a -n (no corrections) action. See fsck(1M).

Repairing some file system inconsistencies may result in loss of data. The amount and severity of data loss may be determined from the diagnostic output.

When executed with the verify option (-o v), fsck_pcfs automatically scans the entire file system to verify that all of its allocation units are accessible. If it finds any units inaccessible, it updates the file allocation table (FAT) appropriately. It also updates any effected directory entries to reflect the problem. This directory update includes truncating the file at the point in its allocation chain where the file data is no longer accessible. Any remaining accessible allocation units become orphaned.

Orphaned chains of accessible allocation units are, with the operator's concurrence, linked back into the file system as files in the root directory. These files are assigned names of the form file*NNNN*.chk, where the *N*s are digits in the integral range from 0 through 9.

After successfully scanning and correcting any errors in the file system, fsck displays a summary of information about the file system. This summary includes the size of the file system in bytes, the number of bytes used in directories and individual files, and the number of available allocation units remaining in the file system.

OPTIONS

generic_options

The following generic options are supported:

- m

Check but do not repair. This option checks that the file system is suitable for mounting, returning the appropriate exit status. If the file system is ready for mounting, fsck displays a message such as:

pcfs fsck: sanity check:
/dev/rdiskette okay

-n | -N

Assume a no response to all questions asked by fsck; do not open the file system for writing.

fsck_pcfs(1M)

-V	Echo the expanded command line,
	but do not execute the command.
	This option may be used to verify
	and to validate the command line.
	and to validate the command line.

-y | -Y Assume a yes response to all questions asked by fsck.

-o specific_options

Specify pcfs file system specific options in a comma-separated list, in any combination, with no intervening spaces.

v Verify all allocation units are accessible prior to correcting inconsistencies in the metadata.

p Check and fix the file system non-interactively (preen). Exit immediately if there is a problem requiring intervention.

w Check writable file systems only.

FILES

special The device which contains the pcfs. The device name for a diskette is

specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. A hard disk device or high-capacity removable device name much be qualified with a suffix to indicate the proper FDISK partition.

For example, in the names: /dev/rdsk/c0t0d0p0:c and /dev/rdsk/c0t4d0s2:c, the :c suffix indicates the first partition on the disk contains the pcfs.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWesu
Interface Stability	Stable

SEE ALSO

fsck(1M), fstyp(1M), fdisk(1M), mkfs(1M), $mkfs_pcfs(1M)$, mountall(1M), attributes(5), pcfs(7FS),

WARNINGS

The operating system buffers file system data. Running fsck on a mounted file system can cause the operating system's buffers to become out of date with respect to the disk. For this reason, the file system should be unmounted when fsck is used. If this is not possible, care should be taken that the system is quiescent and that it is rebooted immediately after fsck is run. Quite often, however, this is not sufficient. A panic will probably occur if running fsck on a file system modifies the file system.

NAME | fsck s5fs – file system consistency check and interactive repair

SYNOPSIS

```
fsck -F s5fs [generic_options] [special...]
```

```
fsck -F s5fs [generic_options] [-0 specific-options] [special...]
```

DESCRIPTION

fack audits and interactively repairs inconsistent conditions on file systems. A file system to be checked may be specified by giving the name of the block or character special device or by giving the name of its mount point if a matching entry exists in /etc/vfstab. If no special device is specified, all s5 file systems specified in the vfstab with a fsckdev entry will be checked.

In the case of correcting serious inconsistencies, by default, fsck asks for confirmation before making a repair and waits for the operator to respond either yes or no. If the operator does not have write permission on the file system, fsck will default to a -n (no corrections) action. See fsck(1M).

Repairing some file system inconsistencies may result in loss of data. The amount and severity of data loss may be determined from the diagnostic output.

fsck automatically corrects innocuous inconsistencies such as unreferenced inodes, missing blocks in the free list, blocks appearing in the free list and also in files, or incorrect counts in the superblock automatically. It displays a message for each inconsistency corrected that identifies the nature of the correction on which the file system took place. After successfully correcting a file system, fsck prints the number of files on that file system and the number of used and free blocks.

Inconsistencies checked are as follows:

- Blocks claimed by more than one inode or the free list.
- Blocks claimed by an inode or the free list outside the range of the file system.
- Incorrect link counts.
- Incorrect directory sizes.
- Bad inode format.
- Blocks not accounted for anywhere.
- Directory checks, file pointing to unallocated inode, inode number out of range, absence of '.' and '. .' entries in any directory.
- Superblock checks: more blocks for inodes than there are in the file system.
- Bad free block list format.
- Total free block and/or free inode count incorrect.

Orphaned files and directories (allocated but unreferenced) are, with the operator's concurrence, reconnected by placing them in the lost+found directory. The name assigned is the inode number. If the lost+found directory does not exist, it is created.

OPTIONS | See generic fsck(1M) for *generic_options* and details for specifying *special*.

fsck_s5fs(1M)

-o Specify s5 file system specific options. These options can be any combination of the following separated by commas (with no intervening spaces):

f or F Fast check; duplicate blocks and free list check only.

1 After all other output is done, print

i-number/pathname correspondences for damaged

files.

t scratchfile If there is insufficient memory and a temporary file is

necessary to complete file system checking, use

scratchfile as the temporary file.

T scratchfile Same as above.

s *cyl:skip* If it is necessary to rewrite (salvage) the free block list

to correct an inconsistency, interleave the blocks such that, to the extent possible within each group of *cyl* consecutive free blocks, the interval between blocks is *skip*. For example, with an interleave of 8:3, in each group of eight consecutive free blocks, the order on the free list would be 1 4 7 2 5 8 3 6. If no *cyl:skip* is given, the value is either taken from the superblock, or, if unspecified (either has a value of 0), 400:7 is used. For obscure historical reasons, interleave specification of "3" and "4" (without colons) are taken to mean 200:5

and 418:7, respectively.

S *cyl:skip* Same as above, except rewrite the free block list

unconditionally.

q Quiet; produce less verbose output.

D Perform more extensive directory checking than

normal.

p ("preen") Check and fix the file system

non-interactively. Exit immediately if there is a problem

requiring intervention.

? Print usage message.

FILES

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA
Availability	SUNWs53

fsck_	s5fs((1M)	١

 ${f SEE\ ALSO}\ |\ {f fsck}(1M), {f attributes}(5)$ **NOTES** It is usually faster to check the character special device than the block special device.

NAME | fsck udfs – file system consistency check and interactive repair

SYNOPSIS

```
fsck -F udfs [generic_options] [special ...]
```

```
fsck -F udfs [generic_options] [-o specific_options] [special ...]
```

DESCRIPTION

fsck audits and interactively repairs inconsistent conditions on file systems. A file system to be checked can be specified by giving the name of the block or character special device or by giving the name of its mount point if a matching entry exists in /etc/vfstab.

special represents the character special device, for example, /dev/rdsk/c0t2d0s0, on which the file system resides. The character special device, not the block special device should be used. fsck does not work on a mounted block device.

If no special device is specified, all udfs file systems specified in the vfstab file with a fsckdev entry are checked. If the -p (preen) option is specified, udfs file systems with an fsckpass number greater than 1 are checked in parallel. See fsck(1M).

In the case of correcting serious inconsistencies, by default, fsck asks for confirmation before making a repair and waits for the operator to respond with either yes or no. If the operator does not have write permission on the file system, fsck defaults to the -n (no corrections) option. See fsck(1M).

Repairing some file system inconsistencies can result in loss of data. The amount and severity of data loss can be determined from the diagnostic output.

fsck automatically corrects innocuous inconsistencies. It displays a message for each corrected inconsistency that identifies the nature of the correction which took place on the file system. After successfully correcting a file system, fsck prints the number of files on that file system and the number of used and free blocks.

Inconsistencies checked are as follows:

- Blocks claimed by more than one file or the free list
- Blocks claimed by a file or the free list outside the range of the file system
- Incorrect link counts in file entries
- Incorrect directory sizes
- Bad file entry format
- Blocks not accounted for anywhere
- Directory checks, file pointing to unallocated file entry and absence of a parent directory entry
- Descriptor checks, more blocks for files than there are in the file system
- Bad free block list format
- Total free block count incorrect

OPTIONS

The following options are supported:

generic_options

The following *generic_options* are supported:

- m

Check but do not repair. This option checks to be sure that the file system is suitable for mounting, and returns the appropriate exit status. If the file system is ready for mounting, fsck displays a message such as:

udfs fsck: sanity check: /dev/rdsk/c0t2d0s0 okay

-n | -N

Assume a no response to all questions asked by fsck; do not open the file system for writing.

- V

Echo the expanded command line, but do not execute the command. This option can be used to verify and to validate the command line.

-y | -Y

Assume a yes response to all questions asked by fsck.

-o specific_options

Specify udfs file system specific options in a comma-separated list with no intervening spaces. The following *specific_options* are available:

f

Force checking of file systems regardless of the state of their logical volume integrity state.

-p Check and fix the file system non-interactively (preen). Exit immediately if there is a problem that requires intervention. This option is required to enable parallel file system checking.

- M

Check writable file systems only.

FILES

/etc/vtstab

list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWudf

SEE ALSO

 $\verb|crash|(1M)|, \verb|fsck|(1M)|, \verb|fsdb_udfs|(1M)|, \verb|fstyp|(1M)|, \verb|mkfs|(1M)|, \verb|mkfs|(1M)|, \verb|mountall|(1M)|, \verb|reboot|(1M)|, \verb|vfstab|(4)|, \verb|attributes|(5)|, \\$

WARNINGS

The operating system buffers file system data. Running fsck on a mounted file system can cause the operating system's buffers to become out of date with respect to the disk. For this reason, use fsck only when the file system is unmounted. If this is not possible, take care that the system is quiescent and that it is rebooted immediately after running fsck. A panic will probably occur if running fsck on a file system that modifies the file system while it is mounted.

If an unmount of the file system is not done before the system is shut down, the file system might become corrupted. In this case, a file system check needs to be completed before the next mount operation.

DIAGNOSTICS

not writeable

You cannot write to the device.

Currently Mounted on

The device is already mounted and cannot run fsck.

FILE SYSTEM WAS MODIFIED

File system has been modified to bring it to a consistent state.

Can't read allocation extent

Cannot read the block containing allocation extent.

Bad tag on alloc extent

Invalid tag detected when expecting an allocation extent.

Volume sequence tag error

Invalid tag detected in the volume sequence.

Space bitmap tag error

Invalid tag detected in the space bitmap.

UNEXPECTED INCONSISTENCY; RUN fsck MANUALLY

Use fsck in interactive mode.

NAME | fsck_ufs – file system consistency check and interactive repair

SYNOPSIS

```
fsck -F ufs [generic-options] [special...]
```

fsck -F ufs [generic-options] [-0 specific-options] [special...]

DESCRIPTION

The fsck utility audits and interactively repairs inconsistent conditions on file systems. A file system to be checked may be specified by giving the name of the block or character special device or by giving the name of its mount point if a matching entry exists in /etc/vfstab.

The *special* parameter represents the character special device, for example, /dev/rdsk/c1t0d0s7, on which the file system resides. The character special device, not the block special device should be used. The fsck utility will not work on a block device if the block device is mounted, unless the file system is error-locked.

If no special device is specified, all ufs file systems specified in the vfstab with a fsckdev entry will be checked. If the -p ("preen") option is specified, ufs file systems with an fsckpass number greater than 1 are checked in parallel. See fsck(1M).

In the case of correcting serious inconsistencies, by default, fsck asks for confirmation before making a repair and waits for the operator to respond either yes or no. If the operator does not have write permission on the file system, fsck will default to a -n (no corrections) action. See fsck(1M).

Repairing some file system inconsistencies may result in loss of data. The amount and severity of data loss may be determined from the diagnostic output.

The fsck utility automatically corrects innocuous inconsistencies such as unreferenced inodes, too-large link counts in inodes, missing blocks in the free list, blocks appearing in the free list and also in files, or incorrect counts in the super block. It displays a message for each inconsistency corrected that identifies the nature of the correction on the file system which took place. After successfully correcting a file system, fsck prints the number of files on that file system, the number of used and free blocks, and the percentage of fragmentation.

Inconsistencies checked are as follows:

- Blocks claimed by more than one inode or the free list.
- Blocks claimed by an inode or the free list outside the range of the file system.
- Incorrect link counts.
- Incorrect directory sizes.
- Bad inode format.
- Blocks not accounted for anywhere.
- Directory checks, file pointing to unallocated inode, inode number out of range, and absence of '.' and '. .' as the first two entries in each directory.

- Super Block checks: more blocks for inodes than there are in the file system.
- Bad free block list format.
- Total free block and/or free inode count incorrect.

Orphaned files and directories (allocated but unreferenced) are, with the operator's concurrence, reconnected by placing them in the lost+found directory. The name assigned is the inode number. If the lost+found directory does not exist, it is created. If there is insufficient space in the lost+found directory, its size is increased.

An attempt to mount a ufs file system with the -o nolargefiles option will fail if the file system has ever contained a large file (a file whose size is greater than or equal to 2 Gbyte). Invoking fsck resets the file system state if no large files are present in the file system. A successful mount of the file system after invoking fsck indicates the absence of large files in the file system. An unsuccessful mount attempt indicates the presence of at least one large file. See mount_ufs(1M).

OPTIONS

-y | Y

The *generic-options* consist of the following options:

-m	Check but do not repair. This option checks that the file system is suitable for mounting, returning the appropriate exit status. If the file system is ready for mounting, fsck displays a message such as:
	ufs fsck: sanity check: /dev/rdsk/c0t3d0s1 okay
-n N	Assume a no response to all questions asked by fsck; do not open the file system for writing.
-V	Echo the expanded command line, but do not execute the command. This option may be used to verify and to validate the command line.

Assume a yes response to all questions asked by fsck.

See generic fsck(1M) for the details for specifying special.

-0 specific-options	can be a	ufs file system specific options. These options any combination of the following separated by s (with no intervening spaces).
	b=n	Use block n as the super block for the file system. Block 32 is always one of the alternate super blocks. Determine the location of other super blocks by running newfs(1M) with the -Nv options specified.
	С	If the file system is in the old (static table) format, convert it to the new (dynamic table) format. If the file system is in the new format, convert it to the old format

fsck ufs(1M)

provided the old format can support the file system configuration. In interactive mode, fsck will list the direction the conversion is to be made and ask whether the conversion should be done. If a negative answer is given, no further operations are done on the file system. In preen mode, the direction of the conversion is listed and done if possible without user interaction. Conversion in preen mode is best used when all the file systems are being converted at once. The format of a file system can be determined from the first line of output from fstyp(1M). Note: the c option is seldom used and is included only for compatibility with pre-4.1 releases. There is no guarantee that this option will be included in future releases.

- f Force checking of file systems regardless of the state of their super block clean flag.
- p Check and fix the file system non-interactively ("preen"). Exit immediately if there is a problem requiring intervention. This option is required to enable parallel file system checking.
- w Check writable file systems only.

FILES

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:clri} $\operatorname{clri}(1M), \operatorname{crash}(1M), \operatorname{fsck}(1M), \operatorname{fsdb_ufs}(1M), \operatorname{fsirand}(1M), \operatorname{fstyp}(1M), \\ \operatorname{mkfs}(1M), \operatorname{mkfs_ufs}(1M), \operatorname{mount_ufs}(1M), \operatorname{mountall}(1M), \operatorname{newfs}(1M), \\ \operatorname{reboot}(1M), \operatorname{fs_ufs}(4), \operatorname{vfstab}(4), \operatorname{attributes}(5), \operatorname{largefile}(5) \\$

WARNINGS

The operating system buffers file system data. Running fsck on a mounted file system can cause the operating system's buffers to become out of date with respect to the disk. For this reason, the file system should be *unmounted* when fsck is used. If this is not possible, care should be taken that the system is quiescent and that it is

rebooted immediately after fsck is run. Quite often, however, this will not be sufficient. A panic will probably occur if running fsck on a file system modifies the file system.

NOTES

It is usually faster to check the character special device than the block special device.

Running fsck on file systems larger than 2 Gb fails if the user chooses to use the block interface to the device:

fsck /dev/dsk/c?t?d?s?

rather than the raw (character special) device:

fsck /dev/rdsk/c?t?d?s?

NAME

fsdb – file system debugger

SYNOPSIS

fsdb [-F FSType] [-V] [-0 FSType-specific_options] special

DESCRIPTION

fsdb is a file system debugger that allows for the manual repair of a file system after a crash. special is a special device used to indicate the file system to be debugged. fsdb is intended for experienced users only. FSType is the file system type to be debugged. Since different FSTypes have different structures and hence different debugging capabilities, the manual pages for the FSType-specific fsdb should be consulted for a more detailed description of the debugging capabilities.

OPTIONS

- Specify the FSType on which to operate. The FSType should either be - F specified here or be determinable from /etc/vfstab by matching the *special* with an entry in the table, or by consulting /etc/default/fs.
- -V Echo the complete command line, but do not execute the command. The command line is generated by using the options and arguments provided by the user and adding to them information derived from /etc/vfstab. This option may be used to verify and validate the command line.
- Specify *FSType*-specific options. -0

USAGE

See largefile(5) for the description of the behavior of fsdb when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

FILES

/etc/default/fs default local file system type. Default values can be set for the following flags in /etc/default/fs. For example: LOCAL=ufs

LOCAL: The default partition for a command if no

FSType is specified.

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWcsu	

SEE ALSO

vfstab(4), attributes(5), largefile(5) Manual pages for the FSType-specific modules of fsdb.

NOTES

This command may not be supported for all FSTypes.

NAME | fsdb_udfs – udfs file system debugger

SYNOPSIS

fsdb [-F] udfs [generic_option] [-0 specific_option] special

DESCRIPTION

The fsdb udfs command is an interactive tool that can be used to patch up a damaged udfs file system. fsdb udfs has conversions to translate block and i-numbers into their corresponding disk addresses. Mnemonic offsets to access different parts of an inode are also included. Mnemonic offsets greatly simplify the process of correcting control block entries or descending the file system tree.

fsdb contains several error-checking routines to verify inode and block addresses. These can be disabled if necessary by invoking fsdb with the -o option or by using the o command.

fsdb reads one block at a time, and therefore works with raw as well as block I/O devices. A buffer management routine is used to retain commonly used blocks of data in order to reduce the number of read system calls. All assignment operations result in an immediate write-through of the corresponding block. In order to modify any portion of the disk, fsdb must be invoked with the -w option.

Wherever possible, adb-like syntax has been adopted to promote the use of fsdb through familiarity.

OPTIONS

The following options are supported:

-o specific_option

Specify udfs file system specific options in a comma-separated list with no intervening spaces. The following specific options are supported:

o

Override some error conditions.

p=string

Set prompt to string.

Open for write.

Display usage.

USAGE

Numbers are considered hexadecimal by default. The user has control over how data is to be displayed or accepted. The base command displays or sets the input and output base. Once set, all input defaults to this base and all output displays in this base. The base can be overriden temporarily for input by preceding hexadecimal numbers by 0x, preceding decimal numbers with a 0t, or octal numbers with a 0. Hexadecimal numbers beginning with a-f or A-F must be preceded with a 0x to distinguish them from commands.

fsdb_udfs(1M)

Disk addressing by fsdb is at the byte level. However, fsdb offers many commands to convert a desired inode, directory entry, block, and so forth, to a byte address. After the address has been calculated, fsdb records the result in the current address (dot).

Several global values are maintained by fsdb:

- Current base (referred to as base)
- Current address (referred to as dot)
- Current inode (referred to as inode)
- Current count (referred to as count)
- Current type (referred to as type)

Most commands use the preset value of dot in their execution. For example,

```
> 2:inode
```

first sets the value of dot (.) to 2, colon (:), signifies the start of a command, and the inode command sets inode to 2. A count is specified after a comma (,). Once set, count remains at this value until a new command is encountered that resets the value back to 1 (the default).

```
So, if
```

```
> 2000,400/X
```

is entered, 400 hex longs are listed from 2000, and when completed, the value of dot is 2000 + 400 * sizeof (long). If a RETURN is then entered, the output routine uses the current values of dot, count, and type and displays 400 more hex longs. An asterisk (*) causes the entire block to be displayed. An example showing several commands and the use of RETURN would be:

```
> 2:ino; 0:dir?d
or
> 2:ino; 0:db:block?d
```

The two examples are synonymous for getting to the first directory entry of the root of the file system. Once there, subsequently entering a RETURN, plus (+), or minus (-) advances to subsequent entries. Notice that

```
> 2:inode; :ls
or
> :ls /
is again synonymous.
```

Expressions

The following symbols are recognized by fsdb:

RETURN	Update the value of dot by the current value of <i>type</i> and <i>display</i> using the current value of <i>count</i> .
#	Update the value of dot by specifying a numeric expression. Specify numeric expressions using addition, subtraction, mulitiplication, and division operators (+, -, *, and %). Numeric expressions are

	evaluated from left to right and can use parentheses. After evaluation, the value of dot is updated.
, count	Update the count indicator. The global value of <i>count</i> is updated to <i>count</i> . The value of <i>count</i> remains until a new command is run. A <i>count</i> specifier of * attempts to show a blocks's worth of information. The default for <i>count</i> is 1.
? f	Display in structured style with format specifier f. See Formatted Output.
/ f	Display in unstructured style with format specifier f. See Formatted Output.
	Display the value of dot.
+e	Increment the value of dot by the expression e . The amount actually incremented is dependent on the size of type: $dot = dot + e * sizeof (type)$ The default for e is 1.
<i>-е</i>	Decrement the value of dot by the expression \emph{e} . See +.
*e	Multiply the value of dot by the expression <i>e</i> . Multiplication and division don't use <i>type</i> . In the above calculation of dot, consider the sizeof (<i>type</i>) to be 1.
%e	Divide the value of dot by the expression e . See \star .
< name	Restore an address saved in register <i>name</i> . <i>name</i> must be a single letter or digit.
> name	Save an address in register <i>name</i> . <i>name</i> must be a single letter or digit.
=f	Display indicator. If f is a legitimate format specifier (see Formatted Output), then the value of dot is displayed using format specifier f . Otherwise, assignment is assumed. See = $[s]$ $[e]$.
= [s] [e]	Change the value of dot using an assignment indicator. The address pointed to by dot has its contents changed to the value of the expression e or to the ASCII representation of the quoted (") string s . This can be useful for changing directory names or ASCII file information.
=+ <i>e</i>	Change the value of dot using an incremental assignment. The address pointed to by dot has its contents incremented by expression <i>e</i> .
=- e	Change the value of dot using a decremental assignment. Decrement the contents of the address

pointed to by dot by expression *e*.

Commands

A command must be prefixed by a colon (:). Only enough letters of the command to uniquely distinguish it are needed. Multiple commands can be entered on one line by separating them by a SPACE, TAB, or semicolon (;).

To view a potentially unmounted disk in a reasonable manner, fsdb supports the cd, pwd, ls, and find commands. The functionality of each of these commands basically matches that of its UNIX counterpart. See cd(1), pwd(1),ls(1), andfind(1) for details. The *, , , ?, and - wildcard characters are also supported.

The following commands are supported:

base[=b] Display or set the base. All input and

output is governed by the current base. Without the = b, displays the current base. Otherwise, sets the current base to b. Base is interpreted using the old value of base, so to ensure correctness use the 0, 0t, or 0x prefix when changing the base. The default

for base is hexadecimal.

block Convert the value of dot to a block address.

cd [dir] Change the current directory to directory

dir. The current values of inode and dot are also updated. If dir is not specified, changes directories to inode 2, root (/).

directory If the current inode is a directory, converts

the value of dot to a directory slot offset in that directory, and dot now points to this

entry.

file Set the value of dot as a relative block count

from the beginning of the file. The value of dot is updated to the first byte of this block.

find dir [-name n] | [-inum i] Find files by name or i-number. Recursively

searches directory *dir* and below for file names whose i-number matches i or whose name matches pattern *n*. Only one of the two options (-name or -inum) can be used at one time. The find -print is not

necessary or accepted.

fill=p Fill an area of disk with pattern p. The area

of disk is delimited by dot and count.

inode Convert the value of dot to an inode

address. If successful, the current value of

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inode is updated as well as the value of dot. As a convenient shorthand, if :inode appears at the beginning of the line, the value of dot is set to the current inode and that inode is displayed in inode format.

ls [-R] [-1] pat1 pat2...

List directories or files. If no file is specified, the current directory is assumed. Either or both of the options can be used (but, if used, must be specified before the filename specifiers). Wild card characters are available and multiple arguments are acceptable. The long listing shows only the i-number and the name; use the inode command with ?i to get more information.

override Toggle the value of override. Some error

conditions might be overridden if override

is toggled to on.

prompt "p" Change the fsdb prompt to p. p must be

enclosed in quotes.

pwd Display the current working directory.

quit Quit fsdb.

tag Convert the value of dot and if this is a

valid tag, print the volume structure

according to the tag.

Escape to the shell.

Inode Commands

In addition to the above commands, several other commands deal with inode fields and operate directly on the current inode (they still require the colon (:). They can be used to more easily display or change the particular fields. The value of dot is only used by the :db and :ib commands. Upon completion of the command, the value of dot is changed so that it points to that particular field. For example,

> :ln=+1

increments the link count of the current inode and sets the value of dot to the address of the link count field.

The following inode commands are supported:

at Access time

bs Block size

ct Creation time

gid Group id

ln Link number

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mt Modification time

md Mode

maj Major device number

min Minor device number

nm This command actually operates on the directory name field. Once poised at the desired directory entry (using the directory command), this command allows you to change or display the directory name. For example,

```
> 7:dir:nm="foo"
```

gets the 7th directory entry of the current inode and changes its name to foo. Directory names cannot be made larger than the field allows. If an attempt is made to make a directory name larger than the field allows,, the string is truncated to fit and a warning message is displayed.

sz File size
uid User ID
uniq Unique ID

Formatted Output

Formatted output comes in two styles and many format types. The two styles of formatted output are: structured and unstructured. Structured output is used to display inodes, directories, and so forth. Unstructured output displays raw data.

Format specifiers are preceded by the slash (/) or question mark (?) character. *type* is updated as necessary upon completion.

The following format specifiers are preceded by the ? character:

- i Display as inodes in the current base.
- d Display as directories in the current base.

The following format specifiers are preceded by the / character:

- b Display as bytes in the current base.
- c Display as characters.
- o | O Display as octal shorts or longs.
- d | D Display as decimal shorts or longs.
- $x \mid X$ Display as hexadecimal shorts or longs.

EXAMPLES

EXAMPLE 1 Using fsdb as a calculator for complex arithmetic

The following command displays 2010 in decimal format, and is an example of using fsdb as a calculator for complex arithmetic.

> 2000+400% (20+20) = D

EXAMPLE 2 Using fsdb to display an i-number in idode fomat

The following command displays the i-number 386 in inode format.386 becomes the current inode.

> 386:ino?i

EXAMPLE 3 Using fsdb to change the link count

The following command changes the link count for the current inode to 4.

> :ln=4

EXAMPLE 4 Using fsdb to increment the link count

The following command increments the link count by 1.

> :ln=+1

EXAMPLE 5 Using fsdb to display the creation time as a hexadecimal long

The following command displays the creation time as a hexadecimal long.

> :ct=X

EXAMPLE 6 Using fsdb to display the modification time in time format

The following command displays the modification time in time format.

> :mt=t

EXAMPLE 7 Using fsdb to display in ASCII

The following command displays, in ASCII, block 0 of the file associated with the current inode.

> 0:file/c

EXAMPLE 8 Using fsdb to display the directory enteries for the root inode

The following command displays the first block's directory entries for the root inode of this file system. This command stops prematurely if the EOF is reached.

> 2:ino,*?d

EXAMPLE 9 Using fsdb to change the current inode

The following command changes the current inode to that associated with the 5th directory entry (numbered from 0) of the current inode. The first logical block of the file is then displayed in ASCII.

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EXAMPLE 9 Using fsdb to change the current inode (*Continued*)

```
> 5:dir:inode; 0:file,*/c
```

EXAMPLE 10 Using fsdb to change the i-number

The following command changes the i-number for the 7th directory slot in the root directory to 3.

```
> 2:inode; 7:dir=3
```

EXAMPLE 11 Using fsdb to change the name field

The following command changes the *name* field in the directory slot to name.

```
> 7:dir:nm="name"
```

EXAMPLE 12 Using fsdb to display the a block

The following command displays the 3rd block of the current inode as directory entries.

EXAMPLE 13 Using fsdb to set the contents of address

The following command sets the contents of address 2050 to 0xffffffff. 0xffffffff can be truncated, depending on the current type.

```
> 2050=0xffff
```

EXAMPLE 14 Using fsdb to place an ASCII string at an address

The following command places the ASCII string this is some text at address 1c92434.

```
> 1c92434="this is some text"
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWudf	

SEE ALSO

clri(1M), fsck_udfs(1M), dir(4), attributes(5)

NAME | fsdb_ufs – ufs file system debugger

SYNOPSIS

fsdb -F ufs [generic_options] [specific_options] special

DESCRIPTION

The fsdb ufs command is an interactive tool that can be used to patch up a damaged UFS file system. It has conversions to translate block and i-numbers into their corresponding disk addresses. Also included are mnemonic offsets to access different parts of an inode. These greatly simplify the process of correcting control block entries or descending the file system tree.

fsdb contains several error-checking routines to verify inode and block addresses. These can be disabled if necessary by invoking fsdb with the -o option or by the use of the o command.

fsdb reads a block at a time and will therefore work with raw as well as block I/O devices. A buffer management routine is used to retain commonly used blocks of data in order to reduce the number of read system calls. All assignment operations result in an immediate write-through of the corresponding block. Note that in order to modify any portion of the disk, fsdb must be invoked with the w option.

Wherever possible, adb-like syntax was adopted to promote the use of fsdb through familiarity.

OPTIONS

The following option is supported:

Specify UFS file system specific options. These options can be any combination of the following separated by commas (with no intervening spaces). The options available are:

Display usage

Override some error conditions

set prompt to string p='string' open for write

USAGE

Numbers are considered hexadecimal by default. However, the user has control over how data is to be displayed or accepted. The base command will display or set the input/output base. Once set, all input will default to this base and all output will be shown in this base. The base can be overridden temporarily for input by preceding hexadecimal numbers with '0x', preceding decimal numbers with '0t', or octal numbers with '0'. Hexadecimal numbers beginning with a-f or A-F must be preceded with '0x' to distinguish them from commands.

Disk addressing by fsdb is at the byte level. However, fsdb offers many commands to convert a desired inode, directory entry, block, superblock and so forth to a byte address. Once the address has been calculated, fsdb will record the result in dot (.).

Several global values are maintained by fsdb:

the current base (referred to as base),

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- the current address (referred to as dot),
- the current inode (referred to as inode),
- the current count (referred to as count),
- and the current type (referred to as type).

Most commands use the preset value of dot in their execution. For example,

```
> 2:inode
```

will first set the value of dot to 2, ':', will alert the start of a command, and the inode command will set inode to 2. A count is specified after a ','. Once set, count will remain at this value until a new command is encountered which will then reset the value back to 1 (the default). So, if

```
> 2000,400/X
```

is typed, 400 hex longs are listed from 2000, and when completed, the value of dot will be 2000 + 400 * sizeof (long). If a RETURN is then typed, the output routine will use the current values of dot, count, and type and display 400 more hex longs. A $^{\prime*\prime}$ will cause the entire block to be displayed.

End of fragment, block and file are maintained by fsdb. When displaying data as fragments or blocks, an error message will be displayed when the end of fragment or block is reached. When displaying data using the db, ib, directory, or file commands an error message is displayed if the end of file is reached. This is mainly needed to avoid passing the end of a directory or file and getting unknown and unwanted results.

An example showing several commands and the use of RETURN would be:

The two examples are synonymous for getting to the first directory entry of the root of the file system. Once there, any subsequent RETURN (or +, -) will advance to subsequent entries. Note that

is again synonymous.

Expressions

The symbols recognized by fsdb are:

RETURN

update the value of dot by the current value of type and display using the current value of count.

#	numeric expressions may be composed of $+$, $-$, $*$, and $\%$ operators (evaluated left to right) and may use parentheses. Once evaluated, the value of dot is updated.
, count	count indicator. The global value of count will be updated to count. The value of count will remain until a new command is run. A count specifier of '*' will attempt to show a <i>blocks's</i> worth of information. The default for count is 1.
? <i>f</i>	display in structured style with format specifier f . See FormattedOutput.
/ f	display in unstructured style with format specifier f See FormattedOutput.
	the value of dot.
+0	increment the value of dot by the expression e . The amount actually incremented is dependent on the size of type:
	<pre>dot = dot + e * sizeof (type)</pre>
	The default for e is 1.
- <i>e</i>	decrement the value of dot by the expression e . See +.
*e	multiply the value of dot by the expression e . Multiplication and division don't use type. In the above calculation of dot, consider the sizeof (type) to be 1.
%e	divide the value of dot by the expression e . See *.
< name	restore an address saved in register <i>name</i> . <i>name</i> must be a single letter or digit.
> name	save an address in register <i>name</i> . <i>name</i> must be a single letter or digit.
= <i>f</i>	display indicator. If f is a legitimate format specifier. then the value of dot is displayed using the format specifier f . See FormattedOutput. Otherwise, assignment is assumed See =.
= [s] [e]	assignment indicator. The address pointed to by dot has its contents changed to the value of the expression e or to the ASCII representation of the quoted (") string s . This may be useful for changing directory names or ASCII file information.
=+ <i>e</i>	incremental assignment. The address pointed to by dot has its contents incremented by expression $\it e$.
=- <i>e</i>	decremental assignment. The address pointed to by dot has its contents decremented by expression $\emph{e}.$

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Commands

A command must be prefixed by a ':' character. Only enough letters of the command to uniquely distinguish it are needed. Multiple commands may be entered on one line by separating them by a SPACE, TAB or ';'.

In order to view a potentially unmounted disk in a reasonable manner, fsdb offers the cd, pwd, ls and find commands. The functionality of these commands substantially matches those of its UNIX counterparts. See individual commands for details. The '*', '?', and '[-]' wild card characters are available.

base=b	display or set base. As stated above, all
	input and output is governed by the current
	base. If the =b is omitted, the current base
	is displayed. Otherwise, the current base is
	set to <i>b</i> . Note that this is interpreted using
	the old value of base, so to ensure
	correctness use the '0', '0t', or '0x' prefix
	when changing the base. The default for
	base is hexadecimal.

block convert the value of dot to a block address.

cd *dir* change the current directory to directory *dir*.

The current values of inode and dot are also updated. If no *dir* is specified, then change directories to inode 2 ("/").

cg convert the value of dot to a cylinder

group.

directory If the current inode is a directory, then the

value of dot is converted to a directory slot offset in that directory and dot now points

to this entry.

file the value of dot is taken as a relative block

count from the beginning of the file. The value of dot is updated to the first byte of

this block.

find dir [-name n] [-inum i] find files by name or i-number. find

recursively searches directory dir and below for filenames whose i-number matches *i* or whose name matches pattern *n*. Note that only one of the two options (-name or -inum) may be used at one time. Also, the -print is not needed or accepted.

fill=p fill an area of disk with pattern p. The area

of disk is delimited by dot and count.

fragment convert the value of *dot* to a fragment address. The only difference between the fragment command and the block command is the amount that is able to be displayed. inode convert the value of dot to an inode address. If successful, the current value of inode will be updated as well as the value of *dot*. As a convenient shorthand, if ':inode' appears at the beginning of the line, the value of *dot* is set to the current inode and that inode is displayed in inode format. log chk run through the valid log entries without printing any information and verify the layout. log delta count the number of deltas into the log, using the value of dot as an offset into the log. No checking is done to make sure that offset is within the head/tail offsets. log head display the header information about the file system logging. This shows the block allocation for the log and the data structures on the disk. log otodb return the physical disk block number, using the value of dot as an offset into the display all deltas between the beginning of log show the log (BOL) and the end of the log (EOL). [-R][-1] *pat1 pat2* . . . list directories or ls files. If no file is specified, the current directory is assumed. Either or both of the options may be used (but, if used, must be specified before the filename specifiers). Also, as stated above, wild card characters are available and multiple arguments may be given. The long listing shows only the i-number and the name; use the inode command with '?i' to get more information. toggle the value of override. Some error override conditions may be overriden if override is toggled on.

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prompt p	change the fsdb prompt to p . p must be surrounded by (")s.
pwd	display the current working directory.
quit	quit fsdb.
sb	the value of <i>dot</i> is taken as a cylinder group number and then converted to the address of the superblock in that cylinder group. As a shorthand, ':sb' at the beginning of a line will set the value of <i>dot</i> to <i>the</i> superblock and display it in superblock format.
shadow	if the current inode is a shadow inode, then the value of <i>dot</i> is set to the beginning of the shadow inode data.
1	escape to shell

Inode Commands

In addition to the above commands, there are several commands that deal with inode fields and operate directly on the current inode (they still require the ':'). They may be used to more easily display or change the particular fields. The value of dot is only used by the ': db' and ': ib' commands. Upon completion of the command, the value of dot is changed to point to that particular field. For example,

> :ln=+1

would increment the link count of the current inode and set the value of dot to the address of the link count field.

at	access time.
bs	block size.
ct	creation time.
db	use the current value of <i>dot</i> as a direct block index, where direct blocks number from 0 - 11. In order to display the block itself, you need to 'pipe' this result into the block or fragment command. For example, > 1:db:block,20/X
	would get the contents of data block field 1 from the inode and convert it to a block address. 20 longs are then displayed in hexadecimal. See FormattedOutput.
gid	group id.
ib	use the current value of <i>dot</i> as an indirect block index where indirect blocks number from 0 - 2. This will only get the indirect block itself (the block containing the pointers to the actual blocks). Use the file command and

start at block 12 to get to the actual blocks.

link count. ln modification time. mt mode. md major device number. maj minor device number. min although listed here, this command actually operates on the directory name nm field. Once poised at the desired directory entry (using the directory command), this command will allow you to change or display the directory name. For example, > 7:dir:nm="foo" will get the 7th directory entry of the current inode and change its name to foo. Note that names cannot be made larger than the field is set up for. If an attempt is made, the string is truncated to fit and a warning message to this effect is displayed. shadow inode. si file size. szuser id. uid

Formatted Output

There are two styles and many format types. The two styles are structured and unstructured. Structured output is used to display inodes, directories, superblocks and the like. Unstructured displays raw data. The following shows the different ways of displaying:

?		
	С	display as cylinder groups
	i	display as inodes
	d	display as directories
	s	display as superblocks
	S	display as shadow inode data
/		
	b	display as bytes
	С	display as characters
	0 0	display as octal shorts or longs
	d D	display as decimal shorts or longs
	хХ	display as hexadecimal shorts or longs The format specifier

immediately follows the '/' or '?' character. The values displayed by '/b' and all '?' formats are displayed in the current base. Also, type is appropriately updated upon completion.

EXAMPLES

- > 2000+400% (20+20) =D will display 2010 in decimal (use of fsdb as a calculator for complex arithmetic).
- > 386:ino?i display i-number 386 in an inode format. This now becomes the current inode.
- >:ln=4changes the link count for the current inode to 4.
- increments the link count by 1.
- > :ct=X display the creation time as a hexadecimal long.
- display the modification time in time format.
- > 0:file/c displays, in ASCII, block zero of the file associated with the current inode.
- > 2:ino, *?d displays the first blocks worth of directory entries for the root inode of this file system. It will stop prematurely if the EOF is reached.
- > 5:dir:inode; 0:file,*/c changes the current inode to that associated with the 5th directory entry (numbered from zero) of the current inode. The first logical block of the file is then displayed in ASCII.
- displays the superblock of this file system.
- > 1:cg?c displays cylinder group information and summary for cylinder group 1.
- > 2:inode; 7:dir=3 changes the i-number for the seventh directory slot in the root directory to 3.
- > 2:db:block, *?d displays the third block of the current inode as directory entries.
- > 7:dir:nm="name" changes the name field in the directory slot to name.
- > 3c3:fragment,20:fill=0x20 get fragment 3c3 and fill 20 type elements with 0x20.
- > 2050=0xffff set the contents of address 2050 to 0xfffffffff. 0xffffffff may be truncated depending on the current type.

- > 1c92434="this is some text" will place the ASCII for the string at 1c92434.
- > 2:ino:si:ino;0:shadow,*?S
 displays all of the shadow inode data in the shadow inode associated with the root
 inode of this file system.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

clri(1M), fsck ufs(1M), dir ufs(4), fs ufs(4), attributes(5)

WARNINGS

Since fsdb reads the disk raw, extreme caution is advised in determining its availability of fsdb on the system. Suggested permissions are 600 and owned by bin.

NOTES

The old command line syntax for clearing i-nodes using the ufs-specific '-z i-number' option is still supported by the new debugger, though it is obsolete and will be removed in a future release. Use of this flag will result in correct operation, but an error message will be printed warning of the impending obsolesence of this option to the command. The equivalent functionality is available using the more flexible clri(1M) command.

fsirand(1M)

NAME |

fsirand – install random inode generation numbers

SYNOPSIS

fsirand [-p] special

DESCRIPTION

fsirand installs random inode generation numbers on all the inodes on device *special*, and also installs a file system ID in the superblock. This helps increase the security of file systems exported by NFS.

fsirand must be used only on an unmounted file system that has been checked with fsck(1M) The only exception is that it can be used on the root file system in single-user mode, if the system is immediately re-booted afterwards.

OPTIONS

-p Print out the generation numbers for all the inodes, but do not change the generation numbers.

USAGE

See largefile(5) for the description of the behavior of fsirand when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fsck(1M), attributes(5), largefile(5)

fssnap – create temporary snapshots of a file system

SYNOPSIS

/usr/sbin/fssnap [-F FSType] [-V] -o special_options [mount-point | special]

/usr/sbin/fssnap -d [-F FSType] [-V] -o special_options [mount-point | special]

DESCRIPTION

The fssnap command creates a stable, read-only snapshot of a file system when given either an active mount point or a special device containing a mounted file system, as in the first form of the synopsis. A snapshot is a temporary image of a file system intended for backup operations.

A path to the virtual device that contains this snapshot is printed to standard output when a snapshot is created.

OPTIONS

The following options are supported:

-d Deletes the snapshot associated with the given file

system.

-F *FSType* Specifies the file system type to be used. The FSType

should either be specified here or be determined by matching the block special device with an entry in the

/etc/vfstab table, or by consulting

/etc/default/fs.

-i Displays the state of any given FSType snapshot. If a

mount-point or device is not given, a list of all snapshots on the system is displayed. When a mount-point or device is specified, detailed

information is provided for the specified file system snapshot by default. The format and meaning of this information is file-system dependent. See the

FSType-specific fssnap man page for details.

See the FSType-specific man page for fssnap.

-V Echoes the complete command line, but does not

execute the command.

OPERANDS

The following operands are supported:

-o special_options

mount-point The directory where the file system resides.

special The physical device for the system, such as /dev/dsk/c0t0d0s7.

EXAMPLES

See FSType-specific man pages for examples.

EXIT STATUS

The following exit values are returned:

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0 Successful completion.

>0 An error occurred.

FILES / /etc/vfstab Specifies file system type.

/etc/default/fs Specifies the default local file system type.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fssnap_ufs(1M), attributes(5)

NOTES

This command might not be supported for all FSTypes.

fssnap_ufs - create a temporary snapshot of a UFS file system

SYNOPSIS

```
fssnap [-F] [ufs] [generic-options] -o backing-store=path, [specific-options] mount-point | special
```

```
fssnap [-F ufs] [-d] [generic-options] [-0 specific-options] mount-point | special
```

fssnap [-F ufs] [-i] [generic-options] [-0 specific-options] mount-point | special

DESCRIPTION

The fssnap command queries, creates, or deletes a temporary snapshot of a UFS file system. A snapshot is a point-in-time image of a file system that provides a stable and unchanging device interface for backups.

When creating a file system snapshot, you must specify the file system to be captured and the backing-store file.

The backing-store file is one in which the snapshot subsystem saves old file system data before it is overwritten. The destination path must have enough free space to hold the backing-store file, whose size varies with the amount of activity on the file system. This location must be different from the file system that is being captured in a snapshot. The backing-store file can reside on any type of file system, including another UFS file system or an NFS—mounted file system.

OPTIONS

The following options are supported:

-d
 Deletes the snapshot associated with the given file system.

-i

Displays the state of one or all UFS snapshots. If a mount-point or device is not specified, a list of all snapshots on the system is displayed. When a mount-point or device is specified, detailed information is provided for the specified file system snapshot by default.

Use the -o options with the -i option to specify what snapshot information is displayed. Since this feature is provided primarily for use in scripts and on the command line, no labels are displayed for the data. Sizes are all in bytes, and the output is not internationalized or localized. The information is displayed on one line per option. Unrecognized options display a single? on the line. One line per option guarantees that there are the same number of lines as options specified and there is a one-to-one correspondence between an output line and an option.

The following -o options display specific information for a given snapshot. See the EXAMPLES section for examples of how to use these options.

snapnumber

Display the snapshot number.

blockdevname

Display the block device path.

rawdevname

Display the raw device path.

mountpoint

Display the mount point of the master file system.

state

Display the state of the snapshot device.

backing-store

Display the location of the backing-store file.

backing-store-len

Display the size of the backing-store file.

maxsize

Display the max size of the backing-store file.

createtime

Display the time that the snapshot was created.

chunksize

Display the copy-on-write granularity.

-o specific-options

Without -d or -i, the default action is to create a snapshot. Specify the following options when creating a snapshot. All of these options are discretionary, except for the backing-store file (bs), which is required.

backing-store=path

Uses *path* as the backing-store file. *path* must not reside on the file system that is being captured in a snapshot.

path must exist, and must be either a directory, a regular file, or a raw device. If *path* is a directory, then a temporary file is created and held open. That device is then used as-is. The option can be abbreviated as bf = *path* or bs = *path*.

unlink

Unlinks the backing-store file after the snapshot is created. This option specifies that the backing-store file does not need to be removed manually when the snapshot is deleted. This might make administration more difficult since the file is not visible in the file system. If this option is not specified, the backing-store files should be removed manually after the snapshot is deleted.

chunksize=n [k,m,g]

Uses n for the chunk size. Chunk size is the granularity of the data that is sent to the backing store.

Specify chunksize in the following units: k for kilobytes, m for megabytes, or g for gigabytes. By default, chunk size is four times the block size of the file system (typically 32k).

maxsize=n[k,m,g]

Does not allow the size of the backing-store file to exceed n, where n is the unit specified. The snapshot is deleted automatically when the backing-store file exceeds maxsize.

Specify maxsize in the following units: k for kilobytes, m for megabytes, or g for gigabytes.

raw

Displays to standard output the name of the raw device instead of the block device when a snapshot is created. The block device is printed by default (when raw is not specified). This option makes it easier to embed fssnap commands in the command line for commands that require the raw device instead. Both devices are always created. This option affects only the output.

OPERANDS

The following operands are supported:

mount-point The directory where the file system resides.

special The physical device for the file system, such as /dev/dsk/c0t0d0s7.

EXAMPLES

EXAMPLE 1 Creating a Snapshot of a File System

The following example creates a snapshot of a file system. The block special device created for the snapshot is /dev/fssnap/0.

```
# fssnap -F ufs -o backing-store=/var/tmp /export/home
/dev/fssnap/0
```

EXAMPLE 2 Backing Up a File System Snapshot Without Having To Unmount the File System

The following example backs up a file system snapshot without having to unmount the file system. Since ufsdump requires the path to a raw device, the raw option is used. The /export/home file system snapshot is removed in the second command.

EXAMPLE 3 Backing Up a File System

When backing up a file system, do not let the backing-store file exceed 400 Mbytes. The second command removes the /export/home file system snapshot.

EXAMPLE 3 Backing Up a File System (Continued)

EXAMPLE 4 Performing an Incremental Dump of a Snapshot

The following example uses ufsdump to back up a snapshot of /dev/rdsk/c0t3d0s2. Note the use of the N option to ufsdump, which writes the name of the device being dumped, rather than the name of the snapshot device, to /etc/dumpdates file. See ufsdump(1M) for details on the N flag.

```
# ufsdump lfNu /dev/rmt/0 /dev/rdsk/c0t3d0s2 `fssnap -F ufs
-o raw,bs=/export/scratch,unlink /dev/rdsk/c0t3d0s2`
```

EXAMPLE 5 Finding Out What Snapshots Currently Exist

The following command displays the currently existing snapshots.

```
# fssnap -i
0 /src
1 /export/home
<output continues>
```

EXAMPLE 6 Mounting a File System Snapshot

The following example creates a file system snapshot. After you create a file system snapshot, mount it on /tmp/mount for temporary read-only access.

```
# fssnap -F ufs -o backing-store=/nfs/server/scratch /export/home
/dev/fssnap/1
# mkdir /tmp/mount
# mount -F ufs -o ro /dev/fssnap/1 /tmp/mount
```

EXAMPLE 7 Creating a File System Snapshot and Unlinking the Backing-store File

The following example creates a file system snapshot and unlinks the backing-store file. After creating a file system snapshot and unlinking the backing-store file, check the state of the snapshot.

```
# fssnap -o bs=/scratch,unlink /src
/dev/fssnap/0
# fssnap -i /src
Snapshot number : 0
Block Device : /dev/fssnap/0
Raw Device : /dev/rfssnap/0
Mount point : /src
Device state : active
Backing store path : /scratch/snapshot2 <UNLINKED>
Backing store size : 192 KB
Maximum backing store size : Unlimited
Snapshot create time : Sat May 06 10:55:11 2000
Copy-on-write granularity : 32 KB
```

EXAMPLE 7 Creating a File System Snapshot and Unlinking the Backing-store File (*Continued*)

EXAMPLE 8 Displaying the Size and Location of the Backing-store File and the Creation Time for the Snapshot

The following example displays the size of the backing-store file in bytes, the location of the backing store, and the creation time for the snapshot of the /test file system.

```
\# fssnap -i -o backing-store-len,backing-store,createtime /test 196608 /snapshot2  
Sat May 6 10:55:11 2000
```

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- >0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

The script-readable output mode is a stable interface that can be added to, but will not change. All other interfaces are subject to change.

NOTES

The fssnap device files should be treated like a regular disk block or character device.

The association between a file system and the snapshot is lost when the snapshot is deleted or the system reboots. Snapshot persistence across reboots is not currently supported.

To avoid unnecessary performance impacts, perform the snapshot and system backup when the system is least active.

fstyp(1M)

NAME | fstyp – determine file system type

SYNOPSIS

fstyp [-v] special

DESCRIPTION

fstyp allows the user to determine the file system type of unmounted file systems using heuristic programs.

An fstyp module for each file system type to be checked is executed; each of these modules applies an appropriate heuristic to determine whether the supplied special file is of the type for which it checks. If it is, the program prints on standard output the usual file system identifier for that type (for example, "ufs") and exits with a return code of 0; if none of the modules succeed, the error message unknown fstyp (no matches) is returned and the exit status is 1. If more than one module succeeds, the error message unknown fstyp (multiple matches) is returned and the exit status is 2.

OPTIONS

- 77

Produce verbose output. This is usually information about the file systems superblock and varies across different FSTypes. See fs ufs(4), mkfs ufs(1M), and tunefs(1M) for details.

USAGE

See largefile(5) for the description of the behavior of fstyp when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mkfs ufs(1M), tunefs(1M), fs_ufs(4), attributes(5), largefile(5), hsfs(7FS), pcfs(7FS)

NOTES

The use of heuristics implies that the result of fstyp is not guaranteed to be accurate.

fuser – identify processes using a file or file structure

SYNOPSIS

/usr/sbin/fuser [- [c | f]ku] files [[- [c | f]ku] files] ...

DESCRIPTION

fuser displays the process IDs of the processes that are using the *files* specified as arguments.

Each process ID is followed by a letter code. These letter codes are interpreted as follows: if the process is using the file as

- c Indicates that the process is using the file as its current directory.
- m Indicates that the process is using a file mapped with mmap(2). See mmap(2) for details.
- o Indicates that the process is using the file as an open file.
- r Indicates that the process is using the file as its root directory.
- t Indicates that the process is using the file as its text file.
- y Indicates that the process is using the file as its controlling terminal.

For block special devices with mounted file systems, all processes using any file on that device are listed. For all types of files (text files, executables, directories, devices, and so forth), only the processes using that file are reported.

If more than one group of files are specified, the options may be respecified for each additional group of files. A lone dash cancels the options currently in force.

The process IDs are printed as a single line on the standard output, separated by spaces and terminated with a single new line. All other output is written on standard error.

Any user can run fuser, but only the superuser can terminate another user's process.

OPTIONS

The following options are supported:

- -c Reports on files that are mount points for file systems, and any files within that mounted file system.
- -f Print a report for the named file, not for files within a mounted file system.
- -k Sends the SIGKILL signal to each process. Since this option spawns kills for each process, the kill messages may not show up immediately (see kill(2)).
- -u Displays the user login name in parentheses following the process ID.

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of fuser: LANG, LC_ALL LC_CTYPE, LC_MESSAGES, and NLSPATH.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

fuser(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ps(1), mount(1M), kill(2), mmap(2), signal(3C), attributes(5), environ(5)

NOTES

Because fuser works with a snapshot of the system image, it may miss processes that begin using a file while fuser is running. Also, processes reported as using a file may have stopped using it while fuser was running. These factors should discourage the use of the -k option.

NAME |

fwtmp, wtmpfix – manipulate connect accounting records

SYNOPSIS

/usr/lib/acct/fwtmp [-ic]

/usr/lib/acct/wtmpfix [file...]

DESCRIPTION

fwtmp reads from the standard input and writes to the standard output, converting binary records of the type found in /var/adm/wtmpx to formatted ASCII records. The ASCII version is useful when it is necessary to edit bad records.

wtmpfix examines the standard input or named files in utmpx format, corrects the time/date stamps to make the entries consistent, and writes to the standard output. A hyphen (–) can be used in place of *file* to indicate the standard input. If time/date corrections are not performed, acctcon(1M) will fault when it encounters certain date-change records.

Each time the date is set, a pair of date change records are written to /var/adm/wtmpx. The first record is the old date denoted by the string "old time" placed in the line field and the flag OLD_TIME placed in the type field of the utmpx structure. The second record specifies the new date and is denoted by the string new time placed in the line field and the flag NEW_TIME placed in the type field. wtmpfix uses these records to synchronize all time stamps in the file.

In addition to correcting time/date stamps, wtmpfix will check the validity of the name field to ensure that it consists solely of alphanumeric characters or spaces. If it encounters a name that is considered invalid, it will change the login name to INVALID and write a diagnostic to the standard error. In this way, wtmpfix reduces the chance that accton will fail when processing connect accounting records.

OPTIONS

-ic Denotes that input is in ASCII form, and output is to be written in binary form.

FILES

/var/adm/wtmpx

history of user access and administration information

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaccu

SEE ALSO

 $\verb|acctcom|(1), ed(1), acct(1M), acctcms(1M), acctcon(1M), acctmerg(1M), acctprc(1M), acctsh(1M), runacct(1M), acct(2), acct(3HEAD), utmpx(4), attributes(5)|$

System Administration Guide, Volume 1

gencc(1M)

NAME

gence – create a front-end to the cc command

SYNOPSIS

gencc

DESCRIPTION

The <code>gencc</code> command is an interactive command designed to aid in the creation of a front-end to the <code>cc</code> command. Since hard-coded pathnames have been eliminated from the C Compilation System (CCS), it is possible to move pieces of the CCS to new locations without recompilation. The new locations of moved pieces can be specified through the <code>-Y</code> option to the <code>cc</code> command. However, it is inconvenient to supply the proper <code>-Y</code> options with every invocation of the <code>cc</code> command. Further, if a system administrator moves pieces of the CCS, such movement should be invisible to users.

The front-end to the cc command that gence generates is a one-line shell script that calls the cc command with the proper -Y options specified. The front-end to the cc command will also pass all user-supplied options to the cc command.

gence prompts for the location of each tool and directory that can be respecified by a -Y option to the cc command. If no location is specified, it assumes that that piece of the CCS has not been relocated. After all the locations have been prompted for, gence will create the front-end to the cc command.

gence creates the front-end to the co command in the current working directory and gives the file the same name as the co command. Thus, gence can not be run in the same directory containing the actual co command. Further, if a system administrator has redistributed the CCS, the actual co command should be placed in a location that is not typically in a user's path (for example, /usr/lib). Such placement will prevent users from accidentally invoking the co command without using the front-end.

FILES

./cc front-end to cc

SEE ALSO

cc(1B)

NOTES

gence does not produce any warnings if a tool or directory does not exist at the specified location. Also, gence does not actually move any files to new locations.

The gence command is obsolete.

getdev – lists devices based on criteria

SYNOPSIS

getdev [-ae] [criteria...] [device...]

DESCRIPTION

getdev generates a list of devices that match certain criteria. The criteria includes a list of attributes (given in expressions) and a list of devices. If no criteria are given, all devices are included in the list.

Devices must satisfy at least one of the criteria in the list unless the -a option is used. Then, only those devices which match all of the criteria in a list will be included.

Devices which are defined on the command line and which match the criteria are included in the generated list. However, if the -e option is used, the list becomes a set of devices to be *excluded* from the list. See OPTIONS and OPERANDS.

OPTIONS

The following options are supported:

- -a Specifies that a device must match all criteria to be included in the list generated by this command. The option has no effect if no criteria are defined.
- -e Specifies that the list of devices which follows on the command line should be *excluded* from the list generated by this command. Without the -e the named devices are *included* in the generated list. The flag has no effect if no devices are defined.

OPERANDS

The following operands are supported:

criteria

Defines the criteria that a device must match to be included in the generated list. *criteria* is specified by expressions.

There are four possible expression types which the criteria specified in the *criteria* argument may follow:

attribute=value Selects all devices whose attribute

attribute is defined and is equal to

value.

attribute! =value Selects all devices whose attribute

attribute is defined and does not

equal value.

attribute: * Selects all devices which have the

attribute attribute defined.

attribute!:* Selects all devices which do not

have the attribute attribute defined.

See the putdev(1M) manual page for a complete listing and

description of available attributes.

device

Defines the devices which should be included in the generated list.

This can be the pathname of the device or the device alias.

getdev(1M)

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Command syntax was incorrect, invalid option was used, or an internal error occurred.
- 2 Device table could not be opened for reading.

FILES

/etc/device.tab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availabi	ity	SUNWcsu

SEE ALSO

devattr(1M), getdgrp(1M), putdev(1M), putdgrp(1M), attributes(5)

getdgrp – lists device groups which contain devices that match criteria

SYNOPSIS

/usr/sbin/getdgrp [-ael] [criteria...] [dgroup...]

DESCRIPTION

getdgrp generates a list of device groups that contain devices matching the given criteria. The criteria is given in the form of expressions.

OPTIONS

The following options are supported:

- -a Specifies that a device must match all criteria to be included in the list generated by this command. The option has no effect if no criteria are defined.
- -e Specifies that the list of device groups on the command line should be *excluded* from the list generated by this command. Without the -e option the named device groups are *included* in the generated list. The flag has no effect if no devices are defined.
- -1 Specifies that all device groups (subject to the -e option and the *dgroup* list) should be listed even if they contain no valid device members. This option has no affect if *criteria* is specified on the command line.

OPERANDS

The following operands are supported:

criteria

Defines criteria that a device must match before a device group to which it belongs can be included in the generated list. Specify *criteria* as an expression or a list of expressions which a device must meet for its group to be included in the list generated by getdgrp. If no criteria are given, all device groups are included in the list.

Devices must satisfy at least one of the criteria in the list. However, the -a option can be used to define that a "logical and" operation should be performed. Then, only those groups containing devices which match all of the criteria in a list will be included.

There are four possible expressions types which the criteria specified in the *criteria* argument may follow:

attribute=value Selects all device groups with a

member whose attribute attribute is defined and is equal to value.

attribute! =value Selects all device groups with a

member whose attribute attribute is defined and does not equal *value*.

attribute: * Selects all device groups with a

member which has the attribute

attribute defined.

getdgrp(1M)

attribute!:* Selects all device groups with a

member which does not have the attribute attribute defined.

See putdev(1M) for a complete listing and description of available

attributes.

dgroup Defines a set of device groups which should be included in or

excluded from the generated list. Device groups that are defined and which contain devices matching the criteria are included.

If the -e option is used, this list defines a set of device groups to be excluded. When the -e option is used and *criteria* is also defined, the generated list will include device groups containing devices which match the criteria and are not in the command line

list.

EXIT STATUS The following exit values are returned:

O Successful completion of the task.

Command syntax was incorrect, invalid option was used, or an internal error occurred.

2 Device table or device group table could not be opened for reading.

FILES /etc/device.tab

/etc/dgroup.tab

ATTRIBUTES | See attri

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availa	bility	SUNWcsu

SEE ALSO

devattr(1M), getdev(1M), putdev(1M), putdgrp(1M), attributes(5)

NAME |

getent – get entries from administrative database

SYNOPSIS

getent database [key...]

DESCRIPTION

getent gets a list of entries from the administrative database specified by *database*. The information generally comes from one or more of the sources that are specified for the *database* in /etc/nsswitch.conf.

database is the name of the database to be examined. This can be passwd, group, hosts,ipnodes, services, protocols, ethers, networks, or netmasks. For each of these databases, getent uses the appropriate library routines described in getpwnam(3C), getgrnam(3C), gethostbyaddr(3NSL), gethostbyname(3NSL), getipnodebyaddr(3SOCKET), getipnodebyname(3SOCKET), getservbyname(3SOCKET), getprotobyname(3SOCKET), ethers(3SOCKET), and getnetbyname(3SOCKET), respectively.

Each *key* must be in a format appropriate for searching on the respective database. For example, it can be a *username* or *numeric-uid* for passwd; *hostname* or *IP address* for hosts; or *service*, *service*/protocol, port, or port/proto for services.

getent prints out the database entries that match each of the supplied keys, one per line, in the format of the matching administrative file: passwd(4), group(4), hosts(4), ipnodes(4),services(4), protocols(4), ethers(3SOCKET), networks(4), or netmasks(4). If no key is given, all entries returned by the corresponding enumeration library routine, for example, getpwent() or gethostent(), are printed. Enumeration is not supported on ipnodes.

EXIT STATUS

The following exit values are returned:

- O Successful completion.
- 1 Command syntax was incorrect, an invalid option was used, or an internal error occurred.
- 2 At least one of the specified entry names was not found in the database.
- There is no support for enumeration on this database.

FILES

/etc/nsswitch.conf name service switch configuration file

/etc/passwd password file /etc/group group file

/etc/inet/hosts IPv4 host name database

/etc/inet/ipnodes IPv4 and IPv6 host name database

/etc/services Internet services and aliases
/etc/protocols protocol name database

/etc/ethers Ethernet address to hostname database or domain

/etc/networks network name database

getent(1M)

/etc/netmasks

network mask database

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ethers(3SOCKET), getgrnam(3C), gethostbyaddr(3NSL), $\verb|gethostby| \verb|name| (3NSL), \verb|gethostent| (3NSL), \verb|getipnodeby| addr(3SOCKET), \\$ getipnodebyname(3SOCKET), getnetbyname(3SOCKET), getprotobyname(3SOCKET), getpwnam(3C), getservbyname(3SOCKET), group(4), hosts(4), ipnodes(4), netmasks(4), networks(4), nsswitch.conf(4), passwd(4), protocols(4), services(4), attributes(5)

gettable – get DoD Internet format host table from a host

SYNOPSIS

/usr/sbin/gettable host

DESCRIPTION

gettable is a simple program used to obtain the DoD Internet host table from a "hostname" server. The specified *host* is queried for the table. The table is placed in the file hosts.txt.

gettable operates by opening a TCP connection to the port indicated in the service specification for "hostname". A request is then made for all names and the resultant information is placed in the output file.

gettable is best used in conjunction with the htable(1M) program which converts the DoD Internet host table format to that used by the network library lookup routines.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

htable(1M), attributes(5) Harrenstien, Ken, Mary Stahl, and Elizabeth Feinler, HOSTNAME *Server*, RFC 953, Network Information Center, SRI International, Menlo Park, California, October 1985.

NOTES

Should allow requests for only part of the database.

getty(1M)

NAME |

getty - set terminal type, modes, speed, and line discipline

SYNOPSIS

/usr/lib/saf/ttymon [-h] [-t timeout] line [speed [type [linedisc]]]

/usr/lib/saf/ttymon -c file

DESCRIPTION

getty sets terminal type, modes, speed, and line discipline. getty is a symbolic link to /usr/lib/saf/ttymon. It is included for compatibility with previous releases for the few applications that still call getty directly.

getty can only be executed by the super-user, (a process with the user ID root). Initially getty prints the login prompt, waits for the user's login name, and then invokes the login command. getty attempts to adapt the system to the terminal speed by using the options and arguments specified on the command line.

Without optional arguments, getty specifies the following: The *speed* of the interface is set to 300 baud, either parity is allowed, NEWLINE characters are converted to carriage return-line feed, and tab expansion is performed on the standard output. getty types the login prompt before reading the user's name a character at a time. If a null character (or framing error) is received, it is assumed to be the result of the user pressing the BREAK key. This will cause getty to attempt the next *speed* in the series. The series that getty tries is determined by what it finds in /etc/ttydefs.

OPTIONS

The following options are supported:

-h If the -h flag is not set, a hangup will be forced by setting the

speed to zero before setting the speed to the default or a specified

speed.

-t timeout Specifies that getty should exit if the open on the line succeeds

and no one types anything in *timeout* seconds.

-c *file* The -c option is no longer supported. Instead use

/usr/sbin/sttydefs -1 to list the contents of the

/etc/ttydefs file and perform a validity check on the file.

OPERANDS

The following operands are supported:

line The name of a TTY line in /dev to which getty is to

attach itself. getty uses this string as the name of a file in the /dev directory to open for reading and writing.

speed The speed argument is a label to a speed and TTY

definition in the file /etc/ttydefs. This definition tells getty at what speed to run initially, what the initial TTY settings are, and what speed to try next, (should the user press the BREAK key to indicate that the speed is inappropriate). The default *speed* is 300

baud.

type and *linedisc* These options are obsolete and will be ignored.

FILES | /etc/ttydefs

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

ct(1C), login(1), sttydefs(1M), ttymon(1M), ioctl(2), attributes(5), tty(7D)

getvol(1M)

()				
NAME	getvol – verifies device accessibility			
SYNOPSIS	/usr/bin/getvol -n [-1 label] device			
	/usr/bin/getvol [-f -F] [-ow] [-l label -x label] device			
DESCRIPTION	getvol verifies that the specified device is accessible and that a volume of the appropriate medium has been inserted. The command is interactive and displays instructional prompts, describes errors, and shows required label information.			
OPTIONS	The following opt	ions are supported:		
	-n	Runs the command in non-interactive mode. The volume is assumed to be inserted upon command invocation.		
	-1 label	Specifies that the label $label$ must exist on the inserted volume (can be overridden by the $-\circ$ option).		
	-f	Formats the volume after insertion, using the format command defined for this device in the device table.		
	-F	Formats the volume after insertion and places a file system on the device. Also uses the format command defined for this device in the device table.		
	-0	Allows the administrator to override a label check.		
	-w	Allows administrator to write a new label on the device. User is prompted to supply the label text. This option is ineffective if the -n option is enabled.		
	-x label	Specifies that the label <i>label</i> must exist on the device. This option should be used in place of the -1 option when the label can only be verified by visual means. Use of the option causes a message to be displayed asking the administrator to visually verify that the label is indeed <i>label</i> .		
OPERANDS	The following ope	erands are supported:		
	device Specifi	es the device to be verified for accessibility.		
EXIT STATUS	The following exit values are returned:			
	0 Success	sful completion.		
		and syntax was incorrect, invalid option was used, or an internal ccurred.		
	3 Device	table could not be opened for reading.		
l	I			

FILES | /etc/device.tab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

attributes(5)

NOTES

This command uses the device table to determine the characteristics of the device when performing the volume label checking.

groupadd(1M)

NAME

groupadd - add (create) a new group definition on the system

SYNOPSIS

/usr/sbin/groupadd [-g gid [-0]] group

DESCRIPTION

The groupadd command creates a new group definition on the system by adding the appropriate entry to the /etc/group file.

OPTIONS

The following options are supported:

-g gid

Assigns the group id *gid* for the new group. This group id must be a non-negative decimal integer below MAXUID as defined in /usr/include/sys/param.h. The group ID defaults to the next available (unique) number above the highest number currently assigned. For example, if groups 100, 105, and 200 are assigned as groups, the next default group number will be 201. (Group IDs from 0–99 are reserved by SunOS for future applications.)

-o Allows the *gid* to be duplicated (non-unique).

OPERANDS

The following operands are supported:

group

A string consisting of characters from the set of lower case alphabetic characters and numeric characters. A warning message will be written if the string exceeds MAXGLEN, which is usually set at eight characters. The *group* field must contain at least one character; it accepts lower case or numeric characters or a combination of both, and must not contain a colon (:) or NEWLINE.

EXIT STATUS

The following exit values are returned:

- O Successful completion.
- 2 Invalid command syntax. A usage message for the groupadd command is displayed.
- 3 An invalid argument was provided to an option.
- 4 The *gid* is not unique (when -o option is not used).
- 9 The *group* is not unique.
- The /etc/group file cannot be updated.

FILES

/etc/group

/usr/include/userdefs.h

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

users(1B), groupdel(1M), groupmod(1M), grpck(1M), logins(1M), pwck(1M), useradd(1M), userdel(1M), usermod(1M), group(4), attributes(5)

NOTES

groupadd only adds a group definition to the local system. If a network name service such as NIS or NIS+ is being used to supplement the local /etc/group file with additional entries, groupadd cannot change information supplied by the network name service. However, groupadd will verify the uniqueness of group name and group ID against the external name service.

groupdel(1M)

NAME | groupdel – delete a group definition from the system

SYNOPSIS /usr/sbin/groupdel group

DESCRIPTION The groupdel utility deletes a group definition from the system. It deletes the

appropriate entry from the /etc/group file.

OPERANDS *group* An existing group name to be deleted.

EXIT STATUS The following exit values are returned:

0 Success.

2 Invalid command syntax. A usage message for the groupdel command is displayed.

6 group does not exist.

10 Cannot update the /etc/group file.

FILES /etc/group system file containing group definitions

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\verb"users(1B)", \verb"groupadd(1M)", \verb"groupmod(1M)", \verb"logins(1M)", \verb"useradd(1M)", \verb"useradd(1M)", \verb"attributes(5)"$

NOTES

The groupdel utility only deletes a group definition that is in the local /etc/group file. If a network nameservice such as NIS or NIS+ is being used to supplement the local /etc/group file with additional entries, groupdel cannot change information supplied by the network nameservice.

groupmod – modify a group definition on the system

SYNOPSIS

/usr/sbin/groupmod [-g gid [-o]] [-n name] group

DESCRIPTION

The groupmod command modifies the definition of the specified group by modifying the appropriate entry in the /etc/group file.

OPTIONS

The following options are supported:

-ggid Specify the new group ID for the group. This group ID must be a non-negative decimal integer less than MAXUID, as defined in <param.h>.

The group ID defaults to the next available (unique) number above 99.

(Group IDs from 0-99 are reserved by SunOS for future applications.)

-o Allow the *gid* to be duplicated (non-unique).

-nname

Specify the new name for the group. The *name* argument is a string of no more than eight bytes consisting of characters from the set of lower case alphabetic characters and numeric characters. A warning message will be written if these restrictions are not met. A future Solaris release may refuse to accept group fields that do not meet these requirements. The *name* argument must contain at least one character and must not include a colon (:) or NEWLINE (\n).

OPERANDS

The following operands are supported:

group An existing group name to be modified.

EXIT STATUS

The groupmod utility exits with one of the following values:

- 0 Success.
- 2 Invalid command syntax. A usage message for the groupmod command is displayed.
- 3 An invalid argument was provided to an option.
- 4 *gid* is not unique (when the -o option is not used).
- 6 group does not exist.
- 9 *name* already exists as a group name.
- 10 Cannot update the /etc/group file.

FILES

/etc/group group file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

groupmod(1M)

SEE ALSO

users(1B), groupadd(1M), groupdel(1M), logins(1M), useradd(1M), userdel(1M), usermod(1M), group(4), attributes(5)

NOTES

The groupmod utility only modifies group definitions in the /etc/group file. If a network name service such as NIS or NIS+ is being used to supplement the local /etc/group file with additional entries, groupmod cannot change information supplied by the network name service. The groupmod utility will, however, verify the uniqueness of group name and group ID against the external name service.

gsscred – add, remove and list gsscred table entries

A 1 1 . 1 1

SYNOPSIS

```
gsscred [-n user [-o oid] [-u uid]] [-c comment] -m mech -a
gsscred [-n user [-o oid]] [-u uid] [-m mech] -r
gsscred [-n user [-o oid]] [-u uid] [-m mech] -1
```

DESCRIPTION

The gsscred utility is used to create and maintain a mapping between a security principal name and a local UNIX *uid*. The format of the user name is assumed to be GSS_C_NT_USER_NAME. You can use the -o option to specify the object identifier of the *name* type. The OID must be specified in dot-separated notation, for example: 1.2.3.45464.3.1

The gsscred table is used on server machines to lookup the *uid* of incoming clients connected using RPCSEC_GSS.

When adding users, if no *user* name is specified, an entry is created in the table for each user from the passwd table. If no *comment* is specified, the gsscred utility inserts a comment that specifies the user name as an ASCII string and the GSS-APIsecurity mechanism that applies to it. The security mechanism will be in string representation as defined in the /etc/gss/mech file.

The parameters are interpreted the same way by the gsscred utility to delete users as they are to create users. At least one of the following options must be specified: -n, -u, or -m. If no security mechanism is specified, then all entries will be deleted for the user identified by either the *uid* or *user* name. If only the security mechanism is specified, then all *user* entries for that security mechanism will be deleted.

Again, the parameters are interpreted the same way by the gsscred utility to search for users as they are to create users. If no options are specified, then the entire table is returned. If the *user* name or *uid* is specified, then all entries for that *user* are returned. If a security mechanism is specified, then all *user* entries for that security mechanism are returned.

OPTIONS

-a	Add a table entry.
-c comment	Insert comment about this table entry.
-1	Search table for entry.
-m <i>mech</i>	Specify the mechanism for which this name is to be translated.
-n <i>user</i>	Specify the optional principal name.
-0 oid	Specify the OID indicating the name type of the user.
-r	Remove the entry from the table.
-u <i>uid</i>	Specify the <i>uid</i> for the <i>user</i> if the <i>user</i> is not local.

gsscred(1M)

EXAMPLES

EXAMPLE 1 Creating a gsscred Table for the Kerberos v5 Security Mechanism

The following shows how to create a gsscred table for the kerberos v5 security mechanism. gsscred obtains *user* names and *uid's* from the passwd table to populate the table.

example% gsscred -m kerberos_v5 -a

EXAMPLE 2 Adding an Entry for root/host1 for the Kerberos v5 Security Mechanism

The following shows how to add an entry for root/host1 with a specified *uid* of 0 for the kerberos v5 security mechanism.

example% gsscred -m kerberos_v5 -n root/host1 -u 0 -a

EXAMPLE 3 Listing All User Mappings for the Kerberos v5 Security Mechanism

The following lists all user mappings for the kerberos v5 security mechanism.

example% gsscred -m kerberos_v5 -1

EXAMPLE 4 Listing All Mappings for All Security Mechanism for a Specified User

The following lists all mappings for all security mechanisms for the user bsimpson..

example% gsscred -n bsimpson -1

EXIT STATUS

The following exit values are returned:

O Successful completion.

>0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWgss

SEE ALSO

gssd(1m),attributes(5)

NAME | gssd – generates and validates GSS-API tokens for kernel RPC

SYNOPSIS /usr/lib/gss/gssd

DESCRIPTION gssd is the user mode daemon that operates between the kernel rpc and the Generic

Security Service Application Program Interface (GSS-API) to generate and validate GSS-API security tokens. In addition, gssd maps the GSS-API principal names to the local user and group ids. By default, all groups that the requested user belongs to will be included in the grouplist credential. gssd is invoked by the Internet daemon

inetd(1m) the first time that the kernel RPC requests GSS-API services.

EXIT STATUS The following exit values are returned:

O Successful completion.

>0 An error occurred.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWgssk

SEE ALSO

gsscred(1m),attributes(5)

RFC 2078

halt(1M)

NAME |

halt, poweroff – stop the processor

SYNOPSIS

/usr/sbin/halt [-dlnqy]

/usr/sbin/poweroff [-dlnqy]

DESCRIPTION

The halt and poweroff utilities write any pending information to the disks and then stop the processor. The poweroff utility will have the machine remove power, if possible.

The halt and poweroff utilities normally log the system shutdown to the system log daemon, syslogd(1M), and place a shutdown record in the login accounting file /var/adm/wtmpx. These actions are inhibited if the -n or -q options are present.

OPTIONS

The following options are supported:

- -d Force a system crash dump before rebooting. See dumpadm(1M) for information on configuring system crash dumps.
- -1 Suppress sending a message to the system log daemon, syslogd(1M), about who executed halt.
- -n Prevent the sync(1M) before stopping.
- -q Quick halt. No graceful shutdown is attempted.
- -y Halt the system, even from a dialup terminal.

FILES

/var/adm/wtmpx history of user access and administration information

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:dumpadm} \texttt{dumpadm}(1M), \\ \texttt{init}(1M), \\ \texttt{reboot}(1M), \\ \texttt{shutdown}(1M), \\ \texttt{sync}(1M), \\ \texttt{syslogd}(1M), \\ \texttt{attributes}(5)$

NOTES

The halt utility does not execute the rc0 scripts as do shutdown(1M) and init(1M).

The poweroff utility is equivalent to init5.

hostconfig – configure a system's host parameters

SYNOPSIS

DESCRIPTION

The hostconfig program uses a network protocol to acquire a machine's *host* parameters and set these parameters on the system.

The program selects which protocol to use based on the argument to the required -p flag. Different protocols may set different host parameters. Currently, only one protocol (bootparams) is defined.

OPTIONS

The following options are supported:

-d	Enable debug output.

-f hostname Run the protocol as if this machine were named

hostname.

-h Echo the received hostname to stdout, rather than

setting hostname using the system name directly.

-i *interface* Use only the named network interface to run the

protocol.

-n Run the network protocol, but do not set the acquired

parameters into the system.

-p protocol Run hostconfig using protocol. Currently, only one

protocol (bootparams) is available. This option is

required.

Specifying the -p bootparams option uses the whoami call of the RPC bootparams protocol. This sets the system's hostname, domainname, and default

IP router parameters.

-v Enable verbose output.

EXAMPLES

EXAMPLE 1 Configuring host parameters with verbose output

The following command configures a machine's host parameters using the whoami call of the RPC bootparams protocol with a verbose output.

example# hostconfig -p bootparams -v

EXAMPLE 2 Displaying host parameters

The following command displays the parameters that would be set using the whoami call of the RPC bootparams protocol.

example# hostconfig -p bootparams -n -v

hostconfig(1M)

EXAMPLE 3 Configuring host parameters less the system name

The following command configures a machine's host parameters, less the system name, using the whoami call of the RPC bootparams protocol.

example# hostconfig='hostconfig -p bootparams -h'

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
A	Availability	SUNWcsu

SEE ALSO

hostname(1), domainname(1M), route(1M), attributes(5)

NAME | htable – convert DoD Internet format host table

SYNOPSIS

/usr/sbin/htable filename

DESCRIPTION

htable converts a host table in the format specified by RFC 952 to the format used by the network library routines. Three files are created as a result of running htable: hosts, networks, and gateways. The hosts file is used by the gethostbyname(3NSL) routines in mapping host names to addresses. The networks file is used by the getnetbyname(3SOCKET) routines in mapping network names to numbers. The gateways file is used by the routing daemon to identify "passive" Internet gateways.

If any of the files localhosts, localnetworks, or localgateways are present in the current directory, the file's contents is prepended to the output file without interpretation. This allows sites to maintain local aliases and entries which are not normally present in the master database.

htable is best used in conjunction with the gettable(1M) program which retrieves the DoD Internet host table from a host.

FILES

localhosts

localnetworks

localgateways

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

gettable(1M), gethostbyname(3NSL), getnetbyname(3SOCKET), attributes(5) Harrenstien, Ken, Mary Stahl, and Elizabeth Feinler, DoD Internet Host Table Specification, RFC 952, Network Information Center, SRI International, Menlo Park, California, October 1985.

NOTES

htable does not properly calculate the gateways file.

NAME | id – return user identity

SYNOPSIS

/usr/bin/id [-p] [user]

/usr/bin/id -a [-p] [user]

/usr/xpg4/bin/id [-p] [user]

/usr/xpg4/bin/id -G [-n] [user]

/usr/xpq4/bin/id -q [-nr] [user]

/usr/xpg4/bin/id -u [-nr] [user]

DESCRIPTION

If no user operand is provided, the id utility writes the user and group IDs and the corresponding user and group names of the invoking process to standard output. If the effective and real IDs do not match, both are written. If multiple groups are supported by the underlying system, /usr/xpg4/bin/id also writes the supplementary group affiliations of the invoking process.

If a user operand is provided and the process has the appropriate privileges, the user and group IDs of the selected user are written. In this case, effective IDs are assumed to be identical to real IDs. If the selected user has more than one allowable group membership listed in the group database, /usr/xpq4/bin/id writes them in the same manner as the supplementary groups described in the preceding paragraph.

Formats

The following formats are used when the LC MESSAGES locale category specifies the "C" locale. In other locales, the strings uid, gid, euid, egid, and groups may be replaced with more appropriate strings corresponding to the locale.

```
"uid=%u(%s) qid=%u(%s) \n" < real user ID>, < user-name>, < real group ID>,
<group-name>
```

If the effective and real user IDs do not match, the following are inserted immediately before the \n character in the previous format:

```
" euid=%u(%s)"
```

with the following arguments added at the end of the argument list:

```
<effective user ID>, <effective user-name>
```

If the effective and real group IDs do not match, the following is inserted directly before the \n character in the format string (and after any addition resulting from the effective and real user IDs not matching):

```
" egid=%u(%s)"
```

with the following arguments added at the end of the argument list:

<effectivegroup-ID>, <effectivegroupname>

If the process has supplementary group affiliations or the selected user is allowed to belong to multiple groups, the first is added directly before the NEWLINE character in the format string:

```
" groups=%u(%s)"
```

with the following arguments added at the end of the argument list:

<supplementary group ID>, <supplementary group name>

and the necessary number of the following added after that for any remaining supplementary group IDs:

```
",%u(%s)"
```

and the necessary number of the following arguments added at the end of the argument list:

<supplementary group ID>, <supplementary group name>

If any of the user ID, group ID, effective user ID, effective group ID or supplementary/multiple group IDs cannot be mapped by the system into printable user or group names, the corresponding (%s) and name argument is omitted from the corresponding format string.

When any of the options are specified, the output format is as described under OPTIONS.

OPTIONS

The following option is supported by both /usr/bin/id and /usr/xpg4/bin/id. For /usr/xpg4/bin/id, -p is invalid if specified with any of the -G, -g, or -u options.

-p Reports additionally the current project membership of the invoking process. The project is reported using the format:

```
"projid=%u(%s)"
```

which is inserted prior to the \n character of the default format described in the Formats section. The arguments

```
project ID> , project name>
```

are appended to the end of the argument list. If the project ID cannot be mapped by the system into a printable project name, the corresponding (%s) and name argument is omitted from the corresponding format string.

/usr/bin/id

The following option is supported for /usr/bin/id only:

id(1M)

a Reports user name, user ID and all the groups to which the user belongs.

/usr/xpg4/bin/id

The following options are supported for /usr/xpq4/bin/id only:

- G Output all different group IDs (effective, real and supplementary) only, using the format "%u\n". If there is more than one distinct group affiliation, output each such affiliation, using the format "%u", before the NEWLINE character is output.
- -g Output only the effective group ID, using the format "%u\n".
- -n Output the name in the format "%s" instead of the numeric ID using the format "%u".
- -r Output the real ID instead of the effective ID.
- -u Output only the effective user ID, using the format "%u\n".

OPERANDS

The following operand is supported:

user The user (login) name for which information is to be written.

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of id: LC CTYPE, LC MESSAGES, and NLSPATH.

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- >0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

/usr/bin/id

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
	SUNWcar

/usr/xpg4/bin/id

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWxcu4

SEE ALSO

fold(1), logname(1), who(1), getgid(2), getgroups(2), getprojid(2), getuid(2), attributes(5), environ(5), XPG4(5)

NOTES

Output produced by the -G option and by the default case could potentially produce very long lines on systems that support large numbers of supplementary groups.

NAME

ifconfig – configure network interface parameters

SYNOPSIS

/sbin/ifconfig interface [address_family] [address [/prefix_length]
 [dest_address]] [addif address [/prefix_length]] [removeif address
 [/prefix_length]] [arp | -arp] [auth_algs authentication algorithm]
 [encr_algs encryption algorithm] [encr_auth_algs authentication
 algorithm] [auto-revarp] [broadcast address] [deprecated |
 -deprecated] [destination dest_address] [[failover] |
 [-failover]] [group [[name] | ""]] [index {if_index}] [metric
 n] [modlist] [modinsert mod_name@pos] [modremove mod_name@pos]
 [mtu n] [netmask mask] [plumb] [unplumb] [private |
 -private] [nud | -nud] [set [address] [/netmask]] [[standby] |
 [-standby]] [subnet subnet_address] [tdst tunnel_dest_address]
 [tsrc tunnel_src_address] [trailers | -trailers] [up] [down]
 [xmit | -xmit]

/usr/sbin/ifconfig interface [address_family] [address [/prefix_length]
 [dest_address]] [addif address [/prefix_length]] [removeif address
 [/prefix_length]] [arp | -arp] [auth_algs authentication algorithm]
 [encr_algs encryption algorithm] [encr_auth_algs authentication
 algorithm] [auto-revarp] [broadcast address] [deprecated |
 -deprecated] [destination dest_address] [[failover] |
 [-failover]] [group [[name] | ""]] [index {if_index}] [metric
 n] [modlist] [modinsert mod_name@pos] [modremove mod_name@pos]
 [mtu n] [netmask mask] [plumb] [unplumb] [private |
 -private] [nud | -nud] [set [address] [/netmask]] [[standby] |
 [-standby]] [subnet subnet_address] [tdst tunnel_dest_address]
 [tsrc tunnel_src_address] [trailers | -trailers] [up] [down]
 [xmit | -xmit]

/sbin/ifconfig interface {auto-dhcp | dhcp} [primary] [wait seconds]
drop | extend | inform | ping | release | start | status

/usr/sbin/ifconfig interface {auto-dhcp | dhcp} [primary] [wait
 seconds] drop | extend | inform | ping | release | start |
 status

DESCRIPTION

The command ifconfig is used to assign an address to a network interface and to configure network interface parameters. The ifconfig command must be used at boot time to define the network address of each interface present on a machine; it may also be used at a later time to redefine an interface's address or other operating parameters. If no option is specified, ifconfig displays the current configuration for a network interface. If an address family is specified, ifconfig reports only the details specific to that address family. Only the superuser may modify the configuration of a network interface. Options appearing within braces ({ }) indicate that one of the options must be specified.

The two versions of ifconfig, /sbin/ifconfig and /usr/sbin/ifconfig, behave differently with respect to name services. The order in which names are looked

ifconfig(1M)

up by /sbin/ifconfig when the system is booting is fixed and cannot be changed. In contrast, changing /etc/nsswitch.conf may affect the behavior of /usr/sbin/ifconfig. The system administrator may configure the source and lookup order in the tables by means of the name service switch. See nsswitch.conf(4) for more information.

DHCP Configuration

The third and fourth forms of this command are used to control the Dynamic Host Configuration Protocol ("DHCP") configuring of the interface. DHCP is only available on interfaces for which the address family is inet. In this mode, ifconfig is used to control operation of dhcpagent(1M), the DHCP client daemon. Once an interface is placed under DHCP control by using the start operand, ifconfig should not, in normal operation, be used to modify the address or characteristics of the interface. If the address of an interface under DHCP is changed, dhcpagent will remove the interface from its control.

OPTIONS

The following options are supported:

addif address

Create the next unused logical interface on the specified physical interface.

arp

Enable the use of the Address Resolution Protocol ("ARP") in mapping between network level addresses and link level addresses (default). This is currently implemented for mapping between IPv4 addresses and 10Mb/s Ethernet addresses.

-arp

Disable the use of the ARP.

auth_algs authentication algorithm

For a tunnel, enable IPsec AH with the authentication algorithm specified. The algorithm can be either a number or an algorithm name, including *any* to express no preference in algorithm. All IPsec tunnel properties must be specified on the same command line. To disable tunnel security, specify an auth_alg of *none*.

auto-dhcp

Use DHCP to automatically acquire an address for this interface. This option has a completely equivalent alias called dhcp.

primary

Defines the interface as the primary. The interface is defined as the preferred one for the delivery of client-wide configuration data. Only one interface can be the primary at any given time. If another interface is subsequently selected as the primary, it replaces the previous one. Nominating an interface as the primary one will not have much significance once the client work station has booted, as many applications will already have started and been configured with data read from the previous primary interface.

ifconfig(1M)

wait seconds The ifconfig command will wait until the

operation either completes or for the interval

specified, whichever is the sooner. If no wait interval is given, and the operation is one that cannot complete immediately, ifconfig will wait 30 seconds for the requested operation to complete. The symbolic value forever may be used as well, with

obvious meaning.

drop Remove the specified interface from DHCP control.

Additionally, set the IP address to zero and mark the

interface as "down".

extend Attempt to extend the lease on the interface's IPv4

address. This is not required, as the agent will automatically extend the lease well before it expires.

inform Obtain network configuration parameters from

DHCP without obtaining a lease on an IP address. This is useful in situations where an IP address is obtained through mechanisms other than DHCP.

ping Check whether the interface given is under DHCP

control, which means that the interface is managed by the DHCP agent and is working properly. An exit status of 0 means success. This subcommand has no meaning when the named interface represents more

than one interface.

release Relinquish the IPv4 address on the interface, and

mark the interface as "down."

start DHCP on the interface.

status Display the DHCP configuration status of the

interface.

auto-revarp

Use the Reverse Address Resolution Protocol ("RARP") to automatically acquire an address for this interface.

broadcast address

For IPv4 only. Specify the address to use to represent broadcasts to the network. The default broadcast address is the address with a host part of all 1's. A "+" (plus sign) given for the broadcast value causes the broadcast address to be reset to a default appropriate for the (possibly new) address and netmask. The arguments of ifconfig are interpreted left to right. Therefore

example% ifconfig -a netmask + broadcast +

and

example% ifconfig -a broadcast + netmask +

may result in different values being assigned for the broadcast addresses of the interfaces.

deprecated

Marks the address as a deprecated address. Addresses marked as deprecated will not be used as source address for outbound packets unless either there are no other addresses available on this interface or the application has bound to this address explicitly. The status display shows DEPRECATED as part of flags.

-deprecated

Marks the address as not deprecated.

destination dest_address

Set the destination address for a point-to point interface.

dhcp

This option is an alias for option auto-dhcp

dowr

Mark an interface "down". When an interface is marked "down", the system does not attempt to transmit messages through that interface. If possible, the interface is reset to disable reception as well. This action does not automatically disable routes using the interface.

encr auth algs authentication algorithm

For a tunnel, enable IPsec ESP with the authentication algorithm specified. It can be either a number or an algorithm name, including any or none, to indicate no algorithm preference. If an ESP encryption algorithm is specified but the authentication algorithm is not, the default value for the ESP authentication algorithm will be any.

encr algs encryption algorithm

For a tunnel, enable IPsec ESP with the encryption algorithm specified. It can be either a number or an algorithm name. Note that all IPsec tunnel properties must be specified on the same command line. To disable tunnel security, specify the value of encr_alg as none. If an ESP authentication algorithm is specified, but the encryption algorithm is not, the default value for the ESP encryption will be null.

-failover

Mark the address as a non-failover address. Addresses marked this way will not failover when the interface fails. Status display shows "NOFAILOVER" as part of flags.

failover

Mark the address as a failover address. This address will failover when the interface fails. Status display does not show "NOFAILOVER" as part of flags.

```
group [ name | " "]
```

Insert the interface in the multipathing group specified by *name*. To delete an interface from a group, use a null string "". When invoked on the logical interface with id zero, the status display shows the group name.

index n

Change the interface index for the interface. The value of *n* must be an interface index (*if_index*) that is not used on another interface. *if_index* will be a non-zero positive number that uniquely identifies the network interface on the system.

metric n

Set the routing metric of the interface to *n*; if no value is specified, the default is 0. The routing metric is used by the routing protocol. Higher metrics have the effect of making a route less favorable; metrics are counted as addition hops to the destination network or host.

```
modinsert mod name@pos
```

Insert a module with name *mod_name* to the stream of the device at position *pos*. The position is relative to the stream head. Position 0 means directly under stream head.

Based upon the example in the modlist option, use the following command to insert a module with name ipqos under the ip module and above the firewall module:

```
example% ifconfig hme0 modinsert ipqos@2
```

A subsequent listing of all the modules in the stream of the device follows:

```
example% ifconfig hme0 modlist
0 arp
1 ip
2 ipqos
3 firewall
4 hme
```

modlist

List all the modules in the stream of the device.

The following example lists all the modules in the stream of the device:

```
example% ifconfig hme0 modlist
0 arp
1 ip
2 firewall
4 hme
```

modremove mod_name@pos

Remove a module with name *mod_name* from the stream of the device at position pos. The position is relative to the stream head.

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Based upon the example in the modinsert option, use the following command to remove the firewall module from the stream after inserting the ipqos module:

```
example% ifconfig hme0 modremove firewall@3
```

A subsequent listing of all the modules in the stream of the device follows:

```
example% ifconfig hme0 modlist
0 arp
1 ip
2 ipqos
3 hme
```

Note that the core IP stack modules, for example, ip and tun modules, cannot be removed.

mtu n

Set the maximum transmission unit of the interface to *n*. For many types of networks, the mtu has an upper limit, for example, 1500 for Ethernet.

netmask mask

For IPv4 only. Specify how much of the address to reserve for subdividing networks into subnetworks. The mask includes the network part of the local address and the subnet part, which is taken from the host field of the address. The mask contains 1's for the bit positions in the 32-bit address which are to be used for the network and subnet parts, and 0's for the host part. The mask should contain at least the standard network portion, and the subnet field should be contiguous with the network portion. The mask can be specified in one of four ways:

- 1. with a single hexadecimal number with a leading 0x,
- 2. with a dot-notation address,
- 3. with a "+" (plus sign) address, or
- 4. with a pseudo host name/pseudo network name found in the network database networks(4).

If a "+" (plus sign) is given for the netmask value, the mask is looked up in the netmasks(4) database. This lookup finds the longest matching netmask in the database by starting with the interface's IPv4 address as the key and iteratively masking off more and more low order bits of the address. This iterative lookup ensures that the netmasks(4) database can be used to specify the netmasks when variable length subnetmasks are used within a network number.

If a pseudo host name/pseudo network name is supplied as the netmask value, netmask data may be located in the hosts or networks database. Names are looked up by first using gethostbyname(3NSL). If not found there, the names are looked up in getnetbyname(3SOCKET). These interfaces may in turn use nsswitch.conf(4) to determine what data store(s) to use to fetch the actual value.

For both inet and inet6, the same information conveyed by *mask* can be specified as a *prefix_length* attached to the *address* parameter.

nuc

Enables the neighbor unreachability detection mechanism on a point-to-go interface.

-nud

Disables the neighbor unreachability detection mechanism on a point-to-go interface.

plumb

Open the device associated with the physical interface name and set up the streams needed for IP to use the device. When used with a logical interface name, this command is used to create a specific named logical interface. An interface must be separately plumbed for use by IPv4 and IPv6. The *address_family* parameter controls whether the ifconfig command applies to IPv4 or IPv6.

Before an interface has been plumbed, , the interface will not show up in the output of the ifconfig -a command.

private

Tells the in.routed routing daemon that the interface should not be advertised.

-private

Specify unadvertised interfaces.

removeif address

Remove the logical interface on the physical interface specified that matches the *address* specified.

set

Set the *address*, *prefix_length* or both, for an interface.

standby

Marks the physical interface as a standby interface. If the interface is marked STANDBY and is part of the multipathing group, the interface will not be selected to send out packets unless some other interface in the group has failed and the network access has been failed over to this standby interface.

The status display shows "STANDBY, INACTIVE" indicating that that the interface is a standby and is also inactive. IFF_INACTIVE will be cleared when some other interface belonging to the same multipathing group fails over to this interface. Once a failback happens, the status display will return to INACTIVE.

-standby

Turns off standby on this interface.

subnet

Set the subnet address for an interface.

${\tt tdst} \ tunnel_dest_address$

Set the destination address of a tunnel. The address should not be the same as the dest_address of the tunnel, because no packets leave the system over such a tunnel.

ifconfig(1M)

trailers

This flag previously caused a nonstandard encapsulation of inet packets on certain link levels. Drivers supplied with this release no longer use this flag. It is provided for compatibility, but is ignored.

-trailers

Disable the use of a "trailer" link level encapsulation.

tsrc tunnel src address

Set the source address of a tunnel. This is the source address on an outer encapsulating IP header. It must be an address of another interface already configured using ifconfig.

unplumb

Close the device associated with this physical interface name and any streams that ifconfig set up for IP to use the device. When used with a logical interface name, the logical interface is removed from the system. After this command is executed, the device name will no longer appear in the output of ifconfig -a.

up

Mark an interface "up". This happens automatically when setting the first address on an interface. The up option enables an interface after an ifconfig down, which reinitializes the hardware.

xmit

Enable an interface to transmit packets. This is the default behavior when the interface is up.

-xmit

Disable transmission of packets on an interface. The interface will continue to receive packets.

OPERANDS

The interface operand, as well as address parameters that affect it, are described below.

interface

A string of the form, *name physical-unit*, for example, le0 or ie1; or of the form *name physical-unit*: *logical-unit*, for example, le0:1; or of the form ip.tunN, for tunnels.

If the interface name starts with a dash (-), it is interpreted as a set of options which specify a set of interfaces. In such a case, -a must be part of the options and any of the additional options below can be added in any order. If one of these interface names is given, the commands following it are applied to all of the interfaces that match.

- -a Apply the commands to all interfaces in the system.
- -d Apply the commands to all "down" interfaces in the system.

- -D Apply the commands to all interfaces not under DHCP (Dynamic Host Configuration Protocol) control.
- -u Apply the commands to all "up" interfaces in the system.
- Apply the commands to all IPv4 interfaces.
- -6 Apply the commands to all IPv6 interfaces.

address_family

The address family is specified by the *address_family* parameter. The ifconfig command currently

Internet standard "dot notation".

supports the following families: ether, inet, and inet6. If no address family is specified, the default is

inet.

For the IPv4 family (inet), the *address* is either a host name present in the host name data base (see hosts(4)) or in the Network Information Service (NIS) map hosts, or an IPv4 address expressed in the

For the IPv6 family (inet6), the *address* is either a host name present in the host name data base (see ipnodes(4)) or in the Network Information Service (NIS) map ipnode, or an IPv6 address expressed in the Internet standard colon-separated hexadecimal format represented as *x:x:x:x:x:x:x:x:x* where *x* is a hexadecimal number between 0 and FFFF.

For the ether address family, the address is an Ethernet address represented as *x*:*x*:*x*: *x*: *x*: *x*: *x*: *x* where *x* is a hexadecimal number between 0 and FF.

Some, though not all, of the Ethernet interface cards have their own addresses. To use cards that do not have their own addresses, refer to section 3.2.3(4) of the IEEE 802.3 specification for a definition of the locally administered address space. The use of interface groups should be restricted to those cards with their own addresses (see INTERFACE GROUPS).

For the IPv4 and IPv6 families (inet and inet6), the *prefix_length* is a number between 0 and the number of bits in the address. For inet, the number of bits in the address is 32; for inet6, the number of bits in the address is 128. The *prefix_length* denotes the number of leading set bits in the netmask.

address

prefix_length

ifconfig(1M)

dest_address If the dest_address parameter is supplied in addition to

the *address* parameter, it specifies the address of the correspondent on the other end of a point-to-point link.

tunnel_dest_address An address that is or will be reachable through an

interface other than the tunnel being configured. This tells the tunnel where to send the tunneled packets.

This address must not be the same as the *tunnel_dest_address* being configured.

interface that has been configured "up" with

ifconfig.

LOGICAL INTERFACES

Solaris TCP/IP allows multiple logical interfaces to be associated with a physical network interface. This allows a single machine to be assigned multiple IP addresses, even though it may have only one network interface. Physical network interfaces have names of the form *driver-name physical-unit-number*, while logical interfaces have names of the form *driver-name physical-unit-number*: logical-unit-number. A physical interface is configured into the system using the plumb command. For example:

example% ifconfig le0 plumb

Once a physical interface has been "plumbed", logical interfaces associated with the physical interface can be configured by separate plumb or addif options to the ifconfig command.

example% ifconfig le0:1 plumb

allocates a specific logical interface associated with the physical interface 1e0. The command

example% ifconfig le0 addif 192.9.200.1/24 up

allocates the next available logical unit number on the 1e0 physical interface and assigns an *address* and *prefix_length*.

A logical interface can be configured with parameters (<code>address,prefix_length</code>, and so on) different from the physical interface with which it is associated. Logical interfaces that are associated with the same physical interface can be given different parameters as well. Each logical interface must be associated with an existing and "up" physical interface. So, for example, the logical interface <code>le0:1</code> can only be configured after the physical interface <code>le0</code> has been plumbed.

To delete a logical interface, use the unplumb or removeif options. For example,

example% ifconfig le0:1 down unplumb

will delete the logical interface 1e0:1.

INTERFACE GROUPS

If a physical interface shares an IP prefix with another interface, these interfaces are collected into an interface group. IP uses an interface group to rotate source address selection when the source address is unspecified, and in the case of multiple physical interfaces in the same group, to scatter traffic across different IP addresses on a per-IP-destination basis. See netstat(1M) for per-IP-destination information.

This feature may be enabled by using ndd(1M).

One can also use the group keyword to form a multipathing group. When multipathing groups are used, the functionality of the interface group is subsumed into the functionality of the multipathing group. A multipathing group provides failure detection and repair detection for the interfaces in the group. See in.mpathd(1M) and System Administration Guide, Volume 3.

The interface groups formed using ndd(1M) will be made obsolete in the future. Accordingly, it is advisable to use form multipathing groups using the group keyword.

CONFIGURING IPv6 INTERFACES

When an IPv6 physical interface is plumbed and configured "up" with ifconfig, it is automatically assigned an IPv6 link-local address for which the last 64 bits are calculated from the MAC address of the interface.

```
ifconfig le0 inet6 plumb up
```

The following example shows that the link-local address has a prefix of fe80::/10.

If an advertising IPv6 router exists on the link advertising prefixes, then the newly plumbed IPv6 interface will autoconfigure logical interface(s) depending on the prefix advertisements. For example, for prefix advertisements fec0:0:0:55::/64 and 3ff0:0:0:55::/64, the autoconfigured interfaces will look like:

Even if there are no prefix advertisements on the link, you can still assign site-local and global addresses manually, for example:

```
example% ifconfig le0 inet6 addif fec0::55:a00:20ff:fe8e:f3ad/64 up example% ifconfig le0 inet6 addif 3ff0::55:a00:20ff:fe8e:f3ad/64 up
```

ifconfig(1M)

To configure boot-time defaults for the interface le0, place the following entries in the /etc/hostname6.le0 file:

```
addif fec0::55:a00:20ff:fe8e:f3ad/64 up addif 3ff0::55:a00:20ff:fe8e:f3ad/64 up
```

Link-local addresses are only used for on-link communication and are not visible to other subnets.

Configuring IPv6/IPv4 tunnels

An IPv6 over IPv4 tunnel interface can send and receive IPv6 packets encapsulated in an IPv4 packet. Create tunnels at both ends pointing to each other. IPv6 over IPv4 tunnels require the tunnel source and tunnel destination IPv4 and IPv6 addresses. Solaris 8 supports both automatic and configured tunnels. For automatic tunnels, an IPv4-compatible IPv6 address is used. The following demonstrates auto-tunnel configuration:

```
example% ifconfig ip.atun0 inet6 plumb
example% ifconfig ip.atun0 inet6 tsrc <IPv4-address> \
::<IPv4 address>/96 up
```

where IPv4-address is the IPv4 address of the interface through which the tunnel traffic will flow, and IPv4-address, ::<IPv4-address>, is the corresponding IPv4-compatible IPv6 address.

The following is an example of a configured tunnel:

```
example% ifconfig ip.tun0 inet6 plumb tsrc <my-ipv4-address> \
   tdst <peer-ipv4-address> up
```

This creates a configured tunnel between my-ipv4-address and peer-ipv4-address with corresponding link-local addresses. For tunnels with global or site-local addresses, the logical tunnel interfaces need to be configured in the following form:

```
ifconfig ip.tun0 inet6 addif <my-v6-address> <peer-v6-address> up
```

For example,

```
example% ifconfig ip.tun0 inet6 plumb tsrc 109.146.85.57 \
tdst 109.146.85.212 up
example% ifconfig ip.tun0 inet6 addif 2::45 2::46 up
```

To show all IPv6 interfaces that are up and configured:

```
ip.tun0:1: flags=2200851<UP,POINTOPOINT,RUNNING,MULTICAST,NONUD,IPv6>
    mtu 1480 index 3
   inet6 2::45/128 --> 2::46
```

EXAMPLES

EXAMPLE 1 Using the ifconfig Command

If your workstation is not attached to an Ethernet, the le0 interface should be marked "down" as follows:

```
example% ifconfig le0 down
```

EXAMPLE 2 Printing Addressing Information

To print out the addressing information for each interface, use the following command:

```
example% ifconfig -a
```

EXAMPLE 3 Resetting the Broadcast Address

To reset each interface's broadcast address after the netmasks have been correctly set, use the next command:

```
example% ifconfig -a broadcast +
```

EXAMPLE 4 Changing the Ethernet Address

To change the Ethernet address for interface 1e0, use the following command:

```
example% ifconfig le0 ether aa:1:2:3:4:5
```

EXAMPLE 5 Configuring an IP-in-IP Tunnel

To configure an IP-in-IP tunnel, first plumb it with the following command:

```
example% ifconfig ip.tun0 plumb
```

Then configure it as a point-to-point interface, supplying the tunnel source and the tunnel destination:

```
\label{lem:config} \mbox{example$\$$ if config ip.tun0 myaddr mydestaddr tsrc another\_myaddr $\setminus$ tdst a\_dest\_addr up $$
```

Tunnel security properties must be configured on one invocation of ifconfig:

```
example% ifconfig ip.tun0 encr_auth_algs md5 encr_algs 3des
```

ifconfig(1M)

EXAMPLE 6 Requesting a Service Without Algorithm Preference

To request a service without any algorithm preferences, specify any:

example% ifconfig ip.tun0 encr_auth_algs any encr_algs any

EXAMPLE 7 Disabling All Security

To disable all security, specify any security service with none as the algorithm value:

example% ifconfig ip.tun0 auth algs none

or

example% ifconfig ip.tun0 encr_algs none

FILES

/etc/netmasks

netmask data

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

/usr/sbin

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Stability Level for options modlist, modinsert, and modremove	Evolving

/sbin

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr
Stability Level for options modlist, modinsert, and modremove	Evolving

SEE ALSO

$$\label{eq:continuous} \begin{split} & \texttt{dhcpinfo(1)}, \texttt{dhcpagent(1M)}, \texttt{in.mpathd(1M)}, \texttt{in.routed(1M)}, \texttt{ndd(1M)}, \\ & \texttt{netstat(1M)}, \texttt{ethers(3SOCKET)}, \texttt{gethostbyname(3NSL)}, \\ & \texttt{getnetbyname(3SOCKET)}, \texttt{hosts(4)}, \texttt{netmasks(4)}, \texttt{networks(4)}, \\ & \texttt{nsswitch.conf(4)}, \texttt{attributes(5)}, \texttt{arp(7P)}, \texttt{ipsecah(7P)}, \texttt{ipsecesp(7P)}, \texttt{tun(7M)} \end{split}$$

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DIAGNOSTICS

ifconfig sends messages that indicate if:

- the specified interface does not exist
- the requested address is unknown
- the user is not privileged and tried to alter an interface's configuration

NOTES

It is recommended that the names broadcast, down, private, trailers, up, and the other possible option names not be selected when choosing host names. Choosing any one of these names as host names will cause bizarre problems that can be extremely difficult to diagnose.

if_mpadm(1M)

NAME |

if_mpadm - change operational status of interfaces within a multipathing group

SYNOPSIS

/usr/sbin/if mpadm -d interface_name

/usr/sbin/if mpadm -r interface_name

DESCRIPTION

Use the if_mpadm utility to change the operational status of interfaces that are part of a multipathing group. If the interface is operational, you can use if_mpadm -d to detach or off-line the interface. If the interface is off-lined, use if_mpadm -r to revert it to its original state.

When a network interface is off-lined, all network access fails over to a different interface in the multipathing group. Any addresses that do not failover are brought down. Network access includes unicast, broadcast, and multicast for IPv4 and unicast and multicast for IPv6. Addresses marked with IFF_NOFAILOVER do not failover; they are marked down. After an interface is off-lined, the system will not use the interface for any outbound or inbound traffic, and the interface can be safely removed from the system without any loss of network access.

The if_mpadm utility can be applied only to interfaces that are part of a multipathing group.

OPTIONS

The if mpadm utility supports the following options:

-d *interface_name* Detach or off-line the interface specified by

interface_name.

-r *interface_name* Reattach or undo the previous detach or off-line

operation on the interface specified by *interface_name*. Unless the -d option was used to detach or off-line the

interface, this option will fail.

EXAMPLES

EXAMPLE 1 Detaching an Interface

Use the following command to off-line or detach the interface. All network access will failback to hme0 from another interface in the group.

example% if_mpadm -d hme0

EXAMPLE 2 Reattaching an Off-line Interface

Use the following command to undo the previous operation. Network access will failback over to hme 0 from an interface in the same multipathing group.

example% if_mpdadm -r hme0

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

if_mpadm(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	Unstable

SEE ALSO

ifconfig(1M), in.mpathd(1M), attributes(5)

DIAGNOSTICS

off-line failed as there is no other functional interface available in the multipathing group for failing over the network access.

This message means that other interfaces in the group are failed over already or the multipathing configuration was not suitable for completing a failover.

off-line cannot be undone as failback has been disabled. FAILBACK is set to "no" in /etc/default/mpathd.

off-line cannot be undone because multipathing configuration is not consistent across all the interfaces in the group.

This message means that some interfaces in the multipathing group are not configured consistently with other interfaces in the group, for example, one of the interfaces in the group does not have an IFF NOFAILOVER address.

ifparse(1M)

NAME |

ifparse - parse ifconfig command line

SYNOPSIS

/sbin/ifparse [-fs] addr_family commands

DESCRIPTION

Use the ifparse command to parse the ifconfig(1M) command line options and output substrings, one per line, as appropriate. If no options are specified, ifparse returns the entire ifconfig command line as a series of substrings, one per line.

OPTIONS

The ifparse command supports the following options:

- -f Lists only substrings of the ifconfig command line that are relevant to IP network multipath failover
- -s Lists only substrings of the ifconfig command line that are not relevant to IP network multipath failover

OPERANDS

The ifparse command *does not* support the *interface* operand of the ifconfig command.

EXAMPLES

EXAMPLE 1 Parsing Command Line Options Relevant to Failover

The following example shows the use of the ifparse command to parse the command line options relevant to IP network multipath failover:

```
example# ifparse -f inet 1.2.3.4 up group one addif 1.2.3.5 -failover up set 1.2.3.4 up
```

EXAMPLE 2 Parsing Command Line Options That Are Not Relevant to Failover

The following example shows the use of the ifparse command to parse the command line options that are not relevant to IP network multipath failover:

```
example# ifparse -s inet 1.2.3.4 up group one addif 1.2.3.5 -failover up group one addif 1.2.3.5 -failover up \frac{1}{2}
```

EXAMPLE 3 Parsing the Command Line For All Options

The following example shows the use of the ifparse command to parse the command line for all ifconfig options:

```
example# ifparse inet 1.2.3.4 up group one addif 1.2.3.5 -failover up group one set 1.2.3.4 up addif 1.2.3.5 -failover up
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ifparse(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr
Stability Level	Obsolete

SEE ALSO

ifconfig(1M), attributes(5)

DIAGNOSTICS

usage: -fs <addr_family> <commands>
 This message indicates an invalid command line.

ifparse: Not enough space

This message indicates insufficient memory.

ifparse: dhcp not supported for inet6

DHCP operations are not supported for the inet6 address family.

ifparse: Operation <operation> not supported for <addr_family> Most operations cannot be used with all address families. For example, the broadcast operation is not supported on the inet6 address family.

ifparse: no argument for coperation>
Some operations, for example broadcast, require an argument.

NOTES

The ifparse command is classified as an obsolete interface. It will likely be removed in a future release. You should not develop applications that depend upon this interface.

in.comsat(1M)

NAME

in.comsat, comsat – biff server

SYNOPSIS

/usr/sbin/in.comsat

DESCRIPTION

comsat is the server process which listens for reports of incoming mail and notifies users who have requested to be told when mail arrives. It is invoked as needed by inetd(1M), and times out if inactive for a few minutes.

comsat listens on a datagram port associated with the biff service specification (see services(4)) for one line messages of the form

user@mailbox-offset

If the *user* specified is logged in to the system and the associated terminal has the owner execute bit turned on (by a biff y), the *offset* is used as a seek offset into the appropriate mailbox file, and the first 7 lines or 560 characters of the message are printed on the user's terminal. Lines which appear to be part of the message header other than the From, To, Date, or Subject lines are not printed when displaying the message.

FILES

/var/adm/utmpx user access and administration information

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

inetd(1M), services(4), attributes(5)

NOTES

The message header filtering is prone to error.

NAME |

in.dhcpd – Dynamic Host Configuration Protocol server

SYNOPSIS

/usr/lib/inet/in.dhcpd [-dv] [-h relay_hops] [-i interface,...] [-1 syslog_local_facility] -r IP_address | hostname, . . .

DESCRIPTION

in. dhcpd is a daemon that responds to Dynamic Host Configuration Protocol (DHCP) requests and optionally to BOOTP protocol requests. The daemon forks a copy of itself that runs as a background process. It must be run as root. The daemon has two run modes, DHCP server (with optional BOOTP compatibility mode) and BOOTP relay agent mode.

The first line in the SYNOPSIS section illustrates the options available in the DHCP/BOOTP server mode. The second line in the SYNOPSIS section illustrates the options available when the daemon is run in BOOTP relay agent mode.

The DHCP and BOOTP protocols are used to provide configuration parameters to Internet hosts. Client machines are allocated their IP addresses as well as other host configuration parameters through this mechanism.

The DHCP/BOOTP daemon manages two types of DHCP data tables: the dhcptab configuration table and the DHCP network tables.

See dhcptab(4) regarding the dhcptab configuration table and dhcp_network(4) regarding the DHCP network tables.

The dhcptab contains macro definitions defined using a termcap-like syntax which permits network administrators to define groups of DHCP configuration parameters to be returned to clients. However, a DHCP/BOOTP server always returns hostname, network broadcast address, network subnet mask, and IP maximum transfer unit (MTU) if requested by a client attached to the same network as the server machine. If those options have not been explicitly configured in the dhcptab, in.dhcpd returns reasonable default values.

The dhcptab is read at startup, upon receipt of a SIGHUP signal, or periodically as specified by the -t option. A SIGHUP (sent using the command pkill -HUP in.dhcpd) causes the DHCP/BOOTP daemon to reread the dhcptab within an interval from 0-60 seconds (depending on where the DHCP daemon is in its polling cycle). For busy servers, users should run /etc/init.d/dhcp stop, followed by /etc/init.d/dhcp start to force the dhcptab to be reread.

The DHCP network tables contain mappings of client identifiers to IP addresses. These tables are named after the network they support and the datastore used to maintain them.

The DHCP network tables are consulted during runtime. A client request received from a network for which no DHCP network table exists is ignored.

in.dhcpd(1M)

This command may change in future releases of Solaris software. Scripts, programs, or procedures that use this command might need modification when upgrading to future Solaris software releases. The command line options provided with the in.dhcpd daemon are used only for the current session, and include only some of the server options you can set. The dhcpsvc.conf(4) contains all the server default settings, and can be modified by using the dhcpmgr utility. See dhcpsvc.conf(4) and dhcpmgr(1M) for more details.

OPTIONS

The following options are supported:

-b automatic | manual

This option enables BOOTP compatibility mode, allowing the DHCP server to respond to BOOTP clients. The option argument specifies whether the DHCP server should automatically allocate permanent lease IP addresses to requesting BOOTP clients if the clients are not registered in the DHCP network tables (automatic) or respond only to BOOTP clients who have been manually registered in the DHCP network tables (manual). This option only affects DHCP server mode.

- d

Debugging mode. The daemon remains as a foreground process, and displays verbose messages as it processes DHCP and/or BOOTP datagrams. Messages are displayed on the current TTY. This option can be used in both DHCP/BOOTP server mode and BOOTP relay agent mode.

-h relay_hops

Specifies the maximum number of relay agent hops that can occur before the daemon drops the DHCP/BOOTP datagram. The default number of relay agent hops is 4. This option affects both DHCP/BOOTP server mode and BOOTP relay agent mode.

-i interface, . . .

Selects the network interfaces that the daemon should monitor for DHCP/BOOTP datagrams. The daemon ignores DHCP/BOOTP datagrams on network interfaces not specified in this list. This option is only useful on machines that have multiple network interfaces. If this option is not specified, then the daemon listens for DHCP/BOOTP datagrams on all network interfaces. The option argument consists of a comma-separated list of interface names. It affects both DHCP/BOOTP server and BOOTP relay agent run modes.

-1 syslog_local_facility

The presence of this option turns on transaction logging for the DHCP server or BOOTP relay agent. The value specifies the <code>syslog</code> local facility (an integer from 0 to 7 inclusive) the DHCP daemon should use for tagging the transactions. Using a facility separate from the <code>LOG_DAEMON</code> facility allows the network administrator to capture these transactions separately from other DHCP daemon events for such purposes as generating transaction reports. See <code>syslog(3C)</code>, for details about local facilities. Transactions are logged using a record with 9 space-separated fields as follows:

1. Protocol:

Relay mode: "BOOTP"

Server mode: "BOOTP" or "DHCP" based upon client

type.

2. Type:

Relay mode: "RELAY-CLNT", "RELAY-SRVR"
Server mode: "ASSIGN", "EXTEND", "RELEASE",

"DECLINE", "INFORM", "NAK" "ICMP-ECHO."

- 3. Transaction time: absolute time in seconds (unix time)
- 4. Lease time:

Relay mode: Always 0.

Server mode: 0 for ICMP-ECHO events, absolute time in

seconds (unix time) otherwise

5. Source IP address: Dotted Internet form

Relay mode: Relay interface IP on RELAY-CLNT,

INADDR ANY on RELAY-SRVR.

Server mode: Client IP.

6. Destination IP address: Dotted Internet form

Relay mode: Client IP on RELAY-CLNT, Server IP on

RELAY-SRVR.

Server mode: Server IP.

7. Client Identifier: Hex representation (0-9, A-F)

Relay mode: MAC address

Server mode: BOOTP - MAC address; DHCP - client id

8. Vendor Class identifier (white space converted to periods (.)).

Relay mode: Always "N/A"

Server mode: Vendor class ID tokenized by

converting white space characters

to periods (.)

9. MAC address: Hex representation (0-9, A-F)

Relay mode: MAC address Server mode: MAC address

The format of this record is subject to change between releases.

Transactions are logged to the console if daemon is in debug mode (-d).

Logging transactions impact daemon performance.

in.dhcpd(1M)

It is suggested that you manage log file size periodically using a script run by $\mathtt{cron}(1M)$ and sending $\mathtt{syslogd}(1M)$ a \mathtt{SIGHUP} signal. You could, for example, clone $/\mathtt{usr/lib/newsyslog}$ and alter it to match your DHCP logging requirements.

-n

Disable automatic duplicate IP address detection. When this option is specified, the DHCP server does not attempt to verify that an IP address it is about to offer a client is not in use. By default, the DHCP server pings an IP address before offering it to a DHCP/BOOTP client, to verify that the address is not in use by another machine.

-o DHCP_offer_time

Specifies the number of seconds the DHCP server should cache the offers it has extended to discovering DHCP clients. The default setting is 10 seconds. On slow network media, this value can be increased to compensate for slow network performance. This option affects only DHCP server mode.

-r IP_address | hostname, . . .

This option enables BOOTP relay agent mode. The option argument specifies a comma-separated list of IP addresses or hostnames of DHCP or BOOTP servers to which the relay agent is to forward BOOTP requests. When the daemon is started in this mode, any DHCP tables are ignored, and the daemon simply acts as a BOOTP relay agent.

A BOOTP relay agent listens to UDP port 68, and forwards BOOTP request packets received on this port to the destinations specified on the command line. It supports the BROADCAST flag described in RFC 1542. A BOOTP relay agent can run on any machine that has knowledge of local routers, and thus does not have to be an Internet gateway machine.

Note that the proper entries must be made to the netmasks database so that the DHCP server being served by the BOOTP relay agents can identify the subnet mask of the foreign BOOTP/DHCP client's network. See netmasks(4) for the format and use of this database.

-t dhcptab_rescan_interval

Specifies the interval in minutes that the DHCP server should use to schedule the automatic rereading of the dhcptab information. Typically, you would use this option if the changes to the dhcptab are relatively frequent. Once the contents of the dhcptab have stabilized, you can turn off this option to avoid needless reinitialization of the server.

- v

Verbose mode. The daemon displays more messages than in the default mode. Note that verbose mode can reduce daemon efficiency due to the time taken to display messages. Messages are displayed to the current TTY if the debugging option is used; otherwise, messages are logged to the syslogd facility. This option can be used in both DHCP/BOOTP server mode and BOOTP relay agent mode.

EXAMPLES

EXAMPLE 1 Starting a DHCP Server in BOOTP Compatibility Mode

The following command starts a DHCP server in BOOTP compatibility mode, permitting the server to automatically allocate permanent IP addresses to BOOTP clients which are not registered in the server's table; limits the server's attention to incoming datagrams on network devices le2 and tr0; drops BOOTP packets whose hop count exceeds 2; configures the DHCP server to cache extended DHCP offers for 15 seconds; and schedules dhcptab rescans to occur every 10 minutes:

```
# in.dhcpd -i le2,tr0 -h 2 -o 15 -t 10 -b automatic
```

EXAMPLE 2 Starting the Daemon in BOOTP Relay Agent Mode

The following command starts the daemon in BOOTP relay agent mode, registering the hosts bladerunner and 10.0.0.5 as relay destinations, with debugging and verbose modes enabled, and drops BOOTP packets whose hop count exceeds 5:

```
# in.dhcpd -d -v -h 5 -r bladerunner,10.0.0.5
```

FILES

/etc/inet/dhcpsvc.conf

/etc/init.d/dhcp

/etc/init/hosts

/usr/lib/inet/dhcp/nsu/rfc2136.so.1

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdhcsu
Interface Stability	Evolving

SEE ALSO

cron(1M), dhcpmgr(1M), dhtadm(1M), pntadm(1M), syslogd(1M), syslog(3C), dhcpsvc.conf(4), dhcp_network(4), dhcptab(4), ethers(4), hosts(4), netmasks(4), nsswitch.conf(4), attributes(5), dhcp(5)

System Administration Guide, Volume 3

Alexander, S., and R. Droms, *DHCP Options and BOOTP Vendor Extensions*, RFC 2132, Silicon Graphics, Inc., Bucknell University, March 1997.

Droms, R., *Interoperation Between DHCP and BOOTP*, RFC 1534, Bucknell University, October 1993.

Droms, R., *Dynamic Host Configuration Protocol*, RFC 2131, Bucknell University, March 1997.

Wimer, W., Clarifications and Extensions for the Bootstrap Protocol, RFC 1542, Carnegie Mellon University, October 1993.

in.dhcpd(1M)

NAME

inetd – Internet services daemon

SYNOPSIS

inetd [-d] [-s] [-t] [-r count interval] [configuration-file]

DESCRIPTION

inetd is the server process for the Internet standard services. It is usually started up at system boot time. The *configuration-file* lists the services that inetd is to provide. If no *configuration-file* is given on the command line, inetd reads its configuration information from the file /etc/inetd.conf. See inetd.conf(4) for more information on the format of this file. inetd listens for service requests on the TCP or UDP ports associated with each of the service listed in the configuration file. When a request arrives, inetd executes the server program associated with the service.

A service can be configured to be "wait" wait-status, in which case, inetd waits for the server process to exit before starting a second server process. RPC services can also be started by inetd.

inetd provides a number of simple Internet services internally. These include echo, discard, chargen (character generator), daytime (human-readable time), and time (machine-readable time, in the form of the number of seconds since midnight, January 1, 1900).

inetd rereads its *configuration-file* once when it is started and again whenever it receives a hangup signal, SIGHUP. New services can be activated and existing services can be deleted or modified by editing the *configuration-file*, then sending inetd a SIGHUP signal.

Then inetd reads the *configuration-file* and attempts to bind () to the service to start listening to it. That attempt may fail if another standalone server or "wait" wait-status server started by inetd is already listening for this service. inetd will defer implementing the newly read configuration for that service and will attempt periodically to start listening, after logging an error on console. The retry interval is currently 10 minutes.

OPTIONS

- -d Runs inetd in the foreground and enables debugging output.
- -s Allows you to run inetd "stand-alone," outside the Service Access Facility ("SAF"). If the -s option is omitted, inetd will attempt to contact the service access controller ("SAC") and will exit if SAC is not already running. See sac(1M)
- -t Instructs inetd to trace the incoming connections for all of its TCP services. It does this by logging the client's IP address and TCP port number, along with the name of the service, using the syslog(3C) facility. UDP services can not be traced. When tracing is enabled, inetd uses the syslog facility code "daemon" and "notice" priority level.
- -r Allows inetd to detect and then suspend "broken" connectionless datagram services servers, for example, UDP, and RPC/CLTS. Without this

inetd(1M)

detection, a buggy server that fails before consuming the service request will be continuously restarted and will tax system resources too much. The -r flag has the form:

-r count intervalcount and interval are decimal numbers that represent the maximum count of invocations per interval of seconds a service may be started before the service is considered "broken."

Once considered "broken," a server is suspended for ten minutes. After ten minutes, inetd again enables service, hoping the server behaves correctly.

If the $\mbox{-r}$ flag is not specified, inetd behaves as though $\mbox{-r}$ 40 60 was specified.

OPERANDS

configuration-file

Lists the services inetd is to provide.

EXIT STATUS

inetd does not return an exit status.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

in.ftpd(1M), in.rexecd(1M), in.rshd(1M), in.tftpd(1M), sac(1M), syslog(3C), inetd.conf(4), attributes(5)

Postel, Jon, *RFC 862: Echo Protocol*, Network Information Center, SRI International, Menlo Park, CA, May 1983.

Postel, Jon, *RFC 863: Discard Protocol*, Network Information Center, SRI International, Menlo Park, CA, May 1983.

Postel, Jon, *RFC 864: Character Generator Protocol*, Network Information Center, SRI International, Menlo Park, CA, May 1983.

Postel, Jon, RFC 867: Daytime Protocol, Network Information Center, SRI International, Menlo Park, CA, May 1983.

Postel, Jon, and Ken Harrenstien, *RFC 868: Time Protocol*, Network Information Center, SRI International, Menlo Park, CA, May 1983.

WARNINGS

Do not configure udp services as nowait. This will cause a race condition where the inetd program selects on the socket and the server program reads from the socket. Many server programs will be forked and performance will be severely compromised.

NOTES

For RPC services, inetd listens on all the transports (not only top and udp) as specified for each service in the inetd.conf(4) file.

NAME

in.fingerd, fingerd – remote user information server

SYNOPSIS

/usr/sbin/in.fingerd

DESCRIPTION

fingerd implements the server side of the Name/Finger protocol, specified in *RFC* 742. The Name/Finger protocol provides a remote interface to programs which display information on system status and individual users. The protocol imposes little structure on the format of the exchange between client and server. The client provides a single command line to the finger server which returns a printable reply.

fingerd waits for connections on TCP port 79. Once connected, it reads a single command line terminated by RETURN-LINEFEED and passes the arguments to finger(1), prepended with -s. fingerd closes its connections as soon as the output is finished.

You must invoke fingerd from inetd. See inetd(1M) for more information.

FILES

/var/adm/utmpx User and accounting information.

/etc/passwd System password file.

/var/adm/lastlog Last login times. \$HOME/.plan User's plans.

\$HOME/.project User's projects.

USAGE

fingerd and in.fingerd are IPv6-enabled. See ip6(7P).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

finger(1), inetd(1M), inetd.conf(4), attributes(5), ip6(7P)

Harrenstien, Ken, *RFC 742*, *NAME/FINGER*, Network Information Center, SRI International, Menlo Park, Calif., December 1977.

NOTES

Connecting directly to the server from a TIP or an equally narrow-minded TELNET-protocol user program can result in meaningless attempts at option negotiation being sent to the server, which will foul up the command line interpretation. fingerd should be taught to filter out IAC's and perhaps even respond negatively (IAC will not) to all option commands received.

infocmp(1M)

NAME

infocmp – compare or print out terminfo descriptions

SYNOPSIS

/usr/bin/infocmp [-d] [-c] [-n] [-l] [-L] [-C] [-r] [-u] [-s | d | i | 1 | c] [-v] [-V] [-1] [-w width] [-A directory] [-B directory] [termname...]

DESCRIPTION

infocmp compares a binary terminfo entry with other terminfo entries, rewrites a terminfo description to take advantage of the use= terminfo field, or prints out a terminfo description from the binary file (term) in a variety of formats. It displays boolean fields first, then numeric fields, followed by the string fields. If no options are specified and zero, or one *termname* is specified, the -I option is assumed. If more than one *termname* is specified, the -d option is assumed.

OPTIONS

The -d , -c , and -n options can be used for comparisons. infocmp compares the terminfo description of the first terminal *termname* with each of the descriptions given by the entries for the other terminal's *termname*. If a capability is defined for only one of the terminals, the value returned will depend on the type of the capability: F for boolean variables, -1 for integer variables, and NULL for string variables.

- -d Produce a list of each capability that is different between two entries. This option is useful to show the difference between two entries, created by different people, for the same or similar terminals.
- Produce a list of each capability that is common between two entries.
 Capabilities that are not set are ignored. This option can be used as a quick check to see if the -u option is worth using.
- Produce a list of each capability that is in neither entry. If no *termname* is given, the environment variable TERM will be used for both of the *termnames*. This can be used as a quick check to see if anything was left out of a description.

The -I , -L , and -C options will produce a source listing for each terminal named.

- -I Use the terminfo names.
- -L Use the long C variable name listed in < term.h >.
- -C Use the termcap names. The source produced by the -C option may be used directly as a termcap entry, but not all of the parameterized strings may be changed to the termcap format. infocmp will attempt to convert most of the parameterized information, but anything not converted will be plainly marked in the output and commented out. These should be edited by hand.
- -r When using -C, put out all capabilities in termcap form.

If no *termname* is given, the environment variable TERM will be used for the terminal name.

All padding information for strings will be collected together and placed at the beginning of the string where termcap expects it. Mandatory padding (padding information with a trailing '/') will become optional.

All termcap variables no longer supported by terminfo, but are derivable from other terminfo variables, will be displayed. Not all terminfo capabilities will be translated; only those variables which were part of termcap will normally be displayed. Specifying the -r option will take off this restriction, allowing all capabilities to be displayed in termcap form.

Note that because padding is collected to the beginning of the capability, not all capabilities are displayed. Mandatory padding is not supported. Because termcap strings are not as flexible, it is not always possible to convert a terminfo string capability into an equivalent termcap format. A subsequent conversion of the termcap file back into terminfo format will not necessarily reproduce the original terminfo source.

Some common terminfo parameter sequences, their termcap equivalents, and some terminal types which commonly have such sequences, are:

```
terminfo termcap Representative Terminals
%p1%c %. adm
%p1%d %d hp, ANSI standard, vt100
%p1%'x'%+%c %+x concept
%i %i ANSI standard, vt100
%p1%?%'x'%>%t%p1%'y'%+%; %>xy concept
%p2 is printed before %p1 %r hp
```

Produce a terminfo source description of the first terminal termname which is relative to the sum of the descriptions given by the entries for the other terminals' termnames. It does this by analyzing the differences between the first termname and the other termnames and producing a description with use= fields for the other terminals. In this manner, it is possible to retrofit generic terminfo entries into a terminal's description. Or, if two similar terminals exist, but were coded at different times, or by different people so that each description is a full description, using infocmp will show what can be done to change one description to be relative to the other.

A capability is displayed with an at-sign (@) if it no longer exists in the first *termname*, but one of the other *termname* entries contains a value for it. A capability's value is displayed if the value in the first *termname* is not found in any of the other *termname* entries, or if the first of the other *termname* entries that has this capability gives a different value for that capability.

The order of the other *termname* entries is significant. Since the terminfo compiler tic does a left-to-right scan of the capabilities, specifying two use= entries that contain differing entries for the same capabilities will produce different results,

infocmp(1M)

depending on the order in which the entries are given. infocmp will flag any such inconsistencies between the other *termname* entries as they are found.

Alternatively, specifying a capability *after* a use= entry that contains, it will cause the second specification to be ignored. Using informp to recreate a description can be a useful check to make sure that everything was specified correctly in the original source description.

Another error that does not cause incorrect compiled files, but will slow down the compilation time, is specifying superfluous use= fields. infocmp will flag any superfluous use= fields.

- S	Sorts the fields within each type according to the argument below:	
	d	Leave fields in the order that they are stored in the terminfo database.
	i	Sort by terminfo name.
	1	Sort by the long C variable name.
	С	Sort by the termcap name.
	If the -s option is not given, the fields are sorted alphabetically by the terminfo name within each type, except in the case of the -C or the -L options, which cause the sorting to be done by the termcap name or the long C variable name, respectively.	
-v	Print out tracing information on standard error as the program runs.	
-V	Print out the version of the program in use on standard error and exit.	
-1	Print the fields one to a line. Otherwise, the fields are printed several to a line to a maximum width of 60 characters.	

The location of the compiled terminfo database is taken from the environment variable TERMINFO. If the variable is not defined, or the terminal is not found in that location, the system terminfo database, usually in /usr/share/lib/terminfo, is used. The options -A and -B may be used to override this location.

Changes the output to width characters.

-A directory	Set TERMINFO for the first <i>termname</i> .
-В directory	Set TERMINFO for the other <i>termnames</i> . With this, it is possible to compare descriptions for a terminal with the same name located in two different databases. This is useful for comparing descriptions for the same terminal created by different people.

FILES /usr/share/lib/terminfo/?/* Compiled terminal description database.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

-wwidth

infocmp(1M)

	ATTRIBUTE TYPE	ATTRIBUTE VALUE		
A	Availability	SUNWcsu		

SEE ALSO captoinfo(1M), tic(1M), curses(3CURSES), terminfo(4), attributes(5)

in.ftpd(1M)

ftpd(1M)					
NAME	in.ftpd, ftpd – file transfer protocol server				
SYNOPSIS	in.ftpd [-dl] [-t timeout]				
DESCRIPTION		y the Int	ternet File Transfer Protocol (FTP) server process. The server is ernet daemon $\mathtt{inetd}(1M)$ each time a connection to the FTP service is made.		
OPTIONS	-d		Debugging information is logged to the system log daemon syslogd(1M).		
	-1		Each FTP session is logged to the system log daemon syslogd(1M).		
	-t timeou	t	Set the inactivity timeout period to <i>timeout</i> seconds. The FTP server will timeout an inactive session after 15 minutes.		
Requests	The FTP s		rrently supports the following FTP requests; case is not		
	ABOR	abort p	revious command		
	ACCT	specify	account (ignored)		
	ALLO allocat		e storage (vacuously)		
	APPE append		to a file		
	CDUP change		to parent of current working directory		
	CWD	change	working directory		
	DELE delete		e a file		
	HELP give h		lp information		
	LIST give li		t files in a directory (1s -1g)		
	MKD make a		directory		
	MODE	specify	data transfer <i>mode</i>		
	NLST	give na	me list of files in directory (1s)		
	NOOP	do noth	ning		
	PASS	specify	password		
	PASV	prepare	e for server-to-server transfer		
	EPSV	extende	ed passive command request		
	LPSV	long pa	ssive command request		
	PORT	specify	data connection port		
	EPRT	specify	extended address for the transport connection		
	LPRT	specify	"long" address for the transport connection		

PWD	print the current working directory
QUIT	terminate session
RETR	retrieve a file
RMD	remove a directory
RNFR	specify rename-from file name
RNTO	specify rename-to file name
STOR	store a file
STOU	store a file with a unique name
STRU	specify data transfer structure
TYPE	specify data transfer type
USER	specify user name
XCUP	change to parent of current working directory
XCWD	change working directory
XMKD	make a directory
XPWD	print the current working directory
XRMD	remove a directory

The remaining FTP requests specified in RFC 959 are recognized, but not implemented.

The FTP server will abort an active file transfer only when the ABOR command is preceded by a Telnet "Interrupt Process" (IP) signal and a Telnet "Synch" signal in the command Telnet stream, as described in RFC 959.in.ftpd interprets file names according to the "globbing" conventions used by sh(1). This allows users to utilize the metacharacters: * ? [] { } ~ in.ftpd's umask (which it uses to create files during PUT operations) may be adjusted by adding the line

UMASK=nnn

to /etc/default/ftpd.

The banner returned by in.ftpd in the parenthetical portion of its greeting is configurable. The default is equivalent to "'uname -sr'" and will be used if no banner is set in /etc/default/ftpd. To set the banner, add a line of the form

to /etc/default/ftpd. Nonempty banner strings are fed to shells for evaluation.

The default banner may also be obtained by

```
BANNER="'uname -s' 'uname -r'" and no banner will be printed if /etc/default/ftpd contains
BANNER="
```

in.ftpd authenticates users according to four rules.

First, the user name must be in the password data base, /etc/passwd, and have a password that is not NULL. A password must always be provided by the client before any file operations may be performed. The PAM framework (see SECURITY below) is used to verify that the correct password was entered.

Second, if the user name appears in the file /etc/ftpusers, ftp access is denied. The default list of users in /etc/ftpusers includes all of the accounts in passwd(4). See ftpusers(4).

Third, ftp access is denied if the user's shell is not a shell listed in getusershell(3C).

Fourth, if the user name is "anonymous" or "ftp", an entry for the user name ftp must be present in the password and shadow files. The user is then allowed to log in by specifying any password — by convention this is given as the user's e-mail address (such as user@host.Sun.COM). Do not specify a valid shell in the password entry of the ftp user, and do not give it a valid password (use NP in the encrypted password field of the shadow file).

For anonymous ftp users, in.ftpd takes special measures to restrict the client's access privileges. The server performs a chroot(2) command to the home directory of the "ftp" user. In order that system security is not breached, it is recommended that the "ftp" subtree be constructed with care; the following rules are suggested.

~ftp

Make the home directory owned by root and unwritable by anyone.

~ftp/bin

Make this directory owned by the superuser and unwritable by anyone. Make this a symbolic link to ~ftp/usr/bin The program ls(1) must be present to support the list commands. This program should have mode 111.

~ftp/usr/lib

Make this directory owned by the superuser and unwritable by anyone. Copy the following shared libraries from /usr/lib into this directory:

```
ld.so.1*
libc.so.1*
libdl.so.1*
libmp.so.2*
libnsl.so.1*
libsocket.so.1*
nss compat.so.1*
```

```
nss dns.so.1*
nss files.so.1*
nss nis.so.1*
nss nisplus.so.1*
nss xfn.so.1*
straddr.so*
straddr.so.2*
```

~ftp/etc

Make this directory owned by the superuser and unwritable by anyone. Copies of the files passwd(4), group(4), and netconfig(4) must be present for the ls(1) command to work properly. These files should be mode 444.

~ftp/pub

Make this directory mode 755 and owned by root. Users should then place files which are to be accessible via the anonymous account in this directory.

~ftp/dev

Make this directory owned by the superuser and unwritable by anyone. First perform 1s -1L on the device files listed below to determine their major and minor numbers, then use mknod to create them in this directory.

```
/dev/zero
/dev/tcp
/dev/udp
/dev/ticotsord
```

Set the read and write mode on these nodes to 666 so that passive ftp will not fail with "permission denied" errors.

~ftp/usr/share/lib/zoneinfo

Make this directory mode 555 and owned by the superuser. Copy its contents from /usr/share/lib/zoneinfo. This enables 1s -1 to display time and date stamps correctly.

SECURITY

in.ftpd uses pam(3PAM) for authentication, account management, and session management. The PAM configuration policy, listed through /etc/pam.conf, specifies the module to be used for in.ftpd. Here is a partial pam.conf file with entries for the in.ftpd command using the UNIX authentication, account management, and session management module.

/usr/lib/security/pam_unix.so.1	required	auth	ftp
/usr/lib/security/pam_unix.so.1	required	account	ftp
/usr/lib/security/pam_unix.so.1	required	session	ftp

in.ftpd(1M)

If there are no entries for the ftp service, then the entries for the "other" service will be used. Unlike login, passwd, and other commands, the ftp protocol will only support a single password. Using multiple modules will prevent in . ftpd from working properly.

USAGE

The in.ftpd command is IPv6-enabled. See ip6(7P).

EXAMPLES

EXAMPLE 1 Setting Up An Anonymous Ftp

To set up anonymous ftp, add the following entry to the /etc/passwd file. In this example, /export/ftp was chosen to be the anonymous ftp area, and the shell is the non-existent file /nosuchshell. This prevents users from logging in as the ftp user.

ftp:x:30000:30000:Anonymous FTP:/export/ftp:/nosuchshell

Add the following entry to the /etc/shadow file:

```
ftp:NP:6445:::::
```

The following shell script sets up the anonymous ftp area. It presumes that names are resolved using NIS.

```
#!/bin/sh
    # script to setup anonymous ftp area
    # verify you are root
    /usr/bin/id | grep -w 'uid=0' >/dev/null 2>&1
    if [ "$?" != "0" ]; then
       echo
        exit 1
    fi
    # handle the optional command line argument
    case $# in
       # the default location for the anon ftp comes from the passwd file
       0) ftphome="'getent passwd ftp | cut -d: -f6'"
       1) if [ "$1" = "start" ]; then
             ftphome="'getent passwd ftp | cut -d: -f6'"
             ftphome=$1
           fi
        *) echo "Usage: $0 [anon-ftp-root]"
          exit 1
           ;;
    esac
    if [ -z "${ftphome}"]; then
       echo "$0: ftphome must be non-null"
       exit 2
    fi
```

EXAMPLE 1 Setting Up An Anonymous Ftp (Continued)

```
case ${ftphome} in
  /*) # ok
      ;;
   *) echo "$0: ftphome must be an absolute pathname"
      exit 1
      ;;
esac
\mbox{\tt\#} This script assumes that ftphome is neither / nor /usr so \dots
if [ -z "${ftphome}" -o "${ftphome}" = "/" -o "${ftphome}" = "/usr" ]; then
   echo "$0: ftphome must be non-null and neither / or /usr"
   exit 2
fi
# If ftphome does not exist but parent does, create ftphome
if [ ! -d ${ftphome} ]; then
    # lack of -p below is intentional
    mkdir ${ftphome}
fi
chown root ${ftphome}
chmod 555 ${ftphome}
echo Setting up anonymous ftp area ${ftphome}
# Ensure that the /usr directory exists
if [ ! -d ${ftphome}/usr ]; then
    mkdir -p ${ftphome}/usr
# Now set the ownership and modes to match the man page
chown root ${ftphome}/usr
chmod 555 ${ftphome}/usr
# Ensure that the /usr/bin directory exists
if [ ! -d f(t) = (-1)^{1}; then
    mkdir -p ${ftphome}/usr/bin
fi
# Now set the ownership and modes to match the man page
chown root ${ftphome}/usr/bin
chmod 555 ${ftphome}/usr/bin
\ensuremath{\text{\#}} this may not be the right thing to do
# but we need the bin -> usr/bin link
rm -f ${ftphome}/bin
ln -s usr/bin ${ftphome}/bin
# Ensure that the /usr/lib and /etc directories exist
if [ ! -d ${ftphome}/usr/lib ]; then
    mkdir -p ${ftphome}/usr/lib
chown root ${ftphome}/usr/lib
chmod 555 ${ftphome}/usr/lib
```

EXAMPLE 1 Setting Up An Anonymous Ftp (Continued)

```
if [ ! -d ${ftphome}/usr/lib/security ]; then
        mkdir -p ${ftphome}/usr/lib/security
chown root ${ftphome}/usr/lib/security
chmod 555 ${ftphome}/usr/lib/security
if [ ! -d ${ftphome}/etc ]; then
        mkdir -p ${ftphome}/etc
fi
chown root ${ftphome}/etc
chmod 555 ${ftphome}/etc
# a list of all the commands that should be copied to ${ftphome}/usr/bin
# /usr/bin/ls is needed at a minimum.
ftpcmd="
      /usr/bin/ls
# ${ftphome}/usr/lib needs to have all the libraries needed by the above
# commands, plus the runtime linker, and some name service libraries
# to resolve names. We just take all of them here.
ftplib="'ldd $ftpcmd | nawk '$3 ~ /lib/ { print $3 }' | sort | uniq'"
ftplib="$ftplib /usr/lib/nss_* /usr/lib/straddr* /usr/lib/libmp.so*"
ftplib="$ftplib /usr/lib/libnsl.so.1 /usr/lib/libsocket.so.1 /usr/lib/ld.so.1"
ftplib="\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensuremath{"}\ensur
cp ${ftplib} ${ftphome}/usr/lib
chmod 555 ${ftphome}/usr/lib/*
cp /usr/lib/security/* ${ftphome}/usr/lib/security
chmod 555 ${ftphome}/usr/lib/security/*
cp ${ftpcmd} ${ftphome}/usr/bin
chmod 111 ${ftphome}/usr/bin/*
# you also might want to have separate minimal versions of passwd and group
cp /etc/passwd /etc/group /etc/netconfig /etc/pam.conf ${ftphome}/etc
chmod 444 ${ftphome}/etc/*
# need /etc/default/init for timezone to be correct
if [ ! -d ${ftphome}/etc/default ]; then
      mkdir ${ftphome}/etc/default
chown root ${ftphome}/etc/default
chmod 555 ${ftphome}/etc/default
cp /etc/default/init ${ftphome}/etc/default
chmod 444 ${ftphome}/etc/default/init
# Copy timezone database
mkdir -p ${ftphome}/usr/share/lib/zoneinfo
(cd ${ftphome}/usr/share/lib/zoneinfo
```

EXAMPLE 1 Setting Up An Anonymous Ftp (Continued)

```
(cd /usr/share/lib/zoneinfo; find . -print |
   cpio -o) 2>/dev/null | cpio -imdu 2>/dev/null
  find . -print | xargs chmod 555
  find . -print | xargs chown root
# Ensure that the /dev directory exists
if [ ! -d ${ftphome}/dev ]; then
    mkdir -p ${ftphome}/dev
# make device nodes. ticotsord and udp are necessary for
# 'ls' to resolve NIS names.
for device in zero tcp udp ticotsord ticlts
   line='ls -lL /dev/${device} | sed -e 's/,//'
   major='echo $line | awk '{print $5}''
   minor='echo $line | awk '{print $6}''
   rm -f ${ftphome}/dev/${device}
   mknod ${ftphome}/dev/${device} c ${major} ${minor}
chmod 666 ${ftphome}/dev/*
\#\# Now set the ownership and modes
chown root ${ftphome}/dev
chmod 555 ${ftphome}/dev
# uncomment the below if you want a place for people to store things,
# but beware the security implications
#if [ ! -d ${ftphome}/pub ]; then
# mkdir -p ${ftphome}/pub
#fi
#chown root ${ftphome}/pub
#chmod 1755 ${ftphome}/pub
```

After running this script, edit the files in ~ftp/etc to make sure all non-public information is removed.

ATTRIBUTES

See attributes (5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability	SUNWcsu		

FILES

```
/etc/default/ftpd
```

/etc/ftpusers

file listing users for whom ftp login privileges are disallowed.

in.ftpd(1M)

SEE ALSO

ftp(1), ld.so.1(1), ls(1), sh(1), aset(1M), inetd(1M), mknod(1M), syslogd(1M), chroot(2), getsockopt(3SOCKET), pam(3PAM), ftpusers(4), group(4), inetd.conf(4), netconfig(4), netrc(4), pam.conf(4), passwd(4), services(4), attributes(5), pam unix(5)

Allman, M., Ostermann, S., and Metz, C., RFC 2428, FTP Extensions for IPv6 and NATs, The Internet Society, 1998.

Postel, Jon, and Joyce Reynolds, *RFC 959, File Transfer Protocol (FTP)*, Network Information Center, SRI International, Menlo Park, Calif., October 1985.

Piscitello, D., RFC 1639, FTP Operation Over Big Address Records (FOOBAR), Network Working Group, June 1994.

DIAGNOSTICS

in.ftpd logs various errors to syslogd, with a facility code of daemon.

Info Severity

These messages are logged only if the -1 flag is specified.

FTPD: connection from host at time

A connection was made to ftpd from the host *host* at the date and time time.

FTPD: User user timed out after timeout seconds at time

The user *user* was logged out because they had not entered any commands after *timeout* seconds; the logout occurred at the date and time time.

Debug Severity

These messages are logged only if the -d flag is specified.

FTPD: command: command

A command line containing command was read from the FTP client.

lost connection

The FTP client dropped the connection.

<--- replycode

<--- replycode-

A reply was sent to the FTP client with the reply code *replycode*. The next message logged will include the message associated with the reply. If a – follows the reply code, the reply is continued on later lines.

NOTES

The anonymous ftp account is inherently dangerous and should be avoided when possible.

The name service caching daemon /usr/sbin/nscd may interfere with some of the functionality of anonymous ftp. The *sublogin* feature does not work unless caching for passwd is disabled in /etc/nscd.conf.

The server must run as the superuser to create sockets with privileged port numbers. It maintains an effective user id of the logged in user, reverting to the superuser only when binding addresses to sockets. The possible security holes have been extensively scrutinized, but are possibly incomplete.

The file /etc/ftpusers, which is now included as part of Solaris, contains a list of users who cannot access the system; the default list of users in /etc/ftpusers includes all of the accounts in passwd(4). See ftpusers(4).

init(1M)

NAME | init, telinit – process control initialization

SYNOPSIS /sbin/init [0123456abcQqSs]

/etc/telinit [0123456abcQqSs]

DESCRIPTION

init is a general process spawner. Its primary role is to create processes from information stored in the file /etc/inittab.

Run Level Defined

At any given time, the system is in one of eight possible run levels. A run level is a software configuration under which only a selected group of processes exists. Processes spawned by init for each of these run levels are defined in /etc/inittab. init can be in one of eight run levels, 0-6 and S or s (S and s are identical). The run level changes when a privileged user runs /sbin/init. This sends appropriate signals to the original init spawned by the operating system at boot time, saying which run level to invoke.

init and System **B**ooting When the system is booted, init is invoked and the following occurs. First, it reads /etc/default/init to set environment variables. This is typically where TZ (time zone) and locale-related environments such as LANG or LC CTYPE get set.

init then looks in /etc/inittab for the initdefault entry (see inittab(4)). If the initdefault entry:

exists init usually uses the run level specified in that entry

as the initial run level to enter.

does not exist /etc/inittab, init asks the user to enter a run

level from the system console.

S or s init goes to the single-user state. In this

state, the system console device

(/dev/console) is opened for reading and writing and the command /sbin/su, (see su(1M)), is invoked. Use either init or telinit to change the run level of the system. Note that if the shell is terminated (using an end-of-file), init only re-initializes to the single-user state if

/etc/inittab does not exist.

0-6 init enters the corresponding run level.

> Run levels 0, 5, and 6 are reserved states for shutting the system down. Run levels 2, 3, and 4 are available as multi-user operating

states.

If this is the first time since power up that init has entered a run level other than single-user state, init first scans /etc/inittab for boot and bootwait entries (see inittab(4)). These entries are performed before any other processing of /etc/inittab takes place, providing that the run level entered matches that of the entry. In this way any special initialization of the operating system, such as mounting file systems, can take place before users are allowed onto the system. init then scans /etc/inittab and executes all other entries that are to be processed for that run level.

To spawn each process in /etc/inittab, init reads each entry and for each entry that should be respawned, it forks a child process. After it has spawned all of the processes specified by /etc/inittab, init waits for one of its descendant processes to die, a powerfail signal, or a signal from another init or telinit process to change the system's run level. When one of these conditions occurs, init re-examines /etc/inittab.

inittab Additions

New entries can be added to /etc/inittab at any time; however, init still waits for one of the above three conditions to occur before re-examining /etc/inittab. To get around this, init Q or init q command wakes init to re-examine /etc/inittab immediately.

When init comes up at boot time and whenever the system changes from the single-user state to another run state, init sets the ioctl(2) states of the console to those modes saved in the file /etc/ioctl.syscon. init writes this file whenever the single-user state is entered.

Run Level Changes

When a run level change request is made, init sends the warning signal (SIGTERM) to all processes that are undefined in the target run level. init waits five seconds before forcibly terminating these processes by sending a kill signal (SIGKILL).

When init receives a signal telling it that a process it spawned has died, it records the fact and the reason it died in /var/adm/utmpx and /var/adm/wtmpx if it exists (see who(1)). A history of the processes spawned is kept in /var/adm/wtmpx.

If init receives a powerfail signal (SIGPWR) it scans /etc/inittab for special entries of the type powerfail and powerwait. These entries are invoked (if the run levels permit) before any further processing takes place. In this way init can perform various cleanup and recording functions during the powerdown of the operating system.

/etc/defaults/init File

Default values can be set for the following flags in /etc/default/init. For example: TZ=US/Pacific

TZ Either specifies the timezone information (see ctime(3C)) or the

name of a timezone information file /usr/share/lib/zoneinfo.

LC CTYPE Character characterization information.

LC MESSAGES Message translation.

LC_MONETARY Monetary formatting information.

LC_NUMERIC Numeric formatting information.

init(1M)

,				
	LC_TIME	Time formatting information.		
	LC_ALL	If set, all other $\protect\operatorname{LC}\protect\protect\operatorname{\bot}\protect\protect\protect\operatorname{\bot}\protect\prot$		
	LANG	If LC_ALL is not set, and any particular LC_* is also not set, the value of LANG is used for that particular environmental variable.		
telinit	telinit, which is linked to /sbin/init, is used to direct the actions of ir takes a one-character argument and signals init to take the appropriate act			
SECURITY	through /etc/pa	AM) for session management. The PAM configuration policy, listed m.conf, specifies the session management module to be used for artial pam.conf file with entries for init using the UNIX session ule.		
	init session	required /usr/lib/security/pam_unix.so.1		
	If there are no entr be used.	ries for the init service, then the entries for the "other" service will		
OPTIONS	0	Go into firmware.		
	1	Put the system in system administrator mode. All local file systems are mounted. Only a small set of essential kernel processes are left running. This mode is for administrative tasks such as installing optional utility packages. All files are accessible and no users are logged in on the system.		
	2	Put the system in multi-user mode. All multi-user environment terminal processes and daemons are spawned. This state is commonly referred to as the multi-user state.		
	3	Extend multi-user mode by making local resources available over the network.		
	4	Is available to be defined as an alternative multi-user environment configuration. It is not necessary for system operation and is usually not used.		
	5	Shut the machine down so that it is safe to remove the power. Have the machine remove power, if possible.		
	6	Stop the operating system and reboot to the state defined by the initdefault entry in /etc/inittab.		
	a, b, c	process only those /etc/inittab entries having the a, b, or c run level set. These are pseudo-states, which may be defined to run certain commands, but which do not cause the current run level to change.		
	Q, q	Re-examine /etc/inittab.		
	S, s	Enter single-user mode. This is the only run level that doesn't require the existence of a properly formatted /etc/inittab file.		

If this file does not exist, then by default, the only legal run level that init can enter is the single-user mode. When in single-user mode, the filesystems required for basic system operation will be mounted. When the system comes down to single-user mode, these file systems will remain mounted (even if provided by a remote file server), and any other local filesystems will also be left mounted. During the transition down to single-user mode, all processes started by init or init.d scripts that should only be running in multi-user mode are killed. In addition, any process that has a utmpx entry will be killed. This last condition insures that all port monitors started by the SAC are killed and all services started by these port monitors, including ttymon login services, are killed.

FILES

/etc/inittab controls process dispatching by init

/var/adm/utmpx user access and administration information

/var/adm/wtmpx history of user access and administration information

/etc/ioctl.syscon

/dev/console system console device
/etc/default/init environment variables.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability	SUNWcsu		

SEE ALSO

login(1), sh(1), stty(1), who(1), shutdown(1M), su(1M), ttymon(1M), ioctl(2), kill(2), ctime(3C), pam(3PAM), inittab(4), pam.conf(4), utmpx(4), attributes(5), pam unix(5), termio(7I)

DIAGNOSTICS

If init finds that it is respawning an entry from /etc/inittab more than ten times in two minutes, assumes that there is an error in the command string in the entry, and generates an error message on the system console. It will then refuse to respawn this entry until either five minutes has elapsed or it receives a signal from a user-spawned init or telinit. This prevents init from eating up system resources when someone makes a typographical error in the inittab file, or a program is removed that is referenced in /etc/inittab.

NOTES

init and telinit can be run only by a privileged user.

The S or s state must not be used indiscriminately in /etc/inittab. When modifying this file, it is best to avoid adding this state to any line other than initdefault.

init(1M)

If a default state is not specified in the initdefault entry in /etc/inittab, state 6 is entered. Consequently, the system will loop by going to firmware and rebooting continuously.

If the utmpx file cannot be created when booting the system, the system will boot to state "s" regardless of the state specified in the initdefault entry in /etc/inittab. This can occur if the /var file system is not accessible.

NAME

init.wbem – start and stop the CIM Boot Manager

SYNOPSIS

/etc/init.d/init.wbem start | stop | status

DESCRIPTION

The init.wbem utility is run automatically during installation and each time the system is rebooted. This utility manipulates the CIM Object Manager (CIMOM) and the Solaris Management Console server, both of which run combined in a single process. init.wbem can be used to start, stop, or retrieve status from the server.

CIM Object Manager

The CIM Object Manager manages CIM objects on a WBEM-enabled system. A CIM object is a computer representation, or model, of a managed resource, such as a printer, disk drive, or CPU. CIM objects are stored internally as Java classes.

When a WBEM client application accesses information about a CIM object, the CIM Object Manager contacts either the appropriate provider for that object or the CIM Object Manager Repository. Providers are classes that communicate with managed objects to access data.

When a WBEM client application requests data from a managed resource that is not available from the CIM Object Manager Repository, the CIM Object Manager forwards the request to the provider for that managed resource. The provider dynamically retrieves the information.

At startup, the CIM Object Manager performs the following functions:

- Listens for RMI connections on RMI port 5987 and for XML/HTTP connections on HTTP port 80.
- Sets up a connection to the CIM Object Manager Repository.
- Waits for incoming requests.

During normal operations, the CIM Object Manager performs the following functions:

- Performs security checks to authenticate user login and authorization to access namespaces.
- Performs syntactical and semantic checking of CIM data operations to ensure that they comply with the latest CIM Specification.
- Routes requests to the appropriate provider or to the CIM Object Manager Repository.
- Delivers data from providers and from the CIM Object Manager Repository to WBEM client applications.

A WBEM client application contacts the CIM Object Manager to establish a connection when it needs to perform WBEM operations, such as creating a CIM class or updating a CIM instance. When a WBEM client application connects to a CIM Object Manager, it gets a reference to the CIM Object Manager, which it then uses to request services and operations.

init.wbem(1M)

Management Console Server

The Solaris Management Console server is the back end to the front end console, smc(1M). It provides tools for the console to download and performs common services for the console and its tools to use, such as authentication, authorization, logging, messaging, and persistence.

System Booting

The init.wbem script is installed in the /etc/init.d directory. A link to it exists in /etc/rc2.d/S90wbem, which is run with the start option when init state 2 is entered (normally at boot time). Other links to it exist in /etc/rc0.d/K36wbem, /etc/rc1.d/K36wbem, and /etc/rc3.d/K36wbem, which are run with the stop option when init states 0, 1, and S are entered (normally at system halt, or when entering "system administrator mode" or single user mode).

OPTIONS

The following options are supported:

Starts the CIMOM and Solaris Management Console server on the start

local host.

Stops the CIMOM and Solaris Management Console server on the stop

local host.

Gets the status of the CIMOM and Solaris Management Console status

server on the local host.

NOTES

When the init.wbem script is run, it does not run the CIMOM and Solaris Management Console server directly. The server process is in Java and is too heavyweight to be run immediately at system boot time. Instead, a lightweight process is run which listens on the ports the CIMOM and the Solaris Management Console server normally use, running the two servers the first time it gets a connection on either port, thus acting similarly to inetd(1M).

Because Java programs cannot inherit file descriptors as other programs can, there is a small time period from when the first connection is made until the server is fully operational where client connections may be dropped. WBEM clients are immune to this, as they will retry until the server come online. Solaris Management Console clients are not immune, and it may be necessary to manually reconnect, though this should not happen in the common case.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availabi	lity	SUNWwbcor		

SEE ALSO

inetd(1M), mofcomp(1M), smc(1M), smcconf(1M), wbemadmin(1M), wbemlogviewer(1M), attributes(5)

NAME | in.lpd – BSD print protocol adaptor

SYNOPSIS

/usr/lib/print/in.lpd

DESCRIPTION

in.lpd implements the network listening service for the BSD print protocol specified in RFC 1179. The BSD print protocol provides a remote interface for systems to interact with a local spooling system. The protocol defines five standard requests from the client to the server: starting queue processing, transfering print jobs, retrieving terse status, retrieving verbose status, and canceling print jobs.

in.lpd is started from inetd (see inetd(1M)). inetd waits for connections on TCP port 515. Upon receipt of a connect request, in . 1pd is started to service the connection. Once the request has been filled, in.lpd closes the connection and exits.

EXIT STATUS

The following exit values are returned:

Successful completion.

non-zero An error occurred.

FILES

/etc/printers.conf

System printer configuration database.

printers.conf.byname

NIS version of /etc/printers.conf.

fns.ctx dir.domain

NIS+ version of /etc/printers.conf.

/usr/lib/print/bsd-adaptor/bsd *.so*

Spooler translation modules.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability	SUNWpcu		

SEE ALSO

inetd(1M), printers.conf(4), attributes(5)

in.mpathd(1M)

NAME

in.mpathd – daemon for network adapter (NIC) failure detection, recovery, automatic failover and failback

SYNOPSIS

/sbin/in.mpathd

DESCRIPTION

The in.mpathd daemon performs Network Interface Card (NIC) failure and repair detection. In the event of a NIC failure, it causes IP network access from the failed NIC to failover to a standby NIC, if available, or to any another operational NIC that has been configured as part of the same network multipathing group. Once the failed NIC is repaired, all network access will be restored to the repaired NIC.

The in.mpathd daemon detects NIC failure and repair by sending and receiving ICMP echo requests and replies on each NIC. The in.mpathd daemon sends the probes to on-link routers. If no routers are available, it sends the probes to neighboring hosts. Thus, for network failure detection and repair, there must be at least one neighbor on each link that responds to ICMP echo request probes.

in .mpathd needs a special test address on each NIC for the purpose of sending and receiving probes on each NIC. Use the ifconfig command -failover option to configure these test addresses. See ifconfig(1M). The test address must belong to a subnet that is known to the hosts and routers on the link.

in.mpathd works on both IPv4 and IPv6. If IPv4 is plumbed on a NIC, an IPv4 test address is configured on the NIC, and the NIC is configured as part of a network multipathing group, then in.mpathd will start sending ICMP probes on the NIC using IPv4.

In the case of IPv6, the link-local address must be configured as the test address. The in.mpathd daemon will not accept a non-link-local address as a test address. If the NIC is part of a multipathing group, and the test address has been configured, then in.mpathd will probe the NIC for failures using IPv6.

Even if both the IPv4 and IPv6 protocol streams are plumbed, it is sufficient to configure only one of the two, that is, either an IPv4 test address or an IPv6 test address on a NIC. If only an IPv4 test address is configured, it probes using only ICMPv4. If only an IPv6 test address is configured, it probes using only ICMPv6. If both type test addresses are configured, it probes using both ICMPv4 and ICMPv6.

The in.mpathd daemon accesses three variable values in /etc/default/mpathd: FAILURE_DETECTION_TIME, FAILBACK and TRACK_INTERFACES_ONLY_WITH_GROUPS.

The FAILURE_DETECTION_TIME variable specifies the NIC failure detection time. The shorter the failure detection time, the greater the volume of probe traffic. The default value of FAILURE_DETECTION_TIME is 10 seconds. This means that NIC failure will be detected by in.mpathd within 10 seconds. The NIC repair detection time cannot be configured; however, it is defined as double the value of FAILURE_DETECTION_TIME.

By default, in.mpathd does failure detection only on NICs that are configured as part of a multipathing group. You can set *TRACK_INTERFACES_ONLY_WITH_GROUPS* to no to enable failure detection by in.mpathd on all NICs, even if they are not part of a multipathing group. However, in.mpathd cannot do failover from a failed NIC if it is not part of a multipathing group.

The in.mpathd daemon will restore network traffic back to the previously failed NIC, after it has detected a NIC repair. To disable this, set the value of *FAILBACK* to no in /etc/default/mpathd.

FILES

/etc/default/mpathd

Contains default values used by the

in.mpathd daemon.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability	SUNWcsr		

SEE ALSO

ifconfig(1M), attributes(5), icmp(7P), icmp6(7P),

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DIAGNOSTICS

IFF_NOFAILOVER address

address is not unique and failure detection is not possible

Every test address that is configured must be unique on the system. Otherwise in.mpathd cannot do failure detection. Since the IPv6 test address is a link-local address, which in turn is derived from the ethernet address, each NIC must have a unique MAC address.

NIC *interface_name* of group *group_name* is not plumbed for IPv[4 | 6] and may affect failover capability

All NICs in a multipathing group must be homogeneously plumbed. For example, if a NIC is plumbed for IPv4, then all NICs in the group must be plumbed for IPv4. The streams modules pushed on all NICs must be identical.

Failures cannot be detected on *interface_name*

as no IFF_NOFAILOVER address is available

Every NIC that is configured as part of a multipathing group must have a test address, which can be either IPv4 or IPv6, or both. Otherwise in.mpathd cannot probe the NIC, and this message is displayed.

Invalid failure detection time assuming default 10000

An invalid value was encountered for FAILURE_DETECTION_TIME in the /etc/default/mpathd file.

Too small failure detection time of *time* assuming minimum 100

in.mpathd(1M)

The minimum value that can be specified for *FAILURE_DETECTION_TIME* is currently 100 milliseconds.

Invalid value for FAILBACK value

Valid values for the boolean variable FAILBACK are yes or no.

Invalid value for TRACK_INTERFACES_ONLY_WITH_GROUPS value Valid values for the boolean variable

TRACK_INTERFACES_ONLY_WITH_GROUPS are yes or no.

Cannot meet requested failure detection time of

time ms on (inet[4 | 6] interface_name)

new failure detection is time ms

The round trip time for ICMP probes is higher than the specified failure detection time. The network is probably congested or the probe targets are loaded.

in.mpathd automatically increases the failure detection time to whatever it can achieve under these conditions.

Improved failure detection time time ms

The round trip time for ICMP probes has now decreased and in.mpathd has lowered the failure detection time correspondingly.

NIC failure detected on interface_name

in.mpathd has detected NIC failure on *interface_name*, and has set the IFF_FAILED flag on NIC *interface_name*.

Successfully failed over from NIC interface_name1 to

NIC interface_name2

in.mpathd has caused the network traffic to failover from NIC *interface_name1* to NIC *interface_name2*, which is part of the multipathing group.

NIC repair detected on interface_name

in.mpathd has detected that NIC *interface_name* is repaired and operational. If the IFF FAILED flag on the NIC was previously set, it will be reset..

Successfully failed back to NIC interface_name

in.mpathd has restored network traffic back to NIC *interface_name*, which is now repaired and operational.

NAME

in.named, named – Internet domain name server (DNS)

SYNOPSIS

in.named [-d debuglevel] [-p port#] [[-b | -c] config_file] [-fqrv] [-u
user_name] [-g group_name] [-t directory] [-w directory] [config_file]

DESCRIPTION

in . named is the Internet domain name server. For more information on the Internet name-domain system, see *RFC 1033*, *RFC 1034* and *RFC 1035*.

When run without any arguments, in.named reads the default configuration file /etc/named.conf, reads any initial data, and listens for queries. If you give a *config_file* argument at the end of the command line, it will override any *config_file* that you specified by using the -b or -c options.

The named. conf(4) configuration file controls some of the options and behavior for in.named.

OPTIONS

-f

in.named supports the following options:

-b | c *configfile* Use an alternative configuration file. The default value

for *configfile* is /etc/named.conf. The *configfile*, if any, specified at the end of the command line, overrides any

value specified by this argument.

-d *debuglevel* Print debugging information. The value of *debuglevel*

determines the level of messages to print. If negative,

debuglevel is set to 1.

The new debugging framework is considerably more sophisticated than in previous versions of in.named. The logging statement in the configuration file allows for multiple, distinct levels of debugging for each of a large set of categories of events, for example, for queries and transfers in and out. See named, conf.(4)

queries and transfers in and out. See named.conf(4).

Run this process in the foreground. The process will not fork(2). By default, in named runs as a daemon

in the background.

-q group_name Specify the group the server should run as after it

initializes. The value specified may be either a group

name or a numeric group id.

-p port# Use the specified remote port number. in.named will

send queries to this port number. By default, the value is the standard port number, that is, the port number returned by getservbyname(3SOCKET) for the

service domain.

The $\verb"in.named"$ command previously supported the

syntax:

-p port#[/localport#] where port# was the first port used

in.named(1M)

when contacting remote servers and *localport#* was the service port bound by the local instance of in.named. The current usage is equivalent to the old usage without *localport#* specified. This functionality can be specified with the listen-on clause options statement in the configuration file. Trace all incoming queries. This option is deprecated in -q favor of the queries logging category of the logging statement in named.conf. See named.conf(4). Turn recursion off in the server. Responses come only -r from local (primary or secondary) zones. You can use this option on root servers. By default, the server uses recursion. This option is deprecated and is overriden by the recursion clause of the options statement in the configuration file. -t directory Specify the directory that the server is to chroot(2) into when it finishes processing command line arguments. -u user name Specify the user that the server should run as after it initializes. The value of *user_name* may be either a user name or a numeric user id. If the -g option is not invoked, then the group id will be the primary group of the user specified. Since initgroups(3C) is called, all of the user's group will be available to the server. Report the version and exit. - 77 -w directory Set the working directory of the server. The directory clause of the options statement overrides any value specified on the command line. The default working directory is the current directory ("."). For compatibility with older implementations any additional argument will be interpreted as the name of the configuration file. This argument overrides any config_file specified by means of the -b or -c options. If no further argument is given, then the default configuration file, /etc/named.conf is used. The master file consists of control information and a list of resources for objects in the zone. The file has the following form:

Master File Format

```
$INCLUDE <filename><opt domain>
$ORIGIN <domain>
STTL <ttl>
<domain><opt_ttl><opt_class><type><resource_record_data>
```

The	fields		J ~ C:	~ d ~ ~	£_11_	
i ne	neids	are	aenn	ea as	TOH)WS:

domain The value of domain can be "." for root, "@" for the current origin, or a standard domain name. If domain

is a standard domain name that does not end with ".", the current origin is appended to the domain. Domain

names ending with " \cdot " are not modified.

opt_domain This field is used to define an origin for the data in an

included file. It is equivalent to placing an *\$ORIGIN* statement before the first line of the included file. This field is optional. Neither the *opt_domain* field nor *\$ORIGIN* statements in the included file modify the

current origin for this file.

ttl An integer number that sets the default time-to-live for

future records that do not have an explicit ttl.

opt_ttl An optional integer number for the time-to-live field. If not set the ttl is taken from the last \$TTL statement. If

no \$TTL statement has occurred then the SOA

minimum value is used, and a warning is generated.

opt_class The object address type. Currently only one type is

supported, IN, for objects connected to the DARPA

Internet.

type This field contains one of the following tokens. The data expected in the resource_record_data field is in

parentheses:

A host address (dotted-quad IP address).

NS An authoritative name server (domain).

MX A mail exchanger (domain), preceded by a

preference value (0..32767), with lower numeric values representing higher logical

preferences.

CNAME The canonical name for an alias (domain).

SOA Marks the start of a zone of authority

(domain of originating host, domain address of maintainer, a serial number and the following parameters in seconds: refresh, retry, expire and minimum *ttl*). See

RFC 883 and RFC 2308.

NULL A NULL resource record (no format or data).

RP A Responsible Person for some domain

name (mailbox, TXT-referral).

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PTR A domain name pointer (domain).

HINFO Host information (cpu type, OS type).

resource_record_data

Resource records normally end at the end of a line, but may be continued across lines between opening and closing parentheses. Comments are introduced by semicolons and continue to the end of the line.

There are other resource record types not shown here. Some resource record types may have been standardized in more recent RFCs, but they have not yet been implemented in this version of BIND

SOA Record Format

Each master zone file should begin with an SOA record for the zone. An example SOA record is as follows:

The SOA specifies a serial number, which should be changed each time the master file is changed. Note that the serial number can be given as a dotted number, but this is a very unwise thing to do since the translation to normal integers is by means of concatenation rather than multiplication and addition. You can spell out the year, month, day of month, and 0.99 version number and still fit inside the unsigned 32-bit size of this field. (It's true that we will have to rethink this strategy in the year 4294, but we're not worried about it.)

Secondary servers check the serial number at intervals specified by the refresh time in seconds; if the serial number changes, a zone transfer will be done to load the new data. If a master server cannot be contacted when a refresh is due, the retry time specifies the interval at which refreshes should be attempted. If a master server cannot be contacted within the interval given by the expire time, all data from the zone is discarded by secondary servers. The minimum value is the cache time-to-live for negative answers. See *RFC* 2308.

FILES

/etc/named.conf	default name server configuration file.
/var/run/named.pid	the process ID.
srvcwd	in.named's current working directory, usually set by the "directory" options statement in named.conf.
<pre>srvcwd/named_dump.db</pre>	dump of the name server database.
<pre>srvcwd/named.run</pre>	debug output.
<pre>srvcwd/named.stats</pre>	name server statistics data.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	Standard BIND 8.2.2 patch

SEE ALSO

kill(1), named-xfer(1M), chroot(2), fork(2), getservbyname(3SOCKET), resolver(3RESOLV), signal(3C), syslog(3C), resolv.conf(4), attributes(5)

Andrews, M. RFC 2308, Negative Caching of DNS Queries (DNS NCACHE). Network Working Group. March 1998.

Braden, R., editor. RFC 1123, Requirements for Internet Hosts - Applications and Support . Network Working Group. October 1989.

Lotter, M. RFC 1033, Domain Administrators Operations Guide. Network Working Group. November 1987.

Mockapetris, Paul. RFC 882, Domain Names - Concepts and Facilities. Network Working Group. November 1983.

Mockapetris, Paul. RFC 883, Domain Names - Implementation and Specification. Network Working Group. November 1983.

Mockapetris, Paul. RFC 973, Domain System Changes and Observations. Network Working Group. January 1986.

Mockapetris, Paul. RFC 1034, Domain Names - Concepts and Facilities. Network Working Group. November 1987.

Mockapetris, Paul. RFC 1035, Domain Names - Implementation and Specification. Network Working Group. November 1987.

Partridge, Craig. RFC 974, Mail Routing and the Domain System. Network Working Group. January 1986.

Vixie, Paul, Dunlap, Kevin J., Karels, Michael J., Name Server Operations Guide for BIND Internet Software Consortium. 1996.

NOTES

The boot file directives domain and suffixes are now obsolete. They have been replaced by a resolver-based implementation of suffixing for partially-qualified domain names. The earlier mechanisms failed under a number of situations, for example, when the local name server did not have complete information.

The following signals have the specified effect when sent to the server process using the kill(1) command:

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SIGHUP	Causes the server to read named.conf and reload the database. SIGHUP will also cause the server to check the serial number on all secondary zones.
SIGINT	Dumps the current database and cache to named_dump.db.
SIGILL	Dumps statistics data into named. stats. Statistics data is appended to the file.
SIGTERM	Saves any modified dynamic zones to the file system and shuts down the server.
SIGUSR1	Turns on debugging. Each additional SIGUSR1 signal increments the debug level.
SIGUSR2	Turns off debugging completely.
SIGWINCH	Toggles logging of all incoming queries by means of syslog(3C).

NAME

in.ndpd – daemon for IPv6 autoconfiguration

SYNOPSIS

/usr/sbin/in.ndpd [-adt] [-f config_file]

DESCRIPTION

in.ndpd provides both the host and router autoconfiguration components of Neighbor Discovery for IPv6 and Stateless Address Autoconfiguration for IPv6. In particular, in.ndpd implements

- router discovery;
- prefix discovery;
- parameter discovery; and
- address autoconfiguration.

Other aspects of Neighbor Discovery are implemented by ip6(7P), including:

- address resolution;
- neighbor unreachability detection; and
- redirect.

The duplicate address detection function is implemented by ifconfig(1M).

If the /etc/inet/ndpd.conf file does not exist or does not set the variable AdvSendAdvertisements to true for a network interface, then in.ndpd will make the node a host for that interface, that is, sending router solicitation messages and then using router advertisement messages it receives to autoconfigure the node. Note that in.ndpd only autoconfigures the addresses of global or site-local scope from the prefix advertisement.

If AdvSendAdvertisements is set to true for an interface, then in.ndpd will perform router functions on that interface, that is, sending router advertisement messages to autoconfigure the attached hosts, but not use any advertisements it receives for autoconfiguration. However, when sending advertisements, in.ndpd will use the advertisements it sends itself to autoconfigure its prefixes. For improved robustness in.ndpd stores any autoconfigured IPv6 addresses and their expiration times in state files named ndpd_state.interface that are located in the /var/inet directory. Should in.ndpd fail to find any routers, it will use the state files as a fallback, autoconfiguring those addresses if the recorded addresses have remaining lifetime. This ensures that a host that reboots faster than the routers, for example after a short power failure, will continue using the addresses that it had before the power failure.

OPTIONS

-a	Turn off stateless address auto configuration. When set, the daemon does not autoconfigure any addresses and does not renumber any addresses.
-d	Turn on large amounts of debugging output on stdout. When set, the program runs in the foreground and stays attached to the controlling terminal.
-f config_file	Use <i>config_file</i> for configuration information instead of the default /etc/inet/ndpd.conf.

in.ndpd(1M)

-t Turn on tracing (printing) of all sent and received packets tostdout. When set, the program runs in the foreground and

stays attached to the controlling terminal.

FILES / /etc/inet/ndpd.conf

Configuration file. Not needed on a host but

required on a router to enable in.ndpd to advertise autoconfiguration information to

the hosts.

/var/inet/ndpd state.interface

Contains the addresses for *interface*. The existence of an address in this file does not imply that the address is usable, since the address lifetime may have expired.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ifconfig(1M), ndpd.conf(4), attributes(5), icmp6(7p),ip6(7p) attributes(5)

Narten, T., Nordmark, E., Simpson, W., *RFC* 2461, *Neighbor Discovery for IP Version* 6 (*IPv6*), The Internet Society, December 1998.

Thomson, S., Narten, T., *RFC* 2462, *IPv6* Stateless Address Autoconfiguration, The Internet Society, December 1998.

DIAGNOSTICS

Receipt of a SIGHUP signal will make in.ndpd restart and reread /etc/inet/ndpd.conf.

NAME |

in.rarpd, rarpd – DARPA Reverse Address Resolution Protocol server

SYNOPSIS

/usr/sbin/in.rarpd [-d] -a

/usr/sbin/in.rarpd [-d] device unit

DESCRIPTION

in.rarpd starts a daemon that responds to Reverse Address Resolution Protocol (RARP) requests. The daemon forks a copy of itself that runs in background. It must be run as root.

RARP is used by machines at boot time to discover their Internet Protocol (IP) address. The booting machine provides its Ethernet address in a RARP request message. Using the ethers and hosts databases, in.rarpd maps this Ethernet address into the corresponding IP address which it returns to the booting machine in an RARP reply message. The booting machine must be listed in both databases for in.rarpd to locate its IP address. in.rarpd issues no reply when it fails to locate an IP address.

in.rarpd uses the STREAMS-based Data Link Provider Interface (DLPI) message set to communicate directly with the datalink device driver.

OPTIONS

The following options are supported:

- -a Get the list of available network interfaces from IP using the SIOCGIFADDR ioctl and start a RARP daemon process on each interface returned.
- -d Print assorted debugging messages while executing.

EXAMPLES

EXAMPLE 1 Starting An in.rarpd Daemon For Each Network Interface Name Returned From /dev/ip:

The following command starts an in.rarpd for each network interface name returned from /dev/ip:

example# /usr/sbin/in.rarpd -a

 $\begin{tabular}{ll} \textbf{EXAMPLE 2} Starting An in.rarpd Daemon On The Device / dev/le With The Device Instance Number 0 \end{tabular}$

The following command starts one in.rarpd on the device /dev/le with the device instance number 0.

example# /usr/sbin/in.rarpd le 0 $\,$

FILES

/etc/ethers File or other source, as specified by nsswitch.conf(4).
/etc/hosts File or other source, as specified by nsswitch.conf(4).

in.rarpd(1M)

/tftpboot

/dev/ip

/dev/arp

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\verb|boot(1M)|, \verb|ifconfig(1M)|, \verb|ethers(4)|, \verb|hosts(4)|, \verb|netconfig(4)|, \\ \verb|nsswitch.conf(4)|, \verb|attributes(5)|, \verb|dlpi(7P)|$

Finlayson, R., Mann, T., Mogul, J., and Theimer, M., *RFC 903, A Reverse Address Resolution Protocol*, Network Information Center, SRI International, June 1984.

Unix International, *Data Link Provider Interface*, Version 2, May 7, 1991, Sun Microsystems, 800-6915-01.

NAME | in.rdisc, rdisc – network router discovery daemon

SYNOPSIS

/usr/sbin/in.rdisc [-a] [-f] [-s] [send-address] [receive-address]

/usr/sbin/in.rdisc -r [-p preference] [-T interval] [send-address] [receive-address]

DESCRIPTION

in.rdisc implements the ICMP router discovery protocol. The first form of the command is used on hosts and the second form is used on routers. On a host, in.rdisc is invoked at boot time to populate the network routing tables with default routes. On a router, it is also invoked at boot time in order to start advertising the router to all the hosts.

Host (First Form)

On a host, in.rdisc listens on the ALL HOSTS (224.0.0.1) multicast address for ROUTER ADVERTISE messages from routers. The received messages are handled by first ignoring those listed router addresses with which the host does not share a network. Among the remaining addresses, the ones with the highest preference are selected as default routers and a default route is entered in the kernel routing table for each one of them.

Optionally, in.rdisc can avoid waiting for routers to announce themselves by sending out a few ROUTER SOLICITATION messages to the ALL ROUTERS (224.0.0.2) multicast address when it is started.

A timer is associated with each router address. The address will no longer be considered for inclusion in the routing tables if the timer expires before a new advertise message is received from the router. The address will also be excluded from consideration if the host receives an advertise message with the preference being maximally negative.

Router (Second Form)

When in.rdisc is started on a router, it uses the SIOCGIFCONF ioctl(2) to find the interfaces configured into the system and it starts listening on the ALL ROUTERS multicast address on all the interfaces that support multicast. It sends out advertise messages to the ALL HOSTS multicast address advertising all its IP addresses. A few initial advertise messages are sent out during the first 30 seconds and after that it will transmit advertise messages approximately every 600 seconds.

When in.rdisc receives a solicitation message, it sends an advertise message to the host that sent the solicitation message.

When in.rdisc is terminated by a signal, it sends out an advertise message with the preference being maximally negative.

OPTIONS

- Accept all routers independent of the preference they have in their advertise messages. Normally, in.rdisc only accepts (and enters in the kernel routing tables) the router or routers with the highest preference.
- -f Run in.rdisc forever even if no routers are found. Normally, in.rdisc gives up if it has not received any advertise message

in.rdisc(1M)

	after soliciting three times, in which case it exits with a non-zero exit code. If -f is not specified in the first form then -s must be specified.
-r	Act as a router, rather than a host.
-s	Send three <i>solicitation</i> messages initially to quickly discover the routers when the system is booted. When -s is specified, in.rdisc exits with a non-zero exit code if it can not find any routers. This can be overridden with the -f option.
-p preference	Set the preference transmitted in the <i>solicitation</i> messages. The default is zero.
-T interval	Set the interval between transmitting the $\it advertise$ messages. The default time is 600 seconds.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

in.routed(1M), ioctl(2), attributes(5), icmp(7P), inet(7P)

Deering, S.E., editor, *ICMP Router Discovery Messages*, RFC 1256, Network Information Center, SRI International, Menlo Park, California, September 1991.

NAME

in.rexecd, rexecd – remote execution server

SYNOPSIS

in.rexecd

DESCRIPTION

in.rexecd is the server for the rexec(3SOCKET) routine. The server provides remote execution facilities with authentication based on user names and passwords. It is invoked automatically as needed by inetd(1M), and then executes the following protocol:

- 1) The server reads characters from the socket up to a null (\0) byte. The resultant string is interpreted as an ASCII number, base 10.
- 2) If the number received in step 1 is non-zero, it is interpreted as the port number of a secondary stream to be used for the stderr. A second connection is then created to the specified port on the client's machine.
- 3) A null terminated user name of at most 16 characters is retrieved on the initial socket.
- 4) A null terminated password of at most 16 characters is retrieved on the initial socket.
- 5) A null terminated command to be passed to a shell is retrieved on the initial socket. The length of the command is limited by the upper bound on the size of the system's argument list.
- 6) rexect then validates the user as is done at login time and, if the authentication was successful, changes to the user's home directory, and establishes the user and group protections of the user. If any of these steps fail the connection is aborted and a diagnostic message is returned.
- 7) A null byte is returned on the connection associated with the stderr and the command line is passed to the normal login shell of the user. The shell inherits the network connections established by rexecd.

USAGE

in.rexecd and rexecd are IPv6-enabled. See ip6(7P).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

inetd(1M), rexec(3SOCKET), inetd.conf(4), attributes(5), ip6(7P)

DIAGNOSTICS

All diagnostic messages are returned on the connection associated with the stderr, after which any network connections are closed. An error is indicated by a leading byte with a value of 1 (0 is returned in step 7 above upon successful completion of all the steps prior to the command execution).

username too long

The name is longer than 16 characters.

in.rexecd(1M)

password too long The password is longer than 16 characters.

command too long The command line passed exceeds the size of the

argument list (as configured into the system).

Login incorrect. No password file entry for the user name existed.

Password incorrect. The wrong password was supplied.

No remote directory. The chdir command to the home directory failed.

Try again. A fork by the server failed.

/usr/bin/sh: ... The user's login shell could not be started.

NAME | in.ripngd – network routing daemon for IPv6

SYNOPSIS

/usr/sbin/in.ripngd [-s] [-q] [-t] [-p n] [-P] [-v] [logfile]

DESCRIPTION

in.ripngd is the IPv6 equivalent of in.routed(1M). It is invoked at boot time to manage the network routing tables. The routing daemon uses the Routing Information Protocol for IPv6.

In normal operation, in ripngd listens on the udp(7P) socket port 521 for routing information packets. If the host is an internetwork router, it periodically supplies copies of its routing tables to any directly connected hosts and networks.

Whenin.ripngd is started, it uses the SIOCGLIFCONF ioctl(2) to find those directly connected IPv6 interfaces configured into the system and marked "up"; the software loopback interface is ignored. If multiple interfaces are present, it is assumed the host will forward packets between networks. in ripngd then multicasts a request packet on each IPv6 interface and enters a loop, listening for request and response packets from other hosts.

When a request packet is received, in.ripngd formulates a reply based on the information maintained in its internal tables. The response packet contains a list of known routes. With each route is a number specifying the number of bits in the prefix. The prefix is the number of bits in the high order part of an address that indicate the subnet or network that the route describes. Each route reported also has a "hop count" metric. A count of 16 or greater is considered "infinity." The metric associated with each route returned provides a metric relative to the sender.

The request packets received by in.ripngd are used to update the routing tables if one of the following conditions is satisfied:

- No routing table entry exists for the destination network or host, and the metric indicates the destination is "reachable, that is, the *hop count* is not infinite.
- The source host of the packet is the same as the router in the existing routing table entry. That is, updated information is being received from the very internetwork router through which packets for the destination are being routed.
- The existing entry in the routing table has not been updated for a period of time, defined to be 90 seconds, and the route is at least as cost-effective as the current route.
- The new route describes a shorter route to the destination than the one currently stored in the routing tables; this is determined by comparing the metric of the new route against the one stored in the table.

When an update is applied, in . ripngd records the change in its internal tables and generates a response packet to all directly connected hosts and networks. To allow possible unstable situations to settle, in.ripngd waits a short period of time (no more than 30 seconds) before modifying the kernel's routing tables.

in.ripngd(1M)

In addition to processing incoming packets, in.ripngd also periodically checks the routing table entries. If an entry has not been updated for 3 minutes, the entry's metric is set to infinity and marked for deletion. Deletions are delayed an additional 60 seconds to insure the invalidation is propagated throughout the internet.

Hosts acting as internetwork routers gratuitously supply their routing tables every 30 seconds to all directly connected hosts and networks.

OPTIONS

in.ripngd supports the following options:

1 2 11			
-q	Do not supply routing information.		
-s	Force in.ripngd to supply routing information whether it is acting as an internetwork router or not.		
-p n	Send and receive the routing packets from other routers using the UDP port number n .		
- P	Do not use poison reverse.		
-t	Print all packets sent or received to standard output. in.ripngd will not divorce itself from the controlling terminal. Accordingly, interrupts from the keyboard will kill the process.		
- v	Print all changes made to the routing tables to standard output with a timestamp.		
	Any other argument supplied is interpreted as the name of the file in which the actions of in.ripngd, as specified by this option or		

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

by -t, should be logged versus being sent to standard output.

SEE ALSO

in.routed(1M), ioctl(2), attributes(5), udp(7P)

Malkin, G., Minnear, R., RFC 2080, RIPng for IPv6, January 1997.

NOTES

The kernel's routing tables may not correspond to those of in.ripngd for short periods of time while processes that utilize existing routes exit; the only remedy for this is to place the routing process in the kernel.

 $\verb|in.ripngd| currently does not support all of the functionality of \verb|in.routed| (1M). \\$ Future releases may support more if appropriate.

in.ripngd initially obtains a routing table by examining the interfaces configured on a machine. It then sends a request on all directly connected networks for more routing

in.ripngd(1M)

information. in.ripngd does not recognize or use any routing information already established on the machine prior to startup. With the exception of interface changes, in.ripngd does not see any routing table changes that have been done by other programs on the machine, for example, routes added, deleted or flushed by way of the route(1M) command. Therefore, these types of changes should not be done while in.ripngd is running. Rather, shut down in.ripngd, make the changes required, and then restart in . ripngd.

in.rlogind(1M)

NAME

in.rlogind, rlogind – remote login server

SYNOPSIS

/usr/sbin/in.rlogind

DESCRIPTION

in.rlogind is the server for the rlogin(1) program. The server provides a remote login facility with authentication based on privileged port numbers.

in.rlogind is invoked by inetd(1M) when a remote login connection is established, and executes the following protocol:

- The server checks the client's source port. If the port is not in the range 0-1023, the server aborts the connection.
- The server checks the client's source address. If an entry for the client exists in both /etc/hosts and /etc/hosts.equiv, a user logging in from the client is not prompted for a password. If the address is associated with a host for which no corresponding entry exists in /etc/hosts, the user is prompted for a password, regardless of whether or not an entry for the client is present in /etc/hosts.equiv. See hosts(4) and hosts.equiv(4).

Once the source port and address have been checked, in.rlogind allocates a pseudo-terminal and manipulates file descriptors so that the slave half of the pseudo-terminal becomes the stdin, stdout, and stderr for a login process. The login process is an instance of the login(1) program, invoked with the -r.

The login process then proceeds with the pam(3PAM) authentication process. See SECURITY below. If automatic authentication fails, it reprompts the user to login.

The parent of the login process manipulates the master side of the pseudo-terminal, operating as an intermediary between the login process and the client instance of the rlogin program. In normal operation, a packet protocol is invoked to provide Ctrl-S and Ctrl-Q type facilities and propagate interrupt signals to the remote programs. The login process propagates the client terminal's baud rate and terminal type, as found in the environment variable, TERM; see environ(4).

USAGE

rlogind and in.rlogind are IPv6-enabled. See ip6(7P).

SECURITY

in.rlogind uses pam(3PAM) for authentication, account management, and session management. The PAM configuration policy, listed through /etc/pam.conf, specifies the modules to be used for in.rlogind. Here is a partial pam.conf file with entries for the rlogin command using the "rhosts" and UNIX authentication modules, and the UNIX account, session management, and password management modules.

rlogin	auth	sufficient	/usr/lib/security/pam_rhosts_auth.so.1
rlogin	auth	required	/usr/lib/security/pam_unix.so.1
rlogin	account	required	/usr/lib/security/pam_unix.so.1

rlogin session required /usr/lib/security/pam_unix.so.1

With this configuration, the server checks the client's source address. If an entry for the client exists in both /etc/hosts and /etc/hosts.equiv, a user logging in from the client is not prompted for a password. If the address is associated with a host for which no corresponding entry exists in /etc/hosts, the user is prompted for a password, regardless of whether or not an entry for the client is present in /etc/hosts.equiv. See hosts(4) and hosts.equiv(4).

If there are no entries for the rlogin service, then the entries for the "other" service will be used. If multiple authentication modules are listed, then the user may be prompted for multiple passwords. Removing the "pam_rhosts_auth.so.1" entry will disable the /etc/hosts.equiv and ~/.rhosts authentication protocol and the user would always be forced to type the password. The *sufficient* flag indicates that authentication through the pam_rhosts_auth.so.1 module is "sufficient" to authenticate the user. Only if this authentication fails is the next authentication module used.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

login(1), rlogin(1), in.rshd(1M), inetd(1M), pam(3PAM), environ(4), hosts(4),
hosts.equiv(4), inetd.conf(4), pam.conf(4), attributes(5),
pam rhosts auth(5), pam unix(5), ip6(7P)

DIAGNOSTICS

All diagnostic messages are returned on the connection associated with the stderr, after which any network connections are closed. An error is indicated by a leading byte with a value of 1.

Hostname for your address unknown.

No entry in the host name database existed for the client's machine.

Try again.

A *fork* by the server failed.

/usr/bin/sh:...

The user's login shell could not be started.

NOTES

The authentication procedure used here assumes the integrity of each client machine and the connecting medium. This is insecure, but it is useful in an "open" environment.

A facility to allow all data exchanges to be encrypted should be present.

in.routed(1M)

NAME |

in.routed, routed – network routing daemon

SYNOPSIS

/usr/sbin/in.routed [-s] [-q] [-t] [-g] [-S] [-v] [logfile]

DESCRIPTION

in.routed is invoked at boot time to manage the network routing tables. The routing daemon uses a variant of the Xerox NS Routing Information Protocol in maintaining up-to-date kernel routing table entries.

In normal operation, in.routed listens on udp(7P) socket 520 (decimal) for routing information packets. If the host is an internetwork router, it periodically supplies copies of its routing tables to any directly connected hosts and networks.

When in.routed is started, it uses the SIOCGIFCONF ioctl(2) to find those directly connected interfaces configured into the system and marked "up" (the software loopback interface is ignored). If multiple interfaces are present, it is assumed the host will forward packets between networks. in.routed then transmits a *request* packet on each interface (using a broadcast packet if the interface supports it) and enters a loop, listening for *request* and *response* packets from other hosts.

When a *request* packet is received, in.routed formulates a reply based on the information maintained in its internal tables. The *response* packet contains a list of known routes, each marked with a "hop count" metric (a count of 16, or greater, is considered "infinite"). The metric associated with each route returned, provides a metric relative to the sender.

request packets received by in.routed are used to update the routing tables if one of the following conditions is satisfied:

- No routing table entry exists for the destination network or host, and the metric indicates the destination is "reachable" (that is, the hop count is not infinite).
- The source host of the packet is the same as the router in the existing routing table entry. That is, updated information is being received from the very internetwork router through which packets for the destination are being routed.
- The existing entry in the routing table has not been updated for some time (defined to be 90 seconds) and the route is at least as cost effective as the current route.
- The new route describes a shorter route to the destination than the one currently stored in the routing tables; the metric of the new route is compared against the one stored in the table to decide this.

When an update is applied, in.routed records the change in its internal tables and generates a *response* packet to all directly connected hosts and networks. in.routed waits a short period of time (no more than 30 seconds) before modifying the kernel's routing tables to allow possible unstable situations to settle.

In addition to processing incoming packets, in.routed also periodically checks the routing table entries. If an entry has not been updated for 3 minutes, the entry's metric is set to infinity and marked for deletion. Deletions are delayed an additional 60 seconds to insure the invalidation is propagated throughout the internet.

Hosts acting as internetwork routers gratuitously supply their routing tables every 30 seconds to all directly connected hosts and networks.

In addition to the facilities described above, in.routed supports the notion of "distant" passive and active gateways. When in.routed is started up, it reads the file gateways to find gateways which may not be identified using the SIOCGIFCONFioctl. Gateways specified in this manner should be marked passive if they are not expected to exchange routing information, while gateways marked active should be willing to exchange routing information (that is, they should have a in.routed process running on the machine). Routes through passive gateways are installed in the kernel's routing tables once upon startup. They may change, depending upon routing information they receive from other gateways. Information regarding their existence is not included in any routing information transmitted. Active gateways are treated equally to network interfaces. Routing information is distributed to the gateway, and if no routing information is received for a period of time, the associated route is deleted.

The gateways is comprised of a series of lines, each in the following format:

```
< net | host > filename1 gateway filename2 metric value < passive | active >
```

The net or host keyword indicates if the route is to a network or specific host.

filename1 is the name of the destination network or host. This may be a symbolic name located in networks or hosts, or an Internet address specified in "dot" notation; see inet(3SOCKET).

*filename*2 is the name or address of the gateway to which messages should be forwarded.

value is a metric indicating the hop count to the destination host or network.

The keyword passive or active indicates if the gateway should be treated as passive or active (as described above).

OPTIONS

- -g Is used on internetwork routers to offer a route to the "default" destination. This is typically used on a gateway to the Internet, or on a gateway that uses another routing protocol whose routes are not reported to other local routers.
- -q Is the opposite of the -s option.
- Forces in.routed to supply routing information whether it is acting as an internetwork router or not.
- -S If in.routed is not acting as an internetwork router it will, instead of entering the whole routing table in the kernel, only enter a default route for each internetwork router. This reduces the memory requirements without losing any routing reliability.

in.routed(1M)

All packets sent or received are printed on standard output. In addition, in.routed will not divorce itself from the controlling terminal so that interrupts from the keyboard will kill the process. Any other argument supplied is interpreted as the name of the file in which in.routed's actions should be logged. This log contains information about any changes to the routing tables and a history of recent messages sent and received which are related to the changed route.

-v Allows a logfile (whose name must be supplied) to be created showing the changes made to the routing tables with a timestamp.

FILES

/etc/gateways for distant gateways

/etc/networks associations of Internet Protocol network numbers with

network names

/etc/hosts Internet host table

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

route(1M), ioctl(2), inet(3SOCKET), attributes(5), inet(7P), udp(7P)

NOTES

The kernel's routing tables may not correspond to those of in.routed for short periods of time while processes that utilize existing routes exit; the only remedy for this is to place the routing process in the kernel.

in.routed should listen to intelligent interfaces, such as an IMP, and to error protocols, such as ICMP, to gather more information.

in.routed initially obtains a routing table by examining the interfaces configured on a machine and the gateways file. It then sends a request on all directly connected networks for more routing information. in.routed does not recognize or use any routing information already established on the machine prior to startup. With the exception of interface changes, in.routed does not see any routing table changes that have been done by other programs on the machine, for example, routes added, deleted or flushed by way of the route(1M) command. Therefore, these types of changes should not be done while in.routed is running. Rather, shut down in.routed, make the changes required, and then restart in.routed.

NAME | in.rshd, rshd – remote shell server

SYNOPSIS

in.rshd host.port

DESCRIPTION

in.rshd is the server for the rsh(1) program. The server provides remote execution facilities with authentication based on privileged port numbers.

in.rshd is invoked by inetd(1M) each time a shell service is requested, and executes the following protocol:

- 1. The server checks the client's source port. If the port is not in the range 0-1023, the server aborts the connection. The client's host address (in hex) and port number (in decimal) are the arguments passed to in.rshd.
- 2. The server reads characters from the socket up to a null ($\setminus 0$) byte. The resultant string is interpreted as an ASCII number, base 10.
- 3. If the number received in step 1 is non-zero, it is interpreted as the port number of a secondary stream to be used for the stderr. A second connection is then created to the specified port on the client's machine. The source port of this second connection is also in the range 0-1023.
- 4. The server checks the client's source address. If the address is associated with a host for which no corresponding entry exists in the host name data base (see hosts(4)), the server aborts the connection. Please refer to the SECURITY section below for more details.
- 5. A null terminated user name of at most 16 characters is retrieved on the initial socket. This user name is interpreted as the user identity on the *client's* machine.
- 6. A null terminated user name of at most 16 characters is retrieved on the initial socket. This user name is interpreted as a user identity to use on the server's machine.
- 7. A null terminated command to be passed to a shell is retrieved on the initial socket. The length of the command is limited by the upper bound on the size of the system's argument list.
- 8. in.rshd then validates the user according to the following steps. The remote user name is looked up in the password file and a chdir is performed to the user's home directory. If the lookup fails, the connection is terminated. If the chdir fails, it does a chdir to / (root). If the user is not the superuser, (user ID 0), and if the pam_rhosts_auth PAM module is configured for authentication, the file /etc/hosts.equiv is consulted for a list of hosts considered "equivalent". If the client's host name is present in this file, the authentication is considered successful. See the SECURITY section below for a discussion of PAM authentication.
 - If the lookup fails, or the user is the superuser, then the file .rhosts in the home directory of the remote user is checked for the machine name and identity of the user on the client's machine. If this lookup fails, the connection is terminated
- 9. A null byte is returned on the connection associated with the stderr and the command line is passed to the normal login shell of the user. (The PATH variable is set to /usr/bin.) The shell inherits the network connections established by

in.rshd(1M)

in.rshd.

USAGE

rshd and in.rshdare IPv6-enabled. See ip6(7P).

SECURITY

in.rshd uses pam(3PAM) for authentication, account management, and session management. The PAM configuration policy, listed through /etc/pam.conf, specifies the modules to be used for in.rshd. Here is a partial pam.conf file with entries for the rsh command using rhosts authentication, UNIX account management, and session management module.

rsh	auth	required	/usr/lib/security/pam_rhosts_auth.so.1
rsh	account	required	/usr/lib/security/pam_unix.so.1
rsh	session	required	/usr/lib/security/pam_unix.so.1

If there are no entries for the rsh service, then the entries for the "other" service will be used. To maintain the authentication requirement for in.rshd, the rsh entry must always be configured with the pam_rhosts_auth.so.1 module.

FILES

/etc/hosts.equiv

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

rsh(1), inetd(1M), pam(3PAM), hosts(4), inetd.conf(4), pam.conf(4), attributes(5), pam_rhosts_auth(5), pam_unix(5), ip6(7P)

DIAGNOSTICS

The following diagnostic messages are returned on the connection associated with stderr, after which any network connections are closed. An error is indicated by a leading byte with a value of 1 in step 9 above (0 is returned above upon successful completion of all the steps prior to the command execution).

locuser too long

The name of the user on the client's machine is longer than 16 characters.

remuser too long

The name of the user on the remote machine is longer than 16 characters.

command too long

The command line passed exceeds the size of the argument list (as configured into the system).

Hostname for your address unknown.

No entry in the host name database existed for the client's machine.

Login incorrect.

No password file entry for the user name existed.

Permission denied.

The authentication procedure described above failed.

Can't make pipe.

The pipe needed for the stderr was not created.

Try again.

A *fork* by the server failed.

NOTES

The authentication procedure used here assumes the integrity of each client machine and the connecting medium. This is insecure, but it is useful in an "open" environment.

A facility to allow all data exchanges to be encrypted should be present.

in.rwhod(1M)

NAME

in.rwhod, rwhod – system status server

SYNOPSIS

/usr/sbin/in.rwhod [-m [ttl]]

DESCRIPTION

in.rwhod is the server which maintains the database used by the rwho(1) and ruptime(1) programs. Its operation is predicated on the ability to broadcast or multicast messages on a network.

in.rwhod operates as both a producer and consumer of status information. As a producer of information it periodically queries the state of the system and constructs status messages which are broadcast or multicast on a network. As a consumer of information, it listens for other in.rwhod servers' status messages, validating them, then recording them in a collection of files located in the directory /var/spool/rwho.

The rwho server transmits and receives messages at the port indicated in the rwho service specification, see services(4). The messages sent and received are defined in /usr/include/protocols/rwhod.h and are of the form:

```
struct outmp {
                 out_line[8]; /* tty name */
out_name[8]; /* user id */
        char
        char
                 out time; /* time on */
        long
};
struct whod {
                  wd_vers;
        char
                 wd type;
        char
                 wd fill[2];
        char
        int
                 wd sendtime;
                 wd recvtime;
        int
        char
                 wd hostname[32];
                 wd loadav[3];
        int
                 wd boottime;
        struct whoent {
                 struct outmp we_utmp;
int we_idle;
     } wd_we[1024 / sizeof (struct whoent)];
};
```

All fields are converted to network byte order prior to transmission. The load averages are as calculated by the w(1) program, and represent load averages over the 5, 10, and 15 minute intervals prior to a server's transmission. The host name included is that returned by the uname(2) system call. The array at the end of the message contains information about the users who are logged in to the sending machine. This information includes the contents of the utmpx(4) entry for each non-idle terminal line and a value indicating the time since a character was last received on the terminal line.

Messages received by the rwho server are discarded unless they originated at a rwho server's port. In addition, if the host's name, as specified in the message, contains any unprintable ASCII characters, the message is discarded. Valid messages received by

in.rwhod are placed in files named whod.hostname in the directory
/var/spool/rwho. These files contain only the most recent message, in the format
described above.

Status messages are generated approximately once every 3 minutes.

OPTIONS

-m [*ttl*]

Use the rwho IP multicast address (224.0.1.3) when transmitting. Receive announcements both on this multicast address and on the IP broadcast address. If *ttl* is not specified in.rwhod will multicast on all interfaces but with the IP TimeToLive set to 1 (that is, packets will not be forwarded by multicast routers.) If *ttl* is specified in.rwhod will only transmit packets on one interface and setting the IP TimeToLive to the specified *ttl*.

FILES

/var/spool/rwho/whod.*

information about other machines

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ruptime(1), rwho(1), w(1), uname(2), services(4), utmpx(4), attributes(5)

WARNINGS

This service can cause network performance problems when used by several hosts on the network. It is not run at most sites by default. If used, include the -m multicast option.

NOTES

This service takes up progressively more network bandwidth as the number of hosts on the local net increases. For large networks, the cost becomes prohibitive.

 $\verb|in.rwhod| should relay status information between networks. People often interpret the server dying as a machine going down.$

install(1M)

NAME | install – install commands

SYNOPSIS

/usr/sbin/install -c dira [-m mode] [-u user] [-g group] [-o] [-s] file /usr/sbin/install -f dirb [-m mode] [-u user] [-q group] [-o] [-s] file /usr/sbin/install -n dirc [-m mode] [-u user] [-g group] [-o] [-s] file /usr/sbin/install -d | -i [-m mode] [-u user] [-g group] [-o] [-s] dirx...

/usr/sbin/install [-m mode] [-u user] [-g group] [-o] [-s] file [dirx...]

DESCRIPTION

install is most commonly used in "makefiles" (see make(1S)) to install a file in specific locations, or to create directories within a file system. Each file is installed by copying it into the appropriate directory.

install uses no special privileges to copy files from one place to another. The implications of this are:

- You must have permission to read the files to be installed.
- You must have permission to copy into the destination directory.
- You must have permission to change the modes on the final copy of the file if you want to use the -m option.
- You must be super-user if you want to specify the ownership of the installed file with the -u or -g options. If you are not the super-user, the installed file will be owned by you, regardless of who owns the original.

install prints messages telling the user exactly what files it is replacing or creating and where they are going.

If no options or directories (*dirx* . . .) are given, install searches a set of default directories (/bin, /usr/bin, /etc, /lib, and /usr/lib, in that order) for a file with the same name as file. When the first occurrence is found, install issues a message saying that it is overwriting that file with file, and proceeds to do so. If the file is not found, the program states this and exits.

If one or more directories (dirx...) are specified after file, those directories are searched before the default directories.

OPTIONS

-c dira	Install file in the directory specified by <i>dira</i> , if file does not ye exist. If it is found, install issues a message saying that the file already exists, and exits without overwriting it.
-f dirb	Force file to be installed in given directory, even if the file already exists. If the file being installed does not already exist, the mode and owner of the new file will be set to 755 and bin , respectively. If the file already exists, the mode and owner will be that of the already existing file.

install(1M)

-n dirc	If file is not found in any of the searched directories, it is put in the directory specified in <i>dirc</i> . The mode and owner of the new file will be set to 755 and bin, respectively.
-d	Create a directory. Missing parent directories are created as required as in mkdir -p. If the directory already exists, the owner, group and mode will be set to the values given on the command line.
-i	Ignore default directory list, searching only through the given directories ($dirx \dots$).
-m <i>mode</i>	The mode of the new file is set to <i>mode</i> . Set to 0755 by default.
-u user	The owner of the new file is set to <i>user</i> . Only available to the super-user. Set to bin by default.
-g group	The group id of the new file is set to <i>group</i> . Only available to the super-user. Set to bin by default.
-0	If file is found, save the "found" file by copying it to OLDfile in the directory in which it was found. This option is useful when installing a frequently used file such as /bin/sh or /lib/saf/ttymon, where the existing file cannot be removed.
-s	Suppress printing of messages other than error messages.

USAGE

See largefile(5) for the description of the behavior of install when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

chgrp(1), chmod(1), chown(1), cp(1), make(1S), mkdir(1), chown(1M),attributes(5), largefile(5)

installboot(1M)

NAME | installboot – install bootblocks in a disk partition

SPARC | installboot bootblk raw-disk-device

IA installboot phoot bootblk raw-disk-device

DESCRIPTION

The boot(1M) program, ufsboot, is loaded from disk by the bootblock program which resides in the boot area of a disk partition.

The ufs boot objects are platform-dependent, and reside in the

/usr/platform/platform-name/lib/fs/ufs directory. The platform name can be found using the -i option of uname(1).

Tourid using the -1 option of affaire

OPERANDS

bootblk The name of the bootblock code.

raw-disk-device The name of the disk device onto which the bootblock

code is to be installed; it must be a character device which is readable and writable. Naming conventions for a SCSI or IPI drive are c?t?d?s? and c?d?s? for an

IDE drive.

pboot The name of the partition boot file.

SPARC

To install a ufs bootblock on slice 0 of target 0 on controller 1 of the platform where the command is being run, use:

example# installboot /usr/platform/'uname -i'/lib/fs/ufs/bootblk \
 /dev/rdsk/c1t0d0s0

IA

To install the ufs bootblock and partition boot program on slice 2 of target 0 on controller 1 of the platform where the command is being run, use:

FILES

/usr/platform/platform-name/lib/fs/ufs directory where ufs boot objects reside.

/platform/platform-name/ufsboot

second level program to boot from a disk or CD

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\verb|od(1)|, \verb|uname(1)|, \verb|boot(1M)|, \verb|init(1M)|, \verb|kadb(1M)|, \verb|kernel(1M)|, \verb|reboot(1M)|, \verb|rpc.bootparamd(1M)|, \verb|init.d(4)|, attributes(5)|$

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SPARC monitor(1M)

> IA fdisk(1M), fmthard(1M)

The installboot utility will fail if the *bootblk*, *pboot* or *openfirmware* files do not exist WARNINGS or if the raw disk device is not a character device.

installer(1M)

NAME |

installer - Solaris Web Start installer utility

SYNOPSIS

installer [-locales list] [-nodisplay] [-debug]

DESCRIPTION

The installer utility invokes a Web Start install wizard sequence which will lead the user through a sequence of installation panels. This installer utility is found on many CDs that are shipped with Solaris and it will be found among the top level files of these CDs.

When the installer is on a CD being accessed from a desktop file manager, the installer can be double clicked to start the installation sequence. If the user is not currently the system's root user, the root user password will be requested.

The installer utility can also be run from other UNIX scripts. Usually, a script is used in conjunction with the utility's -nodisplay option.

OPTIONS

The following options are supported:

-locales list

Selects product translations for install, corresponding to the specified list of locales if the specified locale translations are present on the installation media. Locales are supplied in a comma-separated list following the -locales option. An example list would appear as follows:

installer -locales fr,de,itThis would install products with translations for the French, German, and Italian locales.

-nodisplay

Runs the install without a graphic user interface. Use the default product install unless it was modified by the -locales options.

-debug

Outputs extra information about what the install is doing. Mainly

for install diagnostic purposes.

FILES

/var/sadm/install/logs

location of installation log files

SEE ALSO

prodreg(1M)

NAME

installf – add a file to the software installation database

SYNOPSIS

```
installf [-c class] [ [-M] -R root_path] [-V fs_file] pkginst
```

installf -f [-c class] [[-M] -R root_path] [-V fs_file] pkginst

DESCRIPTION

installf informs the system that a pathname not listed in the pkgmap(4) file is being created or modified. It should be invoked before any file modifications have occurred.

When the second synopsis is used, the pathname descriptions will be read from standard input. These descriptions are the same as would be given in the first synopsis but the information is given in the form of a list. The descriptions should be in the form:

pathname [ftype [major minor] [mode owner group]]

After all files have been appropriately created and/or modified, installf should be invoked with the -f synopsis to indicate that installation is final. Links will be created at this time and, if attribute information for a pathname was not specified during the original invocation of installf, or was not already stored on the system, the current attribute values for the pathname will be stored. Otherwise, installf verifies that attribute values match those given on the command line, making corrections as necessary. In all cases, the current content information is calculated and stored appropriately.

OPTIONS

-c class	Class to which installed objects should be associated. Default class is none.
-f	Indicates that installation is complete. This option is used with the final invocation of installf (for all files of a given class).
-M	Instruct installf not to use the \$root_path/etc/vfstab file for determining the client's mount points. This option assumes the mount points are correct on the server and it behaves consistently with Solaris 2.5 and earlier releases.
-R root_path	Define the full path name of a directory to use as the <i>root_path</i> . All files, including package system information files, are relocated to a directory tree starting in the specified <i>root_path</i> . The <i>root_path</i> may be specified when installing to a client from a server (for example, /export/root/client1).
-V fs_file	Specify an alternative <i>fs_file</i> to map the client's file systems. For example, used in situations where the \$root_path/etc/vfstab file is non-existent or unreliable.

installf(1M)

OPERANDS	pkginst	Name of package instance with which the pathname should be associated.	
	pathname	Pathname	e that is being created or modified.
	ftype	A one-cha include:	aracter field that indicates the file type. Possible file types
		b	block special device
		С	character special device
		d	directory
		е	a file to be edited upon installation or removal
		f	a standard executable or data file
		1	linked file
		р	named pipe
		S	symbolic link
		v	volatile file (one whose contents are expected to change)
		x	an exclusive directory
	major	,	r device number. The field is only specified for block or special devices.
	minor		or device number. The field is only specified for block or special devices.
	mode	indicates file alread	mode of the file (for example, 0664). A question mark (?) that the mode will be left unchanged, implying that the dy exists on the target machine. This field is not used for symbolically linked files.
	owner	limited to that the o already ex	er of the file (for example, bin or root). The field is 14 characters in length. A question mark (?) indicates wher will be left unchanged, implying that the file xists on the target machine. This field is not used for symbolically linked files.
	group	field is lindicates file alread	p to which the file belongs (for example, bin or sys). The mited to 14 characters in length. A question mark (?) that the group will be left unchanged, implying that the dy exists on the target machine. This field is not used for symbolically linked files.

EXAMPLES

EXAMPLE 1 The use of installf.

The following example shows the use of installf, invoked from an optional pre-install or post-install script:

```
#create /dev/xt directory
#(needs to be done before drvinstall)
installf PKGINST / dev/xt d 755 root sys | |
   exit 2
majno='/usr/sbin/drvinstall -m /etc/master.d/xt
    -d $BASEDIR/data/xt.o -v1.0 \ ||
   exit 2
i = 0.0
while [ $i -lt $limit ]
    for j in 0 1 2 3 4 5 6 7
        echo /dev/xt$i$j c $majno 'expr $i ? 8 + $j'
            644 root sys
       echo /dev/xt$i$j=/dev/xt/$i$j
    done
    i='expr $i + 1'
    [ $i -le 9 ] && i="0$i" #add leading zero
done | installf $PKGINST - || exit 2
# finalized installation, create links
installf -f $PKGINST || exit 2
```

EXIT STATUS

- 0 Successful operation.
- >0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:pkginfo} \begin{split} & pkginfo(1), pkgmk(1), pkgparam(1), pkgproto(1), pkgtrans(1), pkgadd(1M), \\ & pkgask(1M), pkgchk(1M), pkgrm(1M), removef(1M), pkgmap(4), space(4), \\ & attributes(5) \end{split}$$

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NOTES

When *ftype* is specified, all applicable fields, as shown below, must be defined:

ftype	Required Fields
p, x, d, f, v, or e	mode owner group
c or b	major minor mode owner group

installf(1M)

The installf command will create directories, named pipes and special devices on the original invocation. Links are created when installf is invoked with the -f option to indicate installation is complete.

Links should be specified as *path1=path2*. *path1* indicates the destination and *path2* indicates the source file.

Files installed with installf will be placed in the class none, unless a class is defined with the command. Subsequently, they will be removed when the associated package is deleted. If this file should not be deleted at the same time as the package, be certain to assign it to a class which is ignored at removal time. If special action is required for the file before removal, a class must be defined with the command and an appropriate class action script delivered with the package.

When classes are used, installf must be used in one of the following forms:

```
installf -c class1 . . .
installf -f -c class1 . . .
installf -c class2 . . .
installf -f -c class2 . . .
```

NAME

install_scripts, add_install_client, add_to_install_server, modify_install_server, rm_install_client, setup_install_server, check – scripts used to install the Solaris software

add install client

```
cdrom-mnt-pt/Solaris_8/Tools/add_install_client [-i IP_address]
  [-e Ethernet_address] [-s server_name : path] [-c server_name : path] [-n
  [server] : name_service [( netmask]] [-p server_name : path] [-f
  boot_file_name] host_name platform_group
```

check

cdrom-mnt-pt/Solaris_8/Tools/jumpstart_sample/check
[-p install_dir_path] [-r rulesfile]

rm_install_client

cdrom-mnt-pt/Solaris_8/Tools/rm_install_client host_name

setup_install_server

cdrom-mnt-pt/Solaris 8/Tools/setup install server [-b] install_dir_path

DESCRIPTION

These commands are located on slice 0 of the Solaris Software and Solaris Installer CDs. If the Solaris CD has been copied to a local disk, cdrom_mnt_pt is the path to the copied Solaris CD. They can be used for a variety of installation tasks.

add install client

There are three versions of this command. See SYNOPSIS.

Use the following version of the add_install_client command to add clients for network installation (these commands update the bootparams(4) file). The add_install_client command must be run from the install server's Solaris installation image (a mounted Solaris CD or a Solaris CD copied to disk) or the boot server's boot directory (if a boot server is required). The Solaris installation image or the boot directory must be the same Solaris release that you want installed on the client.

```
cdrom-mnt-pt/Solaris_8/Tools/add_install_client [-i IP_address]
    [-e Ethernet_address] [-s server_name : path] [-c server_name : path] [-n
    [server] : name_service [( netmask]] [-p server_name : path] host_name
    platform_group
```

Use the following version of the add_install_client command to add support for instances of a platform within a platform group to the install server. This group will be booted and configured using DHCP. The script will perform the necessary

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configuration steps on the server, and prints the data that the user needs to add to the DHCP server for the group.

cdrom-mnt-pt/Solaris 8/Tools/add install client -d [-s server:path] [-c server:path] [-p server:path] [-t install boot image path] [-f boot file name] platform_name platform_group

Use the following version of the add install client command to add a single client to the install server. This client will be booted and configured using DHCP. The script will perform the necessary configuration steps on the server, and will print the data that the user needs to add to the DHCP server for the client. The -f flag used above needs to be added to the existing usage as well. -f allows the user to specify a boot file name to be used for a given client.

cdrom-mnt-pt/Solaris 8/Tools/add install client -d [-s server_name:path] [-c server_name:path] [-p server_name:path] [-t install_boot_image_path] [-f boot_file_name] -e Ethernet_address platform_group

add_to_install_server Use add to install server to merge other Solaris CDs with an existing image on a Net Install Server. Each CD that can be merged (currently OS CD 2, and the Language CD) has its own add to install server script. Do not use add to install server scripts with CDs other than the ones with which they were delivered.

check

Use check to validate the rules in a rules file (this is only necessary if a custom JumpStart installation is being set up).

modify_install_serverUse modify install server to replace an existing net install server's miniroot with a Solaris Installation CD's miniroot. This will change the net install server's install time user interface over to the Solaris Installation CD's Web Start user interface.

> An existing install image (created using setup install server) must exist prior to using the modify install server command.

rm_install_client

Use rm install client to remove clients for network installation (these commands update the bootparams(4) file).

setup_install_server

Use setup install server to copy the Solaris CD to a disk (to set up an install server) or to copy just the boot software of the Solaris CD to a disk (to set up a boot server). An install server is required to install clients over the network. A boot server is also required for network installations if the install server and clients to be installed are on different subnets (the boot server must be located on the client's subnet).

OPTIONS

The following options are supported:

add_install_client

-c server_name: path

This option is required only to specify a JumpStart directory for a custom JumpStart installation. *server_name* is the host name of the server with a JumpStart directory.

path is the absolute path to the JumpStart directory.

-d

Specify as a DHCP client.

-e Ethernet_address

Specify the Ethernet address of the system to be installed.

– f

Specify the *boot_file_name* of the client to be installed.

-i IP_address

Specify the IP address of the client to be installed.

-n [server]: name_service[(netmask)]

This option specifies which name service should be used during system configuration. This sets the ns keyword in the bootparams(4) file.

name service

Valid entries are nis, nisplus, and none.

netmask

A series of four numbers separated by periods, specifying which portion of an IP address is the network part, and which is the host part.

Server

The name of the server or IP address of the specified name service. If the server specified is on a different subnet, then the *netmask* may be needed to enable the client to contact the server.

-p server_name: path

This option is the location of the user-defined sysidcfg file for pre-configuring system or network information. *server_name* is either a valid host name or IP address. *path* is the absolute path to the file.

-s server_name:path

This option is required only when using add_install_client from a boot server. Specify the name of the server and the absolute path of the Solaris installation image that will be used for this installation. *path* is either the path to a mounted Solaris CD or a path to a directory with a copy of the Solaris CD.

add_to_install_server -p

Specifies the location of the CD (containing the supplemental products) to be copied.

- s

Allows users to select from a list only the products needing installation.

check

-p install_dir_path

Validates the rules file by using the check script from a specified Solaris installation image, instead of the check script from the system you are using. install_dir_path is the path to a Solaris installation image on a local disk or a mounted Solaris CD.

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Use this option to run the most recent version of check if your system is running a previous version of Solaris.

-r rulesfile

Specifies a rules file other than the one named rules. Using this option, the validity of a rule can be tested before integrating it into the rules file. check will report whether or not the rule is valid, but it will not create the rules.ok file necessary for a custom JumpStart installation.

modify_install_server-p

This option preserves the existing images miniroot in <code>install_dir_path/Solaris_8/Tools/Boot.orig</code>.

setup_install_server

-b

This option sets up the server only as a boot server.

OPERANDS

The following operands are supported:

add_install_client

host_name

This is the name of the client to be installed.

platform_group

Vendor-defined grouping of hardware platforms for the purpose of distributing specific software. Examples of valid platform groups are:

System	Platform Group
IA	i86pc
SPARCstation 1+	sun4c
SPARCstation 5	sun4m

Use the uname(1) command (with the -m option) to determine a system's platform group.

platform_name

Use the uname(1) command (with the -i option) to determine a system's platform

The following example shows the use of the uname command to determine the system platform name for an Ultra 1:

uname -i

The system responds with:

SUNW, Ultra-1

Therefore, the system's platform name is SUNW, Ultral.

The following command calls add install client for Ultra 1s:

```
add install client -d SUNW, Ultra-1 sun4u
```

For IA32 platforms, the platform name is always SUNW. i86pc.

The following command calls add_install_client for IA32 platforms:

```
add install client -d SUNW.i86pc i86pc
```

rm install client

host name

This is the name of the client to be removed.

setup_install_server

install dir path

The absolute path of the directory in which the Solaris software is to be copied. The directory must be empty.

add install client

```
EXAMPLE 1 Using add install client
```

The following add_install_client commands add clients for network installation from a mounted Solaris CD on an install server:

```
example# cd /cdrom/cdrom0/s0/Solaris 8/Tools
example# ./add install client system 1 sun4c
example# ./add install client system 2 sun4m
```

EXAMPLE 2 Using add install client

The following add install client commands add clients for network installation from a mounted Solaris CD on an install server. The -c option specifies a server and path to a JumpStart directory that has a rules file and a profile file for performing a custom JumpStart installation. Also, the Solaris CD has been copied to the /export/install directory.

```
example# cd /export/install/Solaris_8/Tools
example# /add install client -c install server:/jumpstart system 1 i86pc
example# ./add_install_client -c install_server:/jumpstart system_2 i86pc
```

EXAMPLE 3 Using add_install_client

The following add install client command adds support for a specific sun4u platform machine (8:0:20:99:88:77) using the boot file: sun4u.solaris8.

```
example# add_install_client -d -f sun4u.solaris8 -e 8:0:20:99:88:77 sun4u
```

```
add_to_install_sever EXAMPLE 4 Using add_to_install_server
```

The following add to install server command copies the packages in all the supplemental CD's products directories to an existing install server:

```
example# cd /cdrom/cdrom0/s0
example# ./add_to_install_server /export/Solaris_8
```

install_scripts(1M)

EXAMPLE 4 Using add to install server (Continued)

check

EXAMPLE 5 Using check

The following check command validates the syntax of the rules file used for a custom JumpStart installation:

```
example# cd jumpstart_dir_path
example# ./check -p /cdrom/cdrom0/s0
```

modify_install_serverEXAMPLE 6 Using modify_install_server

The following modify_install_server command replaces the miniroot created using the above setup_install_server with the miniroot on the Solaris Installer CD.

```
example# cd /cdrom/cdrom0/s0
example# ./modify install server /export/install /cdrom/cdrom0/s1
```

EXAMPLE 7 Using modify install server

The following modify_install_server command moves the miniroot created using the above setup_install_server to Boot.orig and replaces it with the miniroot on the Solaris Installer CD.

```
example# cd /cdrom/cdrom0/s0
example# ./modify_install_server -p /export/install /cdrom/cdrom0/s1
```

rm_install_client

EXAMPLE 8 Using rm install client

The following rm_install_client commands remove clients for network installation:

```
example# cd /export/install/Solaris_8/Tools
example# ./rm_install_client holmes
example# ./rm_install_client watson
```

setup_install_server

EXAMPLE 9 Using setup_install_server commands

The following setup_install_server command copies the mounted Solaris CD to a directory named /export/install on the local disk:

```
example# cd /cdrom/cdrom0/s0/Solaris_8/Tools
example# ./setup_install_server /export/install
```

```
EXAMPLE 10 Using setup_install_server
```

The following setup_install_server command copies the boot software of a mounted Solaris CD to a directory named /boot_dir on a system that is going to be a boot server for a subnet:

EXAMPLE 10 Using setup_install_server (Continued)

example# cd /cdrom/cdrom0/s0/Solaris_8/Tools
example# ./setup_install_server -b /boot_dir

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 An error has occurred.

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	Solaris CD

SEE ALSO

uname(1), bootparams(4), attributes(5)

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in.talkd(1M)

NAME | in.talkd, talkd – server for talk program

SYNOPSIS in.talkd

DESCRIPTION | talkd is a server used by the talk(1) program. It listens at the UDP port indicated in

the "talk" service description; see services(4). The actual conversation takes place on a TCP connection that is established by negotiation between the two machines

involved.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Av	vailability	SUNWcsu

SEE ALSO talk(1), inetd(1M), services(4), attributes(5)

NOTES The protocol is architecture dependent.

NAME | in.telnetd, telnetd – DARPA TELNET protocol server

SYNOPSIS

/usr/sbin/in.telnetd

DESCRIPTION

in.telnetd is a server that supports the DARPA standard TELNET virtual terminal protocol. in.telnetd is normally invoked in the internet server (see inetd(1M)), for requests to connect to the TELNET port as indicated by the /etc/services file (see services(4)).

in.telnetd operates by allocating a pseudo-terminal device for a client, then creating a login process which has the slave side of the pseudo-terminal as its standard input, output, and error. in.telnetd manipulates the master side of the pseudo-terminal, implementing the TELNET protocol and passing characters between the remote client and the login process.

When a TELNET session starts up, in.telnetd sends TELNET options to the client side indicating a willingness to do remote echo of characters, and to suppress go ahead. The pseudo-terminal allocated to the client is configured to operate in "cooked" mode, and with XTABS, ICRNL and ONLCR enabled. See termio(71).

in.telnetd is willing to do: echo, binary, suppress go ahead, and timing mark. in.telnetd is willing to have the remote client do: binary, terminal type, terminal size, logout option, and suppress go ahead.

in.telnetd also allows environment variables to be passed, provided that the client negotiates this during the initial option negotiation. The DISPLAY environment variable may be sent this way, either by the TELNET general environment passing methods, or by means of the XDISPLOC TELNET option. DISPLAY can be passed in the environment option during the same negotiation where XDISPLOC is used. Note that if you use both methods, use the same value for both. Otherwise, the results may be unpredictable.

These options are specified in Internet standards RFC 1096, RFC 1408, RFC 1571, and RFC 1572.

The banner printed by in.telnetd is configurable. The default is (more or less) equivalent to "'uname -sr'" and will be used if no banner is set in /etc/default/telnetd. To set the banner, add a line of the form

BANNER="..."to /etc/default/telnetd. Nonempty banner strings are fed to shells for evaluation. The default banner may be obtained by

 ${\tt BANNER="/r/n/r/n'uname -s' 'uname -r'/r/n'/r'and \ no \ banner \ will \ be}$ printed if /etc/default/telnetd contains

BANNER=""

USAGE

telnetd and in.telnetd are IPv6-enabled. See ip6(7P).

in.telnetd(1M)

SECURITY

in.telnetd uses pam(3PAM) for authentication, account management, session management, and password management. The PAM configuration policy, listed through /etc/pam.conf, specifies the modules to be used for in.telnetd. Here is a partial pam. conf file with entries for the telnet command using the UNIX authentication, account management, session management, and password management modules.

telnet	auth	required	/usr/lib/security/pam_unix.so.1
telnet	account	required	/usr/lib/security/pam_unix.so.1
telnet	session	required	/usr/lib/security/pam_unix.so.1
telnet	password	required	/usr/lib/security/pam_unix.so.1

If there are no entries for the telnet service, then the entries for the "other" service will be used. If multiple authentication modules are listed, then the user may be prompted for multiple passwords.

FILES

/etc/default/telnetd

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

telnet(1), inetd(1M), pam(3PAM), inetd.conf(4)pam.conf(4), services(4), attributes(5), pam unix(5), ip6(7P), termio(7I)

Alexander, S., TELNET Environment Option, RFC 1572, Network Information Center, SRI International, Menlo Park, Calif., January 1994.

Borman, Dave, TELNET Environment Option, RFC 1408, Network Information Center, SRI International, Menlo Park, Calif., January 1993.

Borman, Dave, TELNET Environment Option Interoperability Issues, RFC 1571, Network Information Center, SRI International, Menlo Park, Calif., January 1994.

Crispin, Mark, TELNET Logout Option, RFC 727, Network Information Center, SRI International, Menlo Park, Calif., April 1977.

Marcy, G., TELNET X Display Location Option. RFC 1096, Network Information Center, SRI International, Menlo Park, Calif., March 1989.

Postel, Jon, and Joyce Reynolds, TELNET Protocol Specification, RFC 854, Network Information Center, SRI International, Menlo Park, Calif., May 1983.

Waitzman, D., TELNET Window Size Option, RFC 1073, Network Information Center, SRI International, Menlo Park, Calif., October 1988.

NOTES

Some TELNET commands are only partially implemented.

Binary mode has no common interpretation except between similar operating systems.

The terminal type name received from the remote client is converted to lower case.

The packet interface to the pseudo-terminal should be used for more intelligent flushing of input and output queues.

in.telnetd never sends TELNET go ahead commands.

in.tftpd(1M)

NAME |

in.tftpd, tftpd - Internet Trivial File Transfer Protocol server

SYNOPSIS

in.tftpd [-s] [homedir]

DESCRIPTION

tftpd is a server that supports the Internet Trivial File Transfer Protocol (TFTP). This server is normally started by inetd(1M) and operates at the port indicated in the tftp Internet service description in the /etc/inetd.conf file. By default, the entry for in.tftpd in etc/inetd.conf is commented out. To make in.tftpd operational, the comment character(s) must be deleted from the file. See inetd.conf(4).

Before responding to a request, the server attempts to change its current directory to *homedir*; the default directory is /tftpboot.

The use of tftp does not require an account or password on the remote system. Due to the lack of authentication information, in.tftpd will allow only publicly readable files to be accessed. Files may be written only if they already exist and are publicly writable. Note that this extends the concept of "public" to include all users on all hosts that can be reached through the network; this may not be appropriate on all systems, and its implications should be considered before enabling this service.

in.tftpd runs with the user ID and group ID set to <code>[GU]ID_NOBODY</code> under the assumption that no files exist with that owner or group. However, nothing checks this assumption or enforces this restriction.

OPTIONS

-s Secure. When specified, the directory change to *homedir* must succeed. The daemon also changes its root directory to *homedir*.

FILES

/etc/inetd.conf

USAGE

The in.tftpd server is IPv6-enabled. See ip6(7P).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

tftp(1), inetd(1M), inetd.conf(4), netconfig(4), attributes(5), ip6(7P)

Sollins, K.R., *RFC 783*, *The TFTP Protocol (Revision 2)*, Network Information Center, SRI International, Menlo Park, California, June 1981.

NAME in.tnamed, tnamed – DARPA trivial name server

SYNOPSIS /usr/sbin/in.tnamed [-v]

DESCRIPTION in.tnamed is a server that supports the DARPA Name Server Protocol. The name

server operates at the port indicated in the "name" service description (see services(4)), and is invoked by inetd(1M) when a request is made to the name

server.

OPTIONS Invoke the daemon in verbose mode.

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO uucp(1C), inetd(1M), services(4), attributes(5)

> Postel, Jon, Internet Name Server, IEN 116, SRI International, Menlo Park, California, August 1979.

NOTES The protocol implemented by this program is obsolete. Its use should be phased out in favor of the Internet Domain Name Service (DNS) protocol.

in.uucpd(1M)

NAME

in.uucpd, uucpd – UUCP server

SYNOPSIS

/usr/sbin/in.uucpd [-n]

DESCRIPTION

in.uucpd is the server for supporting UUCP connections over networks.

in.uucpd is invoked by inetd(1M) when a UUCP connection is established (that is, a connection to the port indicated in the "uucp" service specification) and executes the following protocol. See services(4):

- 1. The server prompts with login:. The uucico(1M) process at the other end must supply a username.
- 2. Unless the username refers to an account without a password, the server then prompts with Password: The uucico process at the other end must supply the password for that account.

If the username is not valid, or is valid but refers to an account that does not have /usr/lib/uucp/uucico as its login shell, or if the password is not the correct password for that account, the connection is dropped. Otherwise, uucico is run, with the user ID, group ID, group set, and home directory for that account, with the environment variables USER and LOGNAME set to the specified username, and with a -u flag specifying the username. Unless the -n flag is specified, entries are made in /var/adm/utmpx, /var/adm/wtmpx, and /var/adm/lastlog for the username. in.uucpd must be invoked by a user with appropriate privilege (usually root) in order to be able to verify that the password is correct.

SECURITY

in.uucpd uses pam(3PAM) for authentication, account management, and session management. The PAM configuration policy, listed through /etc/pam.conf, specifies the modules to be used for in.uucpd. Here is a partial pam.conf file with entries for uucp using the UNIX authentication, account management, and session management module.

uucp	auth	required	/usr/lib/security/pam_unix.so.1
uucp	account	required	/usr/lib/security/pam_unix.so.1
uucp	session	required	/usr/lib/security/pam_unix.so.1

If there are no entries for the uucp service, then the entries for the "other" service will be used. If multiple authentication modules are listed, then the peer may be prompted for multiple passwords.

FILES

/var/adm/utmpx accounting
/var/adm/wtmpx accounting
/var/adm/lastlog time of last login

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

in.uucpd(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWbnuu

SEE ALSO

inetd(1M), uucico(1M), pam(3PAM), pam.conf(4), services(4), attributes (5), pam unix(5)

DIAGNOSTICS

All diagnostic messages are returned on the connection, after which the connection is

user read An error occurred while reading the username. passwd read An error occurred while reading the password.

The username is invalid or refers to an account with a Login incorrect.

login shell other than /usr/lib/uucp/uucico, or the password is not the correct password for the

account.

iostat(1M)

NAME |

iostat – report I/O statistics

SYNOPSIS

DESCRIPTION

The iostat utility iteratively reports terminal, disk, and tape I/O activity, as well as CPU utilization. The first line of output is for all time since boot; each subsequent line is for the prior interval only.

To compute this information, the kernel maintains a number of counters. For each disk, the kernel counts reads, writes, bytes read, and bytes written. The kernel also takes hi-res time stamps at queue entry and exit points, which allows it to keep track of the residence time and cumulative residence-length product for each queue. Using these values, iostat produces highly accurate measures of throughput, utilization, queue lengths, transaction rates and service time. For terminals collectively, the kernel simply counts the number of input and output characters.

During execution of this kernel status command, the "state" of the kernel can change. An example would be CPUs going online or offline. iostat reports this as one or more of the following messages:

device_name added device_name removed NFS_filesystem mounted NFS_filesystem unmounted cpu[s] taken offline: cpuid cpu[s] brought online: cpuid

where *device_name*, *NFS_filesystem* and *cpuid* are replaced with the actual name or names of the entities formatted according to other options.

For more general system statistics, use sar(1), sar(1M), or vmstat(1M).

See Solaris Transition Guide for device naming conventions for disks.

OPTIONS

The iostat utility's activity class options default to tdc (terminal, disk, and CPU). If any activity class options are specified, the default is completely overridden. Therefore, if only -d is specified, neither terminal nor CPU statistics will be reported. The last disk option specified (-d, -D, or -x) is the only one that is used.

The following options are supported:

-C	Report the percentage of time the system has spent in user mode, in system mode, waiting for I/O, and idling.
-C	When the $-n$ and $-x$ options are also selected, report extended disk statistics aggregated by <i>controller id</i> .
-d	For each disk, report the number of kilobytes transferred per second, the number of transfers per second, and the average service time in milliseconds

iostat(1M)

-D	For each disk, report the reads per second, writes per second, and percentage disk utilization.
-е	Display device error summary statistics. The total errors, hard errors, soft errors, and transport errors are displayed.
-E	Display all device error statistics.
-I	Report the counts in each interval, rather than rates (where applicable).
-1 n	Limit the number of disks included in the report to n ; the disk limit defaults to 4 for -d and -D, and unlimited for -x. Note: disks explicitly requested (see $disk$ below) are not subject to this disk limit.
- m	Report file system mount points. This option is most useful if the -P or -p option is also specified.
- M	Display data throughput in MB/sec instead of KB/sec.
-n	Display names in descriptive format (for example, cXtYdZ, rmt/N, server:/export/path).
-p	For each disk, report per-partition statistics in addition to per-device statistics.
-P	For each disk, report per-partition statistics only, no per-device statistics.
-r	Display data in a comma-separated format.
- S	Suppress messages related to "state changes."
-t	Report the number of characters read and written to terminals per second.
-Tuld	Emit a time stamp.
	Specify u for a printed representation of the internal representation of time. See time(2). Specify d for standard date format. See ctime(3C).
-x	For each disk, report extended disk statistics. The output is in tabular form.
- z	Do not print lines whose underlying data values are all zeroes.
The following ope	rands are supported:
disk	Explicitly specify the disks to be reported; in addition to any explicit disks, any active disks up to the disk limit (see -1 above) will also be reported.
count	Only print <i>count</i> reports.

OPERANDS

interval Report once each interval seconds.

EXAMPLES

EXAMPLE 1 Using the iostat command

example%	iosta	t -xtc	5 2											
		ex	tended	devi	ce sta	atisti	cs		tt	У		срі	u	
device r						_		%b	tin	tout		-	wt	id
	0.4 0.					36.9		1	0	10	0	0	1	99
		0 0.3		0.0		35.0		0						
	0.0 0.			0.0	0.0	0.0								
nfs1 0				0.0	0.0	0.0		-						
nfs2 0	0.0 0.		0.1	0.0	0.0		0	0						
, .			device					0.1	tt	_		срі		
device r						v svc_			tin 0	tout	us 0	sy 0		
).0 0.).0 0.			0.0	0.0		0		U	155	U	U	U	100
	0.0 0.				0.0									
nfs1					0.0									
	0.0 0.				0.0			0						
III 52	0.	0.0	0.0	0.0	0.0	0.0	O	0						
device				na	me of	f the d	isk							
r/s				rea	ads pe	er seco	nd							
w/s				WI	rites p	er sec	ond							
Kr/s				kil	obyte	es read	per	seco	ond					
Kw/s				kil	obyte	es writ	ten p	er s	econ	d				
wait				av	erage	numb	er o	f tra	nsac	tions v	wait	ing	fo	r service
				(qı	ueue l	length)							
actv					_							-		eing serviced
				(re	emove	ed fron	n the	e que	eue b	out no	t ye	t co	mp	oleted)
svc_t				av	erage	servio	e tir	ne, i	n mi	lliseco	onds	•		
%W						of tim (queue					tions	s wa	aiti	ng for
%b				-	rcent ogres	of tim s)	e the	e dis	k is l	ousy (tran	sac	tio	ns in

$\ensuremath{\mathsf{EXAMPLE}}\xspace 2$ Using the iostat command

examp:	le% ios	stat -xr	np		extended device statistics					istics
r/s	w/s	kr/s	kw/s	wait	actv	wsvc_t	asvc_t	%W	%b	device
0.4	0.3	10.4	7.9	0.0	0.0	0.0	36.9	0	1	c0t0d0
0.3	0.3	9.0	7.3	0.0	0.0	0.0	37.2	0	1	c0t0d0s0
0.0	0.0	0.1	0.5	0.0	0.0	0.0	34.0	0	0	c0t0d0s1
0.0	0.0	0.0	0.1	0.0	0.0	0.6	35.0	0	0	expositor:/export/home3/user3

The fields have the same meanings as in the previous example, with the following additions:

EXAMPLE 2 Using the iostat command (Continued)

wsvc_t average service time in wait queue, in milliseconds

asvc t average service time active transactions, in

milliseconds

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

sar(1), sar(1M), vmstat(1M), time(2), ctime(3C), attributes(5)

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NOTES

The sum of CPU utilization might vary slightly from 100 because of rounding errors in the production of a percentage figure.

ipsecconf(1M)

NAME |

ipsecconf – configure system wide IPSEC policy

SYNOPSIS

/usr/sbin/ipsecconf

/usr/sbin/ipsecconf -a file [-q]

/usr/sbin/ipsecconf -d index

/usr/sbin/ipsecconf -f

/usr/sbin/ipsecconf -1 [-n]

DESCRIPTION

The ipsecconf utility configures the IPsec policy for a host. Once the policy is configured, all outbound and inbound datagrams are subject to policy checks as they exit and enter the host. If no entry is found, no policy checks will be completed, and all the traffic will pass through. Datagrams that are being forwarded will not be subjected to policy checks that are added using this command. See ifconfiq(1M) and tun(7M) for information on how to protect forwarded packets. Depending upon the match of the policy entry, a specific action will be taken.

This command can be run only by superuser. Each entry protects traffic only in one direction, that is, either outbound or inbound. Thus to protect traffic in both directions, you need to have one entry in each direction.

When the command is issued without any arguments, the policies configured in the system are shown. Each entry is displayed with an *index* followed by a number. You can use the -d option with the *index* to delete a given policy in the system. The entries are displayed in the order that they were added, which is not necessarily the order that the traffic match will take place. To view the order in which the traffic match will take place, use -1 option.

Policy entries are not preserved across reboot. Thus the policy needs to be added everytime the machine reboots. To configure policies early in the boot, one can setup policies in the /etc/inet/ipsecinit.conf file, which are then read from the inetinit startup script.

See SECURITY CONSIDERATIONS.

OPTIONS

ipsecconf supports the following options:

-a file

Add the IPSEC policy to the system as specified by each entry in the file. An IPsec configuration file contains one or more entries that specify the configuration. Once the policy is added, all outbound and inbound datagrams are subject to policy checks.

Entries in the files are described in the OPERANDS section below. Examples can be found in the EXAMPLES section below.

Policy is latched for TCP/UDP sockets on which a connect(3SOCKET) or accept(3SOCKET) is issued. So, addition of new policy entries may not affect such endpoints/sockets. Also, an old connection that was not subject to any policy, may be

subject to policy checks by the addition of new policy entries. This could disrupt the old communication if the other end is not expecting similar policy. Thus, make sure that there are not any pre-existing connections that would be subject to checks by the new policy entries.

The feature of policy latching explained above may change in the future. It is not advisable to depend upon this feature.

-d index

Delete the policy denoted by the *index*. The *index* is obtained by viewing the policy configured in the system. Once the entry is deleted, all outbound and inbound datagrams affected by this policy entry will not be subjected to policy checks. Be advised that for connections whose policy has been latched, packets will continue to go out with the same policy even it has been deleted.

- -f
- Flush all the policies in the system. Constraints are similar to the -d option with respect to latching.
- -1

Long listing of the policy entries. When ipseconf is invoked without any arguments, it shows the complete list ofpolicy entries added by the user since the boot. The -1 option displays the current kernel table. The current table can differ from the previous one if, for example, a multi-homed entry was added or policy re-ordering occurred. In the case of a multi-homed entry, all the addresses are listed explicitly. If a mask was not specified earlier but was instead inferred from the address, it will be explicitly listed here. This option is used to view policy entries in the correct order. The outbound and inbound policy entries are listed separately.

- -n
- Show network addresses, ports, protocols in numbers. The -n option may only be used with the -1 option.
- -q
- Quiet mode. Supresses the warning message generated when adding policies.

OPERANDS

Each policy entry contains 3 parts specified as follows:

{pattern} action {properties}Every policy entry begins on a new line and can span multiple lines. "pattern" specifies the traffic pattern that should be matched against the outbound and inbound datagrams. If there is a match, a specific "action" determined by the second argument will be taken, depending upon the "properties" of the policy entry. Pattern and properties are name-value pairs where name and value are separated by space, tab or newline. Multiple name-value pairs should be separated by space, tab or newline. The beginning and end of the pattern and properties are marked by "{" and "}" respectively.

ipsecconf(1M)

Files can contain multiple policy entries. An unspecified name-value pair in the "pattern" will be considered as wildcard. Wildcard entries matches any corresponding entry in the datagram.

File can be commented by using "#" as the first character. Comments may be inserted either at the beginning or the end of a line.

The complete syntax of a policy entry is:

```
policy ::= {pattern} action {properties}
pattern ::= <pattern name value pair>|
           <pattern name value pair>, <pattern>
action ::= apply | permit | bypass
<prop_name_value_pair>, <properties>
pattern_name_value_pair ::=
   <saddr/prefix address>|
    <smask mask>
    <sport part>
    <daddr/prefix address>
    <dmask mask>
    <dport port>
    ulp protocol>
address ::= <Internet dot notation> | <String recognized by gethostbyname> |
            <String recongnized by getnetbyname>
prefix ::= <number>
mask ::= <0xhexdigit[hexdigit]> | <0Xhexdigit[hexdigit]> |
        <Internet dot notation>
protocol ::= <number>| <String recognized by getprotobyname>
prop_name_value_pair ::=
    <auth algs auth alg>
    <encr_algs encr_alg|</pre>
    <encr_auth_algs auth_alg|</pre>
    <sa sa val
    <dir dir_val>
auth alg ::= <md5 | hmac-md5 | sha | sha1 | hmac-sha | hmac-sha1 | number>
encr_alg ::= <des | des-cbc | 3des | 3des-cbc | number>
sa_val ::= shared | unique
dir val ::= out | in
number ::= < 0 | 1 | 2 ... 9> <number>
```

Policy entries may contain the following (name value) pairs in the pattern field. Each (name value) pair may appear only once in given policy entry.

saddr/plen

The value that follows is the source address of the datagram with the prefix length. Only *plen* leading bits of the source address of the packet will be matched. *plen* is optional.

The source address value can be a hostname as described in gethostbyname(3XNET) or a network name as described in getnetbyname(3XNET) or a host address or network address in the Internet standard dot notation. See inet addr(3XNET).

If a hostname is given and gethostbyname(3XNET) returns multiple addresses for the host, then policy will be added for each of the addresses with other entries remaining the same.

The value that follows is the destination address of the datagram with the prefix length. Only *plen* leading bits of the destination address of the packet will be matched. *plen* is optional.

See *saddr* for valid values that can be given. If multiple source and destination addresses are found, then policy entry covering each (source address - destination address) pair will be added to the system.

The value that follows is the source mask. If prefix length is given with *saddr*, this should not be given. This can be represented either in hexadecimal number with a leading 0x or 0X, for example, 0xffff0000, 0Xffff0000 or in the Internet decimal dot notation, for example, 255.255.0.0 and 255.255.255.0. The mask should be contiguous and the behavior is not defined for non-contiguous masks.

smask is considered only when saddr is given.

The value that follows is the destination mask. If prefix length is given with *daddr*, this should not be given. This can be represented either in hexadecimal number with a leading 0x or 0X, for example, 0xffff0000, 0Xffff0000 or in the Internet decimal dot nontation, for example, 255.255.0.0 and 255.255.255.0. The mask should be contiguous and the behavior is not defined for non-contiguous masks.

dmask is considered only when *daddr* is given.

daddr/plen

smask

dmask

ipsecconf(1M)

The value that follows is the source port of the datagram. This can be either a port number or a string searched with a NULL proto argument, as described in getservbyname(3XNET)

The value that follows is the destination port of the datagram. This can be either a port number or a string as described in getservbyname(3XNET) searched with NULL proto argument.

The value that follows is the Upper Layer Protocol that

this entry should be matched against. It could be a number or a string as described in

number or a string as described in getprotobyname(3XNET)

If any component of the entry is not given, it will be considered as a wildcard entry. Thus, if pattern is null, all packets will match the policy entry. If neither the prefix length nor the mask is given for the address, a mask will be inferred For example, if a.b.c.d is the address and

■ b, c and d are zeroes, the mask is 0xff000000.

• only c and d are zeroes, the mask is 0xffff0000.

■ only d is zero, the mask is 0xffffff00.

■ neither a, b, c nor d are zeroes, the mask is 0xffffffff.

To avoid ambiguities, it is advisable to explicitly give either the prefix length or the mask.

Policy entries may contain the following (name value) pairs in teh properties filed. Each (name value) pair may appear only once in a give policy entry.

auth algs An acceptable value following this implies that IPsec

AH header will be present in the outbound datagram. Values following this describe the authentication algorithms that will be used while applying the IPsec AH on outbound datagrams and verified to be present

on inbound datagrams. See RFC 2402.

This entry can contain either a string or a decimal number.

string This should be either MD5 or

HMAC-MD5 denoting the HMAC-MD5 algorithm as

described in *RFC* 2403, and SHA1, or HMAC-SHA1 or SHA or HMAC-SHA denoting the

HMAC-SHA algorithm described in *RFC 2404*. The string can also be ANY, which denotes no-preference

for the algorithm. Default algorithms will be chosen based upon the SAs available at this time for manual SAs and the key negotiating daemon for automatic SAs. Strings are not case-sensitive.

number

A number in the range 1-255. This is useful when new algorithms can be dynamically loaded.

If *auth_algs* is not present, the AH header will not be present in the outbound datagram, and the same will

be verified for the inbound datagram.

An acceptable value following this implies that IPsec ESP header will be present in the outbound datagram. The value following this describes the encryption algorithms that will be used to apply the IPsec ESP protocol to outbound datagrams and verify it to be present on inbound datagrams. See *RFC* 2406.

This entry can contain either a string or a decimal number. Strings are not case-sensitive.

string This should be either DES or

DES-CBC, to denote the algorithm described in *RFC 2405* or 3DES or 3DES-CBC, to denote the used of 3DES in a manner consistent with *RFC 2451*. The value can be NULL which implies a NULL encryption pursuant to *RFC 2410*. This means that the payload will not be encrypted. The string can be ANY, which denotes no-preference for the algorithm. Default algorithms will be chosen depending upon the SAs available at this time for manual SAs and upon the key negotating daemon for automatic SAs.

number A decimal number in the range

1-255. This is useful when new algorithms can be dynamically

loaded.

An acceptable value following encr_auth_algs implies that the IPsec ESP header will be present in the outbound datagram. The values following

encr algs

encr auth algs

ipsecconf(1M)

encr_auth_algs describe the authentication algorithms that will be used while applying the IPsec ESP protocol on outbound datagrams and verified to be present on inbound datagrams. See *RFC* 2406. This entry can contain either a string or a number. Strings are case-insensitive.

string Valid values are the same as the

ones described for auth_algs

above.

number This should be a decimal number in

the range 1-255. This is useful when new algorithms can be dynamically loaded. If encr algs is present

and encr_auth_algs is not present in a policy entry, the system will use an ESP SA regardless of whether the SA has an authentication algorithm or not.

If encr_algs is not present and encr_auth_algs is present in a policy entry, null encryption will be provided, which is equivalent to encr_algs with NULL, for outbound and inbound datagrams.

If both encr_algs and encr_auth_algs are not present in a policy entry, ESP header will not be present for outbound datagrams and the same will be verified for inbound datagrams.

If both encr_algs and encr_auth_algs are present in a policy entry, ESP header with integrity checksum will be present on outbound datagrams and the same will be verified for inbound datagrams.

Values following this decides whether this entry is for outbound or inbound datagram. Valid values are strings that should be one of the following.

out This means that this policy entry

should be considered only for

outbound datagrams.

in This means that this policy entry

should be considered only for

inbound datagrams.

This entry is not needed when the action is "apply" or "permit". But if it is given while the action is "apply" or "permit", it should be "out" or "in" respectively. This is mandatory when the action is "bypass".

dir

sa

Values following this decide the attribute of the security association. Value indicates whether an unique security association should be used or any existing SA can be used. If there is a policy requirement, SAs are created dynamically on the first outbound datagram using the key management daemon. Static SAs can be created using ipseckey(1M). The values used here determine whether a new SA will be used/obtained. Valid values are strings that could be one of the following:

unique Unique Association. A new/unused

association will be obtained/used for packets matching this policy entry. If an SA that was previously used by the same 5 tuples, that is, {Source address, Destination address, Source port, Destination Port, Protocol (for example, TCP/UDP)} exists, it will be reused. Thus uniqueness is expressed by the 5 tuples given above. The security association used by the above 5 tuples will not be used by any other socket. For inbound datagrams, uniqueness will not be

shared

Shared association. If an SA exists already for this source-destination pair, it will be used. Otherwise a new SA will be obtained. This is

mandatory only for outbound policy entries and should not be given for entries whose action is "bypass". If this enty is not given for inbound entries, for example, when "dir" is in or "action" is permit, it will be assumed to be shared.

verified.

Action follows the pattern and should be given before properties. It should be one of the following and this field is mandatory.

apply Apply IPSEC to the datagram as described by the properties, if the

pattern matches the datagram. If apply is given, the pattern is

matched only on the outbound datagram.

permit Permit the datagram if the pattern matches the incoming datagram

and satisfies the constraints described by the properties. If it does not satisfy the properties, discard the datagram. If permit is given, the pattern is matched only for inbound datagrams.

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bypass

Bypass any policy checks if the pattern matches the datagram. dir in the properties decides whether the check is done on outbound or inbound datagrams. All the bypass entries are checked before checking with any other policy entry in the system. This has the highest precedence over any other entries. dir is the only field that should be present when action is bypass.

If the file contains multiple policy entries, for example, they are assumed to be listed in the orderd in which they are to be applied. In cases of multiple entries matching the outbound and inbound datagram, the first match will be taken. The system will re-order the policy entry, that is, add the new entry before the old entry, only when:

■ The level of protection is "stronger" than the old level of protection. Currently, strength is defined as:

AH and ESP > ESP > AHThe standard uses of AH and ESP were what drove this ranking of "stronger". There are flaws with this. ESP can be used either without authentication, which will allow cut-and-paste or replay attacks, or without encryption, which makes it equivalent or slightly weaker than AH. An administrator should take care to use ESP properly. See ipsecesp(7P) for more details.

■ If the new entry has bypass as action. bypass has the highest precedence. It can be added in any order, and the system will still match all the bypass entries before matching any other entries. This is useful for key management demons which can use this feature to bypass IPSEC as it protects its own traffic.

Entries with both AH (auth_algs present in the policy entry) and ESP (encr_auth_algs or encr_auth_algs present in the policy entry) protection are ordered after all the entries with AH and ESP and before any AH—only and ESP—only entries. In all other cases the order specified by the user is not modified, that is,newer entries are added at the end of all the old entries. See EXAMPLES.

A new entry is considered duplicate of the old entry if an old entry matches the same traffic pattern as the new entry. See EXAMPLES for information on duplicates.

SECURITY CONSIDERATIONS

If, for example, the policy file comes over the wire from an NFS mounted file system, an adversary can modify the data contained in the file, thus changing the policy configured on the machine to suit his needs. Administrators should be cautious about transmitting a copy of the policy file over a network.

Policy is latched for TCP/UDP sockets on which a connect(3SOCKET) or accept(3SOCKET) has been issued. Adding new policy entries will not have any effects on them. This feature of latching may change in the future. It is advisable not to depend upon this feature.

Make sure to set up the policies before starting any communications, as existing connections may be affected by the addition of new policy entries. Similarly, do not change policies in the middle of a communication.

If your source address is a host that can be looked up over the network, and your naming system itself is compromised, then any names used will no longer be trustworthy.

EXAMPLES

EXAMPLE 1 Protecting Outbound TCP Traffic With ESP and the DES Algorithm

This entry specifies that for any TCP packet from spiderweb to arachnid should be encrypted with DES and the SA could be a shared one. As no prefix len or mask is given, a mask will be inferred. To look at the mask, use the <code>ipsecconf</code> command with the <code>-l</code> option.. Note that <code>dir</code> is not given in properties as <code>apply</code> implies that only outbound packets will be matched with the pattern.

EXAMPLE 2 Verifying Whether or Not Inbound Traffic is Encrypted

The above entry will not verify whether or not the inbound traffic is encrypted. Thus you need the following entry to protect inbound traffic..

```
#
# Protect the TCP traffic on inbound with ESP/DES from arachnid
# to spiderweb
#
{
    saddr arachnid
    daddr spiderweb
    ulp tcp
} permit {
    encr_algs DES
}
```

"sa" can be absent for inbound policy entries as it implies that it can be a shared one. Uniqueness is not verified on inbound. Note that in both the above entries, authentication was never specified. This can lead to cut and paste attacks. As mentioned previously, though the authentication is not specified, the system will still use an ESP SA with encr_auth_alg specified, if it was found in the SA tables.

EXAMPLE 3 Authenticating All Inbound Traffic to the Telnet Port

```
#
# All the inbound traffic to the telnet port should be
# authenticated.
#
{
    dport telnet  # telnet is 23
} permit {
    auth_algs SHA1
    dir in
}
```

This entry specifies that any inbound datagram to telnet port should come in authenticated with the SHA1 algorithm. Otherwise the datagram should not be permitted. Without this entry, traffic destined to port number 23 can come in clear. Note that dir as given is optional, as permit implies that this policy entry will be checked only on inbound. "sa" is not specified, which implies that it is shared. This can be done only for inbound entries. You need to have an equivalent entry to protect outbound traffic so that the outbound traffic is authenticated as well.

EXAMPLE 4 Verifying Inbound Traffic is Null-Encrypted

```
#
# Make sure that all inbound traffic from network-B is NULL
# encrypted, but bypass for host-B alone from that network.
# Add the bypass first.
{
    saddr host-B
} bypass {
    dir in
}
# Now add for network-B.
{
    saddr network-B/16
} permit {
    encr_algs ENUL
    encr_auth_algs md5
}
```

The first entry specifies that any packet with address host-B should not be checked against any policies. The second entry specifies that all inbound traffic from network-B should be encrypted with a NULL encryption algorithm and the MD5 authentication algorithm. NULL encryption implies that ESP header will be used without encrypting the datagram. As the first entry is bypass it need not be given first in order, as bypass entries have the highest precedence. Thus any inbound traffic will be matched against all bypass entries before any other policy entries..

EXAMPLE 5 Encrypting a Packet with 3DES and SHA1

The following entry on host-B specifies that that any packet from hostA to hostB should be encrypted with 3DES and SHA1.

```
{ saddr hostA
```

EXAMPLE 5 Encrypting a Packet with 3DES and SHA1 (Continued)

```
daddr hostB
} permit {
    encr_algs 3DES
    encr_auth_algs SHA1
}
If you try to add an entry
{
    saddr hostA
    daddr hostB
    dport 23
} permit {
    encr_algs DES
}
```

it will fail with "ioctl:File exists". But if you change the order, that is, give the second entry first, and first entry second, it will succeed. This is because traffic to port number 23 from hostB to hostA will be protected with DES and the remainder will be protected with 3DES and SHA1.

If you modify the second entry as follows,

```
{
    saddr hostA
    daddr hostB
    dport 23
} permit {
    encr_algs DES
    auth_algs SHA1
}
```

it will not fail. This entry gets ordered first in the list, as the entry is protected with AH and ESP, which has precedence before the prior entry that has only ESP. You can add a bypass entry in any order and it will always have the highest precedence. But, all other entries are subject to the check as explained above.

The following entry

```
{
    daddr 134.56.0.0  # Network address
    dmask 0xffff0000
} permit { auth_algs any}
```

expects any traffic originating from 134.56.0.0 to be authenticated. You cannot add the following entry after the above entry has been added,

```
{
    daddr 134.56.123.0
    dmask 0xfffffff00
} permit { encr_algs any}
```

as the previous entry would match the traffic from 134.56.0.0. But you can add this entry before adding the previous entry, or you can add it with AH and ESP protection. It will be reordered and considered before the previous one.

EXAMPLE 6 Entries to Bypass Traffic from IPsec

The first two entries provide that any datagram leaving the machine with source port 500 or coming into port number 500 should not be subjected to IPsec policy checks, irrespective of any other policy entry in the system. Thus the latter two entries will be considered only for ports other than port number 500.

```
#
# Bypass traffic for port no 500
#
{sport 500} bypass {dir out}
{dport 500} bypass {dir in}
{saddr spiderweb} apply { encr_algs any sa unique}
{daddr spiderweb} permit { encr_algs any}
```

EXAMPLE 7 Protecting Outbound Traffic

```
#
# Protect the outbound traffic from all interfaces.
#
{ saddr spiderweb} apply {auth algs any sa unique}
```

If gethostbyname ("spiderweb") yields multiple addresses, multiple policy entries will be added for all the source address with the same properties.

```
{
    saddr spiderweb
    daddr arachnid
} apply { auth_algs any sa unique}
```

If gethostbyname ("spiderweb") and gethostbyname ("arachnid") yield multiple addresses, multiple policy entries will be added for each (saddr daddr) pair with the same properties. Use ipsecconf-1 to view all the policy entries added here.

EXAMPLE 8 Bypassing Unauthenticated Traffic

```
#
# Protect all the outbound traffic with ESP except any traffic
# to network-b which should be authenticated and bypass anything
# to network-c
#
{daddr network-b/16} apply { auth_algs any }
{} apply { encr_algs any sa shared} # NULL pattern
{daddr network-c/16} bypass {dir out}
```

Note that bypass can be given anywhere and it will take precedence over all other entries. NULL pattern matches all the traffic. .

FILES

```
/etc/inet/ipsecpolicy.conf File containing IPSEC policies configured in the system. Maintained by ipsecconf command. Do not manually edit this file.

/etc/inet/ipsecinit.conf File containting IPsec policies that are configured early in the boot. If present, it is
```

read from /etc/initd.d/inetinitafter
/usr is mounted.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	Evolving

SEE ALSO

init(1M),ifconfig(1M),ipseckey(1M),accept(3SOCKET),connect(3SOCKET),gethostbyname(3getnetbyname(3XNET),getprotobyname(3XNET), getservbyname(3XNET),
socket(3SOCKET),attributes(5),ipsecah(7P),ipsecesp(7P),tun(7M)

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DIAGNOSTICS

Bad "string" on line N.

Duplicate "string" on line N.

String reflects one of the names in pattern or properties is wrong. Bad indicates a malformed argument, and Duplicate indicates that there are multiple arguments of similar type. for example, multiple saddr.

Error before or at line N.

Indicates parsing error before or at line N.

Non-existent index

Reported when the *index* for delete is not a valid one.

ioctl: File exists

Reported when there is already a policy entry that matches the traffic of this new entry.

ipseckey(1M)

NAME |

ipseckey – manually manipulate an IPsec Security Association Database (SADB)

SYNOPSIS

ipseckey [-nvp]

ipseckey [-nvp] -f filename

ipseckey [-nvp] [delete | get]SA TYPE {EXTENSION value...}

ipseckey [-np] [monitor | passive monitor | pmonitor]

ipseckey [-nvp] flush {SA TYPE}

ipseckey [-nvp] dump {SA TYPE}

ipseckey [-nvp] save SA TYPE {filename}

ipseckey [-nvp] -s filename

DESCRIPTION

The ipseckey command is used to manually manipulate the security association databases of the network security services, ipsecah(7P) and ipsecesp(7P). You can use the ipseckey command to set up security associations between communicating parties when automated key management is not available.

While the ipseckey utility has only a limited number of general options, it supports a rich command language. The user may specify requests to be delivered by means of a programmatic interface specific for manual keying. See pf key(7P). When ipseckey is invoked with no arguments, it will enter an interactive mode which prints a prompt to the standard output and accepts commands from the standard input until the end-of-file is reached. Some commands require an explicit security association ("SA") type, while others permit the SA type to be unspecified and act on all SA types.

ipseckey uses a PF KEY socket and the message types SADB ADD, SADB DELETE, SADB GET, SADB UPDATE, SADB FLUSH, and SADB X PROMISE. Thus, you must be a superuser to use this command.

ipseckey handles sensitive cryptographic keying information. Please read the SECURITY CONSIDERATIONS section for details on how to use this command securely.

OPTIONS

-n

-f [filename] Read commands from an input file, filename. The lines of the input file are identical to the command line language. The load command provides similar functionality. The -s option or the save command can generate files readable by the -f argument.

> Prevent attempts to print host and network names symbolically when reporting actions. This is useful, for example, when all name servers are down or are

otherwise unreachable.

-p Paranoid. Do not print any keying material, even if saving SAs. Instead of an actual hexadecimal digit, print an X when this flag is turned on.

-s [filename] The opposite of the -f option. If '-' is given for a

- V

add

update

delete

get

COMMANDS

The opposite of the -f option. If '-' is given for a *filename*, then the output goes to the standard output. A snapshot of all current SA tables will be output in a form readable by the -f option. The output will be a series of add commands.

Verbose. Print the messages being sent into the PF_KEY socket, and print raw seconds values for lifetimes.

Add an SA. Because it involves the transfer of keying material, it cannot be invoked from the command line. The add command accepts all extension-value pairs described below.

Update SA lifetime, and in the cases of larval SAs (leftover from faulty automated key management), keying material and other extensions. Like add, this command cannot be invoked from the command line because keying material could be seen by the ps(1) command. The update command accepts all extension-value pairs, but normally is only used for SA

extension-value pairs, but normally is only used for Sa lifetime updates.

memic apaates.

Delete a specific SA from a specific SADB. This command requires the spi extension, and the dest extension for IPsec SAs. Other extension-value pairs

are superfluous for a delete message.

Lookup and display a security association from a specifc SADB. Like delete, this command only requires

spi and dest for IPsec.

flush Remove all SA for a given SA TYPE, or all SA for all

types.

monitor Continuously report on any PF KEY messages. This

uses the SADB_X_PROMISC message to enable messages that a normal PF_KEY socket would not

receive to be received.. See pf_key(7P).

passive_monitor Like monitor, except that it does not use the

SADB X PROMISC message.

pmonitor Synonym for passive_monitor.

dump Will display all SAs for a given SA type, or will display

all SAs. Because of the large amount of data generated by this command, there is no guarantee that all SA

ipseckey(1M)

		information will be sucessfully delivered, or that this command will even complete.
	save	Is the command analog of the -s option. It is included as a command to provide a way to snapshot a particular SA type, for example, esp or ah.
	help	Prints a brief summary of commands.
SECURITY ASSOCIATION TYPES	all	Specifies all known SA types. This type is only used for the flush and dump commands. This is equivalent to having no SA type for these commands.
	ah	Specifies the IPsec Authentication Header ("AH") SA.
	esp	Specifies the IPsec Encapsulating Security Payload ("ESP") SA).

EXTENSION VALUE TYPES

Commands like add, delete, get, and update require that certain extensions and associated values be specified. The extensions will be listed here, followed by the commands that use them, and the commands that require them. Requirements are currently documented based upon the IPsec definitions of an SA. Required extensions may change in the future. <number> can be in either hex (0xnnn), decimal (nnn) or octal (0nnn). <string> is a text string. <hexstr> is a long hexidecmal number with a bit-length. Extensions are usually paired with values; however, some extensions require two values after them.

spi <number>

Specifies the security parameters index of the SA. This extension is required for the add, delete, get and update commands.

replay <number>

Specifies the replay window size. If not specified, the replay window size is assumed to be zero. It is not recommended that manually added SAs have a replay window. This extension is used by the add and update commands.

```
state <string> | <number>
```

Specifies the SA state, either by numeric value or by the strings "larval", "mature", "dying" or "dead". If not specified, the value defaults to mature. This extension is used by the add and update commands.

```
auth_alg <string> | <number>
authalg <string> | <number>
```

Specifies the authentication algorithm for an SA, either by numeric value, or by strings indicating an algorithm name. Current authentication algorithms include:

```
HMAC-MD5 md5, hmac-md5
HMAC-SH-1 sha, sha-1, hmac-sha1, hmac-sha
```

Often, algorithm names will have several synonyms. This extension is required by the add command for certain SA types. It is also used by the update command.

```
encr_alg <string> | <number>
encralg <string> | <number>
```

Specifies the encryption algorithm for an SA, either by numeric value, or by strings indicating an algorithm name. Current encryption algorithms include DES ("des")and Triple-DES ("3des"). This extension is required by the add command for certain SA types. It is also used by the update command.

The next six extensions are lifetime extensions. There are two varieties, "hard" and "soft". If a hard lifetime expires, the SA will be deleted automatically by the system. If a soft lifetime expires, an SADB_EXPIRE message will be transmitted by the system, and its state will be downgraded to dying from mature. See pf_key(7P). The monitor command to key allows you to view SADB_EXPIRE messages.

```
soft_bytes <number>
hard bytes <number>
```

Specifies the number of bytes that this SA can protect. If <number> is not specified, the default value is zero, which means that the SA will not expire based on the number of bytes protected. This extension is used by the add and update commands.

```
soft_addtime <number>
hard addtime <number>
```

Specifies the number of seconds that this SA can exist after being added or updated from a larval SA. An update of a mature SA does not reset the initial time that it was added. If <number> is not specified, the default value is zero, which means the SA will not expire based on how long it has been since it was added. This extension is used by the add and update commands.

```
soft_usetime <number>
hard usetime <number>
```

Specifies the number of seconds this SA can exist after first being used. If <number> is not specified, the default value is zero, which means the SA will not expire based on how long it has been since it was added. This extension is used by the add and update commands.

```
srcaddr <address>
src <address>
```

srcaddr <address> and src <address> are synonyms that indicate the source address of the SA. If unspecified, the source address will either remain unset, or it will be set to a wildcard address if a destination address was supplied. This is valid for IPsec SAs. Future SA types may alter this assumption. This extension is used by the add, update, get and delete commands.

```
dstaddr <addr>
dst <addr>
```

dstaddr <addr> and dst <addr> are synonyms that indicate the destination address of the SA. If unspecified, the destination address will remain unset. Because IPsec SAs require a specified destination address and spi for identification, this extension, with a specific value, is required for the add, update, get and delete commands.

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proxyaddr <address>

proxy <address>

proxyaddr <address> and proxy <address> are synonyms that indicate the proxy address for the SA. A proxy address is used for an SA that is protecting an inner protocol header. The proxy address is the source address of the inner protocol's header. This extension is used by the add and update commands.

authkey <hexstring>

Specifies the authentication key for this SA. The key is expressed as a string of hexidecimal digits, with an optional / at the end, for example, 123/12. Bits are counted from the most-significant bits down. For example, to express three '1' bits, the proper syntax is the string "e/3". For multi-key algorithms, the string is the concatentation of the multiple keys. This extension is used by the add and update commands.

encrkey <hexstring>

Specifies the encryption key for this SA. The syntax of the key is the same as authkey. A concrete example of a multi-key encryption algorithm is 3des, which would express itself as a 192-bit key, which is three 64-bit parity-included DES keys. This extension is used by the add and update commands.

Keying material is very sensitive and should be generated as randomly as possible. Some algorithms have known weak keys. IPsec algorithms have built-in weak key checks, so that if a weak key is in a newly added SA, the add command will fail with an invalid value.

Certificate identities are very useful in the context of automated key management, as they tie the SA to the public key certificates used in most automated key management protocols. They are less useful for manually added SAs. Unlike other extensions, srcidtype takes two values, a type, and an actual value. The type can be one of the following:

prefix An address prefix.

fqdn A fully-qualified domain name.

domain Domain name, synonym for fqdn.

user fqdn User identity of the form user@fqdn.

mailbox Synonym for user_fqdn.

The value is an arbitrary text string, which should identify the certificate.

```
srcidtype <type, value>
```

Specifies a source certificate identity for this SA. This extension is used by the add and update commands.

```
dstidtype <type, value>
```

Specifies a destination certificate identity for this SA. This extension is ued by the add and update commands

SECURITY | The ipseckey command allows a privileged user to enter cryptographic keying **CONSIDERATIONS** information. If an adversary gains access to such information, the security of IPsec traffic is compromised. The following issues should be taken into account when using the ipseckey command.

- 1. Is the TTY going over a network (interactive mode)?
 - If it is, then the security of the keying material is the security of the network path for this TTY's traffic. Using ipseckey over a clear-text telnet or rlogin session is risky.
 - Even local windows may be vulnerable to attacks where a concealed program that reads window events is present.
- 2. Is the file accessed over the network or readable to the world (-f option)?
 - A network-mounted file can be sniffed by an adversary as it is being read. A world-readable file with keying material in it is also risky.

If your source address is a host that can be looked up over the network, and your naming system itself is compromised, then any names used will no longer be trustworthy.

Security weaknesses often lie in misapplication of tools, not the tools themselves. Administrators are urged to be cautious when using ipseckey. The safest mode of operation is probably on a console, or other hard-connected TTY.

For further thoughts on this subject, see the afterward by Matt Blaze in Bruce Schneier's Applied Cryptography: Protocols, Algorithms, and Source Code in C.

EXAMPLES

EXAMPLE 1 Emptying Out All SAs

To empty out all SA:

example# ipseckey flush

EXAMPLE 2 Flushing Out IPsec AH SAs Only

To flush out only IPsec AH SAs:

example# ipseckey flush ah

EXAMPLE 3 Saving All SAs To Standard Output

To save all SAs to the standard output:

example# ipseckey save all

EXAMPLE 4 Saving ESP SAs To The File /tmp/snapshot

To save ESP SAs to the file /tmp/snapshot::

example# ipseckey save esp /tmp/snapshot

```
EXAMPLE 4 Saving ESP SAs To The File /tmp/snapshot (Continued)
```

EXAMPLE 5 Deleting an IPsec SA

To delete an IPsec SA, only the SPI and the destination address are needed:

```
example# ipseckey delete esp spi 0x2112 dst 224.0.0.1
```

EXAMPLE 6 Getting Information on an IPsec SA

Likewise, getting information on a SA only requires the destination address and SPI:

```
example# ipseckey get ah spi 0x5150 dst mypeer
```

EXAMPLE 7 Adding or Updating IPsec SAs

Adding or updating SAs requires entering interactive mode:

EXAMPLE 8 Adding an SA in the Opposite Direction

In the case of IPsec, SAs are unidirectional. To communicate securely, a second SA needs to be added in the opposite direction. The peer machine also needs to add both SAs.

EXAMPLE 9 Monitoring PF_KEY Messages

Monitoring for PF KEY messages is straightforward:

```
example# ipseckey monitor
```

EXAMPLE 10 Using Commands in a File

Commands can be placed in a file that can be parsed with the -f option. This file may contain comment lines that begin with the "#" symbol. For example:

```
# This is a sample file for flushing out the ESP table and
# adding a pair of SAs.
flush esp
```

EXAMPLE 10 Using Commands in a File (*Continued*)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	Evolving

SEE ALSO

 $\verb|ps(1), ipsecconf(1M), \verb|route(1M), attributes(5), ipsec(7P), ipsecah(7P), ipsecesp(7P), \verb|psecconf(1M), attributes(5), ipsec(7P), ipsecah(7P), ipsecesp(7P), ipsecesp($

Schnier, B., *Applied Cryptography: Protocols, Algorithms, and Source Code in C.* Second ed. New York, New York: John Wiley & Sons, 1996.

DIAGNOSTICS

Parse error on line N.

If an interactive use of ipseckey would print usage information, this would print instead. Usually proceeded by another diagnostic.

Unexpected end of command line.

An additional argument was expected on the command line.

Unknown

A value for a specific extension was unknown.

Address type N not supported.

A name-to-address lookup returned an unsupported address family.

is not a bit specifier

bit length N is too big for

string is not a hex string

Keying material was not entered appropriately.

Can only specify single

A duplicate extension was entered.

Don't use extension for <string> for <command>.

An extension not used by a command was used.

ipseckey(1M)

NOTES

In spite of its IPsec-specific name, ipseckey is analogous to route(1M), in that it is a command-line interface to a socket-based administration engine, in this case, PF_KEY. PF KEY was originally developed at the United States Naval Research Laboratory.

To have machines communicate securely with manual keying, SAs need to be added by all communicating parties. If two nodes wish to communicate securely, both nodes need the appropriate SAs added.

If the -n flag is not used when saving SAs, the resulting name for an address may not directly map to the address of an SA. In the future ipseckey may be invoked under additional names as other security protocols become available to PF KEY.

NAME | kadb – a kernel debugger

SPARC

ok boot *device_specifier* kadb [-d] [boot-flags]

> b kadb [-d] [boot-flags]

IA

select (b) oot or (i) nterpreter: b kadb [-d] [boot-flags]

select (b) oot or (i) nterpreter: i kadb [-d] [boot-flags]

DESCRIPTION

kadb is an interactive kernel debugger with a user interface similar to adb(1), the assembly language debugger.

kadb must be loaded prior to the standalone program it is to debug. kadb runs with the same environment as the standalone program, so it shares many resources with that program. The debugger is cognizant of and able to control multiple processors, should they be present in a system.

When kadb is started, it requests the default filename from boot(1M), and if loaded non-interactively (without the -d option), it loads the default filename.

On systems which support both 32-bit and 64-bit operating system, boot(1M) chooses an appropriate default filename for that system. If loaded interactively (by specifying the -d option), kadb prompts with the default filename, which can be changed before continuing. The default filename can be specified on the boot(1M) command line. See boot(1M) for details.

Before loading the 64-bit kernel explicitly, review the information in boot(1M) for restrictions on running the 64-bit kernel on certain configurations.

Unlike adb(1), kadb runs in the same supervisor virtual address space as the program being debugged, although it maintains a separate context. The debugger runs as a co-process that cannot be killed (no:k command as in adb) or rerun (no:r command as in adb). There is no signal control (no:i,:t, or \$i commands as in adb), although the keyboard facilities (CTRL-C, CTRL-S, and CTRL-Q) are simulated.

In the case of the UNIX system kernel, the keyboard abort sequence suspends kernel operations and breaks into the debugger. This behavior may be disabled by way of the kbd(1) command and may not be the current default on all systems. See kb(7M) for more information.

As the kernel is composed of the core image file and the set of loadable modules already in memory, kadb has the capability of debugging all of these by traversing special data structures. kadb makes use of this feature to allow it to reference any kernel data structure, even if it resides in a loadable module. kadb sets the -d flag by default so the program being debugged can tell it is being watched. If this flag is not given, kadb loads and immediately runs the default kernel .

Most adb(1) commands function in kadb as they do in adb. As with adb -k, \$p works when debugging kernels. The verbs? and / are equivalent in kadb, as there is only one address space in use.

kadb(1M)

The keyboard abort sequence is L1+A on keyboards with an L1 key, and F1+A on keyboards with no L1 key. On serial lines, the default abort sequence is a BREAK signal, but this can be changed to the sequence "carriage return, tilde, control‐B" using:

kbd -a alternate

See kbd(1).

Once aborted, kadb responds with the following:

kadb[cpu]:

where *cpu* is the number of the CPU on which kadb is currently executing.

OPTIONS

The following options are supported:

 Interactive startup. If specified, kadb stops after loading and displays the kadb: prompt, followed by the name of the default program to debug.

The user may either press RETURN to debug the default program, or BACK SPACE followed by the name of another program to debug.

OPERANDS

The following operands are supported:

boot-flags Specifies boot flags as arguments to kadb. The

specified boot-flags are passed to the program being debugged. See boot(1M) for available boot-flags.

debugged. See boot (1111) for available boot flag

SPARC Only

device-specifier

Specifies the device from which to load. See

monitor(1M).

Kernel Macros

As with adb(1), kernel macros can be used with kadb, but they cannot be read from a file at runtime. Use the kadb \$M command to list all of the built-in kadb macros.

Commands

kadb reads commands from the standard input and displays responses on the standard output. kadb supports the majority of the adb(1) commands. kadb does not support the following adb commands: :k, :r, :i, :t, or \$i. See adb(1).

Additionally, kadb supports the following commands:

Performs the same function as : e in adb(1), but requires only one keystroke and no RETURN (ENTER on IA based systems).

Performs the same function as :s in adb(1), but requires only one keystroke and no RETURN (ENTER on IA based systems).

: a

Sets a hardware access (read or write) breakpoint using the processor hardware facilities. The syntax and action for this command is the same as the :b command in adb, with the following exceptions:

- The breakpoint triggers if any bytes from the breakpoint for length bytes are being accessed. See \$1 below for setting the length of a hardware breakpoint.
- Breakpoints should be aligned for the length specified. Any address is valid for length 1. Addresses divisible by 2 should be used for length 2 (short).
 Addresses divisible by 4 should be used for length 4 (int).
- Detection of an access breakpoint occurs after completion of the instruction that caused it.
- There are a limited number (4) of hardware breakpoint registers, and, when set, this uses one.
- As this breakpoint does not modify memory locations, this command will work on locations that are not in core at the time the breakpoint is set.

@fmt

Used in the same manner as the adb / and ? commands. Specify @ as a physical memory address as opposed to the normal virtual address. Specify fmt as any of the formats used with the adb / command. This command is useful for displaying memory that may not be mapped, for example, kernel page tables or buffers used for DMA by device drivers.

```
function:: call arg1, arg2, arg3, ...
```

Invokes kernel functions with 0 or more arguments. Using this command results in a a response such as:

```
retval = function(arg1,arg2,arg3, ...);
```

where *retval* is the return value of the function. This feature can be error prone, as functions may have side effects that cause failures if the kernel is continued.

:p

Sets a hardware access (read or write) breakpoint using the processor hardware facilities when an instruction at the specified address is run. The \$1 operation has no effect on this type of breakpoint. This breakpoint occurs before the instruction is executed.

:P

Works as :a, but this command will only breakpoint when an access is made to the address in IA I/O space. See :a.

: W

Sets a write hardware access breakpoint using the processor hardware facilities.

[length]\$1

Sets the default data length for an access or write breakpoint. *length* can be set to 1 for byte, 2 for short, and 4 for int word accesses. If *length* is not specified, 1 byte is

kadb(1M)

	assumed. Once set, this value affects any newly set access or write breakpoints, but does not affect ones set before this operation.				
	which i breakp hardwa	indicates oint, wri are break	dditional columns that adb does not. The first is the type column soft for a normal breakpoint, access for an access hardware the for a write hardware breakpoint, and inst for an instruction spoint. The second is the len column which for access and write licate the length of the operation to break on.		
SPARC	\$q	Gives c	control to the boot prom, from which you may reboot the system.		
	сри:х		es the active CPU to <i>cpu</i> . Thereafter, commands such as \$r and \$c s the registers and stack of the new CPU, <i>cpu</i> .		
IA	port:i		Inputs a byte for display from <i>port</i> . <i>port</i> is an address-specified I/O port. For example, 330:i inputs from address port 330.		
	port:i8		Same as the :i command. See :i.		
	port:i16		Inputs two bytes for display from $port. port$ is an address-specified I/O port.		
	port:i32 port,data:0 port,data:08 port,data:016 port,data:032 \$q		Inputs four bytes for display from $port.\ port$ is an address-specified I/O port.		
			Outputs a byte to <i>port</i> . <i>port</i> is an address-specified I/O port. [address], [data]: o outputs the value data to address I/O port. For example, 330, 80: o outputs 80 to address port 330.		
			Same as the : o command. See port,data: o.		
			Outputs two bytes to port. port is an address-specified I/O port.		
			Outputs four bytes to <i>port. port</i> is an address-specified I/O port.		
			Prompts the user with:		
			Type 'y' if you really want to reboot. Responding with a y or Y causes the system to reboot. Responding with anything other than a y or Y returns control to kadb. Use this feature when you cannot press the reset switch on your machine. Because using \$q may result in data loss, this command should only be used when you would press the reset switch or power off your system.		
Online Help Commands	::help		Displays the formats of kadb commands and extended commands.		
	::?		Same as the ::help.command. See ::help.		
	::morehe	elp	Displays additional information about commonly used commands and provides an explanation of data formats.		

Scroll Control Feature

num::more

A common problem with using kadb is that scrolling is sometimes too fast and that CTRL-s and CTRL-q are inexact controls. A conditional scroll control feature similar to more(1) has been added to kadb. To enable this feature, the user specifies the number of lines to be displayed, followed by ::more. For example, the command 14::more displays 14 (current radix) lines, followed by the --More-- prompt. At this prompt, press: ENTER or RETURN to display one more line. Press c, C, or CTRL-c to interrupt the display. Press any other key to display the next *num* number of specified lines (14 in this example). The command ::more displays the current setting for the number of lines that kadb displays before printing the --More-- prompt. The initial scroll control value of this feature is 0, meaning that scrolling is disabled. Once enabled, the 0::more command disables the scroll control feature.

Deferred Breakpoint Feature

Since the kernel is dynamically loaded, not all modules may be loaded when a breakpoint is set. kadb can set *deferred* breakpoints which will be dynamically inserted when the corresponding module is loaded. The module and the location must both be specified when referring to a deferred breakpoint, as follows:

module_name#location:

This syntax is implemented for kadb only and uses existing breakpoint commands (for example, ufs#ufs open:b or ufs#ufs open+4,5:b).

If the module has been loaded, kadb attempts to find the symbol in the module specified. If kadb finds the symbol, it sets a regular breakpoint. If it does not find the symbol, it generates an error message and returns to the command line without setting a breakpoint.

If kadb fails to find the module on the list of currently loaded modules, it does not resolve the location. Instead, it sends a message to the user and sets a deferred breakpoint.

When the specified module is loaded, kadb tries to resolve the location. If the location can be resolved, the deferred breakpoint is converted to a regular breakpoint. If kadb cannot resolve the location, a message is sent to the user, and kadb halts execution. In this case, kadb does not convert the deferred breakpoint to a regular breakpoint; it removes it from the breakpoint table. The user may then re-enter a correct breakpoint. Strict scoping is enforced, so kadb does not look at any other module than the one specified with the location.

The output from the the \$b command indicates whether the breakpoint is of type "deferred" (defr) or is another type.

FILES

/platform/platform-name/kadb primary debugger path

kadb(1M)

/platform/hardware-class-name/kadb alternative debugger path for some platforms

/platform/platform-name/kernel/unix primary default 32-bit kernel

/platform/hardware-class-name/kernel/unix alternative default 32—bit kernel for some platforms

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcar

SEE ALSO

adb(1), more(1), uname(1), boot(1M), kernel(1M), attributes(5), kb(7M)

SPARC Only

kbd(1), monitor(1M), obpsym(1M)

DIAGNOSTICS

When there is no current command or format, kadb comments about syntax errors, abnormal termination of commands, and the like.

SPARC Only

On a SPARC based system, kadb cannot reliably single-step over instructions which change the processor status register.

NOTES

platform-name can be found using the -i option of uname(1). hardware-class-name can be found using the -m option of uname(1). NAME

kdmconfig – configure or unconfigure keyboard, display, and mouse options for OpenWindows and internationalization

SYNOPSIS

kdmconfig

kdmconfig [-fv] [-s hostname]-c | -t | -u | -d filename

DESCRIPTION

The kdmconfig program configures or unconfigures the /etc/openwin/server/etc/OWconfig file with the keyboard, display, and mouse information relevant to a client's machine on IA based systems for Solaris software. kdmconfig can also be used to set up the display, pointer, and keyboard entries in the bootparams(4) database on a server machine or the monitor, keyboard, display, and pointer keywords in a sysidcfg(4) file. kdmconfig can only be run by the super-user. Upon completion of device selection, kdmconfig prompts the user to test the configuration, which is done by running the window system.

The kdmconfig program is normally run during installation and upon reboot, but it can also be run from the command line after the system has been installed. When configuring a client during an initial installation or a reconfigure reboot, the sysidconfig(1M) program will invoke kdmconfig with the -c option, and when the user executes the sys-unconfig(1M) program, kdmconfig will be executed with the -u option. Similarly, when you run kdmconfig from the command line, use the -u option to unconfigure the existing OpenWindows configuration. You can then rerun kdmconfiq with the -cf options to create a new OpenWindows configuration. To edit the existing configuration, run kdmconfig from the command line without options. After each reboot, kdmconfig will be invoked by the system with the -t (test mode) option to ensure autoconfiguration capability and identify possible conflicts between the current configuration and the one recorded in the OWconfig file.

OPTIONS

The valid options are:

- C

Run the program in the configuration mode. This mode is used to create or update the Owconfig file. When invoked in this way, kdmconfig first looks for the relevant configuration information in the bootparams(4) databases. It also takes into account the information returned from device probes, unless the -s option is also used. The bootparams(4) databases available to the client are all of the /etc/bootparams files on servers on the same subnet as the client, provided the server machine is running the bootparamd(1M) daemon. kdmconfig is invoked with the -c option when called by sysidconfig(1M)

-d filename

Set up a sysidcfg(4) file. This option displays the same screens as the -c option, but the information you specify is saved as sysidcfg(4) keywords (monitor, keyboard, display, and pointer). This enables you to use a sysidcfg (4) file to preconfigure a system's device information and bypass kdmconfig during an installation.

kdmconfig(1M)

		filename is the sysidcfg(4) file that is created, and it is created in the directory where kdmconfig is being run unless a path is specified. If filename already exists in the specified directory, the keywords are appended to the existing file.
	-f	Force screens mode. When this option is invoked, no network probing will be performed. This is helpful when debugging the client's configuration environment. Note that the -s option implies the use of -f, bypassing network probing when setting up a server.
	-s hostname	Set up the bootparams(4) database on this machine for the specified client. This option presents the same screens as it does when run on a client, but instead writes the resulting information to the /etc/bootparams file. Also, -s implies the use of the -f option. That is, the program will always present the screens to the user when invoked this way. This option will reconfigure the nsswitch.conf(4) file to look for a bootparams(4) database on a local server. This option is only available to the super-user.
	-t	Run the program in test mode. In this mode, kdmconfig will use device probe information to determine whether the OWconfig file contains complete and up-to-date information about the keyboard, display, and mouse. If the information is accurate, kdmconfig will exit silently. Otherwise, kdmconfig will prompt for the super-user password and proceed to a normal editing session (as though it had been run without options).
	-u	Unconfigure the system, returning it to an "out-of-the-box" state. In this state, the factory default keyboard, mouse, and display are selected as a result of removing the device configuration entries from the /etc/openwin/server/etc/OWconfig file. This may result in an unusable configuration for the display server.
	-v	Enable verbose mode. Normally, kdmconfig will not produce any output. This option is helpful for debugging, as it records the different actions taken by kdmconfig on stderr.
}	kdmconfig uses to obtained from the	ns, kdmconfig is used to edit the current configuration. he information from the OWconfig file in addition to information bootparams(4) file and from device probes. In other respects, it is e -c option of kdmconfig.
,		server/etc/OWconfig configuration file
	/etc/bootparam contains list of o	ns clients that diskless clients use for booting
	/etc/nsswitch. name service co	

No Options

FILES

IA Only | /dev/openprom installed devices and properties

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Architecture	IA	
Availability	SUNWos86r	

SEE ALSO

 $\label{eq:bootparamd} \texttt{bootparamd}(1M), \verb"sys-unconfig" (1M), \verb"sysidconfig" (1M), \verb"bootparams" (4), \\ \texttt{nsswitch.conf}(4), \verb"sysidcfg" (4), attributes (5)$

kerbd(1M)

NAME |

kerbd – generates and validates Kerberos tickets for kernel RPC

SYNOPSIS

/usr/sbin/kerbd [-dg]

DESCRIPTION

kerbd is the usermode daemon which interfaces between kernel RPC and the Kerberos key distribution center (KDC) for the purposes of generating and validating Kerberos authentication tickets. In addition, kerbd maps Kerberos user names into local user and group ids. By default, all groups that the requested user belongs to will be included in the grouplist credential. kerbd is automatically started when the system enters the multi-user state.

OPTIONS

- -d Run in debug mode. kerbd will output various information about Kerberos tickets being processed.
- -g Do not initialize the grouplist in the user credential when mapped from Kerberos' principal name. If this option is selected, only each user's group from the passwd entry will be included in mapped credentials.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE		ATTRIBUTE VALUE	
Availability		SUNWcsu	

SEE ALSO

kdestroy(1), kerberos(1), kinit(1), attributes(5)

NAME

kernel – UNIX system executable file containing basic operating system services

SYNOPSIS

kernel-name [-afsrvx]

DESCRIPTION

The operating system image, or kernel, is the collection of software made up of the core image files (unix and genunix) all of the modules loaded at any instant in time. The system will not function without a kernel to control it.

The kernel is loaded by the boot(1M) command in a machine-specific way. The kernel may be loaded from disk or CD-ROM (diskfull boot) or over the network (diskless boot). In either case, the directories under /platform and /kernel must be readable and must contain executable code which is able to perform the required kernel service. If the -a flag is given, the user is able to supply different pathnames for the default locations of the kernel and modules. See boot(1M) for more information on loading a specific kernel.

If the kernel name is not explicitly specified, then on systems capable of supporting the 64-bit kernel, the boot program will attempt to load the 64-bit kernel in preference to the 32-bit kernel by default. See boot(1m).

The moddir variable contains a colon-separated list of directories that the kernel searches for modules. moddir can be set in the /etc/system file. The minimal default is /platform/platform-name/kernel:/kernel:/usr/kernel, but this default they be overridden by a specific platform. It is common for many systems to override the default path with

/platform/platform-name/kernel:/platform/hardware-class-name/kernel:/kernel:/usr/kernel:where platform-name can be found using the -i option of uname(1), and hardware-class-name can be found using the -m option of uname(1).

The kernel configuration can be controlled using the /etc/system file (see system(4)).

genunix is the platform-independent component of the base kernel.

OPTIONS

- Ask the user for configuration information, such as where to find the system file, where to mount root, and even override the name of the kernel itself. Default responses will be contained in square brackets ([]), and the user may simply enter RETURN to use the default response (note that RETURN is labeled ENTER on some keyboards). To help repair a damaged /etc/system file, enter /dev/null at the prompt that asks for the pathname of the system configuration file. See system(4).
- -f Causes Autoclient systems to flush and reinitialize the client system's local cache. This flag is ignored for all non-Autoclient systems.
- -r Reconfiguration boot. The system will probe all attached hardware devices and assign nodes in the file system to represent only those devices actually found. It will also configure the logical namespace in /dev as well as the

kernel(1M)

physical namespace in /devices. See add_drv(1M) and rem_drv(1M) for additional information about maintaining device drivers.

- -s Boot only to init level 's'. See init(1M).
- -v Boot with verbose messages enabled. If this flag is not given, the messages are still printed, but the output is directed to the system logfile. See syslogd(1M).
- Do not boot in clustered mode. This option only has an effect when a version of Sun Cluster software that supports this option has been installed.

EXAMPLES

See boot(1M) for examples and instructions on how to boot.

FILES

/kernel

Contains kernel components common to all platforms within a particular instruction set that are needed for booting the system. of the core image file.

/platform/platform-name/kernel

The platform-specific kernel components.

/platform/hardware-class-name/kernel

The kernel components specific to this hardware class.

/usr/kernel

Contains kernel components common to all platforms within a particular instruction set.

The /kernel, /platform/platform-name/kernel, /platform/hardware-class-name/kernel, and /usr/kernel directories can potentially contain the following subdirectories:

drv Loadable device drivers

exec The modules that execute programs stored in various file formats.

fs File system modules

misc Miscellaneous system-related modules

sched Operating system schedulers

strmod System V STREAMS loadable modules

sys Loadable system calls

SPARC

Additionally, the subdirectories mentioned in this section may contain sparcv9 subdirectories that contain 64-bit versions of the same module classes.

cpu Processor specific modules

tod Time-Of-Day hardware interface modules

IA mach IA hardware support

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcar, SUNWcarx

SEE ALSO

uname(1), isainfo(1), add drv(1M), boot(1M), init(1M), kadb(1M), rem drv(1M), savecore(1M), syslogd(1M), system(4), attributes(5)

SPARC Only

monitor(1M)

DIAGNOSTICS

The kernel gives various warnings and error messages. If the kernel detects an unrecoverable fault, it will panic or halt.

BUGS

Bugs in the kernel often result in kernel panics.

Reconfiguration boot does not currently remove filesystem entries for devices that have been physically removed from the system.

keyserv(1M)

NAME

keyserv – server for storing private encryption keys

SYNOPSIS

keyserv [-c] [-d] [-D] [-n] [-s sizespec]

DESCRIPTION

keyserv is a daemon that is used for storing the private encryption keys of each user logged into the system. These encryption keys are used for accessing secure network services such as secure NFS and NIS+.

Normally, root's key is read from the file /etc/.rootkey when the daemon is started. This is useful during power-fail reboots when no one is around to type a password.

OPTIONS

-n

-c Do not use disk caches. This option overrides any -s option.

-d Disable the use of default keys for nobody.

-D Run in debugging mode and log all requests to keyserv.

Root's secret key is not read from /etc/.rootkey. Instead, keyserv prompts the user for the password to decrypt root's key stored in the publickey database and then stores the decrypted key in /etc/.rootkey for future use. This option is useful if the

/etc/.rootkey file ever gets out of date or corrupted.

-s sizespec Specify the size of the extended Diffie-Hellman common key disk

caches. The *sizespec* can be one of the following forms:

mechtype=size size is an integer specifying the maximum

number of entries in the cache, or an integer immediately followed by the letter M, denoting the maximum size in MB.

This form of *sizespec* applies to all caches.

See nisauthconf(1M) for mechanism types. Note that the des

mechanism, AUTH_DES, does not use a disk cache.

FILES

/etc/.rootkey

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWcsu

SEE ALSO

keylogin(1), keylogout(1), nisauthconf(1M), publickey(4), attributes(5)

NOTES

keyserv will not start up if the system does not have a secure rpc domain configured. Set up the domain name by using the /usr/bin/domainname command. Usually the /etc/init.d/inetinit script reads the domain from

 $/ \verb|etc/defaultdomain|. Invoking the {\tt domainname}\ command\ without\ arguments$ tells you if you have a domain set up.

killall(1M)

NAME | killall – kill all active processes

SYNOPSIS

/usr/sbin/killall [signal]

DESCRIPTION

killall is used by shutdown(1M) to kill all active processes not directly related to the shutdown procedure.

killall terminates all processes with open files so that the mounted file systems will be unbusied and can be unmounted.

killall sends signal (see kill(1)) to the active processes. If no signal is specified, a default of 15 is used.

The killall command can be run only by the super-user.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

kill(1), ps(1), fuser(1M), shutdown(1M), signal(3C), attributes(5)

NAME | kstat – display kernel statistics

SYNOPSIS

```
kstat [-lpq] [-T u | d ] [-c class] [-m module] [-i instance] [-n name]
     [-s statistic] [interval [count]]
```

```
kstat [-lpq] [-T u | d ] [-c class] [module:instance:name:statistic...]
     [interval [count]]
```

DESCRIPTION

The kstat utility examines the available kernel statistics, or kstats, on the system and reports those statistics which match the criteria specified on the command line. Each matching statistic is printed with its module, instance, and name fields, as well as its actual value.

Kernel statistics may be published by various kernel subsystems, such as drivers or loadable modules; each kstat has a module field that denotes its publisher. Since each module may have countable entities (such as multiple disks associated with the sd(7D) driver) for which it wishes to report statistics, the kstat also has an instance field to index the statistics for each entity; kstat instances are numbered starting from zero. Finally, the kstat is given a name unique within its module.

Each kstat may be a special kstat type, an array of name-value pairs, or raw data. In the name-value case, each reported value is given a label, which we refer to as the statistic. Known raw and special kstats are given statistic labels for each of their values by kstat; thus, all published values can be referenced as *module:instance:name:statistic*.

When invoked without any module operands or options, kstat will match all defined statistics on the system. Example invocations are provided below. All times are displayed as fractional seconds since system boot.

OPTIONS

The tests specified by the following options are logically ANDed, and all matching kstats will be selected. A regular expression containing shell meta-characters must be protected from the shell by enclosing it with the appropriate quotes.

The argument for the -c, -i, -m, -n, and -s options may be specified as a shell glob pattern, or a Perl regular expression enclosed in '\' characters.

-c class	Display only kstats that match the specified class.
-i instance	Display only kstats that match the specified instance.
-1	List matching kstat names without displaying values.
-m <i>module</i>	Display only kstats that match the specified module.
-n name	Display only kstats that match the specified name.
-p	Display output in parseable format. All example output in this document is given in this format. If this option is not specified, kstat produces output in a human-readable, table format.
-d	Display no output, but return appropriate exit status for matches against given criteria.

-s statistic	Display on	ly kstats	that match	the specified statistic.

-T d | u Display a time stamp before each statistics block, either in

ctime(3C) format ('d') or as an alphanumeric representation of

the value returned by time(2) ('u').

OPERANDS

The following operands are supported:

module:instance:name:statistic Alternate method of specifying module,

instance, name, and statistic as described above. Each of the module, instance, name, or statistic specifiers may be a shell glob pattern or a Perl regular expression enclosed by '\' characters. It is possible to use both specifier types within a single operand. Leaving a specifier empty is equivalent to using the '*' glob pattern for

that specifier.

interval The number of seconds between reports.

count The number of reports to be printed.

EXAMPLES

In the following examples, all the command lines in a block produce the same output, as shown immediately below. The exact statistics and values will of course vary from machine to machine.

EXAMPLE 1

```
$ kstat -p -m unix -i 0 -n system_misc -s 'avenrun*'
$ kstat -p -s 'avenrun*'
$ kstat -p 'unix:0:system_misc:avenrun*'
$ kstat -p ':::avenrun*'
$ kstat -p ':::/^avenrun_\d+min$/'
unix:0:system_misc:avenrun_15min 3
unix:0:system_misc:avenrun_1min 4
unix:0:system_misc:avenrun_5min 2
```

EXAMPLE 2

EXAMPLE 2 (Continued)

```
cpu_stat:3:cpu_stat3:intrblk 30
cpu_stat:3:cpu_stat3:intrthread 59626
```

EXAMPLE 3

```
$ kstat -p :::state ':::avenrun*'
$ kstat -p :::state :::/^avenrun/

cpu_info:0:cpu_info0:state on-line
cpu_info:1:cpu_info1:state on-line
cpu_info:2:cpu_info2:state on-line
cpu_info:3:cpu_info3:state on-line
unix:0:system_misc:avenrun_15min
unix:0:system_misc:avenrun_1min 10
unix:0:system_misc:avenrun_5min 3
```

EXAMPLE 4

EXAMPLE 5

EXAMPLE 6

```
$ kstat -p -T u 'unix:0:system_misc:avenrun*'
932668656
unix:0:system_misc:avenrun_15min 14
unix:0:system_misc:avenrun_1min 5
unix:0:system_misc:avenrun_5min 18
```

kstat(1M)

EXAMPLE 6 (Continued)

EXIT STATUS

The following exit values are returned:

- One or more statistics were matched.
- 1 No statistics were matched.
- 2 Invalid command line options were specified.
- 3 A fatal error occurred.

FILES

/dev/kstat kernel statistics driver

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

sh(1), time(2), ctime(3C)gmatch(3GEN), kstat(3KSTAT), attributes(5), kstat(7D), sd(7D), kstat(9S)

NOTES

If the pattern argument contains glob or Perl RE meta-characters which are also shell meta-characters, it will be necessary to enclose the pattern with appropriate shell quotes.

NAME ktkt_warnd - Kerberos warning daemon

SYNOPSIS /usr/lib/krb5/ktkt_warnd

DESCRIPTION ktkt_warnd is a daemon on Kerberos clients that can warn users when their

Kerberos tickets are about to expire. It is invoked by inetd when a ticket-granting ticket (TGT) is obtained for the first time, such as after using the kinit command. ktkt_warnd can be configured through the /etc/krb5/warn.conf file on the

client.

FILES /etc/krb5/warn.conf Kerberos warning configuration file

SEE ALSO inetd(1M), warn.conf(4), SEAM(5)

labelit(1M)

NAME | labelit – list or provide labels for file systems

SYNOPSIS | labelit [-F FSType] [-V] special [operands]

DESCRIPTION The labelit utility is used to write or display labels on unmounted disk file systems.

OPTIONS The following options are supported:

-F FSType Specify the FSType on which to operate. The FSType should either

be specified here or be determinable from /etc/vfstab by matching the *special* with an entry in the table. If no matching entry is found, the default file system type specified in

/etc/default/fs will be used.

-V Echo complete command line. This option may be used to verify

and validate the command line. Additional information obtained using a /etc/vfstab lookup is included in the output. The

command is not executed.

OPERANDS The following operands are supported. If no operands are specified, labelit will

display the value of the labels.

special The disk partition (for example, /dev/rdsk/c0t3d0s6). The

device may not be on a remote machine.

operands FSType-specific operands. Consult the manual page of the

FSType-specific labelit command for detailed descriptions.

USAGE | See largefile(5) for the description of the behavior of labelit when encountering

files greater than or equal to 2 Gbyte (2^{31} bytes).

EXIT STATUS The following exit values are returned:

0 Write or display of labels was successful.

non-zero An error occurred.

FILES /etc/vfstab list of default parameters for each file system

/etc/default/fs default local file system type. Default values can be set

for the following flags in /etc/default/fs. For

example:

LOCAL=ufs

LOCAL The default partition for a

command if no FSType is specified.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO	volcopy(1M), vfstab(4), attributes(5), largefile(5) Manual pages for the
	FSTwe-specific modules of labelit

NOTES This utility may not be supported for all *FSTypes*.

labelit_hsfs(1M)

NAME

labelit_hsfs - provide and print labels for hsfs file systems

SYNOPSIS

/usr/sbin/labelit -F hsfs [generic_options] [-0 specific_options] special

DESCRIPTION

labelit can be used to provide labels for unmounted CD-ROM images (CD-ROMs may not be labeled, as they are read-only media).

generic_options are options supported by the generic labelit command.

If no specific_options are specified, labelit prints the current value of all label fields.

The *special* name should be the physical disk section (for example, /dev/dsk/c0d0s6).

OPTIONS

Use one or more of the following *name=value* pairs separated by commas (with no intervening spaces) to specify values for specific label fields. According to the ISO 9660 specification, only certain sets of characters may be used to fill in these labels. Thus, "d-characters" below refers to the characters 'A' through 'Z', the digits '0' through '9', and the '_' (underscore) character. "a-characters" below refers to 'A' through 'Z', '0' through '9', space, and the following characters: !"%&'()*+,-./:;<=>?_.

absfile=	Abstract file identifier, d-characters, 37 characters maximum.
applid=	Application identifier, d-characters, 128 characters maximum.
bibfile=	Bibliographic file identifier, d-characters, 37 characters maximum.
copyfile=	Copyright file identifier, d-characters, 128 maximum.
prepid=	Data preparer identifier, d-characters, 128 maximum.
pubid=	Publisher identifier, d-characters, 128 maximum.
sysid=	System identifier, a-characters, 32 maximum.
volid=	Volume identifier, d-characters, 32 maximum.
volsetid=	Volume set identifier, d-characters, 128 maximum.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

labelit(1M), volcopy(1M), attributes(5)

NAME | labelit_udfs - provide and print labels for udf file systems

SYNOPSIS | labelit -F udfs [generic_options] special [fsname volume]

DESCRIPTION | labelit writes labels on an unmounted disk that contains a universal disk file (udf)

system. These labels can be used to identify volumes.

OPTIONS The following options are supported:

generic_options Specify generic_options supported by the generic labelit

command. See labelit(1M) for descriptions of supported

options.

OPERANDS The following operands are supported:

special Specify special as the physical disk slice, for example,

/dev/rdsk/c0t0d0s6. The device can not be on a remote

machine.

fsname Specify fsname as the mount point, (for example, root, u1, and so

forth), of the file system.

volume Specify *volume* as the physical volume name.

If fsname and volume are not specified, labelit prints the current values of these

labels.

EXIT STATUS The following exit values are returned:

0 Successful completion.

non-zero An error occurred.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTI	RIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWudf

SEE ALSO | labelit(1M),attributes(5)

labelit_ufs(1M)

NAME | labelit_ufs – provide and print labels for ufs file systems

SYNOPSIS | labelit -F ufs [generic_options] special [fsname volume]

DESCRIPTION labelit is used to write labels on unmounted disk file systems. Such labels may be

used to uniquely identify volumes and are used by volume-oriented programs such as

volcopy(1M).

OPTIONS The following option is supported:

generic_options options supported by the generic labelit command.

See labelit(1M).

OPERANDS | The following operands are supported:

special name should be the physical disk section (for example,

/dev/dsk/c0d0s6). The device may not be on a remote machine.

fsname represents the mount point (for example, root, u1, and so on) of

the file system.

volume may be used to represent the physical volume name.

If *fsname* and *volume* are not specified, labelit prints the current values of these labels. Both *fsname* and *volume* are limited to six or fewer characters.

EXIT STATUS The following exit values are returned:

0 Write or display of labels was successful.

non-zero An error occurred.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO | labelit(1M), volcopy(1M), fs ufs(4), attributes(5)

NAME

ldap_cachemgr – LDAP daemon to cache server and client information for NIS lookups

SYNOPSIS

/usr/lib/ldap/ldap cachemgr [-g] [-l log-file] [-r revalidate-interval]

DESCRIPTION

The ldap_cachemgr utility is a process that provides an up-to-date configuration cache for LDAP naming services. It is started during multi-user boot.

The ldap_cachemgr utility provides cacheing for all parameters as specified and used by the ldap naming service clients. The ldap_cachemgr utility uses the cache files (see FILES) as cold start files which are originally created by executing the ldapclient(1M) utility. Updates to the cache files take place dynamically if profiles are used.

The ldap_cachemgr utility helps improve the performance of the clients that are using LDAP as the Naming service repository. Although it is not required that the ldap_cachemgr daemon be running in order for LDAP naming requests to be serviced, it is strongly recommended that it be run on all machines. It will not only improve the performance on both clients and the server(s), but will also improves system security by making the credential file readable by superuser only.

The cache maintained by this daemon is shared by all the processes that access LDAP Naming information. All processes access this cache thru a door call. On startup, ldap_cachemgr initializes the cache from the cache files (see ldapclient(1M) Thus, the cache survives machine reboots.

The ldap_cachemgr daemon is normally started from a system startup script.

The ldap_cachemgr utility also acts as its own administration tool. If an instance of ldap_cachemgr is already running, commands are passed transparently to the running version.

OPTIONS

The following options are supported:

-g Print current configuration and statistics to standard

output. This is the only option executable without

superuser privileges.

-1 log-file Cause 1dap cachemgr to use a log file other than the

default /var/ldap/cachemgr.log.

-r revalidate-interval Override the built-in default refresh interval. When the

refresh interval expires, the cache files are updated. The default for this value is 600 seconds. This value can be

overridden from the server profile (see

ldapclient(1M)).

EXAMPLES

EXAMPLE 1 Stop and restart the ldap_cachemgr daemon.

```
example# /etc/init.d/ldap.client stop
example# /etc/init.d/ldap.client start
```

ldap_cachemgr(1M)

EXAMPLE 1 Stop and restart the ldap cachemgr daemon. (Continued)

EXAMPLE 2 Force $ldap_cachemgr$ to re-read the $/var/ldap/ldap_client_cache$ and $/var/ldap/ldap_client_cred$ files.

FILES

/var/ldap/ldap_client_cache cold start file for the ldap_cachemgr

daemon

/var/ldap/ldap client cred credential file as created by

ldapclient(1M)

WARNINGS

The ldap_cachemgr utility is included in the Solaris 8 release on an uncommitted basis only, and is subject to change or removal in a future minor release.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

ldap(1), ldapclient(1M), attributes(5)

NAME

ldapclient, ldap_gen_profile – initialize LDAP client machine or create an LDIF of an LDAP client profile

SYNOPSIS

```
/usr/sbin/ldapclient [-v] -P profile_name [-d domainname] LDAP server_addr
```

```
/usr/sbin/ldapclient -i | -m [-0] [-v] [-a none | simple | cram_md5] [-b baseDN] [-B alternate_search_dn] [-d domainname] [-D Bind_DN] [-e client_TTL] [-o timeout_value] [-p server_preference] [-r follow referrals] [-w client password] LDAP server addr...
```

```
/usr/sbin/ldapclient -1
```

```
/usr/sbin/ldapclient -u [-v]
```

/usr/sbin/ldap_gen_profile -P profile_name [-0] [-a none | simple | cram_md5] [-b baseDN] [-B alternate_search_dn] [-d domainname] [-D Bind_DN] [-e client_TTL] [-o timeout_value] [-p server_preference] [-r follow_referrals] [-w client_password] LDAP_server_addr...

DESCRIPTION

The ldapclient utility can be used to:

- initialize LDAP client machines
- restore the network service environment on LDAP clients
- list the contents of the LDAP client cache in human-readable format.

The ldap_gen_profile utility creates (on the standard output) an LDIF file that can be loaded into an LDAP server to be used as the client profile, which can be downloaded by ldapclient.

The synopsis (-P profile_name) is used to initialize an LDAP client machine, using a profile stored on an LDAP server specified by LDAP_server_addr. This is simplest method and will provide the default format with all the correct settings for talking to the set of servers. It will also ensure that the ldap_cachemgr(1M) can automatically update the configuration file as it changes.

The second synopsis $(-i \mid -m)$ is used to initialize a LDAP client machine. The -i option is used to convert machines to use LDAP or to change the machine's domain name. It assigns a default value for the required parameters if they are not specified. You must be logged in as superuser on the machine that is to become a LDAP client. The -m option is used to modify the parameters in the cache file. It updates the parameter specified.

The -i option in conjunction with -a none option can be used to initialize an unauthenticated LDAP client machine without having to specify a password.

If the authentication method such as simple or cram_md5r equires a password and one is not specified with the -w *client_password* option, the administrator is prompted for the password. If one is not provided, the command will fail.

ldapclient(1M)

During the client initialization process, files that are being modified are backed up as files.orig. The files that are usually modified during a client initialization are: /etc/defaultdomain, /etc/nsswitch.conf, and, if they exist, /var/yp/binding/'domainname' for a NIS(YP) client or /var/nis/NIS_COLD_START for a NIS+ client, or if the machine is already an LDAP client, /var/ldap/ldap_client_cache and /var/ldap/ldap_client_cred. Note that a file will not be saved if a backup file already exists.

The -i option does not set up an LDAP client to resolve hostnames using DNS. Refer to the DNS documentation for information on setting up DNS. See resolv.conf(4).

The third synopsis (-1) is used to list the LDAP client cache. The output will be human-readable (cache files are not guaranteed to be human-readable.)

The fourth synopsis (-u) is used to uninitialize the network service environment, restoring it to the one in use before ldapclient -i was executed. You must be logged in as superuser on the machine that is to be restored. The restoration will succeeds only if the machine was initialized with ldapclient -i because it uses the backup files created by the -i option.

The machine must be rebooted after initializing a machine or restoring the network service.

OPTIONS

The following options are supported:

- -a none | simple | cram_md5 Specify authentication method. Multiple values can be specified, separated by commas. The default value is none. If simple or cram_md5 is specified, a password must be provided (see -w below).
- -b baseDN

Specify search baseDN (for example dc=eng,dc=acme,dc=com.) The default is the root naming context on the first server specified.

-В alternate_search_dn

Override the *baseDN* for LDAP searches for any of the databases defined the /etc/nsswitch.conf file (see nsswitch.conf(4)). To add an alternate *baseDN* for a specific database, the format is: *database:*(1st search base),(2nd base),... For example:

```
hosts:(ou=hosts,dc=finance,dc=acme,dc=com),
(ou=hosts,dc=eng,dc=acme,dc=com)
```

To remove an alternate *baseDN* for a database, specify the database without any argument (for example, hosts:). The default value for all databases is NULL.

-d domainname

Specify the domain name (which becomes the defaultdomain for the machine). The default is the current domain name.

-D Bind DN

Specify the Bind Distinguished Name (for example, cn=proxyagent,ou=profile,cd=eng,dc=acme,dc=com.)

-e client TTL

Specify the TTL value for the client information. This is only relevant if the machine was initialized with a client profile. Set *client_TTL* to 0 (zero) if you do not wish for ldap_cachemgr to attempt an automatic refresh from the servers. The times are specified with either a zero "0" (for no expiration) or a positive integer and either "d" for days, "h" for hours, "m" for minutes or "s" for seconds. The default is 12h.

- i Initialize client.

-1 (ell)

List the contents of the LDAP client cache. The output (sent to standard output) is meant to be easily readable (the direct contents of the cache files might not be easily readable.).

-m

Modify parameters in the configuration file.

-o timeout_value

Specify LDAP operation timeout value. The default is the TCP default (usually 3 minutes.)

-0

Inform the client to contact only the servers on the preferred list (if for instance they are at the wrong end of a WAN). The default is FALSE.

-p server_preference

Specify the server preference list (for example, 129.100.100.0:8080,129.100.200.1:386.) The preferred servers can be defined either by the server specific address or the subnet that the server resides. To remove the server preference, specify "" for the -p option. The default preference is the local subnet.

- P profile_name

Specify a profile that is downloaded from the server and sets all the entries automatically. This option also sets an expiration time that <code>ldap_cachemgr</code> can use to automatically update the file if needed. The default <code>profile_name</code> is 'default' and is stored in the bind distinguished name. The profile name is also stored in cache file.

-r follow_referrals

Specify the search referral option, either followref or noref. The default is followref.

-u

Uninitialize LDAP client. This option is appropriate only if ldapclient was used to initialize client.

ldapclient(1M)

- V

Specify verbose mode.

-w client_password

Specify client password for simple and cram_md5 authentication modes. This option is not required if authentication mode is none.

OPERANDS

The following operands are supported:

LDAP_server_addr Server address (for example,

129.100.100.1:389,129.100.200.1.) The port number is optional; if not specified, the default LDAP server port

number ':389' is used.

EXAMPLES

EXAMPLE 1 Setup a Client Using the Default Profile Stored on the Server Specified

Setup a client using the default profile stored on the server specified. This should list all the correct values for talking to your domain.

```
example# ldapclient -P default 129.100.100.1
```

EXAMPLE 2 Setup a Client That Uses Only One Server With Authentication Mode of none example# ldapclient -i -a none 129.100.100.1

 $\begin{tabular}{ll} \bf EXAMPLE~3~Setup~a~Client~That~Uses~Only~One~Server~With~Authentication~Mode~of~cram_md5 \end{tabular}$

Setup an LDAP client to use cram_md5 with client password "secret", with the domain information expiring once a week, with no search dereference, with the domain name "xyz.acme.com", and with the LDAP server running on port number 386 at IP address 129.100.100.1.

```
example# ldapclient -i -a cram_md5 -w secret -d xyz.acme.com. \
  -r noref 129.100.100.1:386
```

EXAMPLE 4 Setup a Client That Uses Two Servers With Authentication Mode of simple

Setup an LDAP client using two servers and with authentication mode of simple. The user will be prompted for a client password.

```
example# ldapclient -i 129.100.100.1 129.100.234.15:386
```

EXAMPLE 5 Setup a Client With Authentication Mode of none

Setup an LDAP client with authentication mode of none that does not try an encrypt the transport with SSL and talks to only one server.

```
example# ldapclient -i -a none -a 129.140.44.1
```

EXAMPLE 5 Setup a Client With Authentication Mode of none (Continued)

EXAMPLE 6 Use ldap_gen_profile to Set Only the Base Dn and the Server Addresses

Use ldap_gen_profile to set only the Base DN and the server addresses, usoing all possible default values.

```
example# ldap_gen_profile \
   -D cn=proxyagent,ou=profile,cd=eng,dc=acme,dc=com \
   129.100.100.1 129.100.234.15:386 > ldif profile
```

EXAMPLE 7 Create a Profile That Overrides Every Default Value

```
example# ldap_gen_profile -P eng -a cram_md5 -d ge.co.uk -w test123 \
   -b dc=eng,dc=ge-uk,dc=com -B ou=people,dc=lab,dc=ge-uk,dc=com \
   -D cn=proxyagent,ou=profile,cd=eng,dc=ge-uk,dc=com -r noref \
   -e 1h -O -p 129.100.100.0 -o 30s 129.100.200.1 129.100.100.1 \
   204.34.5.6 > ldif profile
```

EXIT STATUS

The following exit values are returned:

/var/ldap/ldap client cache

- 0 Success.
- 1 Unspecified failure.
- 2 The server was unreachable (down, slow, unknown).
- The IP address is a reachable, however there is no LDAP server running at the IP address (and port number) specified.
- 4 The LDAP server contacted did not know about the profile name given.

FILES

	addresses, and the security method used to access them.
/var/ldap/ldap_client_cred	Contains Bind Distinguished Name (see -D above) and the encrypted password.
/etc/defaultdomain	System default domainname, matching the domainname of the "NIS data" in the LDAP servers.
/etc/nsswitch.conf	Configuration file for the name-service switch.
/etc/nsswitch.ldap	Sample configuration file that uses "files"

and "ldap".

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

Contains a list of servers, their transport

ldapclient(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

 $\label{lognormal} \mbox{ldap(1), ldapadd(1), ldapdelete(1), ldaplist(1), ldapmodify(1), ldapmodrdn(1), ldapsearch(1), ldap_cachemgr(1M), suninstall(1M), nsswitch.conf(4), resolv.conf(4), attributes(5) \mbox{}$

NAME

link, unlink – link and unlink files and directories

SYNOPSIS

/usr/sbin/link existing-file new-file

/usr/xpg4/bin/link existing-file new-file

/usr/sbin/unlink file

DESCRIPTION

The link and unlink commands link and unlink files and directories. Only super-users can use these commands.

Use link to create a new file that points to an existing file. The *existing-file* and *new-file* operands specify the existing file and newly-created files. See OPERANDS.

link and unlink directly invoke the link(2) and unlink(2) system calls, performing exactly what they are told to do and abandoning all error checking. This differs from the ln(1) command. See ln(1).

While linked files and directories can be removed using unlink, it is safer to use rm(1) and rmdir(1) instead. See rm(1) and rmdir(1).

/usr/xpg4/bin/link

If the existing file being hard linked is itself a symbolic link, then the newly created file (*new-file*) will be a hard link to the file referenced by the symbolic link, not to the symbolic link object itself (*existing-file*).

OPERANDS

existing-file Specifies the name of the existing file to be linked.

file Specifies the name of the file to be unlinked.

new-file Specifies the name of newly created (linked) file.

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of link: LANG, LC ALL, LC CTYPE, LC MESSAGES, and NLSPATH.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

/usr/xpg4/bin/link

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWxcu4

SEE ALSO

ln(1), rm(1), link(2), unlink(2), attributes(5), environ(5)

list devices(1M)

NAME

list_devices – list allocatable devices

SYNOPSIS

list_devices [-s] [-U uid] -1 [device]
list_devices [-s] [-U uid] -n [device]
list_devices [-s] [-U uid] -u [device]

DESCRIPTION

list_devices lists the allocatable devices in the system according to specified qualifications.

The *device* and all device special files associated with the device are listed. The device argument is optional and if it is not present, all relevant devices are listed.

OPTIONS

-1 [*device*] List the pathname(s) of the device special files associated with the device that are allocatable to the current process. If *device* is given, list only the files associated with the specified device.

-n [device] List the pathname(s) of device special files associated with the

device that are allocatable to the current process but are not currently allocated. If *device* is given, list only the files associated

with that device.

-s Silent. Suppress any diagnostic output.

-u [device] List the pathname(s) of device special files, associated with the

device that are allocated to the owner of the current process. If *device* is given, list only the files associated with that device.

-U *uid* Use the user ID *uid* instead of the real user ID of the current

process when performing the <code>list_devices</code> operation. Only a user with the <code>solaris.devices.revoke</code> authorization can use

this option.

DIAGNOSTICS

list_devices returns an nonzero exit status in the event of an error.

FILES

/etc/security/device_allocate

/etc/security/device maps

/etc/security/dev/*

/usr/security/lib/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\verb|allocate|(1M)|, \verb|bsmconv|(1M)|, \verb|deallocate|(1M)|, \verb|device_allocate|(4)|, \\ |device_maps|(4)|, \verb|attributes|(5)|$

list_devices(1M)

NOTES	The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

listdgrp(1M)

NAME |

listdgrp – lists members of a device group

SYNOPSIS

/usr/bin/listdgrp dgroup...

DESCRIPTION

listdgrp displays the members of the device groups specified by the *dgroup* list.

EXAMPLES

EXAMPLE 1 An example of listdgrp.

The following example lists the devices that belong to group partitions:

```
example% listdgrp partitions
root
swap
usr
```

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Command was syntax incorrect, an invalid option used, or an internal error occurred.
- 2 A device group table could not be opened for reading.
- 3 A device group *dgroup* could not be found in the device group table.

FILES

/etc/dgroup.tab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

putdgrp(1M), attributes(5)

NAME | listen – network listener daemon

SYNOPSIS

/usr/lib/saf/listen [-m devstem] net_spec

DESCRIPTION

The listen process "listens" to a network for service requests, accepts requests when they arrive, and invokes servers in response to those service requests. The network listener process may be used with any connection-oriented network (more precisely, with any connection-oriented transport provider) that conforms to the Transport Layer Interface (TLI) Specification.

The listener internally generates a pathname for the minor device for each connection; it is this pathname that is used in the utmpx entry for a service, if one is created. By default, this pathname is the concatenation of the prefix /dev/netspec with the decimal representation of the minor device number. In either case, the representation of the minor device number will be at least two digits (for example, 05 or 27), or longer when it is necessary to accommodate minor device numbers larger than 99.

SERVER INVOCATION

When a connection indication is received, the listener creates a new transport endpoint and accepts the connection on that endpoint. Before giving the file descriptor for this new connection to the server, any designated STREAMS modules are pushed and the configuration script is executed, (if one exists). This file descriptor is appropriate for use with either TLI (see t sync(3NSL)) or the sockets interface library.

By default, a new instance of the server is invoked for each connection. When the server is invoked, file descriptor 0 refers to the transport endpoint, and is open for reading and writing. File descriptors 1 and 2 are copies of file descriptor 0; no other file descriptors are open. The service is invoked with the user and group IDs of the user name under which the service was registered with the listener, and with the current directory set to the HOME directory of that user.

Alternatively, a service may be registered so that the listener will pass connections to a standing server process through a FIFO or a named STREAM, instead of invoking the server anew for each connection. In this case, the connection is passed in the form of a file descriptor that refers to the new transport endpoint. Before the file descriptor is sent to the server, the listener interprets any configuration script registered for that service using doconfig(3NSL), although doconfig is invoked with both the NORUN and NOASSIGN flags. The server receives the file descriptor for the connection in a strrecvfd structure using an I RECVFD ioctl(2).

For more details about the listener and its administration, see nlsadmin(1M).

OPTIONS

-mdevstem The listener will use *devstem* as the prefix for the pathname.

FILES

/etc/saf/pmtag/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

listen(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:nlsadmin} \begin{split} &\text{nlsadmin}(1M), \text{pmadm}(1M), \text{sac}(1M), \text{sacadm}(1M), \text{ioctl}(2), \text{doconfig}(3NSL), \\ &\text{nlsgetcall}(3NSL), \text{nlsprovider}(3NSL), \text{t_sync}(3NSL), \text{attributes}(5), \\ &\text{streamio}(7I) \end{split}$$

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NOTES

When passing a connection to a standing server, the user and group IDs contained in the strrecvfd structure will be those for the listener (that is, they will both be 0); the user name under which the service was registered with the listener is not reflected in these IDs.

When operating multiple instances of the listener on a single transport provider, there is a potential race condition in the binding of addresses during initialization of the listeners, if any of their services have dynamically assigned addresses. This condition would appear as an inability of the listener to bind a static-address service to its otherwise valid address, and would result from a dynamic-address service having been bound to that address by a different instance of the listener.

NAME

llc2_loop – loopback diagnostics to test the driver, adapter and network.

SYNOPSIS

```
/usr/lib/llc2/llc2 loop2 [-v] ppa
```

/usr/lib/llc2/llc2 loop3 ppa sap frames

/usr/lib/llc2/llc2 loop3 ppa type frames

/usr/lib/llc2/llc2 loop4 [-v] ppa

Loop 2

The loop2 test sends a NULL XID frame to the broadcast (all 1's) destination MAC address. The source SAP (Service Access Point) value used is 0x04 (SNA's SAP). Therefore, if SNA is running on the system, the loop2 test will fail. The destination SAP value is the NULL SAP (0x00). This test finds out who is listening and can receive frames sent out from a node. The verbose (-v) option displays the MAC address of responding nodes. All possible responders may not be displayed, since the loop2 test only waits for responses for 2 seconds, but during this time 50-200 nodes may be displayed. The most likely error is:

Unexpected DLPI primitive x, expected y. where x = 5 and y = 6. From /usr/include/sys/dlpi.h, the expected return value from one of the DLPI primitives is 6 (DL_OK_ACK), but instead a 5 (DL_ERROR_ACK) was received. This can occur for two reasons:

- The loop2 command was issued to a non-existent PPA (Physical Point of Attachment).
- The SAP (0x04) is already in use (for example, the SNA subsystem is up).

Loop 3

The loop3 test sends 1,495 byte Unnumbered Information (UI) frames to the NULL (all 0's) destination MAC address. This should be used along with data capture either on the local node or another node on the same LAN to verify the transmission of data. The *ppa* argument specifies the adapter on which to run the test. The *ppa* is the relative physical position of the adapter and may be ascertained by viewing the adapter configuration (see llc2_config(1)). For Token Ring or Ethernet, specify an even *sap* value from 2 through 254, or, for Ethernet only, any *type* value from 1519 (0x05ef) through 65535 (0xffff). It is advised to pick a value that is easily recognized when the data capture output is viewed. *frames* is the decimal number of 1,495 bytes packets to transmit. The test will only display a message if a failure occurs.

Loop 4

The loop4 test sends a TEST frame (no information field) to the broadcast (all 1's) destination MAC address. The source SAP value used is 0x04 (SNA's SAP). Therefore, if SNA is running on the system, the loop4 test will fail. The destination SAP value is the NULL SAP (0x00). This test finds out who is listening and can receive frames sent out from a node. The verbose (-v) option displays the MAC address of responding nodes. All possible responders may not be displayed since the loop4 test only waits for responses for 2 seconds, but during this time 50-200 nodes may be displayed. The loop4 test displays information similar to the following example if other nodes are listening and respond (verbose mode):

```
-Attaching
-Binding
```

llc2_loop(1M)

-Sending TEST
-Responders
1-0000c0c12449
2-08000e142990
3-08000e142a51
4-0000c0450044
5-0000c0199e46
-Unbinding
-Detaching
5 nodes responding

The errors displayed are the same as for loop2.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWIIc

SEE ALSO

11c2_config(1), 11c2(4), attributes(5), 11c2(7D)

NOTES

For information about how to start the service, see 11c2(7D)

NAME

locator – location indicator control

SYNOPSIS

/usr/sbin/locator [-f | -n]

DESCRIPTION

The locator command sets or queries the state of the system locator if such a device exists.

Without options, the locator command reports the current state of the system.

The privileges required to use this command are hardware dependent. Typically, only the super user can get or set a locator.

OPTIONS

The following options are supported:

- -f Turns the locator off.
- -n Turns the locator on.

OPERANDS

The following operands are supported:

EXAMPLES

EXAMPLE 1 Using the locator Command on a Platform Which Has a System Locator LED

When issued on a platform which has a system locator LED, the following command turns the locator on:

```
# locator -n
# locator
```

The 'system' locator is on

 $\ensuremath{\mathsf{EXAMPLE}}$ 2 Using the locator Command on a Platform Which Does Not Have a System Locator LED

When issued on a platform which does not have a system locator LED, the following command attempts to turn the locator on. The command returns an error message.

```
# locator -n
'system' locator not found
```

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Invalid command line input.
- 2 The requested operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

locator(1M)

1M)
SEE ALSO | attributes(5)

NAME | lockd – network lock daemon

SYNOPSIS

/usr/lib/nfs/lockd [-g graceperiod] [-t timeout] [nthreads]

DESCRIPTION

The lockd utility is part of the NFS lock manager, which supports record locking operations on NFS files. See fcnt1(2) and lockf(3C). The lock manager provides two functions:

- it forwards fcnt1(2) locking requests for NFS mounted file systems to the lock manager on the NFS server
- it generates local file locking operations in response to requests forwarded from lock managers running on NFS client machines.

State information kept by the lock manager about these locking requests can be lost if the lockd is killed or the operating system is rebooted. Some of this information can be recovered as follows. When the server lock manager restarts, it waits for a grace period for all client-site lock managers to submit reclaim requests. Client-site lock managers, on the other hand, are notified by the status monitor daemon, statd(1M), of the restart and promptly resubmit previously granted lock requests. If the lock daemon fails to secure a previously granted lock at the server site, then it sends SIGLOST to a process.

OPTIONS

-q graceperiod Specify the number of seconds that clients have to reclaim locks

after the server reboots. The default is 45 seconds.

Specify the number of seconds to wait before retransmitting a lock -t timeout

request to the remote server. The default value is 15 seconds.

nthreads Specify the maximum number of concurrent threads that the

server can handle. This concurrency is achieved by up to *nthreads* threads created as needed in the kernel. nthreads should be based on the load expected on this server. If *nthreads* is not specified, the

maximum number of concurrent threads will default to 20.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability	SUNWcsu		

SEE ALSO

statd(1M), fcntl(2), lockf(3C), attributes(5)

lockfs(1M)

NAME | lockfs – change or report file system locks

SYNOPSIS

/usr/sbin/lockfs [-adefhnuw] [-c string] [file-system...]

DESCRIPTION

lockfs is used to change and report the status of file system locks. lockfs reports the lock status and unlocks the file systems that were improperly left locked by an application such as ufsdump(1M). This could occur if ufsdump(1M) is killed using kill(1).

Using lockfs to lock a file system is discouraged because this requires extensive knowledge of SunOS internals to be used effectively and correctly.

When invoked with no arguments, lockfs lists the UFS file systems that are locked. If file-system is not specified, and -a is specified, lockfs is run on all mounted, UFS type file systems.

OPTIONS

The following options are supported. You must be super-user to use any of the following options, with the exception of -a.

-a	Apply command to all mounted, UFS type file systems. <i>file-system</i> is ignored when -a is specified.
-c string	Accept a string that is passed as the comment field. The -c only takes affect when the lock is being set using the -d, -h, -n, -u, or -w options.
-d	delete-lock (dlock) the specified <i>file-system</i> . dlock suspends access that could remove directory entries.
-e	error-lock (elock) the specified <i>file-system</i> . elock blocks all local access to the locked file system and returns EWOULDBLOCK on all remote access. File systems are elocked by UFS on detection of internal inconsistency. They may only be unlocked after successful repair by fsck, which is usually done automatically (see mount_ufs(1M)). elocked file systems can be unmounted.
-f	Flush all transactions out of the log and write the transactions to the master file system. This option is valid only if logging has been enabled on the file system.
-h	Hard-lock (hlock) the specified <i>file-system</i> . hlock returns an error on every access to the locked file system, and cannot be unlocked. hlocked file systems can be unmounted.
-n	Name-lock (nlock) the specified <i>file-system</i> . nlock suspends accesses that could change or remove existing directories entries.
-u	Unlock (ulock) the specified <i>file-system</i> . ulock awakens suspended accesses.
-w	Write-lock (wlock) the specified <i>file-system</i> . wlock suspends writes that would modify the file system. Access times are not kept while a file system is write-locked.

OPERANDS

The following operands are supported.

file-system

A list of path names separated by white spaces.

USAGE

See largefile(5) for the description of the behavior of lockfs when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXAMPLES

EXAMPLE 1 lockfs with the -a option.

In the following examples, *filesystem* is the pathname of the mounted-on directory (mount point). Locktype is one of "write," "name," "delete," "hard," or "unlock". When enclosed in parenthesis, the lock is being set. Comment is a string set by the process that last issued a lock command.

The following example shows the lockfs output when only the -a option is specified.

example# /usr/sbin/lockfs -a

Filesystem	Locktype	Comment	
/	unlock		
/var	unlock		

example#

EXAMPLE 2 lockfs with the -w option.

The following example shows the lockfs output when the -w option is used to write lock the /var file system and the comment string is set using the -c option. The -a option is then specified on a separate command line.

```
example# /usr/sbin/lockfs -w -c "lockfs: write lock example" /var
example# /usr/sbin/lockfs -a
```

Filesystem	Locktype	Comment
/	unlock	
/var	write	lockfs: write lock example

example#

 $\ensuremath{\mathsf{EXAMPLE}}\xspace$ 3 lockfs with the -u option.

The following example shows the lockfs output when the -u option is used to unlock the /var file system and the comment string is set using the -c option.

lockfs(1M)

EXAMPLE 3 lockfs with the -u option. (*Continued*)

example# /usr/sbin/lockfs -uc "lockfs: unlock example" /var
example# /usr/sbin/lockfs /var

Filesystem	Locktype	Comment
/var	unlock	lockfs: unlock example

example#

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability		SUNWcsu		

SEE ALSO

kill(1), mount_ufs(1M), ufsdump(1M), fs_ufs(4), attributes(5), largefile(5)

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DIAGNOSTICS

file system: Not owner

You must be root to use this command.

file system : Deadlock condition detected/avoided
 A file is enabled for accounting or swapping, on file system.

file system: Device busy

Another process is setting the lock on *file system*.

NAME |

lockstat – report kernel lock and profiling statistics

SYNOPSIS

```
lockstat [-ACEHI] [-e event_list] [-i rate] [-b | -t | -h | -s depth] [-n nrecords] [-l lock [, size]] [-d duration] [-f function [, size]] [-T] [-ckgwWRpP] [-D count] [-o filename] command [args]
```

DESCRIPTION

The lockstat utility gathers and displays kernel locking and profiling statistics. lockstat allows you to specify which events to watch (for example, "spin on adaptive mutex," "block on read access to rwlock due to waiting writers," and so forth) how much data to gather for each event, and how to display the data. By default, lockstat monitors all lock contention events, gathers frequency and timing data about those events, and displays the data in decreasing frequency order, so that the most common events appear first.

lockstat gathers data until the specified command completes. For example, to gather statistics for a fixed-time interval, use sleep(1) as the command, as follows:

example# lockstat sleep 5

When the -I option is specified, lockstat establishes a per-processor high-level periodic interrupt source to gather profiling data. The interrupt handler simply generates a lockstat event whose "caller" is the interrupted PC (program counter). The profiling event is just like any other lockstat event, so all of the normal lockstat options are applicable.

lockstat relies on the lockstat(7D) driver, an exclusive-access device that modifies the running kernel's text to intercept events of interest. This imposes a small but measurable overhead on all system activity, so access to the lockstat(7D) driver is restricted to super-user by default. The system administrator may relax this restriction by changing the permissions on /dev/lockstat.

Event selection options:

- C	Watch contention events.
-E	Watch error events.
-H	Watch hold events.
-I	Watch profiling interrupt events.
-A	Watch all lock eventsA is equivalent to -CEH.
-e event_list	Only watch the specified events. <i>event list</i> is a comma-separated list of events or ranges of events such as 1,4-7,35. Run lockstat with no arguments to get a brief description of all events.
-i rate	Interrupt rate (per second) for -I. The default is 97 Hz, so that profiling doesn't run in lockstep with the clock interrupt (which runs at 100 Hz).

If no event selection options are specified, the default is -CE.

Data gathering options (mutually exclusive):

-b Basic statistics: lock, caller, number of events.

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	-t	Timing: Basic plus timing for all events [default].
	-h	Histogram: Timing plus time-distribution histograms.
	-s depth	Stack trace: Histogram plus stack traces up to depth frames deep.
Data filtering	-n <i>nlocks</i>	Maximum number of data records.
options:	-1 lock[,size]	Only watch <i>lock</i> , which can be specified as a symbolic name or hex address. size defaults to the ELF symbol size or 1 if the symbol size is not available.
	-f func[,size]	Only watch events generated by <i>func</i> , which can be specified as a symbolic name or hex address. <i>size</i> defaults to the ELF symbol size if available, or 1 if not.
	-d duration	Only watch events longer than duration.
	-T	Trace (rather than sample) events [off by default].
Data reporting	-C	Coalesce lock data for lock arrays (for example, pse_mutex[]).
options:	- w	Wherever: distinguish events only by lock, not by caller.
	- W	Whichever: distinguish events only by caller, not by lock.
	-R	Display rates (events per second) rather than counts.
	-p	Parsable output format.
	- P	Sort data by (count * time) product.
	-D count	Only display the top <i>count</i> events of each type.
	-0 filename	Direct output to filename.
DISPLAY	The following hea	ders appear over various columns of data.
FORMATS	Count or ops/s	Number of times this event occurred, or the rate (times per second) if -R was specified.
	indv	Percentage of all events represented by this individual event.
	genr	Percentage of all events generated by this function.
	cuml	Cumulative percentage; a running total of the individuals.
	rcnt	Average reference count. This will always be 1 for exclusive locks (mutexes, spin locks, rwlocks held as writer) but may be greater than 1 for shared locks (rwlocks held as reader).
	spin or nsec	Average number of times caller spun trying to get the lock, or average duration of the events in nanoseconds, as appropriate for the event. For the profiling event, "duration" means interrupt latency.
	Lock	Address of the lock; displayed symbolically if possible.

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CPU+PIL CPU plus processor interrupt level (PIL). For example, if CPU 4 is

interrupted while at PIL 6, this will be reported as cpu [4] +6.

Caller Address of the caller; displayed symbolically if possible.

EXAMPLES

EXAMPLE 1 Measuring kernel lock contention

example# lockstat sleep 5

Adaptive mutex spin: 2210 events in 5.055 seconds (437 events/sec)

Count	indv	cuml	rcnt	spin	Lock	Caller
269			1.00		service_queue	background+0xdc
249			1.00		service_queue	qenable_locked+0x64
228	10%	34%	1.00	13	service_queue	background+0x15c
68	3%	37%	1.00	7	0x30000024070	untimeout+0x1c
59	3%	40%	1.00	38	0x300066fa8e0	background+0xb0
43	2%	41%	1.00	3	rqcred_lock	svc_getreq+0x3c
42	2%	43%	1.00	34	0x30006834eb8	background+0xb0
41	2%	45%	1.00	13	0x30000021058	untimeout+0x1c
40	2%	47%	1.00	3	rqcred lock	svc_getreq+0x260
37	2%	49%	1.00	237	0x300068e83d0	hmestart+0x1c4
36	2%	50%	1.00	7	0x30000021058	timeout_common+0x4
36	2%	52%	1.00	35	0x300066fa120	background+0xb0
32	1%	53%	1.00	9	0x30000024070	timeout_common+0x4
31	1%	55%	1.00	292	0x300069883d0	hmestart+0x1c4
29	1%	56%	1.00	36	0x300066fb290	background+0xb0
28	1%	57%	1.00	11	0x3000001e040	untimeout+0x1c
25	1%	59%	1.00	9	0x3000001e040	timeout_common+0x4
22	1%	60%	1.00	2	0x30005161110	sync_stream_buf+0xdc
21	1%	60%	1.00	29	0x30006834eb8	putq+0xa4
19	1%	61%	1.00	4	0x3000515dcb0	mdf alloc+0xc
18	1%	62%	1.00	45	0x30006834eb8	qenable+0x8
18	1%	63%	1.00	6	service_queue	queuerun+0x168
17	1%	64%	1.00	26	0x30005418ee8	vmem free+0x3c
[]						_

R/W reader blocked by writer: 76 events in 5.055 seconds (15 events/sec)

```
Count indv cuml rcnt nsec Lock Caller

23 30% 30% 1.00 22590137 0x300098ba358 ufs_dirlook+0xd0
17 22% 53% 1.00 5820995 0x3000ad815e8 find_bp+0x10
13 17% 70% 1.00 2639918 0x300098ba360 ufs_iget+0x198
4 5% 75% 1.00 3193015 0x300098ba360 ufs_getattr+0x54
3 4% 79% 1.00 7953418 0x30000ad817c0 find_bp+0x10
3 4% 83% 1.00 935211 0x30000ad815e8 find_read_lof+0x14
2 3% 86% 1.00 16357310 0x300073a4720 find_bp+0x10
2 3% 88% 1.00 2072433 0x300073a4720 find_read_lof+0x14
2 3% 91% 1.00 1606153 0x300073a4470 find_bp+0x10
1 1% 92% 1.00 2656909 0x300107e7400 ufs_iget+0x198

[...]
```

Maintenance Commands

EXAMPLE 2 Measuring hold times

example# lockstat -H -D 10 sleep 1 Adaptive mutex spin: 513 events

Cou	nt	indv	cuml	rcnt	nsec	Lock	Caller
4	80	5%	5%	1.00	1136	0x300007718e8	putnext+0x40
2	86	3%	9%	1.00	666	0x3000077b430	getf+0xd8
2	71	3%	12%	1.00	537	0x3000077b430	msgio32+0x2fc
2	70	3%	15%	1.00	3670	0x300007718e8	strgetmsg+0x3d4
2	70	3%	18%	1.00	1016	0x300007c38b0	getq_noenab+0x200
2	64	3%	20%	1.00	1649	0x300007718e8	strgetmsg+0xa70
2	16	2%	23%	1.00	6251	tcp_mi_lock	tcp_snmp_get+0xfc
2	06	2%	25%	1.00	602	thread_free_lock	clock+0x250
1	38	2%	27%	1.00	485	0x300007c3998	putnext+0xb8
1	38	2%	28%	1.00	3706	0x300007718e8	strrput+0x5b8

[...]

EXAMPLE 3 Measuring hold times for stack traces containing a specific function

example# lockstat -H -f tcp_rput_data -s 50 -D 10 sleep 1
Adaptive mutex spin: 11 events in 1.023 seconds (11
events/sec)

```
        Count indv cuml rcnt
        nsec Lock
        Caller

        9 82% 82% 1.00
        2540 0x30000031380
        tcp_rput_data+0x2b90

      {\tt nsec} \; -{\tt ----} \; {\tt Time} \; {\tt Distribution} \; -{\tt ----} \; {\tt count} \qquad {\tt Stack}
                                          5 tcp_rput_data+0x2b90
2 putnext+0x78
1 ip_rput+0xec4
0 _c_putnext+0x148
0 hmeread+0x31c
0 hmeintr+0x36c
1
       256 @@@@@@@@@@@@@@@@
       512 @@@@@@
      1024 |@@@
      2048
      4096
     8192
     16384 @@@
sbus_intr_wrapper+0x30
nsec ----- Time Distribution ----- count Stack
      1024 | @@@@@@@@@@@@@@@@@@@@@@@@@@@@ 1
                                                      freemsg+0x44
                                                       tcp_rput_data+0x2fd0
                                                       putnext+0x78
                                                        ip_rput+0xec4
                                                        _c_putnext+0x148
                                                        hmeread+0x31c
                                                        hmeintr+0x36c
sbus_intr_wrapper+0x30
______
[...]
```

EXAMPLE 4 Basic kernel profiling

For basic profiling, we don't care whether the profiling interrupt sampled foo()+0x4c or foo()+0x78; we care only that it sampled somewhere in foo(), so we use -k. The CPU and PIL aren't relevant to basic profiling because we are measuring the system as a whole, not a particular CPU or interrupt level, so we use -W.

```
example# lockstat -kIW -D 20 ./polltest
Profiling interrupt: 82 events in 0.424 seconds (194
events/sec)
```

		cuml		nsec		CPU+PIL	Caller
				698			ut10
6				299	-		read
5				124	-		getf
4	5%	28%	1.00	327	cpu[0]		fifo read
4	5%	33%	1.00	112	cpu[1]		poll
4	5%	38%	1.00	212	cpu[1]		uiomove
4	5%	43%	1.00	361	cpu[1]		mutex_tryenter
3	4%	46%	1.00	682	cpu[0]		write
3	4%	50%	1.00	89	cpu[0]		pcache_poll
3	4%	54%	1.00	118	cpu[1]		set_active_fd
3	4%	57%	1.00	105	cpu[0]		syscall_trap32
3	4%	61%	1.00	640	cpu[1]		(usermode)
2	2%	63%	1.00	127	cpu[1]		fifo_poll
2	2%	66%	1.00	300	cpu[1]		fifo_write
2	2%	68%	1.00	669	cpu[0]		releasef
2	2%	71%	1.00	112	cpu[1]		bt_getlowbit
2	2%	73%	1.00	247	cpu[1]		splx
2	2%	76%	1.00	503	cpu[0]		mutex_enter
2				467	-		disp_lock_enter
2	2%	80%	1.00	139	cpu[1]		default_copyin

EXAMPLE 5 Generated-load profiling

In the example above, 5% of the samples were in poll(). This tells us how much time was spent inside poll() itself, but tells us nothing about how much work was *generated* by poll(); that is, how much time we spent in functions called by poll(). To determine that, we use the -g option. The example below shows that although polltest spends only 5% of its time in poll() itself, poll()-induced work accounts for 34% of the load.

Note that the functions that generate the profiling interrupt (lockstat_intr(), cyclic_fire(), and so forth) appear in every stack trace, and therefore are considered to have generated 100% of the load. This illustrates an important point: the generated load percentages do *not* add up to 100% because they are not independent. If 72% of all stack traces contain both foo() and bar(), then both foo() and bar() are 72% load generators.

```
example# lockstat -kgIW -D 20 ./polltest
Profiling interrupt: 80 events in 0.412 seconds (194 events/sec)
```

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EXAMPLE 5 Generated-load profiling (Continued)

Count	genr	cuml	rcnt	nsec	Hottest CPU+PIL	Caller
80	100%		1.00	310	cpu[1]	lockstat_intr
80	100%		1.00	310	cpu[1]	cyclic_fire
80	100%		1.00	310	cpu[1]	cbe_level14
80	100%		1.00	310	cpu[1]	current_thread
27	34%		1.00	176	cpu[1]	poll
20	25%		1.00	221	cpu[0]	write
19	24%		1.00	249	cpu[1]	read
17	21%		1.00	232	cpu[0]	write32
17	21%		1.00	207	cpu[1]	pcache_poll
14	18%		1.00	319	cpu[0]	fifo_write
13	16%		1.00	214	cpu[1]	read32
10	12%		1.00	208	cpu[1]	fifo_read
10	12%		1.00	787	cpu[1]	ut10
9	11%		1.00	178	cpu[0]	pcacheset_resolve
9	11%		1.00	262	cpu[0]	uiomove
7	9%		1.00	506	cpu[1]	(usermode)
5	6%		1.00	195	cpu[1]	fifo_poll
5	6%		1.00	136	cpu[1]	syscall_trap32
4	5%		1.00	139	cpu[0]	releasef
3	4%		1.00	277	cpu[1]	polllock

. . .

EXAMPLE 6 Gathering lock contention and profiling data for a specific module

In this example we use the -f option not to specify a single function, but rather to specify the entire text space of the sbus module. We gather both lock contention and profiling statistics so that contention can be correlated with overall load on the module.

```
example# modinfo | grep sbus
24 102a8b6f b8b4 59 1 sbus (SBus (sysio) nexus driver)

example# lockstat -kICE -f 0x102a8b6f,0xb8b4 sleep 10

Adaptive mutex spin: 39 events in 10.042 seconds (4 events/sec)

Count indv cuml rcnt spin Lock Caller

15 38% 38% 1.00 2 0x30005160528 sync_stream_buf
7 18% 56% 1.00 1 0x30005160d18 sync_stream_buf
6 15% 72% 1.00 2 0x300060c3118 sync_stream_buf
5 13% 85% 1.00 2 0x300060c3510 sync_stream_buf
2 5% 90% 1.00 2 0x300060c2d20 sync_stream_buf
2 5% 95% 1.00 2 0x30005161cf8 sync_stream_buf
3 3% 97% 1.00 2 0x30005161110 sync_stream_buf
1 3% 100% 1.00 2 0x30005160130 sync_stream_buf

Adaptive mutex block: 9 events in 10.042 seconds (1 events/sec)
```

 $\begin{tabular}{ll} \textbf{EXAMPLE 6} Gathering lock contention and profiling data for a specific module \\ (Continued) \end{tabular}$

	Count	indv	cuml	rcnt	nsec	Lock	Caller
	4	44%	44%	1.00	156539	0x30005160528	sync stream buf
	2	22%	67%	1.00	763516	0x30005160d18	sync stream buf
	1	11%	78%	1.00	462130	0x300060c3510	sync_stream_buf
	1	11%	89%	1.00	288749	0x30005161110	sync_stream_buf
	1	11%	100%	1.00	1015374	0x30005160130	sync_stream_buf
				-		ts in 10.042 seconds	
		20%	20%	1 00	426	anı [0] . C	arma at man huf
			39° 67%			cpu[0]+6	sync_stream_buf
			77%			cpu[0]+6	sbus_intr_wrapper
	23					cpu[0]+6	iommu_dvma_kaddr_load
			86%			cpu[0]+6	iommu_tlb_flush
			92%			cpu[0]+6	iommu_dvma_unload
			98%			cpu[1]	iommu_dvma_sync
	5	2%	100%	1.00	389	cpu[1]	iommu_dma_bindhdl
- 1							

EXAMPLE 7 Determining the average PIL (processor interrupt level) for a CPU example# lockstat -Iw -1 cpu[3] ./testprog

Profiling interrupt: 14791 events in 152.463 seconds (97 events/sec)

Count	indv	cuml	rcnt	nsec	CPU+PIL	Hottest Caller
13641	92%	92%	1.00	253	cpu[3]	(usermode)
579	4%	96%	1.00	325	cpu[3]+6	ip_ocsum+0xe8
375	3%	99%	1.00	411	cpu[3]+10	splx
154	1%	100%	1.00	527	cpu[3]+4	fas_intr_svc+0x80
41	0%	100%	1.00	293	cpu[3]+13	send_mondo+0x18
1	0%	100%	1.00	266	cpu[3]+12	zsa_rxint+0x400

FILES

lockstat driver /dev/lockstat

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWcsu (32-bit)	
	SUNWcsxu (64-bit)	

lockstat(1M)

SEE ALSO

attributes(5), lockstat(7D), mutex(9F), rwlock(9F)

NOTES

The profiling support provided by lockstat -I replaces the old (and undocumented) /usr/bin/kgmon and /dev/profile.

Tail-call elimination may affect call sites. For example, if foo() + 0x50 calls bar() and the last thing bar() does is call $mutex_exit()$, the compiler may arrange for bar() to branch to $mutex_exit()$ with a return address of foo() + 0x58. Thus, the $mutex_exit()$ in bar() will appear as though it occurred at foo() + 0x58.

The PC in the stack frame in which an interrupt occurs may be bogus because, between function calls, the compiler is free to use the return address register for local storage.

When using the -I and -s options together, the interrupted PC will usually not appear anywhere in the stack since the interrupt handler is entered asynchronously, not by a function call from that PC.

The lockstat technology is provided on an as-is basis. The format and content of lockstat output reflect the current Solaris kernel implementation and are therefore subject to change in future releases.

NAME | lofiadm – administer files available as block devices through lofi

SYNOPSIS

/usr/sbin/lofiadm -a file [device]

/usr/sbin/lofiadm -d file | device

/usr/sbin/lofiadm [file | device]

DESCRIPTION

lofiadm administers lofi(7D), the loopback file driver. lofi(7D) allows a file to be associated with a block device. That file can then be accessed through the block device. This is useful when the file contains an image of some filesystem (such as a floppy or CD-ROM image), because the block device can then be used with the normal system utilities for mounting, checking or repairing filesystems. See fsck(1M) and mount(1M).

Use lofiadm to add a file as a loopback device, remove such an association, or print information about the current associations.

OPTIONS

The following options are supported:

-a file [device] Add file as a block device.

If device is not specified, an available device is picked.

If device is specified, lofiadm attempts to assign it to file. device must be available or lofiadm will fail. The ability to specify a device is provided for use in scripts that wish to re-establish a particular set of associations.

-d file | device

Remove an association by file or device name, if the associated block device is not busy, and de-allocates the block device.

OPERANDS

The following operands are supported:

file Print the block device associated with *file*.

device Print the file name associated with the block device

device.

Without arguments, print a list of the current associations. Filenames must be valid absolute pathnames.

When a file is added, it is opened for reading or writing by root. Any restrictions apply (such as restricted root access over NFS). The file is held open until the association is removed. It is not actually accessed until the block device is used, so it will never be written to if

the block device is only opened read-only.

lofiadm(1M)

EXAMPLES

EXAMPLE 1 Mounting an existing CD-ROM image

You should ensure that Solaris understands the image before creating the CD. lofi allows you to mount the image and see if it works.

This example mounts an existing CD-ROM image (sparc.iso), of the Red Hat 6.0 CD which was downloaded from the Internet. It was created with the mkisofs utility from the Internet.

Use lofiadm to attach a block device to it:

```
# lofiadm -a /home/mike s/RH6.0/sparc.iso
/dev/lofi/1
```

lofiadm picks the device and prints the device name to the standard output. You can run lofiadm again by issuing the following command:

```
# lofiadm
Block Device
              File
/dev/lofi/1 /home/mike s/RH6.0/sparc.iso
```

Or, you can give it one name and ask for the other, by issuing the following command:

```
# lofiadm /dev/lofi/1
/home/mike s/RH6.0/sparc.iso
```

Use the mount command to mount the image:

```
# mount -F hsfs -o ro /dev/lofi/1 /mnt
```

Check to ensure that Solaris understands the image:

```
# df -k /mnt
                                    kbytes used avail capacity Mounted on 512418 512418 0 100% /mnt
 Filesystem
 /dev/lofi/1
# ls /mnt
./ RedHat/ doc/ ls-lR rr_moved/
../ TRANS.TBL dosutils/ ls-lR.gz sbin@
.buildlog bin@ etc@ misc/ tmp/
COPYING boot/ images/ mnt/ usr@
README boot.cat* kernels/ modules/
RPM-PGP-KEY dev@ lib@ proc/
```

Solaris can mount the CD-ROM image, and understand the filenames. The image was created properly, and you can now create the CD-ROM with confidence.

As a final step, unmount and detach the images:

```
# umount /mnt
# lofiadm -d /dev/lofi/1
# lofiadm
Block Device File
```

EXAMPLE 2 Mounting a floppy image

This is similar to Example 1.

Using lofi to help you mount files that contain floppy images is helpful if a floppy disk contains a file that you need, but the machine which you're on doesn't have a floppy drive. It is also helpful if you don't want to take the time to use the dd command to copy the image to a floppy.

This is an example of getting to MDB floppy for Solaris x86:

EXAMPLE 3 Making a UFS filesystem on a file

Making a UFS filesystm on a file can be useful, particularly if a test suite requires a scratch filesystem. It can be painful (or annoying) to have to re-partition a disk just for the test suite, but you don't have to. You can newfs a file with lofi

Create the file:

```
# mkfile 35m /export/home/test
```

Attach it to a block device. You also get the character device that newfs requires, so newfs that:

Note that ufs might not be able to use the entire file. Mount and use the filesystem:

lofiadm(1M)

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of lofiadm: LC CTYPE, LC MESSAGES and NLSPATH.

EXIT STATUS

The following exit values are returned:

O Successful completion.

>0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fsck(1M), mount(1M), mount ufs(1M), attributes(5), lofi(7D)

NOTES

Just as you would not directly access a disk device that has mounted file systems, you should not access a file associated with a block device except through the lofi file driver. It might also be appropriate to ensure that the file has appropriate permissions to prevent such access.

Associations are not persistant across reboots. A script can be used to re-establish them if required.

The abilities of lofiadm, and who can use them, are controlled by the permissions of /dev/lofictl. Read-access allows query operations, such as listing all the associations. Write-access is required to do any state-changing operations, like adding an association. As shipped, /dev/lofictl is owned by root, in group sys, and mode 0644, so all users can do query operations but only root can change anything. The should probably only be given to a trusted group.

When mounting a filesystem image, take care to use appropriate mount options. In particular, the nosuid mount option might be appropriate for UFS images whose origin is unknown. Also, some options might not be useful or appropriate, like logging or forcedirectio for UFS. For compatability purposes, a raw device is also exported along with the block device. For example, newfs(1M) requires one.

The output of lofiadm (without arguments) may change in future releases.

NAME

logins – list user and system login information

SYNOPSIS

/usr/bin/logins [-admopstux] [-g group...] [-1 login...]

DESCRIPTION

This command displays information on user and system logins known to the system. Contents of the output is controlled by the command options and can include the following: user or system login, user id number, passwd account field value (user name or other information), primary group name, primary group id, multiple group names, multiple group ids, home directory, login shell, and four password aging parameters. The default information is the following: login id, user id, primary group name, primary group id and the account field value. Output is sorted by user id, system logins, followed by user logins.

OPTIONS

The following options are supported:

Options may be used together. If so, any login that matches any criteria will be displayed.

-a	Add two password expiration fields to the display. The fields show how many days a password can remain unused before it automatically becomes inactive, and the date that the password will expire.
-d	Selects logins with duplicate uids.
- m	Displays multiple group membership information.
-0	Formats output into one line of colon-separated fields.
-p	Selects logins with no passwords.
-s	Selects all system logins.
-t	Sorts output by login instead of by uid.
-u	Selects all user logins.
-x	Prints an extended set of information about each selected user. The extended information includes home directory, login shell and password aging information, each displayed on a separate line. The password information consists of password status (PS for password, NP for no password or LK for locked). If the login is passworded, status is followed by the date the password was last changed, the number of days required between changes, and the number of days allowed before a change is required. The password aging information shows the time interval that the user will receive a password expiration warning message (when logging on) before the password expires.
-g group	Selects all users belonging to group, sorted by login. Multiple groups can be specified as a comma-separated list. When the -1 and -g options are combined, a user will only be listed once, even

if the user belongs to more than one of the selected groups.

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-1 login

Selects the requested login. Multiple logins can be specified as a comma-separated list. Depending on the nameservice lookup types set in /etc/nsswitch.conf, the information can come from the /etc/passwd and /etc/shadow files and other nameservices. When the -1 and -g options are combined, a user will only be listed once, even if the user belongs to more than one of the selected groups.

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWcsu	

SEE ALSO | attributes(5)

NAME

| lpadmin – configure the LP print service

SYNOPSIS

lpadmin -p printer options

lpadmin -x dest

lpadmin -d [dest]

lpadmin -S print-wheel -A alert-type [-W minutes] [-Q requests]

lpadmin -M -f form-name [-a [-o filebreak] [-t tray-number]]

DESCRIPTION

lpadmin configures the LP print service by defining printers and devices. It is used to add and change printers, to remove printers from service, to set or change the system default destination, to define alerts for printer faults, and to mount print wheels.

Adding or Changing a Printer

The first form of the lpadmin command (lpadmin -p printer options) is used to configure a new printer or to change the configuration of an existing printer. When creating a new printer, one of three options (-v, -U, or -s) must be supplied. In addition, only one of the following may be supplied: -e, -i, or -m; if none of these three options is supplied, the model standard is used. The -h and -l options are mutually exclusive. Printer and class names may be no longer than 14 characters and must consist entirely of the characters A-Z, a-z, 0-9, dash (-) and underscore (_). If -s is specified, the following options are invalid: -A, -e, -F, -h, -i, -l, -M, -m, -o, -U, -v, and -W.

The following *printer options* may appear in any order.

-A alert-type [-W minutes]

The -A option is used to define an alert that informs the administrator when a printer fault is detected, and periodically thereafter, until the printer fault is cleared by the administrator. The *alert-types* are:

mail

Send the alert message using mail (see mail(1)) to the administrator.

write

Write the message to the terminal on which the administrator is logged in. If the administrator is logged in on several terminals, one is chosen arbitrarily.

quiet

Do not send messages for the current condition. An administrator can use this option to temporarily stop receiving further messages about a known problem. Once the fault has been cleared and printing resumes, messages will again be sent when another fault occurs with the printer.

showfault.

Attempt to execute a fault handler on each system that has a print job in the queue. The fault handler is /etc/lp/alerts/printer. It is invoked with three parameters: printer_name, date, file_name. The file_name is the name of a file containing the fault message.

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none

Do not send messages; any existing alert definition for the printer will be removed. No alert will be sent when the printer faults until a different alert-type (except quiet) is used.

shell-command

Run the *shell-command* each time the alert needs to be sent. The shell command should expect the message in standard input. If there are blank spaces embedded in the command, enclose the command in quotes. Note that the mail and write values for this option are equivalent to the values mail *user-name* and write *user-name* respectively, where *user-name* is the current name for the administrator. This will be the login name of the person submitting this command unless he or she has used the su command to change to another user ID. If the su command has been used to change the user ID, then the *user-name* for the new ID is used.

list

Display the type of the alert for the printer fault. No change is made to the alert.

The message sent appears as follows:

The printer printer has stopped printing for the reason given below. Fix the problem and bring the printer back on line. Printing has stopped, but will be restarted in a few minutes; issue an enable commant if you want to restart sooner.

Unless someone issues the change request:

1p -i request-id -P ...to change the page list to print, the current request will be reprinted from the beginning. The reason(s) it stopped (multiple reasons indicate reprinted attempts):reason

The LP print service can detect printer faults only through an adequate fast filter and only when the standard interface program or a suitable customized interface program is used. Furthermore, the level of recovery after a fault depends on the capabilities of the filter.

If the *printer* is all, the alerting defined in this command applies to all existing printers.

If the -W option is not used to arrange fault alerting for *printer*, the default procedure is to mail one message to the administrator of *printer* per fault. This is equivalent to specifying -W once or -W 0. If *minutes* is a number greater than zero, an alert will be sent at intervals specified by *minutes*.

-c class

Insert *printer* into the specified *class*. *class* will be created if it does not already exist.

-D comment

Save this comment for display whenever a user asks for a full description of printer (see lpstat(1)). The LP print service does not interpret this comment.

Copy the interface program of an existing *printer* to be the interface program for *printer*. (Options -i and -m may not be specified with this option.)

-F fault-recovery

This option specifies the recovery to be used for any print request that is stopped because of a printer fault, according to the value of *fault-recovery*:

continue Continue printing on the top of the page where printing

stopped. This requires a filter to wait for the fault to clear before

automatically continuing.

Start printing the request again from the beginning. beginning

wait Disable printing on *printer* and wait for the administrator or a

user to enable printing again.

During the wait, the administrator or the user who submitted the stopped print request can issue a change request that specifies where printing should resume. (See the -i option of the 1p command.) If no change request is made before printing is enabled, printing resumes at the top of the page where stopped, if the filter allows; otherwise, the request is printed

from the beginning.

-f allow:form-list

-f deny: form-list

Allow or deny the forms in *form-list* to be printed on *printer*. By default no forms are allowed on a new printer.

For each printer, the LP print service keeps two lists of forms: an "allow-list" of forms that may be used with the printer, and a "deny-list" of forms that may not be used with the printer. With the -f allow option, the forms listed are added to the allow-list and removed from the deny-list. With the -f deny option, the forms listed are added to the deny-list and removed from the allow-list.

If the allow-list is not empty, only the forms in the list may be used on the printer, regardless of the contents of the deny-list. If the allow-list is empty, but the deny-list is not, the forms in the deny-list may not be used with the printer. All forms can be excluded from a printer by specifying -f deny: all. All forms can be used on a printer (provided the printer can handle all the characteristics of each form) by specifying -f allow:all.

The LP print service uses this information as a set of guidelines for determining where a form can be mounted. Administrators, however, are not restricted from mounting a form on any printer. If mounting a form on a particular printer is in

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disagreement with the information in the allow-list or deny-list, the administrator is warned but the mount is accepted. Nonetheless, if a user attempts to issue a print or change request for a form and printer combination that is in disagreement with the information, the request is accepted only if the form is currently mounted on the printer. If the form is later unmounted before the request can print, the request is canceled and the user is notified by mail.

If the administrator tries to specify a form as acceptable for use on a printer that doesn't have the capabilities needed by the form, the command is rejected.

Note the other use of -f, with the -M option, below.

The -T option must be invoked first with lpadmin to identify the printer type before the -f option can be used.

-h

Indicate that the device associated with the printer is hardwired. If neither of the mutually exclusive options, -h and -1, is specified, -h is assumed.

- I content-type-list

Allow *printer* to handle print requests with the content types listed in a *content-type-list*. If the list includes names of more than one type, the names must be separated by commas or blank spaces. (If they are separated by blank spaces, the entire list must be enclosed in double quotes.)

The type simple is recognized as the default content type for files in the UNIX system. A simple type of file is a data stream containing only printable ASCII characters and the following control characters.

```
Control Character Octal Value Meaning
BACKSPACE 10 move back one character,
except at beginning of line
TAB 11 move to next tab stop
LINEFEED (newline) 12 move to beginning of next line
FORMFEED 14 move to beginning of next page
RETURN 15 move to beginning of current line
```

To prevent the print service from considering simple a valid type for the printer, specify either an explicit value (such as the printer type) in the *content-type-list*, or an empty list. If you do want simple included along with other types, you must include simple in the *content-type-list*.

Except for simple, each *content-type* name is freely determined by the administrator. If the printer type is specified by the -T option, then the printer type is implicitly considered to be also a valid content type.

-i interface

Establish a new interface program for *printer*. *interface* is the pathname of the new program. (The -e and -m options may not be specified with this option.)

-1

Indicate that the device associated with *printer* is a login terminal. The LP scheduler (lpsched) disables all login terminals automatically each time it is started. (The -h option may not be specified with this option.)

-M -f form-name [-a [-o filebreak]] [-t tray-number]]

Mount the form *form-name* on *printer*. Print requests that need the pre-printed form *form-name* will be printed on *printer*. If more than one printer has the form mounted and the user has specified any (with the -d option of the 1p command) as the printer destination, then the print request will be printed on the one printer that also meets the other needs of the request.

The page length and width, and character and line pitches needed by the form are compared with those allowed for the printer, by checking the capabilities in the terminfo database for the type of printer. If the form requires attributes that are not available with the printer, the administrator is warned but the mount is accepted. If the form lists a print wheel as mandatory, but the print wheel mounted on the printer is different, the administrator is also warned but the mount is accepted.

If the -a option is given, an alignment pattern is printed, preceded by the same initialization of the physical printer that precedes a normal print request, with one exception: no banner page is printed. Printing is assumed to start at the top of the first page of the form. After the pattern is printed, the administrator can adjust the mounted form in the printer and press return for another alignment pattern (no initialization this time), and can continue printing as many alignment patterns as desired. The administrator can quit the printing of alignment patterns by typing q.

If the -o filebreak option is given, a formfeed is inserted between each copy of the alignment pattern. By default, the alignment pattern is assumed to correctly fill a form, so no formfeed is added.

If the -t tray-number option is specified, printer tray tray-number will used.

A form is "unmounted" either by mounting a new form in its place or by using the -f none option. By default, a new printer has no form mounted.

Note the other use of -f without the -M option above.

-M -S print-wheel

Mount the *print-wheel* on *printer*. Print requests that need the *print-wheel* will be printed on *printer*. If more than one printer has *print-wheel* mounted and the user has specified any (with the -d option of the 1p command) as the printer destination, then the print request will be printed on the one printer that also meets the other needs of the request.

If the *print-wheel* is not listed as acceptable for the printer, the administrator is warned but the mount is accepted. If the printer does not take print wheels, the command is rejected.

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A print wheel is "unmounted" either by mounting a new print wheel in its place or by using the option -S none. By default, a new printer has no print wheel mounted.

Note the other uses of the -S option without the -M option described below.

Select *model* interface program, provided with the LP print service, for the printer. (Options -e and -i may not be specified with this option.)

-o option

The -o option defines default printer configuration values given to an interface program. The default may be explicitly overwritten for individual requests by the user (see lp(1)), or taken from a preprinted form description (see lpforms(1M) and 1p(1)).

There are several options which are pre-defined by the system. In addition, any number of key-value pairs may be defined. Each of the predefined and undefined options are described.

```
The Predefined Options
```

The following options are predefined: adjusting printer capabilities, adjusting printer port characteristics, configuring network printers, and controlling the use of banner.

```
Adjusting Printer Capabilities
```

length=scaled-decimal-number width=scaled-decimal-number cpi=scaled-decimal-number lpi=scaled-decimal-number

The term *scaled-decimal-number* refers to a non-negative number used to indicate a unit of size. The type of unit is shown by a "trailing" letter attached to the number. Three types of *scaled-decimal-numbers* can be used with the LP print service: numbers that show sizes in centimeters (marked with a trailing c); numbers that show sizes in inches (marked with a trailing i); and numbers that show sizes in units appropriate to use (without a trailing letter), that is, lines, characters, lines per inch, or characters per inch.

The option values must agree with the capabilities of the type of physical printer, as defined in the terminfo database for the printer type. If they do not, the command is rejected.

The defaults are defined in the terminfo entry for the specified printer type. The defaults may be reset by:

```
lpadmin -p printername -o length=
lpadmin -p printername o width=
lpadmin -p printername o cpi=
lpadmin -p printername o lpi=
```

```
Adjusting Printer Port Characteristics
```

```
stty="'stty-option-list'"
```

The *stty-option-list* is not checked for allowed values, but is passed directly to the stty program by the standard interface program. Any error messages produced by stty when a request is processed (by the standard interface program) are mailed to the user submitting the request.

The default for stty is:

```
stty="'9600 cs8 -cstopb -parenb ixon
    -ixany opost -olcuc onlcr
    -ocrnl -onocr
    -onlret -ofill nl0 cr0 tab0 bs0 vt0 ff0'"
```

The default may be reset by:

```
lpadmin -p printername -o stty=
```

Configuring Network Printers

```
dest=string
protocol=string
bsdctrl=string
timeout=non-negative-integer-seconds
```

These four options are provided to support network printing. Each option is passed directly to the interface program; any checking for allowed values is done there.

The value of dest is the name of the destination for the network printer; the semantics for value dest are dependent on the printer and the configuration. There is no default.

The value of option protocol sets the over-the-wire protocol to the printer. The default for option protocol is bsd. The value of option bsdctrl sets the print order of control and data files (BSD protocol only); the default for this option is control file first. The value of option timeout sets the seed value for backoff time when the printer is busy. The default value for the timeout option is 10 seconds. The defaults may be reset by:

```
lpadmin -p printername -o protocol=
lpadmin -p printername -o bsdctrl=
lpadmin -p printername -o timeout=
```

Controlling the Use of the Banner Page

nobanner

Allow a user to submit a print request specifying that no banner page be printed.

banner

Force a banner page to be printed with every print request, even when a user asks for no banner page. This is the default. Specify -o nobanner to allow users

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to specify -o nobanner with the lp command. Undefined Options

key=value

Each *key=value* is passed directly to the interface program. Any checking for allowed values is done in the interface program.

Any default values for a given *key=value* option are defined in the interface program. If a default is provided, it may be reset by typing the key without any value:

lpadmin -p printername -o key=

-P paper-name

Specify a paper type list that the printer supports.

-r class

Remove *printer* from the specified *class*. If *printer* is the last member of *class*, then *class* will be removed.

-S list

Allow either the print wheels or aliases for character sets named in *list* to be used on the printer.

If the printer is a type that takes print wheels, then *list* is a comma or space separated list of print wheel names. (Enclose the list with quotes if it contains blank spaces.) These will be the only print wheels considered mountable on the printer. (You can always force a different print wheel to be mounted.) Until the option is used to specify a list, no print wheels will be considered mountable on the printer, and print requests that ask for a particular print wheel with this printer will be rejected.

If the printer is a type that has selectable character sets, then *list* is a comma or blank separated list of character set name "mappings" or aliases. (Enclose the list with quotes if it contains blank spaces.) Each "mapping" is of the form *known-name=alias* The *known-name* is a character set number preceded by cs (such as cs3 for character set three) or a character set name from the terminfo database entry csnm. See terminfo(4). If this option is not used to specify a list, only the names already known from the terminfo database or numbers with a prefix of cs will be acceptable for the printer. If *list* is the word none, any existing print wheel lists or character set aliases will be removed.

Note the other uses of the -S with the -M option described above.

The -T option must be invoked first with lpadmin to identify the printer type before the -S option can be used.

-s system-name[!printer-name]

Make a remote printer (one that must be accessed through another system) accessible to users on your system. *system-name* is the name of the remote system on which the remote printer is located it. *printer-name* is the name used on the remote

system for that printer. For example, if you want to access *printer1* on *system1* and you want it called *printer2* on your system:

```
-p printer2 -s system1!printer1
```

-T printer-type-list

Identify the printer as being of one or more *printer-types*. Each *printer-type* is used to extract data from the terminfo database; this information is used to initialize the printer before printing each user's request. Some filters may also use a *printer-type* to convert content for the printer. If this option is not used, the default *printer-type* will be unknown; no information will be extracted from terminfo so each user request will be printed without first initializing the printer. Also, this option must be used if the following are to work: -o cpi, -o lpi, -o width, and -o length options of the lpadmin and lp commands, and the -S and -f options of the lpadmin command.

If the *printer-type-list* contains more than one type, then the *content-type-list* of the -I option must either be specified as simple, as empty (-I ""), or not specified at all.

-t number-of-trays

Specify the number of trays when creating the printer.

-u allow: login-ID-list

-u deny: login-ID-list

Allow or deny the users in *login-ID-list* access to the printer. By default all users are allowed on a new printer. The *login-ID-list* argument may include any or all of the following constructs:

login-ID a user on any system

system-name! login-ID a user on system system-name

system-name!all all users on system system-name

all! login-ID a user on all systems all users on all systems

For each printer, the LP print service keeps two lists of users: an "allow-list" of people allowed to use the printer, and a "deny-list" of people denied access to the printer. With the -u allow option, the users listed are added to the allow-list and removed from the deny-list. With the -u deny option, the users listed are added to the deny-list and removed from the allow-list.

If the allow-list is not empty, only the users in the list may use the printer, regardless of the contents of the deny-list. If the allow-list is empty, but the deny-list is not, the users in the deny-list may not use the printer. All users can be denied access to the printer by specifying -u deny:all. All users may use the printer by specifying -u allow:all.

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-U dial-info

The -U option allows your print service to access a remote printer. (It does not enable your print service to access a remote printer service.) Specifically, -U assigns the "dialing" information dial-info to the printer. dial-info is used with the dial routine to call the printer. Any network connection supported by the Basic Networking Utilities will work. dial-info can be either a phone number for a modem connection, or a system name for other kinds of connections. Or, if -U direct is given, no dialing will take place, because the name direct is reserved for a printer that is directly connected. If a system name is given, it is used to search for connection details from the file /etc/uucp/Systems or related files. The Basic Networking Utilities are required to support this option. By default, -U direct is assumed.

-v device

Associate a *device* with *printer*. *device* is the path name of a file that is writable by 1p. Note that the same *device* can be associated with more than one printer.

Removing a Printer Destination

The -x *dest* option removes the destination *dest* (a printer or a class), from the LP print service. If *dest* is a printer and is the only member of a class, then the class will be deleted, too. If *dest* is all, all printers and classes are removed. No other *options* are allowed with -x.

Setting/Changing the System Default Destination

The -d [dest] option makes dest (an existing printer or class) the new system default destination. If dest is not supplied, then there is no system default destination. No other options are allowed with -d.

Setting an Alert for a Print Wheel

-S print-wheel -A alert-type [-W minutes] [-Q requests]

The -S *print-wheel* option is used with the -A *alert-type* option to define an alert to mount the print wheel when there are jobs queued for it. If this command is not used to arrange alerting for a print wheel, no alert will be sent for the print wheel. Note the other use of -A, with the -p option, above.

The *alert-types* are:

mail	Send the alert message using the mail command to the administrator.
write	Write the message, using the write command, to the terminal on which the administrator is logged in. If the administrator is logged in on several terminals, one is arbitrarily chosen.
quiet	Do not send messages for the current condition. An administrator can use this option to temporarily stop receiving further messages about a known problem. Once the <i>print-wheel</i> has been mounted and subsequently unmounted, messages will again be sent when the number of print requests reaches the threshold specified by the -Q option.
none	Do not send messages until the -A option is given again with a different <i>alert-type</i> (other than quiet).

shell-command

Run the *shell-command* each time the alert needs to be sent. The shell command should expect the message in standard input. If there are blanks embedded in the command, enclose the command in quotes. Note that the mail and write values for this option are equivalent to the values mail *user-name* and write *user-name* respectively, where *user-name* is the current name for the administrator. This will be the login name of the person submitting this command unless he or she has used the su command to change to another user ID. If the su command has been used to change the user ID, then the *user-name* for the new ID is used.

list

Display the type of the alert for the print wheel on standard output. No change is made to the alert.

The message sent appears as follows:

The print wheel *print-wheel* needs to be mounted on the printer(s): printer(integer1requests) integer2 print requests await this print wheel.

The printers listed are those that the administrator had earlier specified were candidates for this print wheel. The number <code>integer1</code> listed next to each printer is the number of requests eligible for the printer. The number <code>integer2</code> shown after the printer list is the total number of requests awaiting the print wheel. It will be less than the sum of the other numbers if some requests can be handled by more than one printer.

If the *print-wheel* is all, the alerting defined in this command applies to all print wheels already defined to have an alert.

If the -W option is not given, the default procedure is that only one message will be sent per need to mount the print wheel. Not specifying the -W option is equivalent to specifying -W once or -W 0. If *minutes* is a number greater than zero, an alert will be sent at intervals specified by *minutes*.

If the -Q option is also given, the alert will be sent when a certain number (specified by the argument *requests*) of print requests that need the print wheel are waiting. If the -Q option is not given, or *requests* is 1 or any (which are both the default), a message is sent as soon as anyone submits a print request for the print wheel when it is not mounted.

EXIT STATUS

The following exit values are returned:

O Successful completion.

non-zero An error occurred.

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FILES | /var/spool/lp/*

/etc/lp

/etc/lp/alerts/printer

fault handler for lpadmin.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcu

SEE ALSO

$$\label{eq:problem} \begin{split} &\texttt{enable}(1),\, \texttt{lp}(1),\, \texttt{lpstat}(1),\, \texttt{mail}(1),\, \texttt{stty}(1),\, \texttt{accept}\,\, (1M),\, \texttt{lpforms}(1M),\\ &\texttt{lpsched}(1M),\, \texttt{lpsystem}(1M),\, \texttt{dial}(3NSL),\, \texttt{terminfo}(4),\, \texttt{attributes}(5) \end{split}$$

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| lpfilter – administer filters used with the LP print service

SYNOPSIS

/usr/sbin/lpfilter -f filter-name {- | -i | -l | -x | -F pathname}

DESCRIPTION

The lpfilter command is used to add, change, delete, or list a filter used with the LP print service. These filters convert the content of a file to have a content type acceptable to a printer.

OPTIONS

Arguments consist of the -f *filter-name* option and exactly one of the arguments appearing within braces ($\{\ \}$) in the SYNOPSIS.

- £ filter-name	Specifies the <i>filter-name</i> of the filter to be added, changed, reset, deleted, or listed. The filter name all is a special filter name defined below. The -f option is required.
_	Adds or changes a filter as specified from standard input. The format of the input is specified below. If -f all is specified with the - option, the specified change is made to all existing filters. This is not useful.
-F pathname	Adds or changes a filter as specified by the contents of the file <i>pathname</i> . The format of the file's contents is specified below. If -f all is specified with the -F option, the specified change is made to all existing filters. This is not useful.
-i	Resets a filter to its default settings. Using -f all with the -i option restores all filters for which predefined settings are available to their original settings.
-x	Deletes a filter. Using $-f$ all with the $-x$ option results in all filters being deleted.
-1	Lists a filter description. Using -f all with the -l option produces a list of all filters.

Adding or Changing a Filter

The filter named in the -f option is added to the filter table. If the filter already exists, its description is changed to reflect the new information in the input.

When – is specified, standard input supplies the filter description. When –F is specified, the file *pathname* supplies the filter description. One of these two options must be specified to add or change a filter.

When an existing filter is changed with the -F or – option, lines in the filter description that are not specified in the new information are not changed. When a new filter is added with this command, unspecified lines receive default values. See below.

Filters are used to convert the content of a request from its initial type into a type acceptable to a printer. For a given print request, the LP print service knows the following:

- The content type of the request (specified by lp -T or determined implicitly)
- The name of the printer (specified by lp -d)

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- The printer type (specified by lpadmin -T)

 The printer type is intended to be a printer model, but some people specify it with a content type even though lpadmin -I is intended for this purpose.
- The content types acceptable to the printer (specified by lpadmin -I)

 The values specified by the lpadmin -T are treated as if they were specified by the -I option as well.
- The modes of printing asked for by the originator of the request (specified by various options to lp)

The system uses the above information to construct a list of one or more filters that converts the document's content type into a content type acceptable to the printer and consumes all 1p arguments that invoke filters (-y and -P).

The contents of the file (specified by the -F option) and the input stream from standard input (specified by –) must consist of a series of lines, such that each line conforms to the syntax specified by one of the seven lines below. All lists are comma or space separated. Each item contains a description.

Input types: content-type-list
Output types: content-type-list
Printer types: printer-type-list
Printers: printer-list
Filter type: filter-type
Command: shell-command
Options: template-list

Input types	This gives the content types that can be accepted by the filter. The default is any. The document content type must be a member of this list for the initial filter in the sequence.
Output types	This gives the content types that the filter can produce from any of the input (content) types. The default is any. The intersection of the output types of this list and the content types acceptable to the printer (from lpadmin -I and lpadmin -T) must be non-null for the last filter in the sequence. For adjacent filters in the sequence, the intersection of output types of one and the input types of the next must be non-null.
Printer types	This gives the printer types for which this printer can be used. The LP print service will restrict the use of the filter to these printer types (from lpadmin -T). The default is any.
Printers	This gives the names of the printers for which the filter can be used. The LP print service will restrict the use of the filter to just the printers named. The default is any.
Filter type	This marks the filter as a slow filter or a fast filter. Slow filters are generally those that take a long time to convert their input (that is, minutes or hours). They are run before the job is scheduled

for a printer, to keep the printers from being tied up while the filter is running. If a listed printer is on a remote system, the filter type for it must have the value slow. That is, if a client defines a filter, it must be a slow filter. Fast filters are generally those that convert their input quickly (that is, faster than the printer can process the data), or those that must be connected to the printer when run. Fast filters will be given to the interface program to run while connected to the physical printer.

Command

This specifies which program to run to invoke the filter. The full program pathname as well as fixed options must be included in the *shell-command*; additional options are constructed, based on the characteristics of each print request and on the Options field. A command must be given for each filter. The command must accept a data stream as standard input and produce the converted data stream on its standard output. This allows filter pipelines to be constructed to convert data not handled by a single filter.

Options

This is a comma separated list of templates used by the LP print service to construct options to the filter from the characteristics of each print request listed in the table later. The -y and -P arguments to the 1p command cause a filter sequence to be built even if there is no need for a conversion of content types.

In general, each template is of the following form:

keyword pattern = replacement

The *keyword* names the characteristic that the template attempts to map into a filter-specific option; each valid *keyword* is listed in the table below.

A *pattern* is one of the following: a literal pattern of one of the forms listed in the table, a single asterisk (*), or a regular expression. If *pattern* matches the value of the characteristic, the template fits and is used to generate a filter-specific option. The *replacement* is what will be used as the option.

Regular expressions are the same as those found on the regexp(5) manual page. This includes the $\ (...\)$ and $\ n$ constructions, which can be used to extract portions of the *pattern* for copying into the *replacement*, and the &, which can be used to copy the entire *pattern* into the *replacement*.

The *replacement* can also contain a *; it too, is replaced with the entire *pattern*, just like the & of regexp(5).

The keywords are:

lpfilter(1M)

1p Option	Characteristic	keyword	Possible patterns
-T	Content type (input)	INPUT	content-type
not applicable	Content type (output)	OUTPUT	content-type
not applicable	Printer type	TERM	printer-type
-d	Printer name	PRINTER	printer-name
-f, -o cpi=	Character pitch	CPI	integer
-f, -o lpi=	Line pitch	LPI	integer
-f, -o length=	Page length	LENGTH	integer
-f, -o width=	Page width	WIDTH	integer
- P	Pages to print	PAGES	page-list
-S	Character set Print wheel	CHARSET CHARSET	character-set-name print-wheel-name
-f	Form name	FORM	form-name
-y	Modes	MODES	mode
-n	Number of copies	COPIES	integer

Large File Behavior

See largefile(5) for the description of the behavior of lpfilter when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXAMPLES

EXAMPLE 1 Printing examples.

For example, the template

MODES landscape = -1

shows that if a print request is submitted with the -y landscape option, the filter will be given the option -1.

As another example, the template

TERM * = -T *

shows that the filter will be given the option -T *printer-type* for whichever *printer-type* is associated with a print request using the filter.

As a last example, consider the template

MODES prwidth\=\(.*\) = $-w\1$

Suppose a user gives the command

lp -y prwidth=10

EXAMPLE 1 Printing examples. (Continued)

From the table above, the LP print service determines that the -y option is handled by a MODES template. The MODES template here works because the pattern prwidth=) matches the prwidth=10 given by the user. The replacement -w1 causes the LP print service to generate the filter option -w10. If necessary, the LP print service will construct a filter pipeline by concatenating several filters to handle the user's file and all the print options. See sh(1) for a description of a pipeline. If the print service constructs a filter pipeline, the INPUT and OUTPUT values used for each filter in the pipeline are the types of input and output for that filter, not for the entire pipeline.

Resetting a Filter to Defaults

If the filter named is one originally delivered with the LP print service, the -i option restores the original filter description.

Deleting a Filter

The -x option is used to delete the filter specified in filter-name from the LP filter table.

Listing a Filter Description

The -1 option is used to list the description of the filter named in filter-name. If the command is successful, the following message is sent to standard output:

Input types: content-type-list Output types: content-type-list Printer types: printer-type-list Printers: printer-list

Frinters: printer-ist Filter type: filter-type Command: shell-command Options: template-list

If the command fails, an error message is sent to standard error.

EXIT STATUS

The following exit values are returned:

O Successful completion.

non-zero An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpsu

SEE ALSO

lp(1), sh(1), lpadmin(1M), attributes(5), largefile(5), regexp(5)

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NOTES

If the 1p command specifies more than one document, the filtering chain is determined by the first document. Other documents may have a different format, but they will print correctly only if the filter chain is able to handle their format.

lpforms(1M)

NAME |

lpforms – administer forms used with the LP print service

SYNOPSIS

lpforms -f form-name option

DESCRIPTION

The lpforms command administers the use of preprinted forms, such as company letterhead paper, with the LP print service. A form is specified by its *form-name*. Users may specify a form when submitting a print request (see lp(1)). The argument all can be used instead of *form-name* with either of the command lines shown above. The first command line allows the administrator to add, change, and delete forms, to list the attributes of an existing form, and to allow and deny users access to particular forms. The second command line is used to establish the method by which the administrator is alerted that the form *form-name* must be mounted on a printer.

OPTIONS

The following options are supported:

-f form-name Specify a form.

The first form of lpforms requires that one of the following *options* (-, -1, -F, -x) must be used:

-F *pathname* To add or change form *form-name*, as specified by the information

in pathname.

To add or change form form-name, as specified by the information

from standard input.

-1 To list the attributes of form *form-name*.

-x To delete form *form-name* (this option must be used separately; it

may not be used with any other option).

The second form of the lpforms command requires the -A *alert-type* option. The other options are optional.

-A *alert-type* Defines an alert to mount the form when there are

queued jobs which need it.

-P paper-name [-d] Specify the paper name when creating the form. If -d is

specified, this paper is the default.

-Q requests An alert will be sent when a certain number of print

requests that need the form are waiting.

-W minutes An alert will be sent at intervals specified by minutes.

Adding or Changing a Form

The -F *pathname* option is used to add a new form, *form-name*, to the LP print service, or to change the attributes of an existing form. The form description is taken from *pathname* if the -F option is given, or from the standard input if the - option is used. One of these two options must be used to define or change a form.

pathname is the path name of a file that contains all or any subset of the following information about the form.

```
Page length: scaled-decimal-number1
Page width: scaled-decimal-number2
Number of pages: integer
Line pitch: scaled-decimal-number3
Character pitch: scaled-decimal-number4
Character set choice: character-set/print-wheel [mandatory]
Ribbon color: ribbon-color
Comment:
comment
Alignment pattern: [content-type]
content
```

The term "scaled-decimal-number" refers to a non-negative number used to indicate a unit of size. The type of unit is shown by a "trailing" letter attached to the number. Three types of scaled decimal numbers can be used with the LP print service: numbers that show sizes in centimeters (marked with a trailing c); numbers that show sizes in inches (marked with a trailing i); and numbers that show sizes in units appropriate to use (without a trailing letter); lines, characters, lines per inch, or characters per inch.

Except for the last two lines, the above lines may appear in any order. The Comment: and *comment* items must appear in consecutive order but may appear before the other items, and the Alignment pattern: and the *content* items must appear in consecutive order at the end of the file. Also, the *comment* item may not contain a line that begins with any of the key phrases above, unless the key phrase is preceded with a > sign. Any leading > sign found in the *comment* will be removed when the comment is displayed. There is no case distinction among the key phrases.

When this command is issued, the form specified by *form-name* is added to the list of forms. If the form already exists, its description is changed to reflect the new information. Once added, a form is available for use in a print request, except where access to the form has been restricted, as described under the -u option. A form may also be allowed to be used on certain printers only.

A description of each form attribute is below:

```
Page length and Page Width
```

Before printing the content of a print request needing this form, the generic interface program provided with the LP print service will initialize the physical printer to handle pages <code>scaled-decimal-number1</code> long, and <code>scaled-decimal-number2</code> wide using the printer type as a key into the <code>terminfo(4)</code> database. The page length and page width will also be passed, if possible, to each filter used in a request needing this form.

Number of pages

Each time the alignment pattern is printed, the LP print service will attempt to truncate the *content* to a single form by, if possible, passing to each filter the page subset of 1-integer.

lpforms(1M)

Line pitch and Character pitch

Before printing the content of a print request needing this form, the interface program provided with the LP print service will initialize the physical printer to handle these pitches, using the printer type as a key into the terminfo(4) database. Also, the pitches will be passed, if possible, to each filter used in a request needing this form. *scaled-decimal-number3* is in lines-per-centimeter if a c is appended, and lines-per-inch otherwise; similarly, *scaled-decimal-number4* is in characters-per-centimeter if a c is appended, and characters-per-inch otherwise. The character pitch can also be given as elite (12 characters-per-inch), pica (10 characters-per-inch), or compressed (as many characters-per-inch as possible).

Character set choice

When the LP print service alerts an administrator to mount this form, it will also mention that the print wheel *print-wheel* should be used on those printers that take print wheels. If printing with this form is to be done on a printer that has selectable or loadable character sets instead of print wheels, the interface programs provided with the LP print service will automatically select or load the correct character set. If mandatory is appended, a user is not allowed to select a different character set for use with the form; otherwise, the character set or print wheel named is a suggestion and a default only.

Ribbon color

When the LP print service alerts an administrator to mount this form, it will also mention that the color of the ribbon should be *ribbon-color*.

Comment

The LP print service will display the *comment* unaltered when a user asks about this form (see lpstat(1)).

Alignment pattern

When mounting this form, an administrator can ask for the *content* to be printed repeatedly, as an aid in correctly positioning the preprinted form. The optional *content-type* defines the type of printer for which *content* had been generated. If *content-type* is not given, simple is assumed. Note that the *content* is stored as given, and will be readable only by the user 1p.

When an existing form is changed with this command, items missing in the new information are left as they were. When a new form is added with this command, missing items will get the following defaults:

```
Page Length: 66
Page Width: 80
Number of Pages: 1
Line Pitch: 6
Character Pitch: 10
Character Set Choice: any
Ribbon Color: any
```

Deleting a Form

LP print service" The -x option is used to delete the form *form-name* from the LP print service.

Listing Form Attributes

The -1 option is used to list the attributes of the existing form *form-name*. The attributes listed are those described under Adding and Changing a Form, above. Because of the potentially sensitive nature of the alignment pattern, only the administrator can examine the form with this command. Other people may use the lpstat(1) command to examine the non-sensitive part of the form description.

Allowing and Denying Access to a Form

The -u option, followed by the argument allow: login-ID-list or -u deny: login-ID-list lets you determine which users will be allowed to specify a particular form with a print request. This option can be used with the -F or - option, each of which is described above under Adding or Changing a Form.

The *login-ID-list* argument may include any or all of the following constructs:

login-ID A user on any system

system_name!login-ID A user on system_name
system_name!all All users on system_system_name

all! login-ID A user on all systems

All users on all systems

C 1.1 1 .

The LP print service keeps two lists of users for each form: an "allow-list" of people allowed to use the form, and a "deny-list" of people that may not use the form. With the -u allow option, the users listed are added to the allow-list and removed from the deny-list. With the -u deny option, the users listed are added to the deny-list and removed from the allow-list. (Both forms of the -u option can be run together with the -F or the - option.)

If the allow-list is not empty, only the users in the list are allowed access to the form, regardless of the content of the deny-list. If the allow-list is empty but the deny-list is not, the users in the deny-list may not use the form, (but all others may use it). All users can be denied access to a form by specifying <code>-f deny:all</code>. All users can be allowed access to a form by specifying <code>-f allow:all</code>. (This is the default.)

Setting an Alert to Mount a Form

The -f *form-name* option is used with the -A *alert-type* option to define an alert to mount the form when there are queued jobs which need it. If this option is not used to arrange alerting for a form, no alert will be sent for that form.

The method by which the alert is sent depends on the value of the *alert-type* argument specified with the -A option. The *alert-types* are:

mail	Send the alert message using the mall command to the
	administrator

write Write the message, using the write command, to the terminal on

which the administrator is logged in. If the administrator is logged

in on several terminals, one is arbitrarily chosen.

quiet Do not send messages for the current condition. An administrator

can use this option to temporarily stop receiving further messages

lpforms(1M)

about a known problem. Once the form *form-name* has been mounted and subsequently unmounted, messages will again be sent when the number of print requests reaches the threshold specified by the -Q option.

showfault Attempt to execute a form alert handler on each system that has a

print job for that form in the queue. The fault handler is /etc/lp/alerts/form. It is invoked with three parameters: form_name, date, file_name. file_name is the name of a file

containing the form alert message.

none Do not send messages until the -A option is given again with a

different alert-type (other than quiet).

shell-command Run the shell-command each time the alert needs to be sent. The

shell command should expect the message in standard input. If there are blank spaces embedded in the command, enclose the command in quotes. Note that the mail and write values for this option are equivalent to the values mail login-ID and write login-ID respectively, where login-ID is the current name for the administrator. This will be the login name of the person submitting this command unless he or she has used the su command to change to another login-ID. If the su command has been used to change the user ID, then the user-name for the new ID is used.

list Display the type of the alert for the form on standard output. No

change is made to the alert.

The message sent appears as follows:

The form form-name needs to be mounted on the printer(s):printer (integer1 requests).

integer2 print requests await this form.

Use the ribbon-color ribbon.

Use the print-wheel print wheel, if appropriate.

The printers listed are those that the administrator has specified as candidates for this form. The number <code>integer1</code> listed next to each printer is the number of requests eligible for the printer. The number <code>integer2</code> shown after the list of printers is the total number of requests awaiting the form. It will be less than the sum of the other numbers if some requests can be handled by more than one printer. The <code>ribbon-color</code> and <code>print-wheel</code> are those specified in the form description. The last line in the message is always sent, even if none of the printers listed use print wheels, because the administrator may choose to mount the form on a printer that does use a print wheel.

Where any color ribbon or any print wheel can be used, the statements above will read:

Use any ribbon.
Use any print-wheel.

If form-name is any, the alert-type defined in this command applies to any form for which an alert has not yet been defined. If form-name is all, the alert-type defined in this command applies to all forms.

If the -W minutes option is not given, the default procedure is that only one message will be sent per need to mount the form. Not specifying the -W option is equivalent to specifying -W once or -W 0. If minutes is a number greater than 0, an alert will be sent at intervals specified by minutes.

If the -Q requests option is also given, the alert will be sent when a certain number (specified by the argument requests) of print requests that need the form are waiting. If the -Q option is not given, or the value of *requests* is 1 or any (which are both the default), a message is sent as soon as anyone submits a print request for the form when it is not mounted.

Listing the Current

The -f option, followed by the -A option and the argument list is used to list the alert-type that has been defined for the specified form form-name. No change is made to the alert. If *form-name* is recognized by the LP print service, one of the following lines is sent to the standard output, depending on the type of alert for the form.

When requests requests are queued: alert with

shell-command every minutes minutes

When requests requests are queued: write to user-name

every *minutes* minutes

When requests requests are queued: mail to user-name

every *minutes* minutes

No alert

The phrase every *minutes* minutes is replaced with once if *minutes* (-Wminutes) is 0.

Terminating an Active Alert

The -A quiet option is used to stop messages for the current condition. An administrator can use this option to temporarily stop receiving further messages about a known problem. Once the form has been mounted and then unmounted, messages will again be sent when the number of print requests reaches the threshold requests.

Removing an Alert Ďefinition

No messages will be sent after the -A none option is used until the -A option is given again with a different *alert-type*. This can be used to permanently stop further messages from being sent as any existing alert definition for the form will be removed.

Large File **Behavior**

See largefile(5) for the description of the behavior of lpforms when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXIT STATUS

The following exit values are returned:

0 Successful completion.

An error occurred. non-zero

FILES

/etc/lp/alerts/form Fault handler for lpform.

lpforms(1M)

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpsu

SEE ALSO

lp(1), lpstat(1), lpadmin(1M), terminfo(4), attributes(5), largefile(5)

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NAME | lpget – get printing configuration

SYNOPSIS

lpget [-k key] [destination... | list]

DESCRIPTION

The lpget utility reads printing configuration information from the configuration databases in \$HOME/.printers,/etc/printers.conf, $\verb|printers.conf.by| name, \verb|printers.org_dir|, and FNS | printer | contexts. This$ information (called a *configuration report*) is displayed to the standard output. See printers(4) and printers.conf(4) for information about the printer configuration databases.

1pget displays a configuration report for all keys for the specified destination or destinations by default. Use the -k option to display a configuration report for specific keys. Use the list operand to display a configuration report for all configured destinations.

OPTIONS

The following option is supported:

-k key

Displays a configuration report for key. See printers.conf(4) for information about specifying key.

OPERANDS

The following operands are supported:

destination

Displays a configuration report for destination. Destination can be either a printer of a class of printers, (see lpadmin(1M)). Specify destination using atomic, POSIX-style (server: destination), or Federated Naming Service (FNS) (.../service/printer/...) names. See printers.conf (4) for information regarding the naming conventions for atomic and FNS names, and

standards(5) for information concerning POSIX.

list

Displays a configuration report for all configured destinations.

EXAMPLES

EXAMPLE 1 Displaying a configuration report for the bsdaddr key

The following example displays a configuration report for the bsdaddr key for printer catalpa.

example% lpget -k bsdaddr catalpa

EXAMPLE 2 A configuration report for all keys for all configured destinations

The following example displays a configuration report for all keys for all configured destinations.

example% lpget list

EXIT STATUS

The following exit values are returned:

Ω Successful completion.

An error occurred. non-zero

lpget(1M)

 $FILES \ | \ / \texttt{etc/printers.conf}$

System printer configuration database.

\$HOME/.printers

User-configurable printer database.

printers.conf.byname

NIS version of /etc/printers.conf.

printers.org dir

NIS+ version of /etc/printers.conf.

fns.ctx dir.domain

FNS version of /etc/printers.conf.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcu
Stability Level	Stable

SEE ALSO

lp(1), lpc(1B), lpq(1B), lpr(1B), lpstat(1), lpadmin(1M), lpset(1M), printers(4), printers.conf(4), attributes(5), standards(5)

NAME |

lpmove – move print requests

SYNOPSIS

1pmove request- ID destination

lpmove destination1 destination2

DESCRIPTION

The lpmove command moves print requests queued by lp(1) or lpr(1B) between destinations. Only use lpmove to move jobs on the local system.

The first form of lpmove moves specific print requests (*request-ID*) to a specific (*destination*).

The second form of the 1pmove command moves all print requests from one destination (*destination1*) to another (*destination2*). This form of 1pmove also rejects new print requests for *destination1*.

When moving requests, 1pmove does not check the acceptance status of the destination to which the print requests are being moved (see accept(1M)). 1pmove does not move requests that have options (for example, content type or requiring a special form) that cannot be handled by the new destination.

OPERANDS

The following operands are supported.

destination The name of the printer or class of printers (see lpadmin(1M)) to

which lpmove moves a specified print request. Specify destination using atomic, POSIX-style (server: destination), or Federated Naming Service (FNS) (.../service/printer/...) names. See printers.conf(4) for information regarding the naming

conventions for atomic and FNS names.

destination 1 The name of the destination from which 1pmove moves all print

requests. Specify *destination* using atomic, POSIX-style (*server* : *destination*), or Federated Naming Service (FNS)

(.../service/printer/...) names. See printers.conf(4) for information regarding the naming conventions for atomic and FNS names, and standards(5) for information regarding POSIX.

destination2 The name of the destination to which 1pmove moves all print

requests. Specify *destination* using atomic, POSIX-style (*server : destination*), or Federated Naming Service (FNS)

(.../service/printer/...) names. See printers.conf(4) for information regarding the naming conventions for atomic and FNS

names.

request-ID The specific print request to be moved. Specify request-ID as the

identifier associated with a print request as reported by lpstat.

See lpstat(1).

EXIT STATUS

The following exit values are returned:

Successful completion.

lpmove(1M)

non-zero An error occurred.

FILES | /var/spool/print/*

LP print queue.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcu

SEE ALSO

 $\label{eq:local_problem} $$ 1p(1), 1pr(1B), 1pstat(1), accept(1M), 1padmin(1M), 1psched(1M), printers.conf(4), attributes(5), standards(5) \\$

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NAME | lpsched – start the LP print service

SYNOPSIS

lpsched [-f num_filters] [-n num_notifiers] [-p fd_limit] [-r reserved_fds]

DESCRIPTION

The lpsched command starts or restarts the LP print service.

The lpshut command stops the LP print service. Printers that are restarted using lpsched reprint (in their entirety) print requests that were stopped by lpshut. See lpshut(1M).

OPTIONS

The following options are supported:

-f num_filters Specifies the number of concurrent slow filters that

> may be run on a print server. A default value of 1 is used if none is specified. Depending on server configuration, a value of 1 may cause printers to remain idle while there are jobs queued to them.

-n num_notifiers Specifies the number of concurrent notification

processes that can run on a print server. A default value

of 1 is used when none is specified.

-р fd_limit Specifies the file descriptor resource limit for the

> 1psched process. A default value of 4096 is used if none is specified. On extremely large and active print servers, it may be necessary to increase this value.

-r reserved_fds Specifies the number of file descriptors that the

> scheduler reserves for internal communications under heavy load. A default value of 2 is used when none is specified. It should not be necessary to modify this value unless instructed to do so when troubleshooting

problems under high load.

EXIT STATUS

The following exit values are returned:

Successful completion.

An error occurred. non-zero

FILES

/var/spool/lp/* LP print queue.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpsu

SEE ALSO

lp(1), lpstat(1), lpadmin(1M), lpmove(1M), lpshut(1M), attributes(5)

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lpset(1M)

NAME | lpset – set printing configuration in /etc/printers.conf or FNS

SYNOPSIS | lpset [-n system | nisplus | fns] [-x] [-a key=value] [-d key]

destination

DESCRIPTION The lpset utility sets printing configuration information in the system configuration

databases. Use 1pset to create and update printing configuration in

/etc/printers.conf, printers.org_dir (NIS+), or Federated Naming System

(FNS). See nsswitch.conf(4), printers.conf(4), and fns(5).

Only a superuser or a member of Group 14 may execute lpset.

OPTIONS The following options are supported:

[-n system|nisplus|fns] Creates or updates the configuration information for

the destination entry in /etc/printers.conf, printers.org_dir (NIS+), or FNS printer contexts. system specifies that the information is created or updated in /etc/printers.conf.nisplus specifies that the information is created or updated in the printers.org_dir NIS+ table. fns specifies that the information is written using federated naming context.

If -n is not specified, system is the default.

-x Removes all configuration for the *destination* entry in

/etc/printers.conf, printers.org dir (NIS+),

or FNS.

-a *key=value* Configures the specified *key=value* pair for the

destination entry in /etc/printers.conf,

printers.org_dir, or FNS. See printers.conf(4) for information regarding the specification of key=value

pairs.

-d key Deletes the configuration option specified by key for the

destination entry in /etc/printers.conf or FNS. See

printers.conf(4) for information regarding the

specification of *key* and *key=value* pairs.

OPERANDS The following operand is supported:

destination Specifies the entry in /etc/printers.conf,

printers.org_dir, or FNS in which to create or modify information. *destination* names a printer of class of printers (see lpadmin(1M)). Each entry in printers.conf describes one destination. Specify *destination* using atomic or Federated Naming Service (FNS) (.../service/printer/...) names. POSIX-style destination names are not acceptable. See printers.conf(4) for information regarding the naming conventions for atomic and FNS

names, and standards(5) for information regarding POSIX.

EXAMPLES

EXAMPLE 1 Removing all existing printing configuration information

The following example removes all existing printing configuration information for destination dogs from /etc/printers.conf:

```
example% lpset -x dogs
```

EXAMPLE 2 Setting a key=value pair

The following example sets the user-equivalence =true *key=value* pair for destination tabloid in FNS context:

example% lpset -n fns -a user-equivalence=true tabloid

EXIT STATUS

The following exit values are returned:

O Successful completion.

non-zero An error occurred.

FILES

/etc/printers.conf

System configuration database.

 ${\tt printer.org_dir}\,(NIS+)$

NIS+ version of /etc/printers.conf.

fns.ctx dir.domain

FNS version of /etc/printers.conf.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcu
Stability Level	Stable

SEE ALSO

lpshut(1M)

NAME | lp

lpshut – stop the LP print service

SYNOPSIS

lpshut

DESCRIPTION

The lpshut command stops the LP print service.

Printers that are printing when lpshut is invoked stop printing. Start or restart

printers using lpsched(1M).

EXIT STATUS

The following exit values are returned:

0

Successful completion.

non-zero

An error occurred.

FILES

/var/spool/lp/*

LP print queue.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpsu

SEE ALSO

lp(1), lpstat(1), lpadmin(1M), lpmove(1M), lpsched(1M), attributes(5)

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NAME

lpsystem – register remote systems with the print service

DESCRIPTION

The lpsystem command is obsolete, and could be removed at any time. The print system no longer uses the information generated by lpsystem. See lpadmin(1M), lpusers(1M) or printers.conf(4) for equivalent functionality.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcu
Stability Level	Obsolete*

^{*} This command could be removed at any time.

SEE ALSO

lpadmin(1M), lpusers(1M), printers.conf(4), attributes(5)

lpusers(1M)

NAME

lpusers – set printing queue priorities

SYNOPSIS

lpusers -d priority-level

lpusers -q priority-level -u login-ID-list

lpusers -u login-ID-list

lpusers -q priority-level

lpusers -1

DESCRIPTION

The lpusers command sets limits to the queue priority level that can be assigned to jobs submitted by users of the LP print service.

The first form of the command (with -d) sets the system-wide priority default to *priority-level*, where *priority-level* is a value of 0 to 39, with 0 being the highest priority. If a user does not specify a priority level with a print request (see 1p(1)), the default priority level is used. Initially, the default priority level is 20.

The second form of the command (with -q and -u) sets the default highest *priority-level* (0-39) that the users in *login-ID-list* can request when submitting a print request. The *login-ID-list* argument may include any or all of the following constructs:

login-ID A user on any system

system_name!login-ID A user on the system_name
system_name!all All users on system_name

all! login-ID A user on all systems

All users on all systems

Users that have been given a limit cannot submit a print request with a higher priority level than the one assigned, nor can they change a request that has already been submitted to have a higher priority. Any print requests submitted with priority levels higher than allowed will be given the highest priority allowed.

The third form of the command (with -u) removes any explicit priority level for the specified users.

The fourth form of the command (with -q) sets the default highest priority level for all users not explicitly covered by the use of the second form of this command.

The last form of the command (with -1) lists the default priority level and the priority limits assigned to users.

OPTIONS

The following options are supported:

-d priority-level

Set the system-wide priority default to priority-level.

-1

List the default priority level and the priority limits assigned to users.

-q priority-level

Set the default highest priority level for all users not explicitly covered.

-q priority-level -u login-ID-list

Set the default highest *priority-level* that the users in *login-ID-list* can request when submitting a print request.

-u login-ID-list

Remove any explicit priority level for the specified users.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

non-zero An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpsu

SEE ALSO

lp(1), attributes(5)

lu(1M)

NAME

lu – FMLI-based interface to Live Upgrade functions

SYNOPSIS

/usr/sbin/lu

DESCRIPTION

The lu program is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live_upgrade(5) for a description of the Live Upgrade feature.

The lu program is a Forms and Menu Language Interpreter-based user interface. (See fmli(1) for a description of the Forms and Menu Language Interpreter.) lu enables you to create and upgrade boot environments (BEs) and perform other administrative tasks on BEs. The lu program performs a subset of the functions provided by the lucreate(1M) and luupgrade(1M) command-line utilities.

The lu command accepts no arguments. After invoking lu, you receive a display with the following options:

Activate Activate a boot environment. This option designates that the system boot

from the specified BE upon next reboot. This option is equivalent to the

 $command\mbox{-line luactivate} (1M) \mbox{ utility}.$

Cancel a copy job. Live Upgrade allows you to schedule the copy,

upgrade, and flash functions (all described below) at a later time. The cancel function enables you to cancel a scheduled job. This function is

equivalent to the command-line lucancel(1M) utility.

Compare Compare the contents of BEs. Enables you to obtain a detailed

comparison of two BEs. Equivalent to the command-line lucompare(1M)

utility.

Copy Start/schedule a copy. Copies the contents of one BE to another.

Equivalent of the command-line lumake(1M) utility. At any time, you can

have only one Live Upgrade operation scheduled.

Create Create a boot environment. Equivalent of the command-line

lucreate(1M) utility.

Current Display the name of the current boot environment. Equivalent of the

command-line lucurr(1M) utility.

Delete Delete a boot environment. Equivalent of the command-line

ludelete(1M) utility.

List the file systems of a boot environment. Equivalent of the

command-line lufslist(1M) utility.

Rename Change the name of a boot environment. Equivalent of the command-line

lurename(1M) utility.

Status List the status of all boot environments. Equivalent of the command-line

lustatus(1M) utility.

Upgrade Upgrade a boot environment or upgrade the OS on an inactive BE. This

option enables you to upgrade to a new operating system or install new packages or patches on a specified BE. Equivalent of the command-line

luupgrade(1M) utility.

Flash Flash a boot environment. This option enables you to install an operating

system on a BE from a flash archive. You can perform the same function

with luupgrade(1M).

Help Displays help information. There are also context-specific help screens for

many of the options.

Exit Exit lu.

Navigation

You navigate through 1u's various screens using arrow keys and function keys (usually F2 through F9 on the keyboard of a Sun desktop system). Available key functions are displayed at the base of the 1u screen. You can use Ctrl-F, plus a number key, to duplicate a function key. For example, press Ctrl-F and the number key 2 to duplicate the F2 key.

In a screen for a given option, you can press Esc to obtain context-specific help.

Display Issues

When viewing the FMLI interface remotely, such as over a tip line, you might need to set the TERM environment variable to VT220. When using the FMLI interface in a CDE environment use dtterm, rather than xterm, as the value of the TERM variable.

The 1u command supports only single-byte environments.

Common Functions

Most of the options listed above offer the following functions. These functions are accessible through function keys indicated at the base of the screen.

Choice

Available to you whenever you have a field that can be filled in. Pressing the Choice function key gives you a popup screen displaying a list of alternatives. For example, for options involving copying or upgrading BEs, you receive a list of available BEs. You can then use arrow and function keys to make a selection from this popup. The choice function is useful because it prevents you from selecting an invalid alternative. In our example, it prevents you from choosing a BE that is not available for a copy or upgrade operation. Such non-availability might occur when a BE is in the midst of an upgrade.

Cancel an operation.

Save Proceed with an operation.

Other Functions

The "Create" option, described above, offers the following functions:

Split

Split a file system. For example, you can split a / file system into /, /usr, and /var. To split a file system, you must have disk slices available on which to mount the separated file system(s). If you do not, lu invokes the format(1M) utility, in which you can use the partition option to create a new disk slice.

lu(1M)

Merge Join one or more file systems with its (or their) parent file system. For example, using a source BE that has separate /, /usr, and /var file systems, you can merge these file systems under / on a target BE.

FILES

/etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Av	vailability	SUNWluu

SEE ALSO

 $\label{luactivate} $$ \operatorname{luactivate}(1M), \operatorname{lucancel}(1M), \operatorname{lucompare}(1M), \operatorname{lucreate}(1M), \operatorname{lucurr}(1M), \operatorname{ludelete}(1M), \operatorname{lufslist}(1M), \operatorname{lumake}(1M), \operatorname{lumount}(1M), \operatorname{lurename}(1M), \operatorname{lustatus}(1M), \operatorname{luupgrade}(1M), \operatorname{lutab}(4), \operatorname{attributes}(5), \operatorname{live_upgrade}(5) \\$

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NAME

| luactivate – activate a boot environment

SYNOPSIS

/usr/sbin/luactivate [-1 error_log] [-0 outfile] [-s] [BE_name]

DESCRIPTION

The luactivate command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live_upgrade(5) for a description of the Live Upgrade feature.

The luactivate command, with no arguments, displays the name of the boot environment (BE) that will be active upon the next reboot of the system. When an argument (a BE) is specified, luactivate activates the specified BE.

luactivate activates a BE by making the BE's root partition bootable. On an IA machine, this might require that you take steps following the completion of luactivate. If so, luactivate displays the correct steps to take.

To successfully activate a BE, that BE must meet the following conditions:

- The BE must have a status of "complete," as reported by lustatus(1M).
- If the BE is not the current BE, you cannot have mounted the partitions of that BE (using lumount(1M) or mount(1M)).
- The BE you want to activate cannot be involved in an lucompare(1M) operation.

After activating a specified BE, luactivate displays the steps to be taken for fallback in case of any problem on the next reboot. Make note of these instructions and follow them exactly, if necessary.

The luactivate command requires root privileges.

OPTIONS

- s

The luactivate command has the following options:

-1 error_log	Error and status messages are sent to <i>error_log</i> , in addition to where
	they are sent in your current environment.

-o *outfile* All command output is sent to *outfile*, in addition to where it is sent in your current environment.

Forced synchronization. The first time you boot from a newly created BE, Live Upgrade software synchronizes this BE with the BE that was last active. (This is not necessarily the BE that was the source for the newly created BE.) It does not perform this synchronization after this initial boot, unless you use this option. Use this option with great caution, because you might not be aware or in control of changes that might have occurred in the last active BE.

. .

OPERANDS

BE_name Name of the BE to be activated.

EXIT STATUS

The following exit values are returned:

- O Successful completion.
- >0 An error occurred.

luactivate(1M)

FILES

/etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

 $\label{eq:lu(1M), lucancel(1M), lucompare(1M), lucreate(1M), lucurr(1M), ludelete(1M), lufslist(1M), lumake(1M), lumount(1M), lurename(1M), lustatus(1M), luupgrade(1M), lutab(4), attributes(5), live_upgrade(5)$

NAME

lucancel – cancel a scheduled Live Upgrade copy/create procedure

SYNOPSIS

/usr/sbin/lucancel [-1 error_log] [-0 outfile]

DESCRIPTION

The lucancel command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live_upgrade(5) for a description of the Live Upgrade feature.

The lucancel command cancels a boot environment (BE) creation or upgrade that was scheduled in the FMLI-based interface, lu(1M), or the repopulation of a BE, scheduled with lumake(1M). lucancel does not cancel a job that is active (that is, is in the process of creation or repopulation).

The lucancel command requires root privileges.

OPTIONS

The lucancel command has the following options:

-1 *error_log* Error and status messages are sent to *error_log*, in addition to where

they are sent in your current environment.

-o outfile All command output is sent to outfile, in addition to where it is sent in

your current environment.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

FILES

/etc/lutab list of BEs on the system

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

 $\label{eq:lumber} $$ \text{lu}(1M)$, $\text{lucativate}(1M)$, $\text{lucompare}(1M)$, $\text{lucreate}(1M)$, $\text{lucurr}(1M)$, $\text{ludelete}(1M)$, $\text{lufslist}(1M)$, $\text{lumake}(1M)$, $\text{lumount}(1M)$, $\text{lurename}(1M)$, $\text{lustatus}(1M)$, $\text{luupgrade}(1M)$, $\text{lutab}(4)$, $\text{attributes}(5)$, $\text{live_upgrade}(5)$ \\$

lucompare(1M)

NAME

lucompare – compare boot environments

SYNOPSIS

/usr/sbin/lucompare [-i infile | -t] [-o outfile] BE_name

/usr/sbin/lucompare [-C file [-o outfile]]

DESCRIPTION

The lucompare command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live_upgrade(5) for a description of the Live Upgrade feature.

The lucompare command compares the contents of the current boot environment (BE) with the contents of another BE. With the -C option, lucompare compares file statistics so that you can determine which files have changed on a BE since a specified time, such as the creation time of a BE. A specified BE must be inactive and in the complete state, as reported by the lustatus(1M) command. Also, a BE cannot have a copy job scheduled, which is also reported by lustatus(1M). A specified BE cannot have any partitions mounted with lumount(1M) or mount(1M).

For each file system defined for a specified BE, lucompare compares all files with the files with the same pathnames in the current BE. The files present in the active BE, but not in the specified BE, and vice-versa, are reported. You also have the option to specify a list of files to be compared.

If you specify the -C option, instead of doing an absolute comparison of the current BE with a target BE, lucompare compares the files in a specified BE with the list of files recorded in a file. When a BE is created, lucreate(1M) creates a file named : $\langle BE_name \rangle$ in /etc/lu/compare. You can use the -C option to compare the files in a specified BE to this snapshot in /etc/lu/compare or you can compare the BE to a file previously created with the -o option. Comparing a BE to its own snapshot in /etc/lu/compare enables you to determine which files have changed on the BE since its creation.

By default, the output of lucompare is written to stdout. With the -C option, you must use the -o option to specify an output file. The output for lucompare is a list of files that differ in permissions, owner, group, or sum, along with the reason for difference. The output format is shown below:

```
> active BE
```

< BE_name

reason

- > file_name:owner:group:number_of_links:mode:type: size or major_minor number:checksum
- < file_name:owner:group:number_of_links:mode:type: size
 or major_minornumber:checksum</pre>

The above fields are obtained from the stat(2) structure of the file.

The *type* field can be one of the following:

SYMLINK symbolic link
FIFO FIFO file

CHRSPC character special

BLKSPC block special

DIR directory

REGFIL regular file

UNKNOW unknown file type

lucompare computes checksums only if the file on the specified BE matches its counterpart on the active BE in all of the fields described above. If the checksums differ, lucompare appends the differing checksums to the entries for the compared files.

The lucompare command requires root privileges.

OPTIONS

The lucompare command has the following options:

-C *file* Compare file statistics of BE with those recorded in *file*.

file can be the snapshot created at BE creation time,
/etc/lu/compare/:<BE_name>, or a file previously
created with the -o option. You must use the -o option

with this option.

-i *infile* Compare files listed in *infile*. The files to be compared

should be an absolute filename. If the entry in the file is a directory, then comparison is recursive with respect

to the directory. Mutually exclusive of -t.

-o outfile Send output of differences to outfile. You must use this

option if you use -C.

-t Compare only nonbinary files. This is achieved by

performing a file(1) command on each file in the tree walk and only comparing text files. Mutually exclusive

of -i.

OPERANDS

BE_name Name of the BE to which the active BE will be compared. You cannot

specify a BE that is involved in another Live Upgrade operation, or

specify a BE for which you have mounted partitions (using

lumount(1M) or mount(1M)).

EXAMPLES

EXAMPLE 1 Checking Differences Since BE Creation

The following command lists the differences in the BE s8u5 between its creation time and the present.

lucompare -C /etc/lu/compare/:s8u5 -o /var/tmp/compare.out s8u5

Note that /etc/lu/compare/:s8u5 is the file created by lucreate upon creation of a BE. The list of differences is sent to /var/tmp/compare.out.

lucompare(1M)

EXIT STATUS The following exit values are returned:

Successful completion.

>0 An error occurred.

FILES /etc/lutab list of BEs on the system

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

lu(1M), luactivate(1M), lucancel(1M), lucreate(1M), lucurr(1M), ludelete(1M), lufslist(1M), lumake(1M), lumount(1M), lurename(1M), lustatus(1M), luupgrade(1M), lutab(4), attributes(5), live_upgrade(5)

NOTES

The lucompare command makes no attempt to reconcile any differences it detects between BEs.

NAME | lucreate – create a new boot environment

SYNOPSIS

```
lucreate [-c BE_name] [-C ( boot_device | - )] -n BE_name [-1 error_log]
     [-o outfile] [-s ( - | source_BE_name )] [ [-M slice_list] | [-m
     mountpoint:device:fs_type [-m...]]]
```

DESCRIPTION

The lucreate command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live upgrade(5) for a description of the Live Upgrade feature and its associated terminology.

The lucreate command offers a set of command line options that enable you to perform the following functions:

- Create a new boot environment (BE), based on the current BE.
- Create a new BE, based on a BE other than the current BE.
- Join or separate the file systems of a BE onto a new BE. For example, join /var and /opt under /, or separate these directories to be mounted under different disk slices.
- Create the file systems for a BE, but leave those file systems unpopulated.

You can perform the preceding functions using only lucreate command-line options or you can enter a set of options that will automatically invoke an FMLI-based interface that provides curses-based screens for Live Upgrade administration.

The creation of a BE includes selecting the disk or device slices for all the mount points of the BE. You can also change the mount points of the BE using the SPLIT and MERGE functions of the FMLI-based configuration screen.

Upon successful creation of a BE, you can use lustatus(1M) to view the state of that BE and lufslist(1M) to view the BE's file systems. You use luupgrade(1M) to upgrade the OS on that BE and luactivate(1M) to make a BE active, that is, designate it as the BE to boot from at the next reboot of the system.

The lucreate command makes a distinction between the file systems that contain the OS—/, /usr, /var, and /opt—and those that do not, such as /export, /home, and other, user-defined file systems. The file systems in the first category cannot be shared between the source BE and the BE being created; they are always copied from the source BE to the target BE. By contrast, the user-defined file systems are shared by default. For Live Upgrade purposes, the file systems that contain the OS are referred to as non-shareable file systems; other file systems are referred to as shareable. A non-shareable file system listed in the source BE's vfstab is always copied to a new BE. For a shareable file system, if you specify a destination slice, the file system is copied. If you do not, the file system is shared.

Except for a special use of the -s option, described below, you must have a source BE for the creation of a new BE. By default, it is the current BE. You can use the -s option to specify a BE other than the current BE.

lucreate(1M)

By default, all swap partitions on a source BE are shared between the source and target BE. You can use the -m option (see below) to specify a subset of swap partitions on a source BE for sharing with a target BE.

The lucreate command requires root privileges.

OPTIONS

The lucreate command has the options listed below. Note that a BE name must not exceed 30 characters in length and must consist only of alphanumeric characters and other ASCII characters that are not special to the Unix shell. See the "Quoting" section of sh(1). The BE name can contain only single-byte, 8-bit characters.

Omission of -m or -M options (described below) in an lucreate command line invokes the FMLI-based interface, which allows you to select disk or device slices for a

-c BE name

Assigns the name BE_name to the current BE. This option is required only when the first BE is created. For the first time you run lucreate, if you omit -c you are prompted to name the current BE. If you use the -c option following the first BE creation, you receive an error message.

-C (boot_device | -)

Required when you have a mirrored root device on the source BE. Specifies the physical boot device the source BE is booted from. When you use - (hyphen) with the -C option, lucreate attempts to figure out the boot device. If you specify boot_device, you override this automatic lookup. When you specify boot_device, you are queried:

Is the physical device devname the boot device for the logical device devname?

If you respond y, the command proceeds. With the -C -, the preceding query is suppressed. With either form of -C, if lucreate cannot find the boot device, you receive an error message. Use of the -C - form is a safe choice, because lucreate either finds the correct boot device or gives you the opportunity to specify that device in a subsequent command.

-1 error_log

Error messages and other status messages are sent to error_log, in addition to where they are sent in your current environment.

-m mountpoint:device:fs_type [-m mountpoint:device:fs_type] ... Specifies the vfstab(4) information for the new BE. The file systems specified as arguments to -m can be on the same disk or can be spread across multiple disks.

mountpoint can be any valid mount point or – (hyphen), indicating a swap partition. The *device* field can be one of the following:

- The name of a disk device, of the form /dev/dsk/cnumtnumdnumsnum.
- The keyword merged, indicating that the file system at the specified mount point is to be merged with its parent.

The fs type field can be ufs, indicating a UFS file system; vxfs, indicating a Veritas file system; or swap, indicating a swap file system.

At minimum, you must specify one disk or device slice, for root. You can do this with -m, -M (described below), or in the FMLI-based interface. You must specify an -m argument for each file system you want to create on a new BE. For example, if you have three file systems on a source BE (say, /, /usr, and /var) and want these three entities as separate file systems on a new BE, you must specify three -m arguments. If you were to specify only one, in our example, /, /usr, and /var would be merged on the new BE into a single file system, under /.

When using the -m option to specify swap partition(s), you can designate only swap partitions (all or a subset) on the source BE. Any swap assignment made with -m replaces (that is, does not add to) existing swap assignments. See EXAMPLES, below.

-M slice_list

List of -m options, collected in the file *slice_list*. Specify these arguments in the format specified for -m. Comment lines, beginning with a hash mark (#), are ignored. The -M option is useful where you have a long list of file systems for a BE. Note that you can combine -m and -M options. For example, you can store swap partitions in *slice_list* and specify / and /usr slices with -m.

The -m and -M options support the listing of multiple slices for a given mount point. In processing these slices, lucreate skips any unavailable slices and selects the first available slice. See EXAMPLES.

-n BE name

The name of the BE to be created. *BE_name* must be unique on a given system.

-o outfile

All command output is sent to outfile, in addition to where it is sent in your current environment.

-s (- | *BE_name*)

Source for the creation of the new BE. This option enables you to use a BE other than the current BE as the source for creation of a new BE. If you specify a hyphen (-) as an argument to -s, lucreate creates the new BE, but does not populate it. You can then use lumake(1M) or lumpgrade(1M) to populate the BE. This option is especially useful for installing a flash archive. See flar(1M).

EXAMPLES

The lucreate command produces copious output. In the following examples, this output is not reproduced, except where it is needed for clarity.

EXAMPLE 1 Creating a New Boot Environment for the First Time

The following command sequence creates a new boot environment on a machine on which a BE has never been created. Note that, in the first command, the -c option is omitted.

EXAMPLE 1 Creating a New Boot Environment for the First Time

```
\# lucreate -m /:/dev/dsk/c0t4d0s0:ufs -m /usr:/dev/dsk/c0t4d0s1:ufs \
-n second disk
lucreate: Please wait while your system configuration is determined.
lucreate: No name for Current BE.
lucreate: ERROR: The current BE is not named - please provide the name
to use for the current BE with the <-c> option.
```

The same command is entered, with the addition of -c:

```
# lucreate -c first disk -m /:/dev/dsk/c0t4d0s0:ufs \
-m /usr:/dev/dsk/c0t4d0s1:ufs -n second disk
many lines of output
lucreate: Creation of Boot Environment <second disk> successful.
```

Following creation of a BE, you use luupgrade(1M) to upgrade the OS on the new BE and luactivate(1M) to make that BE the BE you will boot from upon the next reboot of your machine. Note that the swap partition and all shareable file systems for first disk will be available to (shared with) second disk.

```
# luupgrade -u -n second disk \
-s /net/installmachine/export/solarisX/OS_image
many lines of output
luupgrade: Upgrade of Boot Environment <second disk> successful.
# luactivate second disk
```

See luupgrade(1M) and luactivate(1M) for descriptions of those commands.

EXAMPLE 2 Creating a BE using a Source Other than the Current BE

The following command uses the -s option to specify a source BE other than the current BE.

```
# lucreate -s third_disk -m /:/dev/dsk/c0t4d0s0:ufs \
-m /usr:/dev/dsk/c0t4d0s1:ufs -n second disk
many lines of output
lucreate: Creation of Boot Environment <second_disk> successful.
```

EXAMPLE 3 Creating a BE from a Flash Archive

Performing this task involves use of lucreate with the -s - option and luupgrade.

```
# lucreate -s - -m /:/dev/dsk/c0t4d0s0:ufs -m /usr:/dev/dsk/c0t4d0s1:ufs \
-n second disk
brief messages
lucreate: Creation of Boot Environment < second disk > successful.
```

With the -s option, the lucreate command completes it work within seconds. At this point, you can use luupgrade to install the flash archive:

```
# luupgrade -f -n second disk \
-s /net/installmachine/export/solarisX/OS_image \
```

EXAMPLE 3 Creating a BE from a Flash Archive (Continued)

```
-J "archive_location http://example.com/myflash.flar"
```

See luupgrade(1M) for a description of that command.

EXAMPLE 4 Using Swap Partitions on Multiple Disks

The command below creates a BE on a second disk and specifies the sharing of swap partitions on both the first and second disks. Note that the current boot environment must already be using /dev/dsk/c0t0d0s1 and /dev/dsk/c0t4d0s1 (on the second disk) as its swap partitions before entering this command.

```
\# lucreate -m /:/dev/dsk/c0t4d0s0:ufs -m -:/dev/dsk/c0t4d0s1:swap \setminus
 -m -:/dev/dsk/c0t0d0s1:swap -n second disk
many lines of output
lucreate: Creation of Boot Environment <second disk> successful.
```

Following completion of the preceding command, the BE second disk will use both /dev/dsk/c0t0d0s1 and /dev/dsk/c0t4d0s1 as swap partitions. These swap assignments take effect only after booting from second disk. If you have a long list of swap partitions, it is useful to use the -M option, as shown below.

EXAMPLE 5 Using a Combination of -m and -M Options

In this example, a list of swap partitions is collected in the file /etc/lu/swapslices. The location and name of this file is user-defined. The contents of /etc/lu/swapslices:

```
-:/dev/dsk/c0t3d0s2:swap
-:/dev/dsk/c0t3d0s2:swap
-:/dev/dsk/c0t4d0s2:swap
-:/dev/dsk/c0t5d0s2:swap
-:/dev/dsk/c1t3d0s2:swap
-:/dev/dsk/c1t4d0s2:swap
-:/dev/dsk/c1t5d0s2:swap
```

This file is specified in the following command:

```
\# lucreate -m /:/dev/dsk/c02t4d0s0:ufs -m /usr:/dev/dsk/c02t4d0s1:ufs \setminus
-M /etc/lu/swapslices -n second disk
many lines of output
lucreate: Creation of Boot Environment <second disk> successful.
```

The BE second disk will swap onto the partitions specified in /etc/lu/swapslices. As with the previous example, the current BE must already be using the swap partitions specified on the command line before you enter the lucreate command.

lucreate(1M)

EXAMPLE 6 Copying Versus Sharing

The following command copies the user file system /home (in addition to the non-shareable file systems / and /usr) from the current BE to the new BE:

```
\# lucreate /:/dev/dsk/c0t4d0s0:ufs -m /usr:/dev/dsk/c0t4d0s1:ufs \ -m /home:/dev/dsk/c0t4d0s4:ufs -n second disk
```

The following command differs from the preceding in that the -m option specifying a destination for /home is omitted. The result of this is that /home will be shared between the current BE and the BE second disk.

```
\# lucreate /:/dev/dsk/c0t4d0s0:ufs -m /usr:/dev/dsk/c0t4d0s1:ufs \ -n second disk
```

EXAMPLE 7 Invoking FMLI-based Interface

The command below, by omitting -m or -M options, invokes the FMLI-based interface for Live Upgrade operations. See lu(1M) for a description of this interface.

```
# lucreate -n second_disk
```

The preceding command uses the current BE as the source for the target BE second_disk. In the FMLI interface, you can specify the target disk slices for second_disk. The following command is a variation on the preceding:

```
# lucreate -n second_disk -s third_disk
```

In the preceding command, a source for the target BE is specified. As before, the FMLI interface comes up, enabling you to specify target disk slices for the new BE.

EXAMPLE 8 Merging File Systems

The command below merges the /usr/opt file system into the /usr file system. First, here are the disk slices in the BE first_disk, expressed in the format used for arguments to the -m option:

```
/:/dev/dsk/c0t4d0s0:ufs
/usr:/dev/dsk/c0t4d0s1:ufs
/usr/opt:/dev/dsk/c0t4d0s3:ufs
```

The following command creates a BE second_disk and performs the merge operation, merging /usr/opt with its parent, /usr.

```
\# lucreate -m /:/dev/dsk/c0t4d0s0:ufs -m /usr:/dev/dsk/c0t4d0s1:ufs \ -m /usr/opt:merged:ufs -n second_disk
```

EXAMPLE 9 Splitting a File System

Assume a source BE with /, /usr, and /var all mounted on the same disk slice. The following command creates a BE second_disk that has /, /usr, and /var all mounted on different disk slices.

EXAMPLE 9 Splitting a File System (Continued)

lucreate -m /:/dev/dsk/c0t4d0s0:ufs -m /usr:/dev/dsk/c0t4d0s1:ufs \ /var:/dev/dsk/c0t4d0s3:ufs -n second disk

This separation of a file system's (such as root's) components onto different disk slices is referred to as splitting a file system.

EXAMPLE 10 Specifying Alternative Slices

The following command uses multiple -m options as alternative disk slices for the new BE second disk.

```
\# lucreate -m /:/dev/dsk/c0t4d0s0:ufs -m /:/dev/dsk/c0t4d0s1:ufs \
-m /:/dev/dsk/c0t4d0s5:ufs -n second disk
many lines of output
lucreate: Creation of Boot Environment <second_disk> successful.
```

The preceding command specifies three possible disk slices, s0, s1, and s5 for the / file system. lucreate selects the first one of these slices that is not being used by another BE. Note that the -s option is omitted, meaning that the current BE is the source BE for the creation of the new BE.

EXIT STATUS

The following exit values are returned:

Successful completion.

>0 An error occurred.

FILES

/etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

lu(1M), luactivate(1M), lucancel(1M), lucompare(1M), lucurr(1M), ludelete(1M), lufslist(1M), lumake(1M), lumount(1M), lurename(1M), lustatus(1M), luupgrade(1M), lutab(4), attributes(5), live upgrade(5)

NOTES

When splitting a directory into multiple mount points, hard links are not maintained across file systems. For example, if /usr/test1/buglist is hard linked to /usr/test2/buglist, and /usr/test1 and /usr/test2 are split into separate file systems, the link between the files will no longer exist. lucreate issues a warning message to that effect and a symbolic link is created to replace the lost hard link.

lucreate(1M)

lucreate cannot prevent you from making invalid configurations with respect to non-shareable file systems. For example, you could enter an lucreate command that would create separate file systems for / and /kernel—an invalid division of /. When creating file systems for a boot environment, the rules are identical to the rules for creating file systems for the Solaris operating environment.

NAME

lucurr – display the name of the active boot environment

SYNOPSIS

/usr/sbin/lucurr [-1 error_log] [-m mount_point] [-0 outfile]

DESCRIPTION

The lucurr command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live upgrade(5) for a description of the Live Upgrade feature.

The lucurr command displays the name of the currently running boot environment (BE). If no BEs are configured on the system, lucurr displays the message "No Boot Environments are defined". Note that lucurr reports only the name of the current BE, not the BE that will be active upon the next reboot. Use lustatus(1M) for this information.

The lucurr command requires root privileges.

OPTIONS

The lucurr command has the following options:

Error and status messages are sent to error_log, in addition to -1 error_log

where they are sent in your current environment.

Returns the name of the BE that owns *mount_point*. This can be a -m mount_point

> mount point of the current BE or the mount point of a BE other than the current BE. If the latter, the file system of the BE must have been mounted with lumount(1M) or mount(1M) before

entering this option.

-0 outfile All command output is sent to outfile, in addition to where it is sent

in your current environment.

EXIT STATUS

The following exit values are returned:

Successful completion.

>0 An error occurred.

FILES

/etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

lu(1M), luactivate(1M), lucancel(1M), lucompare(1M), lucreate(1M), ludelete(1M), lufslist(1M), lumake(1M), lumount(1M), lurename(1M), lustatus(1M), luupgrade(1M), lutab(4), attributes(5), live upgrade(5)

ludelete(1M)

NAME

ludelete – delete a boot environment

SYNOPSIS

ludelete [-1 error_log] [-0 outfile] BE_name

DESCRIPTION

The ludelete command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live_upgrade(5) for a description of the Live Upgrade feature.

The ludelete command deletes all records associated with a boot environment (BE) from /etc/lutab (see lutab(4)) on all defined complete BEs. A complete BE is one that is not participating in an lucreate(1M), luupgrade(1M), or lucompare(1M) operation. Use lustatus(1M) to determine a BE's status. You can delete neither the active BE, nor the BE that is activated upon the next reboot. Also, you cannot upgrade a BE that has file systems mounted with lumount(1M) or mount(1M).

OPTIONS

The ludelete command has the following options:

-1 error_log Error and status messages are sent to error_log, in addition to where

they are sent in your current environment.

-o outfile All command output is sent to outfile, in addition to where it is sent in

your current environment.

OPERANDS

BE_name Name of the BE to be deleted.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

FILES

/etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

 $\label{eq:lu(1M)} $$ lu(1M), lucativate(1M), lucancel(1M), lucompare(1M), lucreate(1M), lucurr(1M), lufslist(1M), lumake(1M), lumount(1M), lurename(1M), lustatus(1M), luupgrade(1M), lutab(4), attributes(5), live_upgrade(5)$

NAME

lufslist – list configuration of a boot environment

SYNOPSIS

lufslist [-1 error_log] [-0 outfile] BE_name

DESCRIPTION

The lufslist command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live_upgrade(5) for a description of the Live Upgrade feature.

The lufslist command lists the configuration of a boot environment (BE). The output contains the disk slice (file system), file system type, and file system size for each BE mount point.

The following is an example of lufslist output.

lufslist BE_name

Filesystem	fstype	size(Mb) Mounted on
/dev/dsk/c0t0d0s1	swap	512.11 -
/dev/dsk/c0t4d0s3	ufs	3738.29 /
/dev/dsk/c0t4d0s4	ufs	510.24 /opt

File system type can be ufs, swap, or vxfs, for a Veritas file system. Under the Filesystem heading can be a disk slice or a logical device, such as a disk metadevice used by volume management software.

The lufslist command requires root privileges.

OPTIONS

The lufslist command has the following options:

-1 error_log Error and status messages are sent to error_log, in addition to where

they are sent in your current environment.

-o outfile All command output is sent to outfile, in addition to where it is sent in

your current environment.

OPERANDS

BE_name

Name of the BE for which file systems are to be reported. You cannot specify a BE that is involved in another Live Upgrade operation.

EXIT STATUS

The following exit values are returned:

O Successful completion.

>0 An error occurred.

FILES

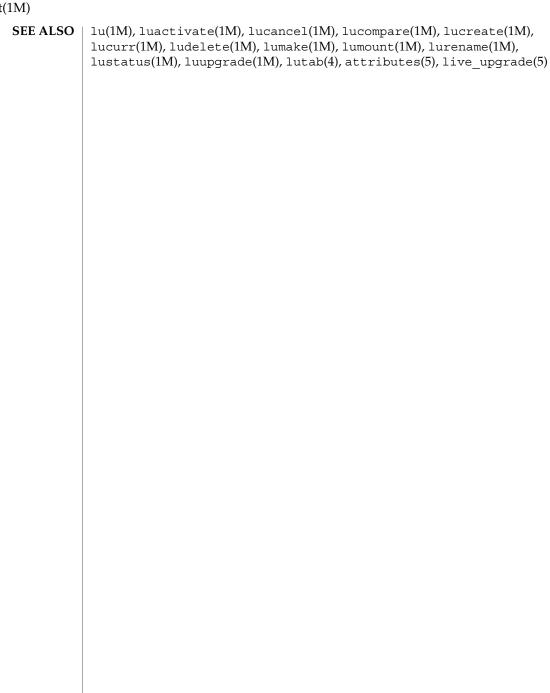
/etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availa	bility	SUNWluu

lufslist(1M)



NAME

lumake – populate a boot environment

SYNOPSIS

lumake [-1 error_log] -t time [-0 outfile] [-s source_BE] -n BE_name [-m
email address]

lumake [-1 error_log] [-0 outfile] [-s source_BE] -n BE_name

DESCRIPTION

The lumake command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live_upgrade(5) for a description of the Live Upgrade feature.

The lumake command populates (that is, copies files to) the file systems of a specified boot environment (BE) by copying files from the corresponding file systems of the active or a source (-s) BE. Any existing data on the target BE are destroyed. All file systems on the target BE are re-created.

The target BE must already exist. Use lucreate(1M) to create a new BE.

The lumake command requires root privileges.

OPTIONS

The lucompare command has the following options:

-t time	Setup a batch job to populate the specified BE at a
	specified time. The time is given in the format specified
	by the at(1) man page. At any time, you can have only
	one Live Upgrade operation scheduled. You can use
	lucancel(1M) to cancel a scheduled lumake

operation.

-1 *error_log* Error and status messages are sent to *error_log*, in

addition to where they are sent in your current

environment.

-o *outfile* All command output is sent to *outfile*, in addition to

where it is sent in your current environment.

-m email_address Allows you to email lumake output to a specified

address upon command completion. There is no checking of *email_address*. You can use this option only

in conjunction with -t.

-n *BE_name* Name of the BE to be populated.

-s source_BE The optional name of a source BE. If you omit this

option, lumake uses the current BE as the source. A BE must have the status "complete" before you can copy from it. Use lustatus(1M) to determine a BE's status.

EXIT STATUS

The following exit values are returned:

- O Successful completion.
- >0 An error occurred.

lumake(1M)

FILES | /etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

lu(1M), luactivate(1M), lucancel(1M), lucompare(1M), lucreate(1M), lucurr(1M), ludelete(1M), lufslist(1M), lumount(1M), lurename(1M), lustatus(1M), luupgrade(1M), lutab(4), attributes(5), live_upgrade(5)

NAME

lumount, luumount – mount or unmount all file systems in a boot environment

SYNOPSIS

lumount [-1 error_log] [-0 outfile] BE_name [mount_point]

luumount [-1 error_log] [-0 outfile] BE_name

DESCRIPTION

The lumount and lumount commands are part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live upgrade(5) for a description of the Live Upgrade feature.

The lumount and luumount commands enable you to mount or unmount all of the filesystems in a boot environment (BE). This allows you to inspect or modify the files in a BE while that BE is not active. By default, lumount mounts the file systems on a mount point of the form / .alt .<num>, where <num> is a random number.

The lumount and luumount commands require root privileges.

OPTIONS

The lumount and luumount commands have the following options:

-1 error_log

Error and status messages are sent to error log, in addition to where they are sent in your current environment.

All command output is sent to outfile, in addition to where it is sent in your current environment.

OPERANDS

BE name Name of the BE whose file systems will be mounted or

> unmounted. This is a BE on the current system other than the active BE. Note that, for successful completion of an lumount or luumount command, the status of a BE must be complete, as reported by lustatus(1M). Also, none of the BE's disk slices can be mounted

(through use of mount(1M)).

mount_point For lumount only, a mount point to use instead of the

default / .alt . < num>. If mount_point does not exist,

lumount creates it.

EXAMPLES

EXAMPLE 1 Specifying a Mount Point

The following command creates the mount point /test and mounts the file systems of the BE second disk on /test.

```
# lumount second disk /test
```

You can then cd to /test to view the file systems of second disk.

lumount(1M)

EXAMPLE 2 Unmounting File Systems

The following command unmounts the file systems of the BE second_disk. In this example, we cd to / to ensure we are not in any of the file systems in second_disk.

```
# cd /
# luumount second_disk
#
```

EXIT STATUS

The following exit values are returned:

Successful completion.

>0 An error occurred.

FILES

/etc/lutab

list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

 $\label{eq:lumber} $$ \operatorname{lu}(1M), \operatorname{lucancel}(1M), \operatorname{lucompare}(1M), \operatorname{lucreate}(1M), \operatorname{lucurr}(1M), \operatorname{ludelete}(1M), \operatorname{lufslist}(1M), \operatorname{lumake}(1M), \operatorname{lurename}(1M), \operatorname{lustatus}(1M), \operatorname{luupgrade}(1M), \operatorname{lutab}(4), \operatorname{attributes}(5), \operatorname{live_upgrade}(5) \\$

NAME

lurename – change the name of a boot environment

SYNOPSIS

lurename -e BE_name -n new_name [-1 error_log] [-0 outfile]

DESCRIPTION

The lurename command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live upgrade(5) for a description of the Live Upgrade feature.

The lurename command renames the boot environment (BE) BE_name to new_name.

The string new_name must not exceed 30 characters in length and must consist only of alphanumeric characters and other ASCII characters that are not special to the Unix shell. See the "Quoting" section of sh(1). The BE name can contain only single-byte, 8-bit characters. Also, *new_name* must be unique on the system.

A BE must have the status "complete" before you rename it. Use lustatus(1M) to determine a BE's status. Also, you cannot rename a BE that has file systems mounted with lumount(1M) or mount(1M).

Renaming a BE is often useful when you upgrade the BE from one Solaris release to another. For example, following an operating system upgrade, you might rename the BE solaris7 to solaris8.

The lurename command requires root privileges.

OPTIONS

The lurename command has the options listed below.

-е BE_name Name of the BE whose name you want to change.

-1 error_log Error and status messages are sent to *error_log*, in addition to where they are sent in your current

environment.

New name of the BE. new_name must be unique on a -n new_name

given system.

-o outfile All command output is sent to outfile, in addition to

where it is sent in your current environment.

EXIT STATUS

The following exit values are returned:

Successful completion.

>0 An error occurred.

FILES

/etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

lurename(1M)



NAME

lustatus – display status of boot environments

SYNOPSIS

lustatus [-1 error_log] [-0 outfile] [BE_name]

DESCRIPTION

The lustatus command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live upgrade(5) for a description of the Live Upgrade feature.

The lustatus command displays the status information of the boot environment (BE) BE_name. If no BE is specified, the status information for all BEs on the system is displayed.

The headings in the lustatus information display are described as follows:

BE_name	Name of the BE.
Complete	Indicates whether a BE is able to be booted. Any current activity or failure in an lucreate() or luupgrade(1M) operation causes a BE to be incomplete. For example, if there is a copy operation proceeding on or scheduled for a BE, that BE is considered incomplete.
Active	Indicates whether the BE is currently active. The "active" BE is the

one currently booted. ActiveOnReboot Indicates whether the BE becomes active upon next reboot of the

system.

CopyStatus

Indicates whether the creation or repopulation of a BE is scheduled or active (that is, in progress). A status of SCHEDULED or COMPARING (from lucompare(1M)) prevents you performing Live Upgrade copy, rename, or upgrade operations.

The following is an example lustatus display:

BE_name	Complete	Active	ActiveOnReboot	CopyStatus
disk_a_S7	yes	yes	yes	-
disk_b_S7database	yes	no	no	SCHEDULED
disk_b_S8	no	no	no	-

Note that you could not perform copy, rename, or upgrade operations on disk b S8, because it is not complete, nor on disk b S7database, because a Live Upgrade operation is pending.

The lustatus command requires root privileges.

OPTIONS

The lustatus command has the following options:

-1 error_log	Error and status messages are sent to <i>error_log</i> , in addition to where they are sent in your current environment.
-0 outfile	All command output is sent to <i>outfile</i> , in addition to where it is sent in your current environment.

lustatus(1M)

OPERANDS | *BE_name* Name of the BE for which to obtain status. If *BE_name* is omitted,

lustatus displays status for all BEs in the system.

EXIT STATUS The following exit values are returned:

0 Successful completion.

>0 An error occurred.

FILES /etc/lutab list of BEs on the system

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

 $\label{eq:lumber} $$ \text{lu}(1M)$, $\text{lucativate}(1M)$, $\text{lucancel}(1M)$, $\text{lucmpare}(1M)$, $\text{lucreate}(1M)$, $\text{lumake}(1M)$, $\text{lumake}(1M)$, $\text{lumount}(1M)$, $\text{lurename}(1M)$, $\text{luupgrade}(1M)$, $\text{lutab}(4)$, $\text{attributes}(5)$, $\text{live_upgrade}(5)$ \\ $$$

NAME

luupgrade – installs, upgrades, and performs other functions on software on a boot environment

SYNOPSIS

luupgrade [-iIufpPtTcC] [options]

DESCRIPTION

The luupgrade command is part of a suite of commands that make up the Live Upgrade feature of the Solaris operating environment. See live_upgrade(5) for a description of the Live Upgrade feature.

The luupgrade command enables you to install software on a specified boot environment (BE). Specifically, luupgrade performs the following functions:

- Upgrades an operating system image on a BE (-u option). The source for the image can be any valid Solaris installation medium.
- Run an installer program to install software from an installation medium (-i option).
- Extract a flash archive onto a BE (-f option). (See flar(1M).)
- Add a package to (-p) or remove a package from (-P) a BE.
- Add a patch to (-t) or remove a patch from (-T) a BE.
- Check (-C) or obtain information about (-I) packages.
- Check an operating system installation medium (-c).

Before using luupgrade, you must have created a BE, using either the lucreate(1M) command or lu(1M), the FMLI-based user interface. You can upgrade only BEs other than the current BE.

The functions described in the preceding list each has its own set of options, which are described separately for each function.

Note that, for successful completion of an luupgrade operation, the status of a BE must be complete, as reported by lustatus(1M). Also, the BE must not have any mounted disk slices, mounted either with lumount(1M) or mount(1M).

The luupgrade command requires root privileges.

Options that Apply to All Uses

-o outfile

The following options are available for all uses of luupgrade:

-1 *error_log* Error and status messages are sent to *error_log*, in addition to where they are sent in your current environment.

All command output is sent to *outfile*, in addition to where it is sent in

your current environment.

-N Dry-run mode. Enables you to determine whether your command

arguments are correctly formed. Does not apply to the -c (check

medium) function.

Upgrading an Operating System Image

The syntax for this use of luupgrade is as follows:

luupgrade(1M)

```
luupgrade -u -n BE_name -s os_image_path [ -j profile_path ]
[ -1 error_log ] [ -0 outfile ] [-N]
```

The first option, -u, indicates the function to perform—to install an OS image. The remaining options, shown above, are described as follows:

-n *BE_name* Name of the BE to receive an OS upgrade.

-s os_image_path Path name of a directory containing an OS image. This can be a

directory on an installation medium such as a CD-ROM or can be

an NFS or UFS directory.

-j *profile_path* Path to a JumpStart profile. See pfinstall(1M) and the Solaris

installation documentation for information on the JumpStart

software.

Note that if you are upgrading from a medium with multiple components, such as from multiple CDs, use luupgrade with the -i option, as described in the section below, to install software from the second and any following media.

Running an Installer Program

The syntax for this use of luupgrade is as follows:

```
luupgrade -i -n BE_name -s installation_medium [ -N ]
[ -0 "installer_options" ] [ -1 error_log ] [ -0 outfile ]
```

The first option, -i, indicates the function to perform—to run an installer program on the installation specified with -s. The remaining options, shown above, are described as follows:

-n *BE_name* Name of the BE on which software is to be installed.

-0 "installer_options" Options passed directly to the Solaris installer program. See

installer(1M) for descriptions of the installer options.

-s installation_medium Path name of an installation medium. This can be a CD, or an

NFS or UFS directory.

With the -i option, luupgrade looks for an installation program on the specified medium and runs that program.

The -i option has a special use when you use the -u option, described above, to install software from a multiple-component medium, such as multiple CDs. See EXAMPLES.

Upgrading from a Flash Archive

The syntax for this use of luupgrade is as follows:

```
luupgrade -f -n BE_name -s os_image_path ( -a archive | -j profile_path | -J "profile" ) [ -l error_log ] [ -0 outfile ] [ -N ]
```

The first option, -f, indicates the function to perform—to upgrade an OS from a flash archive. The remaining options, shown above, are described as follows:

-n BE_name

Name of the BE to receive an OS installation.

-s os image path

Path name of a directory containing an OS image. This can be a directory on an installation medium, such as a CD-ROM, or can be an NFS or UFS directory.

-a archive

Path to the flash archive when the archive is available on the local file system. You must specify one of -a, -j, or -J.

- j profile_path

Path to a JumpStart profile that is configured for a flash installation. See pfinstall(1M) and the Solaris installation documentation for information on the JumpStart software. You must specify one of -a, -j, or -J.

-J "profile"

Entry from a JumpStart profile that is configured for a flash installation. See pfinstall(1M) and the Solaris installation documentation for information on the JumpStart software. You must specify one of -a, -j, or -J.

Add or Remove **Packages**

The luupgrade command uses -p to add a package and -P to remove a package. The syntax is as follows:

For adding packages:

```
luupgrade -p -n BE_name -s packages_path [ -1 error_log ] [ -0 outfile ]
[ -O "pkgadd_options" ] [ -a admin ] [ pkginst [ pkginst . . . ] ] [ -N ]
```

For removing packages:

```
luupgrade -P -n BE_name [ -1 error_log ] [ -o outfile ]
[ -O "pkgrm_options" ] [ pkginst [ pkginst...]] [ -N ]
```

The first option, -p, to add packages, or -P to remove packages, indicates the function to perform. The remaining options, shown above, are described as follows:

Name of the BE to which packages will be added or from which packages will be removed.

-s packages_path

(For adding packages only.) Path name of a directory containing packages to add. You can substitute -d for -s. The -d support is for pkgadd(1M) compatibility.

-d packages_path

Identical to -s. Use of -s is recommended.

-O "pkgadd_options" or "pkgrm_options"

Options passed directly to pkgadd (for -p) or pkgrm (for -P). See pkgadd(1M) and pkgrm(1M) for descriptions of the options for those commands.

-a admin

(For adding packages only.) Path to an admin file. Identical to the pkgadd -a option. Use of the -a option here is identical to -0 "-a admin"

luupgrade(1M)

pkginst [pkginst...]

Zero or more packages to add or remove. For adding packages, the default is to add all of the packages specified with the -s option, above. Separate multiple package names with spaces.

Add or Remove Patches

The luupgrade command uses -t to add a patch and -T to remove a patch. The syntax is as follows:

For adding patches:

```
luupgrade -t -n BE_name -s patch_path [ -1 error_log ] [ -0 outfile ]
[ -0 "patchadd_options" ] [ patch_name [ patch_name...]] [ -N ]
```

For removing patches:

```
luupgrade -T -n BE_name [ -1 error_log ] [ -0 outfile ]
[ -0 "patchrm_options" ] [ patch_name [ patch_name...]] [ -N ]
```

The first option, -t, to add patches, or -T to remove patches, indicates the function to perform. The remaining options, shown above, are described as follows:

-n BE_name

Name of the BE to which patches will be added or from which patches will be removed.

-s patch_path

(For adding patches only.) Path name of a directory containing patches to add.

-O "patchadd_options" or "patchrm_options"

Options passed directly to patchadd (for -p) or patchrm (for -P). See patchadd(1M) or patchrm(1M) for a description of these options.

```
patch_name [ patch_name... ]
```

Zero or more patches to add or remove. For adding patches, the default is to add all of the patches specified with the -s option, above. Separate multiple patch names with spaces.

Check or Return Information on Packages

Use the -C to perform a pkgchk(1M) on all or the specified packages on a BE. Use the -I option to perform a pkginfo(1).

For performing a pkgchk:

```
luupgrade -C -n BE_name [ -1 error_log ][ -0 outfile ]
[ -0 "pkgchk_options" ][ pkginst [ pkginst...]] [ -N ]
```

For performing a pkginfo:

```
luupgrade -I -n BE_name [ -1 error_log ] [ -0 outfile ]
[ -0 "pkginfo_options" ] [ pkginst [ pkginst...]] [ -N ]
```

The first option, -C, for pkgchk, or -I, for pkginfo, indicates the function to perform. The remaining options, shown above, are described as follows:

-n BE name

Name of the BE on which packages will be checked or on whose packages information will be returned.

-O "pkgchk_options" or "pkginfo_options"

Options passed directly to pkgchk (for -C) or pkginfo (for -I). See pkgchk(1M) or pkginfo(1) for a description of these options.

pkginst [pkginst...]

Zero or more packages to check or for which to have information returned. If you omit package names, luupgrade returns information on all of the packages on the BE. Separate multiple package names with spaces.

Check an OS Installation Medium

With the -c option, luupgrade allows you to check that a local or remote medium, such as a CD, is a valid installation medium. The -c option returns useful information about the specified medium. The syntax for this use of luupgrade is as follows:

```
luupgrade -c -s path_to_medium [ -1 error_log ] [ -0 outfile ]
```

The first option, -c, indicates the function to perform—to check on an installation medium. The -s option, shown above, is described as follows:

-s *path_to_medium* Path name to an installation medium such as a CD-ROM.

EXAMPLES

EXAMPLE 1 Removing, then Adding Packages

The following example removes then adds a set of packages to a boot environment.

```
# luupgrade -P -n second disk SUNWabc SUNWdef SUNWghi
```

Now, to add the same packages:

```
# luupgrade -p -n second_disk -s /net/installmachine/export/packages \
SUNWabc SUNWdef SUNWghi
```

The following command adds the -O option to the preceding command. This option passes arguments directly to pkgadd.

```
# luupgrade -p -n second_disk -s /net/installmachine/export/packages \
-O "-r /net/testmachine/export/responses" SUNWabc SUNWdef SUNWghi
```

See pkgadd(1M) for a description of the options for that command.

EXAMPLE 2 Upgrading to a New OS

The following example upgrades the operating environment on a boot environment.

```
# luupgrade -u -n second_disk \
-s /net/installmachine/export/solarisX/OS_image
```

Following the command above you could enter the command below to activate the upgraded BE.

```
# luactivate second_disk
```

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EXAMPLE 2 Upgrading to a New OS (Continued)

Then, upon the next reboot, second_disk would become the current boot environment. See luactivate(1M).

EXAMPLE 3 Upgrading to a New OS from Multiple CDs

The following example is a variation on the preceding. The OS upgrade resides on two CDs. To begin the upgrade, you enter:

For SPARC machines:

```
# luupgrade -u -n second_disk -s /dev/cdrom/cdrom0/s0
```

For Intel Architecture (IA) machines, replace the s0 in the argument to -s with s2.

When the installer is finished with the contents of the first CD, insert the next CD in the drive and enter the following:

```
# luupgrade -i -n second disk -s /dev/cdrom/cdrom0
```

Note the use of -i rather than -u in the preceding. Were there additional CDs, you would enter the same command as the one immediately above.

If you are connected to the machine you are upgrading by a tip(1) line, you must use the -0 "-nodisplay" option, as shown below:

```
# luupgrade -u -n second_disk -O "-nodisplay" -s /dev/cdrom/cdrom0/s0
or s2 for IA machines

Insert next CD, then...
# luupgrade -i -n second disk -O "-nodisplay" -s /dev/cdrom/cdrom0
```

EXAMPLE 4 Installing a New OS from a Flash Archive

The following example upgrades the operating environment on a boot environment, using a flash archive.

```
# luupgrade -f -n second_disk \
-s /net/installmachine/export/solarisX/OS_image \
-J "archive_location http://example.com/myflash.flar"
```

EXAMPLE 5 Obtaining Information on Packages

The following example runs a pkgchk on the packages ${\tt SUNWluu}$ and ${\tt SUNWlur}$, passing to pkgchk the ${\tt -v}$ option.

```
# luupgrade -C -n second_disk -O "-v" SUNWluu SUNWlur
```

The following command runs pkginfo on the same set of packages:

```
# luupgrade -I -n second_disk -O "-v" SUNWluu SUNWlur
```

EXAMPLE 5 Obtaining Information on Packages (Continued)

For both commands, if the package names were omitted, luupgrade returns package information on all of the packages in the specified BE. See pkgchk(1M) and pkginfo(1) for a description of the options for those commands.

EXIT STATUS

The following exit values are returned:

Ω Successful completion.

>0 An error occurred.

FILES

/etc/lutab list of BEs on the system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluu

SEE ALSO

lu(1M), luactivate(1M), lucancel(1M), lucompare(1M), lucreate(1M), lucurr(1M), ludelete(1M), lufslist(1M), lumake(1M), lumount(1M), lurename(1M), lustatus(1M), lutab(4), attributes(5), live upgrade(5)

WARNINGS

For adding packages (-p), luupqrade requires packages that comply with the SVR4 Advanced Packaging Guidlelines. While Sun packages conform to these guidelines, Sun cannot guarantee the conformance of packages from third-party vendors. A non-conformant package can cause the package-addition software in luupgrade to fail or, worse, alter the current BE.

luxadm(1M)

NAME |

luxadm – administration program for the Sun Enterprise Network Array (SENA), RSM, SPARCstorage Array (SSA) subsystems, Sun Fire 880 internal storage subsystem, and individual Fiber Channel Arbitrated Loop (FC_AL) devices

SYNOPSIS

luxadm [options...] subcommand [options...] enclosure [, dev] | pathname...

DESCRIPTION

The luxadm program is an administrative command that manages the SENA, RSM, SPARCstorage Array subsystems, Sun Fire 880 internal storage subsystem, and individual FC_AL devices. luxadm performs a variety of control and query tasks depending on the command line arguments and options used.

The command line must contain a subcommand. The command line may also contain options, usually at least one enclosure name or pathname, and other parameters depending on the subcommand. You need specify only as many characters as are required to uniquely identify a subcommand.

Specify the device that a subcommand interacts with by entering a pathname. For the SENA subsystem, a disk device or enclosure services controller may instead be specified by entering the World Wide Name (WWN) for the device or a port to the device. The device may also be specified by entering the name of the SENA enclosure, and an optional identifier for the particular device in the enclosure. The individual FC_AL devices may be specified by entering the WWN for the device or a port to the device.

Pathname

Specify the device or controller by either a complete physical pathname or a complete logical pathname.

For SENA, a typical physical pathname for a device is:

or

/devices/io-unit@f,e0200000/sbi@0,0/SUNW,socal@2,0/sf@0,0/ssd@34,

For all SENA IBs (Interface Boards) and Sun Fire 880 SES device controllers on the system, a logical link to the physical paths is kept in the directory /dev/es. An example of a logical link is /dev/es.

The WWN may be used in place of the pathname to select an FC_AL device, SENA subsystem IB, or Sun Fire 880 internal storage subsystem. The WWN is a unique 16 hexadecimal digit value that specifies either the port used to access the device or the device itself. A typical WWN value is:

2200002037000f96

See NOTES for more information on the WWN formats.

For the SPARCstorage Array controller, a typical physical pathname is:

```
/devices/.../.../SUNW,soc@3,0/SUNW,pln@

axxxxxxx.xxxxxxxx:ctlr
```

whereas, a typical physical pathname for an RSM controller is:

```
/devices/sbus@1f,0/QLGC,isp@1,10000:devctl
```

In order to make it easier to address the SPARCstorage Array or RSM controller, a logical pathname of the form cN is supported, where N is the logical controller number. 1uxadm uses the cN name to find an entry in the /dev/rdsk directory of a disk that is attached to the SPARCstorage Array or RSM controller. The /dev/rdsk entry is then used to determine the physical name of the SPARCstorage Array or RSM controller.

For a SPARCstorage Array disk, a typical physical pathname is:

```
/devices/.../.../SUNW,soc@3,0/SUNW,
    pln@axxxxxxx,xxxxxxx/ssd@0,0:c,raw
```

and a typical logical pathname is:

/dev/rdsk/c1t0d0s2

For an RSM a typical physical pathname is:

/devices/sbus@1f,0/QLGC,isp@1,10000/sd@8,0:c,raw

and a typical logical pathname is:

/dev/rdsk/c2t8d0s2

For a disk in a Sun Fire 880 internal storage subsystem, a typical physical pathname is:

/devices/pci@8,600000/SUNW,qlc@2/fp@0,0/ssd@w2100002037a6303c,0:a

and a typical logical pathname is:

/dev/rdsk/c2t8d0s2

For individual FC_AL devices, a typical physical pathname is:

 $\label{logical} $$ \down{2000002037049fc3,0:a,raw} and a typical logical pathname is:$

/dev/rdsk/c1t0d0s2

luxadm(1M)

Enclosure

For SENA, a device may be identified by its enclosure name and slotname:

```
box_name[, fslot_number]
box_name[, rslot_number]
```

box_name is the name of the SENA enclosure, as specified by the enclosure_name subcommand. When used without the optional slot_number parameter, the box_name identifies the SENA subsystem IB.

f or r specifies the front or rear slots in the SENA enclosure.

slot_number specifies the slot number of the device in the SENA enclosure, 0-6 or 0-10.

For a Sun Fire 880 internal storage subsystem, a device may also be identified by its enclosure name and slot name. However, there is only one set of disks:

box_name[,sslot_number]box_name is the name of the Sun Fire 880 enclosure, as specified by the enclosure_name subcommand. When used without the optional slot_number parameter, box_name identifies the Sun Fire 880 internal storage subsystem enclosure services device. Use s to specify the disk slot number in the Sun Fire 880 internal storage subsystem, 0 - 11.

See disks(1M) and devlinks(1M) for additional information on logical names for disks and subsystems.

OPTIONS

The following options are supported by all subcommands:

- -e Expert mode. This option is not recommended for the novice user.
- -v Verbose mode.

Options that are specific to particular subcommands are described with the subcommand in the USAGE section.

OPERANDS

The following operands are supported:

enclosure The box_name of the SENA. or Sun Fire 880 internal storage

subsystem.

pathname The logical or physical path of a SENA IB,, Sun Fire 880 internal

storage subsystem, SPARCstorage Array or RSM controller (cN name) or disk device. pathname can also be the WWN of a SENA

IB, SENA disk, or individual FC AL device.

Subcommands

```
display enclosure[,dev]...| pathname...
display -p pathname...
display -r enclosure[,dev]...| pathname...
display -v enclosure[,dev]...| pathname...
Displays enclosure or device specific data.
```

Subsystem data consists of enclosure environmental sense information and status for all subsystem devices, including disks.

Disk data consists of inquiry, capacity, and configuration information.

-p Displays performance information for the device or subsystem specified by pathname. This option only applies to subsystems that accumulate performance information.

Displays error information for the FC_AL device specified by the pathname, or, if the path is a SENA, for all devices on the loop. The -r option only applies to SENA subsystems and individual FC_AL devices.

Displays in verbose mode, including mode sense data.

download [-s][-w WWN][-f filename_path]enclosure...

Download the prom image pointed to by *filename_path* to the SENA subsystem Interface Board unit, the Sun Fire 880 internal storage subsystem, or the SPARCstorage Array controllers specified by the enclosure or pathname. The SPARCstorage Array must be reset in order to use the downloaded code.

When the SENA's download is complete, the SENA will be reset and the downloaded code executed. If no filename is specified, the default prom image will be used. The default prom image for the SPARCstorage Array controller is in usr/lib/firmware/ssa/ssafirmware. The default prom image for the SENA is in the directory usr/lib/locale/C/LC MESSAGES and is named ibfirmware

When the Sun Fire 880 internal storage subsystem's download is complete, the subsystem resets and the downloaded code begins execution. The default firmware image for the Sun Fire 880 internal storage subsystem is in:

/usr/platform/SUNW,Sun-Fire-880/lib/images/int fcbpl fw.

Save. The -s option is used to save the downloaded firmware in the FEPROM. If -s is not specified, the downloaded firmware will not be saved across power cycles.

The -s option does not apply to the SPARCstorage Array controller as it always writes the downloaded firmware into the FEPROM.

The -s option does not apply to the Sun Fire 880 internal storage subsystem as it always stores downloaded firmware in the flash memory.

When using the -s option, the download subcommand modifies the FEPROM on the subsystem and should be used with caution.

-w WWN

Change the SPARCstorage Array controller's World Wide Name. WWN is a 12-digit hex number; leading zeros are required. The -w option applies only to the SPARCstorage Array. The new SPARCstorage Array controller's image will have the least significant 6 bytes of the 8-byte World Wide Name modified to WWN.

enclosure name new_name enclosure | pathname

Change the enclosure name of the enclosure or enclosures specified by the enclosure or pathname. The new name (new_name) must be 16 or less characters. Only alphabetic or numeric characters are acceptable. This subcommand applies only to the SENA and the Sun Fire 880 internal storage subsystem.

fc s download[-F][-f fcode-file]

Download the fcode contained in the file fcode-file into all the FC/S Sbus Cards. This command is interactive and expects user confirmation before downloading the fcode.

Use fc s download *only* in single-user mode. Using fc s download to update a host adapter while there is I/O activity through that adapter will cause the adapter to reset. Newly updated FCode will not be executed or visible until a system reboot.

-f fcode-file

When invoked without the -f fcode-file option, the current version of the fcode in each FC/S Sbus card is printed.

- F

Forcibly downloads the fcode, but the command still expects user confirmation before the download. The version of the FC/S Sbus Cards fcode that was released with this version of the Operating System is kept in the directory usr/lib/firmware/fc s and is named fc s fcode.

fcal s download[-ffcode-file]

Download the fcode contained in the file *fcode-file* into *all* the FC100/S Sbus Cards. This command is interactive and expects user confirmation before downloading the fcode.

Use fcal s download only in single-user mode. Using fcal s download to update a host adapter while there is I/O activity through that adapter will cause the adapter to reset. Newly updated FCode will not be executed or visible until a system reboot.

- f fcode-file

When invoked without the -f option, the current version of the fcode in each FC100/S Sbus card is printed.

fcode download -p

fcode download -d dir-name

Locate the installed FC/S, FC100/S, FC100/P, or FC100/2P host bus adapter cards and download the FCode files in *dir-name* to the appropriate cards. The command

determines the correct card for each type of file, and is interactive. User confirmation is required before downloading the FCode to each device.

Use $fcode_download$ to load FCode only in single-user mode. Using $fcode_download$ to update a host adapter while there is I/O activity through that adapter causes the adapter to reset. Newly updated FCode will not be executed or visible until a system reboot.

-d dir-name

Download the FCode files contained in the directory *dir-name* to the appropriate adapter cards.

Prints the current version of FCode loaded on each card. No download is performed.

inquiry enclosure[,dev] . . . | pathname . . .

Display the inquiry information for the selected device specified by the enclosure or pathname.

insert device[enclosure,dev...]

Assist the user in the hot insertion of a new device or a chain of new devices. Refer to NOTES for limitations on hotplug operations. This subcommand applies only to the SENA, Sun Fire 880 internal storage subsystem, RSM, and individual FC_AL drives. RSM, and individual FC_AL drives. For the SENA, if more than one enclosure has been specified, concurrent hot insertions on multiple busses can be performed. With no arguments to the subcommand, entire enclosures or individual FC_AL drives can be inserted. For the RSM, only one controller can be specified. For the SENA or the Sun Fire 880 internal storage subsystem, this subcommand guides the this subcommand guides the user interactively through the hot insertion steps of a new device or chain of devices. If a list of disks was entered it will ask the user to verify the list of devices to be inserted is correct, at which point the user can continue or quit. It then interactively asks the user to insert the disk(s) or enclosure(s) and then creates and displays the logical pathnames for the devices.

For the RSM, the following steps are taken:

- Quiesce the bus or buses which support quiescing and unquiescing.
- Inform the user that the device can be safely inserted .
- Request confirmation from the user that the device has been inserted.
- Unquiesce the bus or buses which support quiescing and unquiescing.
- Create the logical device name for the new device.

led enclosure,dev . . . | pathname. . .

Display the current state of the LED associated with the disk specified by the enclosure or pathname. This subcommand only applies to subsystems that support this functionality.

led blink enclosure, dev . . . | pathname . . .

Requests the subsystem to start blinking the LED associated with the disk specified by the enclosure or pathname. This subcommand only applies to subsystems that support this functionality.

led off enclosure,dev . . . | pathname . . .

Requests the subsystem to disable (turn off) the LED associated with the disk specified by the enclosure or pathname. On a SENA subsystem, this may or may not cause the LED to turn off or stop blinking depending on the state of the SENA subsystem. Refer to the SENA Array Installation and Service Manual (p/n 802-7573). This subcommand only applies to subsystems that support this functionality.

led on pathname...

Requests the subsystem to enable (turn on) the LED associated with the disk specified by the pathname. This subcommand only applies to subsystems that support this functionality.

power_off[-F] enclosure[,dev]... | pathname ...

power off pathname [enclosure-port] ... | controller tray-number

When a SENA is addressed, this subcommand causes the SENA subsystem to go into the power-save mode. The SENA drives are not available when in the power-save mode. When an Enclosure Services card within the SPARCstorage Array is addressed, the RSM tray is powered down. When a drive in a SENA is addressed the drive is set to the drive off/unmated state. In the drive off/unmated state, the drive is spun down (stopped) and in bypass mode. This command does not apply to the Sun Fire 880 internal storage subsystem.

- F

The force option only applies to the SENA. Instructs luxadm to attempt to power off one or more devices even if those devices are being used by this host (and are, therefore, busy).

Warning: Powering off a device which has data that is currently being used will cause unpredictable results. Users should attempt to power off the device normally (without -F) first, only resorting to this option when sure of the consequences of overriding normal checks.

power on enclosure[, dev]..

Causes the SENA subsystem to go out of the power-save mode, when this subcommand is addressed to a SENA. There is no programmatic way to power on the SPARCstorage Array RSM tray. When this subcommand is addressed to a drive the drive is set to its normal start-up state. This command does not apply to the Sun Fire 880 internal storage subsystem.

probe [-p]

Finds and displays information about all attached SENA subsystems, Sun Fire 880 internal storage subsystems, and individual FC_AL devices, including the logical pathname, the WWNs, and enclosure names. This subcommand warns the user if it finds different SENAs with the same enclosure names.

Includes the physical pathname in the display.

qlgc s download [-f fcode-file]

Download the FCode contained in the file fcode-file into all the FC100/P, FC100/2P PCI host adapter cards. This command is interactive and expects user confirmation before downloading the FCode to each device. Only use qlqc s download in single-user mode. Using qlgc s download to update a host adapter while there is I/O activity through that adapter will cause the adapter to reset. Newly updated FCode will not be executed or visible until a system reboot.

- f fcode-file

When invoked without the -f option, the current version of the FCode in each FC100/P, FC100/2P PCI card is printed.

release pathname

Release a reservation held on the specified disk. The pathname should be the physical or logical pathname for the disk. If the pathname is of the SPARCstorage Array controller, then all of the disks in the SPARCstorage Array will be released.

This subcommand is included for historical and diagnostic purposes only.

remove device [-F] enclosure[,dev] . . . | pathname . . .

Assists the user in hot removing a device or a chain of devices. This subcommand can also be used to remove entire enclosures. This subcommand applies to the SENA, Sun Fire 880 internal storage subsystem, RSM, and individual FC_AL drives. Refer to NOTES for limitations on hotplug operations. For the SENA, Sun Fire 880 internal storage subsystem, and individual FC_AL devices, this subcommand guides the user through the hot removal of a device or devices. During execution it will ask the user to verify the list of devices to be removed is correct, at which point the user can continue or quit. It then prepares the disk(s) or enclosure(s) for removal and interactively asks the user to remove the disk(s) or enclosure(s).

For the RSM, the steps taken are:

- Take the device offline.
- Quiesce the bus or buses which support quiescing and unquiescing.
- Inform user that the device can be safely removed.
- Request confirmation from the user that the device has been removed.
- Unquiesce the bus or buses which support quiescing and unquiescing.
- Bring the (now removed) device back online.
- Remove the logical device name for the removed device.

For Multi-Hosted disk, the steps taken are:

- Issue the luxadm remove device command on the first host. When prompted to continue, wait.
- Issue the luxadm remove device command on the secondary hosts. When prompted to continue, wait.

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- Continue with the remove_device command on the first host. Remove the device when prompted to do so.
- Complete the luxadm remove device command on the additional hosts.

– F

Instructs luxadm to attempt to hot plug one or more devices even if those devices are being used by this host (and are, therefore, *busy* or *reserved*), to *force* the hotplugging operation.

Warning: Removal of a device which has data that is currently being used will cause unpredictable results. Users should attempt to hotplug normally (without -F) first, only resorting to this option when sure of the consequences of overriding normal hotplugging checks.

replace device[-F] pathname

This subcommand applies only to the RSM. Refer to NOTES for limitations on hotplug operations. This subcommand guides the user interactively through the hot replacement of a device.

For the RSM, the steps taken are:

- Take the device offline.
- Quiesce the bus or buses which support quiescing and unquiescing.
- Inform user that the device can be safely replaced.
- Request confirmation from the user that the device has been replaced.
- Unquiesce the bus or buses which support quiescing and unquiescing.
- Bring the device back online.

-F

Instructs luxadm to attempt to hot plug one or more devices even if those devices are *busy* or *reserved*, (that is, to *force* the hotplugging operation).

Warning: Removal of a device which has data that is currently being used will cause unpredictable results. Users should attempt to hotplug normally (without -F) first, only resorting to this option when sure of the consequences of overriding normal hotplugging checks.

reserve pathname

Reserve the specified disk for exclusive use by the issuing host. The pathname used should be the physical or logical pathname for the disk. If the pathname is of the SPARCstorage Array controller, then all of the disks in the SPARCstorage Array will be reserved.

This subcommand is included for historical and diagnostic purposes only.

set boot dev [-y] pathname

Set the boot-device variable in the system PROM to the physical device name specified by *pathname*, which can be a block special device or the pathname of the directory on which the boot file system is mounted. The command normally runs interactively requesting confirmation for setting the default boot-device in the

PROM. The -y option can be used to run it non-interactively, in which case no confirmation is requested or required.

```
start [ -t tray-number ] pathname . . .
```

Spin up the specified disk(s). If pathname specifies the SPARCstorage Array controller, this action applies to all disks in the SPARCstorage Array.

Spin up all disks in the tray specified by tray-number. pathname must -t specify the SPARCstorage Array controller.

```
stop [-t tray-number] pathname...
```

Spin down the specified disk(s). If pathname specifies the SPARCstorage Array controller, this action applies to all disks in the SPARCstorage Array.

Spin down all disks in the tray specified by tray-number. pathname must specify the SPARCstorage Array controller.

SPARCstorage Array Subcommands

```
fast write [-s]-c pathname
fast write[-s]-d pathname
fast write[-s]-e pathname
```

Enable or disable the use of the NVRAM to enhance the performance of writes in the SPARCstorage Array. pathname refers to the SPARCstorage Array controller or to an individual disk.

Cause the SPARCstorage Array to save the change so it will persist across power-cycles.

Enable fast writes for synchronous writes only.

-d

Disable fast writes.

Enable fast writes.

```
nvram data pathname
```

Display the amount of fast write data in the NVRAM for the specified disk. This command can only be used for an individual disk.

```
perf statistics -d pathname
perf statistics -e pathname
```

Enable or disable the accumulation of performance statistics for the specified SPARCstorage Array controller. The accumulation of performance statistics must be enabled before using the display -p subcommand. This subcommand can be issued only to the SPARCstorage Array controller.

Disable the accumulation of performance statistics.

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-e

Enable the accumulation of performance statistics.

purge pathname

Purge any fast write data from NVRAM for one disk, or all disks if the controller is specified. This option should be used with caution, usually only when a drive has failed.

sync cache pathname

Flush all outstanding writes for the specified disk from NVRAM to the media. If pathname specifies the controller, this action applies to all disks in the SPARCstorage Array subsystem.

Enclosure Services Card Subcommands

The env_display and alarm* subcommands apply only to an Enclosure Services Card (SES) in a RSM tray in a SPARCstorage Array. The RSM tray is addressed by using the logical or physical path of the SES device or by specifying the controller followed by the tray number. The controller is addressed by cN or the physical path to the SSA's controller.

- alarm pathname | controller tray_number | Display the current state of audible alarm.
- alarm_off *pathname* | *controller tray_number* Disable the audible alarm for this RSM tray.
- alarm_on *pathname* | *controller tray_number* Enable the audible alarm for this RSM tray.
- alarm_set *controller-pathname* | *controller tray_number* [*seconds*] Set the audible alarm setting to seconds.
- env_display pathname | controller tray_number
 Display the environmental information for the specified unit.

SENA, Sun Fire 880 Internal Storage Subsystem, and Individual FC_AL Drive Expert Mode Subcommands The following subcommands are for expert use only, and are applicable only to the SENA, Sun Fire 880 internal storage subsystem, and fiber channel loops. They should only be used by users that are knowledgeable about the SENA subsystem and fiber channel loops.

If you specify a disk to an expert subcommand that operates on a bus, the subcommand operates on the bus to which the specified disk is attached.

-e forcelip enclosure[, dev] ... | pathname ...

Force the link to reinitialize, using the Loop Initialization Primitive (LIP) sequence. The enclosure or pathname can specify any device on the loop. Use the pathname to specify a specific path for multiple loop configurations.

This is an expert only command and should be used with caution. It will reset all ports on the loop.

-e rdls enclosure[, dev] ... | pathname ... Read and display the link error status information for all available devices on the loop that contains the device specified by the enclosure or pathname.

Other Expert Mode Subcommands

See NOTES for limitations of these subcommands. They should only be used by users that are knowledgeable about the systems they are managing.

These commands do not apply to the Sun Fire 880 internal storage subsystem.

- -e bus getstate pathname Get and display the state of the specified bus.
- -e bus quiesce pathname Quiesce the specified bus.
- -e bus reset pathname Reset the specified bus only.
- -e bus resetall pathname Reset the specified bus and all devices.
- -e bus unquiesce pathname Unquiesce the specified bus. the specified device.
- -e dev getstate pathname Get and display the state of the specified device.
- -e dev reset pathname Reset the specified device.
- -e offline pathname Take the specified device offline.
- -e online *pathname* Put the specified device online.

EXAMPLES

EXAMPLE 1 Displaying the SENAs and Individual FC_AL Devices on a System

The following example finds and displays all of the SENAs and individual FC_AL devices on a system:

example% luxadm probe

EXAMPLE 2 Displaying an SSA

The following example displays an SSA:

example% luxadm display c1

EXAMPLE 3 Displaying a SENA or Sun Fire 880 Internal Storage Subsystem

The following example displays a SENA or Sun Fire 880 internal storage subsystem:

example% luxadm display /dev/es/ses0

luxadm(1M)

EXAMPLE 3 Displaying a SENA or Sun Fire 880 Internal Storage Subsystem (Continued)

EXAMPLE 4 Displaying Two Subsystems

The following example displays two subsystems using the enclosure names:

example% luxadm display BOB system1

EXAMPLE 5 Displaying Information about the First Disk

The following example displays information about the first disk in the front of the enclosure named BOB. Use f to specify the front disks. Use f to specify the rear disks.

example% luxadm display BOB,f0

EXAMPLE 6 Displaying Information on a Sun Fire 880 Internal Storage Subsystem

The Sun Fire 880 internal storage subsystem has only one set of disks. In this case, use *s* to specify the slot:

example% luxadm display BOB,s0

EXAMPLE 7 Displaying Information about a SENA disk, an Enclosure, or an Individual FC_AL Drive

The following example displays information about a SENA disk, an enclosure, or an individual FC_AL drive with the port WWN of 2200002037001246:

example% luxadm display 2200002037001246

EXAMPLE 8 Using Unique Characters to Issue a Subcommand

The following example uses only as many characters as are required to uniquely identify a subcommand:

example% luxadm disp BOB

EXAMPLE 9 Displaying Error Information

The following example displays error information about the loop that the enclosure BOB is on:

example% luxadm display -r BOB

EXAMPLE 10 Downloading New Firmware into the Interface Board

The following example downloads new firmware into the Interface Board in the enclosure named BOB (using the default path for the file to download):

example% luxadm download -s BOB

EXAMPLE 10 Downloading New Firmware into the Interface Board (Continued)

EXAMPLE 11 Displaying Information from the SCSI Inquiry Command

The following example displays information from the SCSI inquiry command from all individual disks on the system, using only as many characters as necessary to uniquely identify the inquiry subcommand:

```
example% luxadm inq /dev/rdsk/c?t?d?s2
```

EXAMPLE 12 Hotplugging

The following example hotplugs a new drive into the first slot in the front of the enclosure named BOB:

```
example% luxadm insert device BOB,f0
```

The following example hotplugs a new drive into the first slot in the Sun Fire 880 internal storage subsystem named SF880-1:

```
example% luxadm insert device SF880-1,s0
```

EXAMPLE 13 Running an Expert Subcommand

The following example runs an expert subcommand. The subcommand forces a loop initialization on the loop that the enclosure BOB is on:

```
example% luxadm -e forcelip BOB
```

EXAMPLE 14 Using the Expert Mode Hot Plugging Subcommands

An example of using the expert mode hot plugging subcommands to hot remove a disk on a SSA follows. See NOTES for hot plugging limitations.

The first step reserves the SCSI device so that it can't be accessed by way of its second SCSI bus:

```
example# luxadm reserve /dev/rdsk/c1t8d0s2
```

EXAMPLE 15 Taking the Disk to be Removed Offline

The next two steps take the disk to be removed offline then quiesce the bus:

```
example# luxadm -e offline /dev/rdsk/c1t8d0s2
example# luxadm -e bus quiesce /dev/rdsk/c1t8d0s2
```

EXAMPLE 16 Unquiescing the Bus

The user then removes the disk and continues by unquiescing the bus, putting the disk back online, then unreserving it:

luxadm(1M)

EXAMPLE 16 Unquiescing the Bus (Continued)

example# luxadm -e bus unquiesce /dev/rdsk/c1t8d0s2 example# luxadm -e online /dev/rdsk/c1t8d0s2 example# luxadm release /dev/rdsk/c1t8d0s2

ENVIRONMENT VARIABLES

See environ(5) for a description of the LANG environment variable that affects the execution of luxadm.

EXIT STATUS

The following exit values are returned:

Successful completion.

-1An error occurred.

FILES

usr/lib/firmware/fc s/fc s fcode

usr/lib/firmware/ssa/ssafirmware

usr/lib/locale/C/LC MESSAGES/ibfirmware

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

usr/sbin

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWluxop

SEE ALSO

devlinks(1M), disks(1M), ssaadm(1M), attributes(5), environ(5), ses(7D)

SENA Array Installation and Service Manual (p/n 802-7573).

RAID Manager 6.1 Installation and Support Guide Answerbook

RAID Manager 6.1 User's Guide Answerbook

NOTES

See the SENA Array Installation and Service Manual for additional information on the SENA. Refer to Tutorial for SCSI use of IEEE Company_ID, R. Snively, for additional information regarding the IEEE extended WWN. See SEE ALSO. Currently, only some device drivers support hot plugging. If hot plugging is attempted on a disk or bus where it is not supported, an error message of the form:

luxadm: can't acquire "PATHNAME": No such file or directory

will be displayed.

You must be careful not to quiesce a bus that contains the root or the /usr filesystems or any swap data. If you do quiesce such a bus a deadlock can result, requiring a system reboot.

NAME

m64config, SUNWm64 config – configure the M64 Graphics Accelerator

SYNOPSIS

/usr/sbin/m64config [-defaults] [-depth 8 | 24 | 32] [-dev device-filename] [-file machine | system] [-prconf] [-propt] [-res video-mode [now | try] [noconfirm | nocheck]]

```
/usr/sbin/m64config [-prconf] [-propt]
```

/usr/sbin/m64config [-help] [-res ?]

DESCRIPTION

m64config configures the M64 Graphics Accelerator and some of the X11 window system defaults for M64.

The first form of m64config stores the specified options in the OWconfig file. These options will be used to initialize the M64 device the next time the window system is run on that device. Updating options in the OWconfig file provides persistence of these options across window system sessions and system reboots.

The second and third forms which invoke only the -prconf, -propt, -help, and -res? options do not update the OWconfig file. Additionally, for the third form all other options are ignored.

Options may be specified for only one M64 device at a time. Specifying options for multiple M64 devices requires multiple invocations of m64config.

Only M64-specific options can be specified through m64config. The normal window system options for specifying default depth, default visual class and so forth are still specified as device modifiers on the openwin command line. See the OpenWindows Desktop Reference Manual for details.

The user can also specify the OWconfig file that is to be updated. By default, the machine-specific file in the /etc/openwin directory tree is updated. The -file option can be used to specify an alternate file to use. For example, the system-global OWconfig file in the /usr/openwin directory tree can be updated instead.

Both of these standard OWconfig files can only be written by root. Consequently, the m64config program, which is owned by the root user, always runs with setuid root permission.

OPTIONS

-defaults

Resets all option values to their default values.

-depth 8 | 24 | 32

Sets the depth (bits per pixel) on the device. Possible values are 8, 24, or 32 (where 32 uses 24 bits per pixel). Log out of the current window system session and log back in for the change to take effect. 24 or 32 enables TrueColor graphics in the window system, at the expense of screen resolution.

The 32 setting enables simultaneous 8– and 24–bit color windows on m64 devices that support it. With setting 32, -propt shows depth 32 and -prconf shows

m64config(1M)

depth 24. To check window depth, use the xwininfo utility. The xwininfo utility is usually shipped in the package containing frame buffer software (such as SUNWxwplt).

The maximum resolution that is available with 24 bits per pixel depends on the amount of memory installed on the PGX card. For 2-MB PGX cards, the maximum available resolution is 800x600. For 4-MB cards, it is 1152x900. For 8-MB cards, it is 1920x1080. If there is not enough memory for the specified combination of resolution and depth, m64config displays an error message and exits.

-dev device-filename

Specifies the M64 special file. If not specified, m64config will try /dev/fbs/m640 through /dev/fbs/m648 until one is found.

-file machine system

Specifies which OWconfig file to update. If machine, the machine-specific OWconfig file in the /etc/openwin directory tree is used. If system, the global OWconfig file in the /usr/openwin directory tree is used. If the file does not exist, it is created.

-help

Prints a list of the m64config command line options, along with a brief explanation of each.

-prconf

Prints the M64 hardware configuration. The following is a typical display using the -prconf option:

```
--- Hardware Configuration for /dev/fbs/m640 ---
ASIC: version 0x41004754
DAC: version 0x0
PROM: version 0x0
Card possible resolutions: 640x480x60, 800x600x75, 1024x768x60
   1024x768x70, 1024x768x75, 1280x1024x75, 1280x1024x76
   1280x1024x60, 1152x900x66, 1152x900x76, 1280x1024x67
   960x680x112S, 960x680x108S, 640x480x60i, 768x575x50i, 1280x800x76
   1440x900x76, 1600x1000x66, 1600x1000x76, vga, svga, 1152, 1280
   stereo, ntsc, pal
Monitor possible resolutions: 720x400x70, 720x400x88, 640x480x60
   640x480x67, 640x480x72, 640x480x75, 800x600x56, 800x600x60
    800x600x72, 800x600x75, 832x624x75, 1024x768x87, 1024x768x60
   1024x768x70, 1024x768x75, 1280x1024x75, 1280x1024x76, 1152x900x66
   1152x900x76, 1280x1024x67, 960x680x112S, vga, svga, 1152, 1280
Possible depths: 8, 24
Current resolution setting: 1280x1024x76
Current depth: 8
```

-propt

Prints the current values of all M64 options in the OWconfig file specified by the -file option for the device specified by the -dev option. Prints the values of

options as they will be in the OWconfig file after the call to m64config completes. The following is a typical display using the -propt option:

```
--- OpenWindows Configuration for /dev/fbs/m640 ---
OWconfig: machine
Video Mode: not set
Depth: 8
```

-res video-mode [now | try [noconfirm | nocheck]]

Specifies the video mode used to drive the monitor connected to the specified M64 device. Video modes are built-in. video-mode has the format of widthxheightxrate. width is the screen width in pixels, height is the screen height in pixels, and rate is the vertical frequency of the screen refresh. As a convenience, -res also accepts formats with @ preceding the refresh rate instead of x. For example, 1280x1024@76.

A list of valid video modes is obtained by issuing the following command: m64config -res '?'. Note that the ? must be quoted. Not all resolutions are supported by both the video board and by the monitor. m64config will not permit you to set a resolution the board does not support, and will request confirmation before setting a resolution the monitor does not support.

Symbolic names

For convenience, some video modes have symbolic names defined for them. Instead of the form widthxheightxrate, one of these names may be supplied as the argument to -res. The meaning of the symbolic name none is that when the window system is run the screen resolution will be the video mode that is currently programmed in the device.

Name	Corresponding Video Mode
svga	1024x768x60
1152	1152x900x76
1280	1280x1024x76
none	(video mode currently programmed in device)

The -res option also accepts additional sub-options immediately following the video mode specification. Any or all of these may be present.

nocheck

If present, the normal error checking based on the monitor sense code will be suspended. The video mode specified by the user will be accepted regardless of whether it is appropriate for the currently attached monitor. This option is useful if a different monitor is to be connected to the M64 device. Use of this option implies noconfirm as well.

m64config(1M)

	_			
noco	nt	٦	rr	n

Using the -res option, the user could potentially put the system into an usable state, a state where there is no video output. This can happen if there is ambiguity in the monitor sense codes for the particular code read. To reduce the chance of this, the default behavior of m64config is to print a warning message to this effect and to prompt the user to find out if it is okay to continue. The noconfirm option instructs m64config to bypass this confirmation and to program the requested video mode anyway. This option is useful when m64config is being run from a shell script.

now

If present, not only will the video mode be updated in the OWconfig file, but the M64 device will be immediately programmed to display this video mode. (This is useful for changing the video mode before starting the window system).

It is inadvisable to use this sub-option with m64config while the configured device is being used (for example, while running the window system); unpredictable results may occur. To run m64config with the now sub-option, first bring the window system down. If the now sub-option is used within a window system session, the video mode will be changed immediately, but the width and height of the affected screen won't change until the window system is exited and reentered again. Consequently, this usage is strongly discouraged.

try

If present, the specified video mode will be programmed on a trial basis. The user will be asked to confirm the video mode by typing y within 10 seconds. Or the user may terminate the trial before 10 seconds are up by typing any character. Any character other than 'y' or carriage return is considered a no and the previous video mode will be restored and m64config will not change the video mode in the OWconfig file (other options specified will still take effect). If a carriage return is typed, the user is prompted for a yes or no answer on whether to keep the new video mode. This option implies the now sub-option. (See the warning note on the now sub-option).

DEFAULTS

For a given invocation of m64config command line if an option does not appear on the command line, the corresponding OWconfig option is not updated; it retains its previous value.

When the window system is run, if an M64 option has never been specified by m64config, a default value is used. The option defaults are as follows:

Option	Default
-dev	/dev/fbs/m640

-f	ile	machine
-r	es	none

The default for the -res option of none means that when the window system is run the screen resolution will be the video mode that is currently programmed in the device.

This provides compatibility for users who are used to specifying the device resolution through the PROM. On some devices (for example, GX) this is the only way of specifying the video mode. This means that the PROM ultimately determines the default M64 video mode.

EXAMPLES

EXAMPLE 1 Switching the Monitor Type

The following example switches the monitor type to the maximum resolution of 1280 x 1024 at 76 Hz:

example% /usr/sbin/m64config -res 1280x1024x76

FILES

/dev/fbs/m640 device special file

/etc/openwin/server/etc/OWconfig system config file

/usr/lib/fbconfig/SUNWm64 config symbolic link to usr/sbin/m64config

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWm64cf

SEE ALSO

attributes(5), m64(7D)

OpenWindows Desktop Reference Manual

mail.local(1M)

NAME |

mail.local – store mail in a mailbox

SYNOPSIS

/usr/lib/mail.local [-f sender] [-d] recipient

DESCRIPTION

mail.local reads the standard input up to an end-of-file and appends it to each user's mail file (mailbox). This program is intended to be used by sendmail(1M) as a mail delivery agent for local mail. It is not a user interface agent.

Messages are appended to the user's mail file in the /var/mail directory. The user must be a valid user name.

Each delivered mail message in the mailbox is preceded by a "Unix From line" with the following format:

From sender_address time_stamp

The *sender_address* is extracted from the SMTP envelope address (the envelope address is specified with the -f option).

A trailing blank line is also added to the end of each message.

The mail files are locked with a .lock file while mail is appended.

The mail files are created with mode 660, owner is set to *recipient*, and group is set to mail. If the "biff" service is returned by getservbyname(3SOCKET), the biff server is notified of delivered mail. This program also computes the Content-Length: header which will be used by the mailbox reader to mark the message boundary.

OPTIONS

The following options are supported:

-f sender	Specifies the "envelope from address" of the message. This flag is technically optional, but should be used.
-d	Specifies the recipient of the message. This flag is also optional and is supported here for backward compatibility. That is, mail.local <i>recipient</i> is the same as mail.local -d <i>recipient</i> .
-1	Turn on LMTP mode.
-r from	Specify the sender's name (for backward compatibility).
-7	Do not advertise 8BITMIME support in LMTP mode.
-b	Return a permanent error instead of a temporary error if a mailbox exceeds quota.

OPERANDS

The following operand is supported:

recipient The recipient of the mail message.

ENVIRONMENT VARIABLES EXIT STATUS

TZ Used to set the appropriate time zone on the timestamp.

The following exit values are returned:

mail.local(1M)

Successful operation. 0

>0 An error occurred.

FILES / tmp/local.XXXXXXtemporary files

> /tmp/lochd.XXXXXX temporary files

user's mail file /var/mail/user_name

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmu

SEE ALSO

mail(1), comsat(1M), sendmail(1M), getservbyname(3SOCKET), attributes(5)

makedbm(1M)

NAME |

makedbm – make a dbm file, or get a text file from a dbm file

SYNOPSIS

makedbm [-b] [-1] [-s] [-E] [-i yp_input_file] [-o yp_output_name] [-d yp_domain_name] [-m yp_master_name] [-S delimiter] [-D number_of_delimiters] infile outfile

makedbm [-u dbmfilename]

DESCRIPTION

The makedbm utility takes the *infile* and converts it to a pair of files in ndbm format (see dbm clearerr(3C)), namely outfile.pag and outfile.dir. Each line of the input file is converted to a single dbm record. All characters up to the first TAB or SPACE form the key, and the rest of the line is the data. If a line ends with '\' (backslash), the data for that record is continued on to the next line. makedbm does not treat '#' (pound-sign) as a special character.

Because makedbm is mainly used in generating dbm files for the NIS name service, it generates a special entry with the key yp_last_modified, which is the date of infile (or the current time, if *infile* is '-'). The entries that have keys with the prefix yp_{-} are interpreted by NIS server utilities.

OPTIONS

The following options are supported:

-b	Insert the YP_INTERDOMAIN into the output. This key causes ypserv(1M) to use DNS for host name and address lookups for hosts not found in the maps.
-d yp_domain_name	Create a special entry with the key yp_domain_name.
-D number_of delimiters	Specify <i>number_of_delimiters</i> to skip before forming the key.
-E	Delimiters are escaped.
-i yp_input_file	Create a special entry with the key <pre>yp_input_file.</pre>
-1	Lower case. Convert the keys of the given map to lower case, so that, for example, host name matches succeed independent of upper or lower case distinctions.
-m yp_master_name	Create a special entry with the key <i>yp_master_name</i> . If no master host name is specified, <i>yp_master_name</i> is set to the local host name.
-0 yp_output_name	Create a special entry with the key yp_output_name.
-s	Secure map. Accept connections from secure NIS networks only.
-S delimiter	Specify the <i>delimiter</i> to use instead of the default delimiter for forming the key.
-u dbmfilename	Undo a dbm file. Prints out the file in text format, one entry per line, with a single space separating keys from

values.

OPERANDS

The following operands are supported:

Input file for makedbm. If *infile* is '-' (dash), the standard input is infile

read.

One of two output files in ndbm format: outfile.pag and outfile

outfile.dir.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ypserv(1M), dbm_clearerr(3C), attributes(5)

makemap(1M)

NAME

makemap – create database maps for sendmail

SYNOPSIS

makemap [-N] [-d] [-f] [-o] [-r] [-s] [-v] [-C file] [-c cachesize] [-e] [-l] [-u] mantype mapname

DESCRIPTION

makemap creates the database maps used by the keyed map lookups in sendmail(1M). makemap reads from the standard input and outputs to the specified mapname.

In all cases, makemap reads lines from the standard input consisting of two words separated by white space. The first is the database key, the second is the value. The value may contain %n strings to indicated parameter substitution. Literal percents should be doubled (%%). Blank lines and lines beginning with # are ignored.

makemap handles three different database formats. Database format is selected using the *maptype* parameter. See OPERANDS.

OPTIONS

The following options are supported:

- -C Use the specified sendmail configuration file for looking up the TrustedUser option.
- -N Include the null byte that terminates strings in the map. This must match the -N flag in the K line in sendmail.cf
- -c Use the specified hash and B-Tree cache size.
- -d Allow duplicate keys in the map. This is only allowed on B-Tree format maps. If two identical keys are read, they will both be inserted into the map.
- -e Allow empty value (right hand side).
- -f Normally all upper case letters in the key are folded to lower case. This flag disables that behavior. This is intended to mesh with the -f flag in the K line in sendmail.cf. The value is never case folded.
- -1 List supported map types.
- -o Append to an old file. This allows you to augment an existing file.
- -r Allow replacement of existing keys. Normally makemap complains if you repeat a key, and does not do the insert.
- -s Ignore safety checks on maps being created. This includes checking for hard or symbolic links in world writable directories.
- -u Dump (unmap) the content of the database to standard output.
- -v Verbosely print what it is doing.

OPERANDS

The following operands are supported:

mapname File name of the database map being created.

makemap(1M)

Specifies the database format. The following *maptype* parameters maptype

are available:

Specifies DBM format maps. dbm btree Specifies B-Tree format maps.

hash Specifies hash format maps.

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmu

SEE ALSO

sendmail(1M), attributes(5)

mib2mof(1M)

NAME

mib2mof – generate MOF file(s) from input SNMP MIB file(s)

SYNOPSIS

```
/usr/sadm/bin/mib2mof [-n] [-d directory] [-q] [-c] [-a] [-h] files
```

DESCRIPTION

The mib2mof utility reads input Management Information Base (MIB) files and produces one or more Managed Object Format (MOF) files. MOF files contain a Common Information Model (CIM) class declaration that represents the MIB for the Solaris Simple Network Management Protocol (SNMP) provider. The SNMP provider allows Web-Based Enterprise Management (WBEM) applications to access SNMP device information.

SNMP scalar variables map to properties in the CIM class. Qualifiers on each property convey the following MIB information for each scalar variable:

- syntax
- read/write access
- OID (Object IDentifier)
- description (optional)
- index (if the variable is within a group [sequence] that defines a row)

The syntax of an SNMP scalar variable is represented in a CIM class by the property's CIM datatype. All properties are marked with write access (true or false).

The following table shows how a Solaris SNMP datatype in a MIB maps to a Web-Based Enterprise Management (WBEM) CIM datatype and then to an SNMP datatype used by the WBEM SNMP API:

SNMP SMI Datatype		CIM Datatype	SNMP API Object type
INTEGER	v1 s	sint32	SnmpInt
OCTET STRING	v1 s	string	SnmpString
OBJECT IDENTIFIER	v1 s	string	SnmpOid
IpAddress	v1 s	string	SnmpIpAddress
Counter	v1 u	uint32	SnmpCounter
Gauge	v1 u	uint32	SnmpGauge
TimeTicks	v1 u	uint32	SnmpTimeticks
Opaque	v1 s	sint8[]	SnmpOpaque
DisplayString - see OCTET STRING	v1		
NetworkAddress - see IpAddress	v1		
Counter32 - see Counter	v2		
Counter64	v2 u	uint64	SnmpCounter64
Integer32	v2 s	sint32	SnmpInt
Gauge32 - see Gauge	v2		
Unsigned32	v2 u	uint32	SnmpGauge
TruthValue	v2 s	sint32	SnmpInt
BITS - see OCTET STRING	v2		

The mib2mof utility includes its required Solaris_SNMPmib_core.txt file (containing core MIB definitions), installed in /usr/sadm/mof. The mib2mof utility looks first for mib core file in local directory. If this file is not found in the local directory, mib2mof looks in /usr/sadm/mof.

mib2mof(1M)

A MOF file is generated for each SNMP group and table row sequence (that is, the columns in one row) found in the supplied MIBs. (This does not include the core MIB definitions contained in the Solaris SNMPmib core.txt file.)

There is no MOF file or property for an SNMP table - all table access is through the rows and columns of the table, and the SNMP variable for the table is marked as inaccessible in the MIB.

The MOF file created contains a CIM class that represents an SNMP group or row and a CIM class to represent a CIM association. The output file name (and CIM class) is of the format <SNMP_><MIB name><Group name>.mof.

OPTIONS

The following options are supported:

-a	Generate MOF files for all of the input MIB files. If -a is not given,
	a MOF file is generated only for the last file of the input list.

- C	Do not use the default Solaris_SNMPmib_core.txt definitions
	file shipped with the Solaris SNMP Provider for WBEM. If this
	option is specified, you must specify another MIB CORE

definitions file as one of the input files.

-d *directory* Generate output MOF files in the specified directory.-h Show how to invoke mib2mof and list its arguments.

-n Parse the input MIB files without generating any output.

-q Include the DESCRIPTION clause of SNMP OBJECT-TYPE as a

qualifier in the generated MOF file.

OPERANDS

The following operands are supported:

files List of SNMP MIB files to be converted.

EXIT STATUS

The mib2mof utility terminates with exit status 0.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWwbcou

SEE ALSO

 $\verb"init.wbem" (1M), \verb"mofcomp" (1M), \verb"wbemadmin" (1M), \verb"attributes" (5)$

NAME | mibiisa – Sun SNMP Agent

SYNOPSIS

mibiisa [-ar] [-c config-dir] [-d debug-level] [-p port] [-t cache-timer]

DESCRIPTION

The mibiisa utility is an RFC 1157-compliant SNMP agent. It supports MIB-II as defined in RFC 1213, with Sun extensions under Sun's enterprise number. The MIB (Management Information Base) is both readable and writable. The mibiisa utility supports all SNMP protocol operations including GET-REQUEST, GETNEXT-REQUEST, SET-REQUEST, GET-REPLY, and TRAP.

The mibiisa utility supports the coldStart, linkUp, linkDown, and authentication traps. The authentication trap may be disabled by a command-line switch, which itself may be overridden by a management station writing to a MIB variable in the standard SNMP MIB group.

The mibiisa utility supports four distinct views of the MIB. The view used for any request is determined by the community string contained in that request.

To enhance security, mibiisa supports an option to block all writes to the MIB. You can also limit the set of management stations from which the agent will accept requests in the configuration file used when starting the mibiisa. See the SECURITY section for more information.

Unless overridden, mibiisa uses UDP port 161, the standard SNMP port. The mibiisa utility issues traps through the same port on which it receives SNMP

The mibiisa utility must run with super-user privileges and is typically started at system startup via /etc/rc3.d. mibiisa may not be started using inetd(1M). When started, mibiisa detaches itself from the keyboard, disables all signals except SIGKILL, SIGILL, SIGUSR1, and SIGUSR2, and places itself in the background.

OPTIONS

The following options are supported:

-a	Disable the generation of authentication traps. However, an SNMP manager may write a value into snmpEnableAuthenTraps to enable or disable authentication traps.
-c config-dir	Specify a directory where it expects snmpd.conf file, on startup. The default directory is /etc/snmp/conf.
-d debug-level	Debug. A value of 0 disables all debug and is the default. Levels 1 through 3 represent increasing levels of debug output. When mibiisa receives the signal SIGUSR1, it resets the debug-level to 0. When mibiisa receives the signal SIGUSR2, it increments the debug-level by one.

Debug output is sent to the standard output in effect at the time mibiisa is started. No matter what debug level is in effect, certain significant events are logged in the system log.

-p *port* Define an alternative UDP port on which mibiisa listens for

incoming requests. The default is UDP port 161.

-r Place the MIB into read-only mode.

-t cache-timer By default, information fetched from the kernel is considered to be

valid for 45 seconds from the time it is retrieved. This cache lifetime may be altered with this parameter. You cannot set

cache-timer to any value less than 1.

CONFIGURATION FILE

The snmpd.conf file is used for configuration information. Each entry in the file consists of a keyword followed by a parameter string. The keyword must begin in the first position. Parameters are separated from the keyword and from one another by white space. Case in keywords is ignored. Each entry must be contained on a single line. All text following (and including) a pound sign (#) is ignored. Keywords currently supported are:

sysdescr The value to be used to answer queries for

sysDescr.

syscontact The value to be used to answer queries for

sysContact.

syslocation The value to be used to answer queries for

sysLocation.

trap The parameter names one or more hosts to

receive traps. Only five hosts may be listed.

system-group-read-community The community name to get read access to

the system group and Sun's extended

system group.

system-group-write-community The community name to get write access to

the system group and Sun's extended

system group.

read-community The community name to get read access to

the entire MIB.

write-community The community name to get write access to

the entire MIB (implies read access).

trap-community The community name to be used in traps.

kernel-file The name of the file to use for kernel

symbols.

managers The names of hosts that may send SNMP

queries. Only five hosts may be listed on any one line. This keyword may be repeated for a total of 32 hosts.

newdevice

The additional devices which are not built in SNMPD. The format is as follows: newdevice type speed name where newdevice is the keyword, type is an integer which has to match your schema file, speed is the new device's speed, and name is this new device's name.

An example snmpd.conf file is shown below:

```
Sun SNMP Agent, SPARCstation 10, Company
sysdescr
                 Property Number 123456
syscontact Cliff Claven
sysLocation Stool next to Norms at Cheers
system-group-read-community public
system-group-write-community private
read-community all public
write-community all_private
trap
               localhost
trap-community SNMP-trap
#kernel-file /vmunix
             lvs golden
managers
managers
                swap
```

INSTALLATION

The mibiisa utility and its configuration file, snmpd.conf, may be placed in any directory. However for Solaris 2.4 and subsequent releases, use /usr/lib/snmp for mibiisa itself and /etc/snmp/conf for the configuration file. You can modify the configuration file as appropriate. If you make any changes to snmpd.conf file keyword values, you must kill and restart mibiisa for the changes to take effect.

Your /etc/services file (or NIS equivalent) should contain the following entries:

snmp	161/udp		# Simple Network Mgmt Protocol
snmp-trap	162/udp	snmptrap	# SNMP trap (event) messages

The following is an example for Solaris 2.*x*:

```
/opt/SUNWconn/snm/agents/snmpd
echo 'Starting SNMP-agent.'
```

SECURITY

SNMP, as presently defined, offers relatively little security. The mibiisa utility accepts requests from other machines, which can have the effect of disabling the network capabilities of your computer. To limit the risk, the configuration file lets you specify a list of up to 32 manager stations from which mibiisa will accept requests. If you do not specify any such manager stations, mibiisa accepts requests from anywhere.

The mibiisa utility also allows you to mark the MIB as "read-only" by using the -r option.

Finally, mibiisa supports four different community strings. These strings, however, are visible in the configuration file and within the SNMP packets as they flow on the network.

The configuration file should be owned by, and readable only by super-user. In other words the mode should be:

```
-rw----- 1 root 2090 Oct 17 15:04 /etc/snmp/conf/snmpd.conf
```

MIB

This section discusses some of the differences between the mibiisa MIB and the standard MIB-II (as defined in RFC 1213).

The following variables are read-only in the mibiisa MIB:

```
sysName
atIfIndex
ipDefaultTTL
```

These variables are read-write in the standard MIB-II.

The mibiisa MIB Address Translation tables support limited write access: only atPhysAddress may be written, either to change the physical address of an existing entry or to delete an entire ARP table entry.

The mibiisa MIB IP Net to Media table supports limited write access: only ipNetToMediaPhysAddress and ipNetToMediaType may be written, either to change the physical address of an existing entry or to delete an entire ARP table entry.

The following variables are read-write in the mibiisa MIB; however, these variables have fixed values. Any new values "set" to them are accepted, but have no effect:

```
ipRoutIfIndex
ipRouteMetric1
ipRouteMetric2
ipRouteMetric3
ipRouteMetric4
ipRouteType
```

```
ipRouteAge
ipRouteMask
```

ipRouteMetric5

The following mibiisa MIB variable reflects the actual state of the related table entry. "Sets" are accepted but have no effect:

tcpConnState

The following mibiisa MIB variables are readable, but return a fixed value:

icmpInDestUnreachs	Returns 1
icmpInTimeExcds	Returns 1
icmpInParmProbs	Returns 1
icmpInSrcQuenchs	Returns 1
icmpInRedirects	Returns 1
icmpInEchos	Returns 1
icmpInEchoReps	Returns 1
icmpInTimestamps	Returns 1
icmpInTimestampReps	Returns 1
icmpInAddrMasks	Returns 1
icmpInAddrMaskReps	Returns 1
icmpOutDestUnreachs	Returns 1
icmpOutTimeExcds	Returns 1
icmpOutParmProbs	Returns 1
icmpOutSrcQuenchs	Returns 1
icmpOutRedirects	Returns 1
icmpOutEchos	Returns 1
icmpOutEchoReps	Returns 1
icmpOutTimestamps	Returns 1
icmpOutTimestampReps	Returns 1
icmpOutAddrMasks	Returns 1
icmpOutAddrMaskReps	Returns 1

ifInUnknownProtos	Returns 0
ipAdEntBcastAddr	Returns 1
ipAdEntReasmMaxSiz	Returns 65535
ipRouteMetric1	Returns –1
ipRouteMetric2	Returns –1
ipRouteMetric3	Returns –1
ipRouteMetric4	Returns –1
ipRouteAge	Returns 0
ipRouteMetric5	Returns –1
ipNetToMediaType	Returns (3) dynamic
ipRoutingDiscards	Returns 0

The following variables return a fixed value of 0 for drivers not conforming to the GLD framework (see gld(7D)), including the old LAN drivers on SPARC machines:

ifInOctets	Returns 0
ifInNUcastPkts	Returns 0
ifInDiscards	Returns 0
ifOutOctets	Returns 0
ifOutNUcastPkts	Returns 0
ifOutDiscards	Returns 0

SCHEMA ATTRIBUTES

The following describes the attributes in the group and table definitions in the /var/snmp/mib/sun.mib file.

system

The system group reports statistics about a particular system (for example, a workstation or a printer).

sysDescr - A textual description of the entity. This value should include the full name and version identification of the system's hardware type, software operating-system, and networking software. This value must only contain printable ASCII characters. (string[255])

sysObjectID – The vendor's authoritative identification of the network management subsystem contained in the entity. This value is allocated within the SMI enterprises subtree (1.3.6.1.4.1) and provides an easy and unambiguous means for determining what type of equipment is being managed. For example, if vendor "Flintstones, Inc."

was assigned the subtree 1.3.6.1.4.1.4242, it could assign the identifier 1.3.6.1.4.1.4242.1.1 to its "Fred Router." (objectid)

sysUpTime - Time (in hundredths of a second) since the network management portion of the system was last reinitialized. (timeticks)

sysContact – The textual identification of the contact person for this managed node, together with information on how to contact this person. (string[255])

sysName - An administratively-assigned name for this managed node. By convention, this is the node's fully-qualified domain name. (string[255])

sysLocation - The physical location of this node (for example, "telephone closet, 3rd floor" (string[255]))

sysServices – A value indicating the set of services that this entity primarily offers. (int) The value is a sum. This sum initially takes the value zero. Then, for each layer L in the range 1 through 7 for which this node performs transactions, 2 raised to (L - 1) is added to the sum. For example, a node that performs primarily routing functions would have a value of 4 (2**(3-1)). In contrast, a node that is a host offering application services would have a value of 72 $(2^{**}(4-1) + 2^{**}(7-1))$. Note that in the context of the Internet suite of protocols, values should be calculated accordingly:

layer	functionality
1	physical (such as repeaters)
2	datalink/subnetwork (such as bridges)
3	internet (such as IP gateways)
4	end-to-end (such as IP hosts)
7	applications (such as mail relays)

For systems including OSI protocols, Layers 5 and 6 may also be counted.

interfaces

The interfaces group reports the number of interfaces handled by the agent.

ifNumber - The number of network interfaces, regardless of their current state, present on this system. (int)

ifTable

The ifTable is a table of interface entries. The number of entries is given by the value of ifNumber.

ifIndex – A unique value for each interface. Its value ranges between 1 and the value of ifNumber. The value for each interface must remain constant at least from one reinitialization of the entity's network management system to the next reinitialization. (int)

- ifDescr A textual string containing information about the interface. This string should include the name of the manufacturer, the product name, and the version of the hardware interface. (string[255])
- ifType The type of interface, distinguished according to the physical/link protocol(s) immediately below the network layer in the protocol stack. (enum)
- ifMtu The size of the largest datagram that can be sent/received on the interface, specified in octets. For interfaces used for transmitting network datagrams, this is the size of the largest network datagram that can be sent on the interface. (int)
- if Speed An estimate of the interface's current bandwidth in bits-per-second. For interfaces that do not vary in bandwidth, or for those where no accurate estimation can be made, this object should contain the nominal bandwidth. (gauge)
- iflhysAddress The interface's address at the protocol layer immediately below the network layer in the protocol stack. For interfaces without such an address (for example, a serial line), this object should contain an octet string of zero length. (octet[128])
- ifAdminStatus The desired state of the interface. The testing(3) state indicates that no operational packets can be passed. (enum)
- if OperStatus The current operational state of the interface. The testing(3) state indicates that no operational packets can be passed. (enum)
- ifLastChange The value of sysUpTime at the time the interface entered its current operational state. If the current state was entered prior to the last reinitialization of the local network management subsystem, then this object contains a zero value. (timeticks)
- ifInOctets The total number of octets received on the interface, including framing characters. (counter) Returns a fixed value of 0.
- ifInUcastPkts The number of subnetwork-unicast packets delivered to a higher-layer protocol. (counter)
- ifInNUcastPkts The number of non-unicast (that is, subnetwork- broadcast or subnetwork-multicast) packets delivered to a higher-layer protocol. (counter) Returns a fixed value of 0.
- ifInDiscards The number of inbound packets chosen to be discarded, even though no errors had been detected to prevent their being deliverable to a higher-layer protocol. One possible reason for discarding such a packet could be to free up buffer space. (counter) Returns a fixed value of 0.
- ifInErrors The number of inbound packets that contained errors preventing them from being deliverable to a higher-layer protocol. (counter)

ifInUnknownProtos – The number of packets received via the interface that were discarded because of an unknown or unsupported protocol. (counter) Returns a fixed value of 0.

ifOutOctets – The total number of octets transmitted out of the interface, including framing characters. (counter) Returns a fixed value of 0.

ifOutUcastPkts – The total number of packets that higher-level protocols requested be transmitted to a subnetwork-unicast address, including those that were discarded or not sent. (counter)

ifOutNUcastPkts – The total number of packets that higher-level protocols requested be transmitted to a non- unicast (that is, a subnetwork-broadcast or subnetwork-multicast) address, including those that were discarded or not sent. (counter) Returns a fixed value of 0.

ifOutDiscards – The number of outbound packets that were chosen to be discarded even though no errors had been detected to prevent their being transmitted. One possible reason for discarding such a packet could be to free up buffer space. (counter) Returns a fixed value of 0.

ifOutErrors - The number of outbound packets that could not be transmitted because of errors. (counter)

ifOutQLen - The length of the output packet queue (in packets). (gauge)

ifSpecific – A reference to MIB definitions specific to the particular media being used to realize the interface. For example, if the interface is realized by an Ethernet, then the value of this object refers to a document defining objects specific to Ethernet. If this information is not present, its value should be set to the OBJECT IDENTIFIER { 0 0 }, which is a syntactically valid object identifier. Any conformant implementation of ASN.1 and BER must be able to generate and recognize this value. (objectid)

atTable

atTable Address Translation tables contain the NetworkAddress to physical address equivalences. Some interfaces do not use translation tables for determining address equivalences (for example, DDN-X.25 has an algorithmic method). If all interfaces are of this type, then the Address Translation table is empty, that is, has zero entries.

atIfIndex – The interface on which this entry's equivalence is effective. The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex. (int)

atPhysAddress – The media-dependent physical address. (octet[128]) Setting this object to a null string (one of zero length) has the effect of invaliding the corresponding entry in the atTable object. That is, it effectively dissociates the interface identified with said entry from the mapping identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular

information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant at Phys Address object.

atNetAddress - The NetworkAddress (that is, the IP address) corresponding to the media-dependent physical address. (netaddress)

The ip group reports statistics about the Internet Protocol (IP) group. ip

ipForwarding - The indication of whether this entity is acting as an IP gateway in respect to the forwarding of datagrams received by, but not addressed to, this entity. IP gateways forward datagrams. IP hosts do not—except those source-routed via the host. (enum)

Note that for some managed nodes, this object may take on only a subset of the values possible. Accordingly, it is appropriate for an agent to return a "badValue" response if a management station attempts to change this object to an inappropriate value.

ipDefaultTTL - The default value inserted into the Time-To-Live field of the IP header of datagrams originated at this entity, whenever a TTL value is not supplied by the transport layer protocol. (int)

ipInReceives - The total number of input datagrams received from interfaces, including those received in error. (counter)

ipInHdrErrors - The number of input datagrams discarded due to errors in their IP headers, including bad checksums, version number mismatch, other format errors, time-to-live exceeded, errors discovered in processing their IP options, and so on. (counter)

ipInAddrErrors – The number of input datagrams discarded because the IP address in their IP header's destination field was not a valid address to be received at this entity. This count includes invalid addresses (for example, 0.0.0.0) and addresses of unsupported Classes (for example, Class E). For entities that are not IP Gateways and therefore do not forward datagrams, this counter includes datagrams discarded because the destination address was not a local address. (counter)

ipForwDatagrams - The number of input datagrams for which this entity was not their final IP destination, as a result of which an attempt was made to find a route to forward them to that final destination. In entities that do not act as IP Gateways, this counter will include only those packets that were Source-Routed via this entity, and the Source- Route option processing was successful. (counter)

ipInUnknownProtos - The number of locally-addressed datagrams received successfully but discarded because of an unknown or unsupported protocol. (counter)

ipInDiscards - The number of input IP datagrams for which no problems were encountered to prevent their continued processing, but which were discarded, for

example, for lack of buffer space. Note that this counter does not include any datagrams discarded while awaiting reassembly. (counter)

ipInDelivers - The total number of input datagrams successfully delivered to IP user-protocols (including ICMP). (counter)

ipOutRequests - The total number of IP datagrams that local IP user-protocols (including ICMP) supplied to IP in requests for transmission. Note that this counter does not include any datagrams counted in ipForwDatagrams. (counter)

ipOutDiscards - The number of output IP datagrams for which no problem was encountered to prevent their transmission to their destination, but which were discarded (for example, for lack of buffer space). Note that this counter would include datagrams counted in ipForwDatagrams if any such packets met this (discretionary) discard criterion. (counter)

ipOutNoRoutes - The number of IP datagrams discarded because no route could be found to transmit them to their destination. Note that this counter includes any packets counted in ipForwDatagrams which meet this "no-route" criterion. Note that this includes any datagrams that a host cannot route because all its default gateways are down. (counter)

ipReasmTimeout - The maximum number of seconds that received fragments are held while they are awaiting reassembly at this entity. (int)

ipReasmReqds - The number of IP fragments received that needed to be reassembled at this entity. (counter)

ipReasmOKs - The number of IP datagrams successfully reassembled. (counter)

ipReasmFails - The number of failures detected by the IP reassembly algorithm, for whatever reason: timed out, errors, and the like. Note that this is not necessarily a count of discarded IP fragments since some algorithms (notably the algorithm in RFC 815) can lose track of the number of fragments by combining them as they are received. (counter)

ipFragOKs – The number of IP datagrams that have been successfully fragmented at this entity. (counter)

ipFraqFails - The number of IP datagrams that have been discarded because they needed to be fragmented at this entity but could not be, for example, because their "Don't Fragment" flag was set. (counter)

ipFragCreates - The number of IP datagram fragments that have been generated as a result of fragmentation at this entity. (counter)

ipRoutingDiscards - The number of routing entries that were chosen to be discarded even though they were valid. One possible reason for discarding such an entry could be to free-up buffer space for other routing entries. (counter) Returns a fixed value of 0.

ipAddrTable

ipAddrTable is a table of addressing information relevant to this entity's IP addresses.

ipAdEntAddr – The IP address to which this entry's addressing information pertains. (netaddress)

ipAdEntIfIndex – The index value that uniquely identifies the interface to which this entry is applicable. The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex. (int)

ipAdEntNetMask – The subnet mask associated with the IP address of this entry. The value of the mask is an IP address with all the network bits set to 1, and all the hosts bits set to 0. (netaddress)

ipAdEntBcastAddr — The value of the least-significant bit in the IP broadcast address used for sending datagrams on the (logical) interface associated with the IP address of this entry. For example, when the Internet standard all-ones broadcast address is used, the value will be 1. This value applies to both the subnet and network broadcasts addresses used by the entity on this (logical) interface. (int) Returns a fixed value of 1.

ipAdEntReasmMaxSize – The size of the largest IP datagram that this entity can reassemble from incoming IP fragmented datagrams received on this interface. (int) Returns a fixed value of 65535.

ipRouteTable

The ipRouteTable is this entity's IP Routing table.

ipRouteDest – The destination IP address of this route. An entry with a value of 0.0.0.0 is considered a default route. Multiple routes to a single destination can appear in the table, but access to such multiple entries is dependent on the table- access mechanisms defined by the network management protocol in use. (netaddress)

ipRouteIfIndex – The index value that uniquely identifies the local interface through which the next hop of this route should be reached. The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex. (int)

ipRouteMetric1 – The primary routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to -1. (int) Returns a fixed value of -1.

ipRouteMetric2 – An alternate routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to -1. (int) Returns a fixed value of -1.

ipRouteMetric3 – An alternate routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to −1. (int) Returns a fixed value of −1.

ipRouteMetric4 - An alternate routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to −1. (int) Returns a fixed value of −1.

ipRouteNextHop – The IP address of the next hop of this route. (In the case of a route bound to an interface that is realized via a broadcast media, the value of this field is the agent's IP address on that interface.) (netaddress)

ipRouteType - The type of route. Note that the values direct (3) and indirect (4) refer to the notion of direct and indirect routing in the IP architecture. (enum)

Setting this object to the value invalid (2) has the effect of invalidating the corresponding entry in the ipRouteTable object. That is, it effectively dissociates the destination identified with said entry from the route identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant ipRouteType object.

ipRouteProto – The routing mechanism through which this route was learned. Inclusion of values for gateway routing protocols is not intended to imply that hosts should support those protocols. (enum)

ipRouteAge - The number of seconds since this route was last updated or otherwise determined to be correct. Note that no semantics of "too old" can be implied except through knowledge of the routing protocol by which the route was learned. (int) Returns a fixed value of 0.

ipRouteMask - Indicate the mask to be logical-ANDed with the destination address before being compared to the value in the ipRouteDest field. For those systems that do not support arbitrary subnet masks, an agent constructs the value of the ipRouteMask by determining whether the value of the correspondent ipRouteDest field belongs to a class-A, B, or C network, and then using one of:

	mask	network	
255.0.0.0		class-A	
255.255.0.0		class-B	
255.255.255.0		class-C	

If the value of the ipRouteDest is 0.0.0.0 (a default route), then the mask value is also 0.0.0.0. It should be noted that all IP routing subsystems implicitly use this mechanism. (netaddress)

ipRouteMetric5 - An alternate routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to −1. (int) Returns a fixed value of −1.

ipRouteInfo - A reference to MIB definitions specific to the particular routing protocol responsible for this route, as determined by the value specified in the route's ipRouteProto value. If this information is not present, its value should be set to the OBJECT IDENTIFIER { 0 0 }, which is a syntactically valid object identifier. Any conformant implementation of ASN.1 and BER must be able to generate and recognize this value. (objectid)

ipNetToMediaTable

The ipNetToMediaTable is the IP Address Translation table used for mapping from IP addresses to physical addresses.

ipNetToMediaIfIndex - The interface on which this entry's equivalence is effective. The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex. (int)

ipNetToMediaPhysAddress - The media-dependent physical address. (octet[128])

ipNetToMediaNetAddress - The IpAddress corresponding to the mediadependent physical address. (netaddress)

ipNetToMediaType - The type of mapping. (enum) Returns a fixed value of (3)dynamic. Setting this object to the value invalid(2) has the effect of invalidating the corresponding entry in the ipNetToMediaTable. That is, it effectively dissociates the interface identified with said entry from the mapping identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant ipNetToMediaType object.

icmp

The icmp group reports statistics about the ICMP group.

icmpInMsgs - The total number of ICMP messages that the entity received. Note that this counter includes all those counted by icmpInErrors. (counter)

icmpInErrors - The number of ICMP messages that the entity received but determined as having ICMP-specific errors (bad ICMP checksums, bad length, and the like.). (counter)

icmpInDestUnreachs - The number of ICMP Destination Unreachable messages received. (counter)

icmpInTimeExcds - The number of ICMP Time Exceeded messages received. (counter)

icmpInParmProbs - The number of ICMP Parameter Problem messages received. (counter)

icmpInSrcQuenchs - The number of ICMP Source Quench messages received. (counter)

icmpInRedirects - The number of ICMP Redirect messages received. (counter)

icmpInEchos - The number of ICMP Echo (request) messages received. (counter)

icmpInEchoReps - The number of ICMP Echo Reply messages received. (counter)

icmpInTimestamps - The number of ICMP Timestamp (request) messages received. (counter)

icmpInTimestampReps - The number of ICMP Timestamp Reply messages received. (counter)

icmpInAddrMasks - The number of ICMP Address Mask Request messages received. (counter)

icmpInAddrMaskReps - The number of ICMP Address Mask Reply messages received. (counter)

icmpOutMsqs - The total number of ICMP messages that this entity attempted to send. Note that this counter includes all those counted by icmpOutErrors. (counter)

icmpOutErrors - The number of ICMP messages that this entity did not send due to problems discovered within ICMP, such as a lack of buffers. This value should not include errors discovered outside the ICMP layer, such as the inability of IP to route the resultant datagram. In some implementations there may be no types of errors that contribute to this counter's value. (counter)

icmpOutDestUnreachs - The number of ICMP Destination Unreachable messages sent. (counter)

icmpOutTimeExcds - The number of ICMP Time Exceeded messages sent. (counter)

icmpOutParmProbs - The number of ICMP Parameter Problem messages sent. (counter)

icmpOutSrcQuenchs - The number of ICMP Source Quench messages sent. (counter)

icmpOutRedirects - The number of ICMP Redirect messages sent. For a host, this object will always be zero, since hosts do not send redirects. (counter)

icmpOutEchos - The number of ICMP Echo (request) messages sent. (counter)

icmpOutEchoReps - The number of ICMP Echo Reply messages sent. (counter)

icmpOutTimestamps - The number of ICMP Timestamp (request) messages sent.
(counter)

 $\verb|icmpOutTimestampReps-The number of ICMP Timestamp Reply messages sent. \\ (counter)$

icmpOutAddrMasks - The number of ICMP Address Mask Request messages sent.
(counter)

icmpOutAddrMaskReps - The number of ICMP Address Mask Reply messages sent.
(counter)

tcp | The tcp group reports statistics about the TCP group.

tcpRtoAlgorithm – The algorithm used to determine the timeout value used for retransmitting unacknowledged octets. (enum)

tcpRtoMin – The minimum value permitted by a TCP implementation for the retransmission timeout, measured in milliseconds. More refined semantics for objects of this type depend upon the algorithm used to determine the retransmission timeout. In particular, when the timeout algorithm is rsre(3), an object of this type has the semantics of the LBOUND quantity described in RFC 793. (int)

tcpRtoMax – The maximum value permitted by a TCP implementation for the retransmission timeout, measured in milliseconds. More refined semantics for objects of this type depend upon the algorithm used to determine the retransmission timeout. In particular, when the timeout algorithm is rsre(3), an object of this type has the semantics of the UBOUND quantity described in RFC 793. (int)

tcpMaxConn – The limit on the total number of TCP connections that the entity can support. In entities where the maximum number of connections is dynamic, this object should contain the value –1. (int)

tcpActiveOpens – The number of times that TCP connections have made a direct transition to the SYN-SENT state from the CLOSED state. (counter)

tcpPassiveOpens – The number of times that TCP connections have made a direct transition to the SYN-RCVD state from the LISTEN state. (counter)

tcpAttemptFails – The number of times that TCP connections have made a direct transition to the CLOSED state from either the SYN-SENT state or the SYN-RCVD state, plus the number of times TCP connections have made a direct transition to the LISTEN state from the SYN-RCVD state. (counter)

tcpEstabResets – The number of times TCP connections have made a direct transition to the CLOSED state from either the ESTABLISHED state or the CLOSE-WAIT state. (counter)

tcpCurrEstab - The number of TCP connections for which the current state is either ESTABLISHED or CLOSE-WAIT. (gauge)

tcpInSeqs - The total number of segments received, including those received in error. This count includes segments received on currently established connections. (counter)

tcpOutSeqs - The total number of segments sent, including those on current connections but excluding those containing only retransmitted octets. (counter)

tcpRetransSegs - The total number of segments retransmitted - that is, the number of TCP segments transmitted containing one or more previously transmitted octets. (counter)

tcpInErrs - The total number of segments received in error (for example, bad TCP checksums). (counter)

tcpOutRsts - The number of TCP segments sent containing the RST flag. (counter)

tcpConnTable

The tcpConnTable is a table containing TCP connection-specific information.

tcpConnState - The state of this TCP connection. (enum)

The only value that may be set by a management station is deleteTCB(12). Accordingly, it is appropriate for an agent to return a "badValue" response if a management station attempts to set this object to any other value.

If a management station sets this object to the value deleteTCB(12), then this has the effect of deleting the TCB (as defined in RFC 793) of the corresponding connection on the managed node. This results in immediate termination of the connection.

As an implementation-specific option, an RST segment may be sent from the managed node to the other TCP endpoint. (Note, however, that RST segments are not sent reliably.)

tcpConnLocalAddress - The local IP address for this TCP connection. For a connection in the listen state that is willing to accept connections for any IP interface associated with the node, the value 0.0.0.0 is used. (netaddress)

tcpConnLocalPort - The local port number for this TCP connection. (int)

tcpConnRemAddress - The remote IP address for this TCP connection. (netaddress)

tcpConnRemPort - The remote port number for this TCP connection. (int)

upd

The udp group reports statistics about the UDP group.

udpInDatagrams – The total number of UDP datagrams delivered to UDP users. (counter) Returns a fixed value of 0.

udpNoPorts – The total number of received UDP datagrams for which there was no application at the destination port. (counter) Returns a fixed value of 0.

udpInErrors – The number of received UDP datagrams that could not be delivered for reasons other than the lack of an application at the destination port. (counter)

udpOutDatagrams – The total number of UDP datagrams sent from this entity. (counter) Returns a fixed value of 0.

udpTable

The udpTable is a table containing UDP listener information.

udpLocalAddress - The local IP address for this UDP listener. For a UDP listener that is willing to accept datagrams for any IP interface associated with the node, the value 0.0.0.0 is used. (netaddress)

udpLocalPort - The local port number for this UDP listener. (int)

snmp

The snmp group reports statistics about the SNMP group.

snmpInPkts - The total number of Messages delivered to the SNMP entity from the transport service. (counter)

snmpOutPkts - The total number of SNMP Messages passed from the SNMP protocol entity to the transport service. (counter)

snmpInBadVersions - The total number of SNMP Messages delivered to the SNMP protocol entity that were for an unsupported SNMP version. (counter)

snmpInBadCommunityNames - The total number of SNMP Messages delivered to the SNMP protocol entity that used a SNMP community name not known to said entity. (counter)

snmpInBadCommunityUses - The total number of SNMP Messages delivered to the SNMP protocol entity, which represented an SNMP operation not allowed by the SNMP community named in the Message. (counter)

snmpInASNParseErrs - The total number of ASN.1 or BER errors encountered by the SNMP protocol entity when decoding received SNMP Messages. (counter)

snmpInTooBigs - The total number of SNMP PDUs delivered to the SNMP protocol entity for which the value of the error-status field is "tooBig." (counter)

snmpInNoSuchNames - The total number of SNMP PDUs delivered to the SNMP protocol entity for which the value of the error-status field is "noSuchName." (counter)

snmpInBadValues - The total number of SNMP PDUs delivered to the SNMP protocol entity for which the value of the error-status field is "badValue." (counter)

snmpInReadOnlys – The total number valid SNMP PDUs delivered to the SNMP protocol entity for which the value of the error-status field is "readOnly." It should be noted that it is a protocol error to generate an SNMP PDU that contains the value "readOnly" in the error-status field. This object is provided as a means of detecting incorrect implementations of the SNMP. (counter)

snmpInGenErrs – The total number of SNMP PDUs delivered to the SNMP protocol entity for which the value of the error-status field is "genErr." (counter)

snmpInTotalReqVars — The total number of MIB objects successfully retrieved by the SNMP protocol entity as the result of receiving valid SNMP Get-Request and Get-Next PDUs. (counter)

snmpInTotalSetVars — The total number of MIB objects successfully altered by the SNMP protocol entity as the result of receiving valid SNMP Set-Request PDUs. (counter)

snmpInGetRequests – The total number of SNMP Get-Request PDUs accepted and processed by the SNMP protocol entity. (counter)

snmpInGetNexts – The total number of SNMP Get-Next PDUs accepted and processed by the SNMP protocol entity. (counter)

snmpInSetRequests – The total number of SNMP Set-Request PDUs accepted and processed by the SNMP protocol entity. (counter)

snmpInGetResponses – The total number of SNMP Get-Response PDUs accepted and processed by the SNMP protocol entity. (counter)

snmpInTraps – The total number of SNMP Trap PDUs accepted and processed by the SNMP protocol entity. (counter)

snmpOutTooBigs - The total number of SNMP PDUs generated by the SNMP
protocol entity for which the value of the error-status field is "tooBig." (counter)

snmpOutNoSuchNames — The total number of SNMP PDUs generated by the SNMP protocol entity for which the value of the error-status is "noSuchName." (counter)

snmpOutBadValues – The total number of SNMP PDUs generated by the SNMP protocol entity for which the value of the error-status field is "badValue." (counter)

snmpOutGenErrs – The total number of SNMP PDUs generated by the SNMP protocol entity for which the value of the error-status field is "genErr." (counter)

snmpOutGetRequests – The total number of SNMP Get-Request PDUs which have been generated by the SNMP protocol entity. (counter)

snmpOutGetNexts – The total number of SNMP Get-Next PDUs generated by the SNMP protocol entity. (counter)

 ${\tt snmpOutSetRequests-The\ total\ number\ of\ SNMP\ Set-Request\ PDUs\ generated\ by\ the\ SNMP\ protocol\ entity.\ (counter)}$

snmpOutGetResponses – The total number of SNMP Get-Response PDUs generated by the SNMP protocol entity. (counter)

snmpOutTraps — The total number of SNMP Trap PDUs generated by the SNMP protocol entity. (counter)

snmpEnableAuthenTraps – Indicates whether the SNMP agent process is permitted to generate authentication-failure traps. The value of this object overrides any configuration information. As such, it provides a means whereby all authentication-failure traps may be disabled. (enum)

Note that this object must be stored in non-volatile memory, so that it remains constant between reinitializations of the network management system.

The following are Sun-specific group and table definitions.

sunSystem

The sunSystem group reports general system information.

agentDescr - The SNMP agent's description of itself. (string[255])

hostID – The unique Sun hardware identifier. The value returned is four byte binary string. (octet[4])

motd - The first line of /etc/motd. (string[255])

unixTime – The UNIX system time. Measured in seconds since January 1, 1970 GMT. (counter)

sunProcessTable

The sunProcessTable table reports UNIX process table information.

psProcessID – The process identifier for this process. (int)

psParentProcessID - The process identifier of this process's parent. (int)

psProcessSize – The combined size of the data and stack segments (in kilobytes.) (int)

psProcessCpuTime – The CPU time (including both user and system time) consumed so far. (int)

psProcessState - The run-state of the process. (octet[4])

R	Runnable
T	Stopped
P	In page wait

D	Non-interruptable wait
s	Sleeping (less than 20 seconds)
I	Idle (more than 20 seconds)
Z	Zombie

psProcessWaitChannel - Reason process is waiting. (octet[16])

psProcessTTY – Terminal, if any, controlling this process. (octet[16])

psProcessUserName - Name of the user associated with this process. (octet[16])

psProcessUserID – Numeric form of the name of the user associated with this process. (int)

psProcessName - Command name used to invoke this process. (octet[64])

psProcessStatus – Setting this variable will cause a signal of the set value to be sent to the process. (int)

sunHostPerf

The sunHostPerf group reports hostperf information.

rsUserProcessTime – Total number of timeticks used by user processes since the last system boot. (counter)

rsNiceModeTime - Total number of timeticks used by "nice" mode since the last system boot. (counter)

rsSystemProcessTime - Total number of timeticks used by system processes since the last system boot. (counter)

rsIdleModeTime - Total number of timeticks in idle mode since the last system boot. (counter)

rsDiskXfer1 – Total number of disk transfers since the last boot for the first of four configured disks. (counter)

rsDiskXfer2 – Total number of disk transfers since the last boot for the second of four configured disks. (counter)

 ${\tt rsDiskXfer3-Total\ number\ of\ disk\ transfers\ since\ the\ last\ boot\ for\ the\ third\ of\ four\ configured\ disks.\ (counter)}$

rsDiskXfer4 – Total number of disk transfers since the last boot for the fourth of four configured disks. (counter)

rsVPagesIn - Number of pages read in from disk. (counter)

rsVPagesOut - Number of pages written to disk. (counter)

rsVSwapIn – Number of pages swapped in. (counter)

rsVSwapOut - Number of pages swapped out. (counter)

rsVIntr - Number of device interrupts. (counter)

rsIfInPackets - Number of input packets. (counter)

rsIfOutPackets - Number of output packets. (counter)

rsIfInErrors – Number of input errors. (counter)

rsIfOutErrors - Number of output errors. (counter)

rsIfCollisions - Number of output collisions. (counter)

FILES

/etc/snmp/conf/snmpd.conf configuration information /var/snmp/mib/sun.mib standard SNMP MIBII file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmibii
Interface Stability	Obsolete

SEE ALSO

inetd(1M), select(3C), recvfrom(3SOCKET), sendto(3SOCKET), attributes(5), gld(7D),

DIAGNOSTICS

cannot dispatch request

The proxy cannot dispatch the request. The rest of the message indicates the cause of the failure.

select(3C) failed

A select(3C) call failed. The rest of the message indicates the cause of the failure.

sendto(3SOCKET) failed

A sendto(3SOCKET) call failed. The rest of the message indicates the cause of the failure.

recvfrom(3SOCKET) failed

A recvfrom(3SOCKET) call failed. The rest of the message indicates the cause of the failure.

no response from system

The SNMP agent on the target system does not respond to SNMP requests. This error might indicate that the SNMP agent is not running on the target system, the target system is down, or the network containing the target system is unreachable. response too big

The agent could not fit the results of an operation into a single SNMP message. Split large groups or tables into smaller entities. missing attribute An attribute is missing from the requested group. bad attribute type An object attribute type received from the SNMP agent that does not match the attribute type specified by the proxy agent schema. The rest of the message indicates the expected type and received type. cannot get sysUpTime The proxy agent cannot get the variable *sysUpTime* from the SNMP agent. sysUpTime type bad The variable *sysUpTime* received from the SNMP agent has the wrong data type. unknown SNMP error An unknown SNMP error was received. bad variable value The requested specified an incorrect syntax or value for a set operation. variable is read only The SNMP agent did not perform the set request because a variable to set may not be written. general error A general error was received. cannot make request PDU An error occurred building a request PDU. cannot make request varbind list An error occurred building a request variable binding list. cannot parse response PDU An error occurred parsing a response PDU. request ID - response ID mismatch The response ID does not match the request ID. string contains non-displayable characters A displayable string contains non-displayable characters. cannot open schema file An error occurred opening the proxy agent schema file. cannot parse schema file The proxy agent couldn't parse the proxy agent schema file. cannot open host file An error occurred opening the file associated with the na.snmp.hostfile keyword in /etc/snmp/conf/snmpd.conf

cannot parse host file

The proxy agent was unable to parse the file associated with the na.snmp.hostfile keyword in /etc/snmp/conf/snm.conf.

attribute unavailable for set operations

The set could not be completed because the attribute was not available for set operations.

BUGS

The mibiisa utility returns the wrong interface speed for the SBUS FDDI interface (for example, "bf0").

The mibiisa utility does not return a MAC address for the SBUS FDDI interface (for example, "bf0").

Process names retrieved from mibiisa contain a leading blank space.

When you change attribute values in the system group with an SNMP set request, the change is effective only as long as mibiisa is running. mibiisa does not save the changes to /etc/snmp/conf/snmpd.conf.

mipagent(1M)

NAME |

mipagent - Mobile IP agent

SYNOPSIS

/usr/lib/inet/mipagent

DESCRIPTION

The mipagent utility implements the Mobile IP home agent and foreign agent functionality described in *RFC 2002*, *IP Mobility Support*. The term "mobility agent" is used to refer to the home agent and foreign agent functionality collectively. mipagent responds to Mobile IP registration and deregistration requests and router discovery solicitation messages from a mobile node. Besides responding to external messages, the mipagent utility also tasks on a periodic basis, such as aging the mobility bindings and visitor entries and sending agent advertisements. The mobility agent can also handle direct delivery style reverse tunneling as specified in *RFC 2344*, *Reverse Tunneling for Mobile IP*. Limited private address support for mobile nodes is also available.

Run the mipagent daemon as root using the start-up script, which has the following syntax:

example# /etc/init.d/mipagent [start|stop]/etc/inet/mipagent.conf must be present before you start-up the mipagent daemon. See mipagent.conf(4). At start up, mipagent reads the configuration information from /etc/inet/mipagent.conf. The mipagent daemon records a continuous log of its activities by means of syslog(). See syslog(3C). You can use the *LogVerbosity* parameter in /etc/inet/mipagent.conf to control the verbosity level of the log.

The mipagent daemon can be terminated either by the script:

example# /etc/init.d/mipagent stopor by the kill command.

Periodically while running, or if terminated or shutdown, the mipagent daemon stores the following internal state information in /var/inet/mipagent_state:

- a list of the mobile nodes supported as home agents;
- their current care-of addresses; and
- the remaining registration lifetimes.

If the mipagent utility is terminated for maintenance and restarted, mipagent_state is used to recreate as much of the mobility agent's internal state as possible. This minimizes service disruption for mobile nodes that may be visiting other networks. If mipagent_state exists, it is read immediately after mipagent.conf when mipagent is restarted. The format of mipagent_state is undocumented since it is likely to change and programs other than mipagent should not use it for any purpose. A separate utility program mipagentstat is provided for monitoring mipagent.

EXIT STATUS

The following exit values are returned:

- 0 The daemon started successfully.
- 1 The daemon failed to start.

FILES

/etc/inet/mipagent.conf

Configuration file for Mobile IP mobility agent.

/var/inet/mipagent state

File where private state information from mipagent is stored.

/etc/init.d/mipagent [start|stop]
 mipagent start-up script.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmipu

SEE ALSO

$$\label{eq:mipagentstat} \begin{split} & \texttt{mipagentstat}(1M), \\ & \texttt{mipagentconfig}(1M), \\ & \texttt{syslog}(3C), \\ & \texttt{mipagent.conf}(4), \\ & \texttt{attributes}(5) \end{split}$$

Montenegro, G., editor. RFC 2344, Reverse Tunneling for Mobile IP. Network Working Group. May 1998.

Perkins, C. RFC 2002, IP Mobility Support. Network Working Group. October 1996.

DIAGNOSTICS

The mipagent utility exits with an error if the configuration file, mipagent.conf, cannot be read successfully. Upon receiving a SIGTERM or SIGINT signal, mipagent cleans its internal state, including any changes to the routing and ARP tables, and exits.

NOTES

The foreign agent adds host– specific local routes to its routing table for visiting mobile nodes after they are successfully registered. If a visiting mobile node departs without sending a de-registration message through the foreign agent, these routing entries persist until the mobile node's previous registration expires. Any packets that arrive at the foreign agent for the departed mobile node during this time, for example because the foreign agent is also a router for the foreign network, will be lost. System administrators can configure foreign agents to accept only short registration lifetimes. This will automatically restrict the maximum duration for which a departed mobile node will be temporarily unreachable.

mipagentconfig(1M)

NAME

mipagentconfig – configure Mobility IP Agent

SYNOPSIS

/sbin/mipagentconfig [-f configfile] command dest [parameters...]

DESCRIPTION

The mipagentconfig utility is used to configure the Mobility IP Agent. It allows the user to change settings and to add and delete mobility clients, Pools, and SPIs in the mobility agent configuration file.

OPTIONS

The following options are supported:

-f configfile

Use the specified configuration file instead of the system default, /etc/inet/mipagent.conf.

OPERANDS

The *command* operand, as well as the parameters for each command are described below. See mipagent.conf(4) for the default values of the configuration operands described here.

add

Depending on the destination *dest*, this command will add advertisement parameters, security parameters, SPIs, or addresses to the configuration file.

add Address ipAddress attr_value

Add the specified *ipAddress* with the specified SPI. To add an NAI address, you must specify the Pool.

add adv device

Enable home and foreign agent functionality on the specified interface.

add adv device AdvLifetime seconds
Add AdvLifetime to the specified device.

add adv device RegLifetime seconds

Add RegLifetime to the specified device.

add adv device AdvFrequency seconds
Add AdvFrequency to the specified device.

add adv device HomeAgent <yes | no> Add the HomeAgent flag to the specified device.

add adv device ForeignAgent <yes | no> Add the ForeignAgent flag to the specified device.

add adv device PrefixLengthExt <yes | no> Add the PrefixLengthExt flag to the specified device.

add adv *device* NAIExt <yes | no> Add the NAIExt flag to the specified device.

add adv *device* Challenge <yes | no> Add the Challenge flag to the specified device.

add adv device ReverseTunnel <no | neither> fa ha
<yes | both>

Add the level of ReverseTunnel support indicated to the specified device. Possible values include:

no Do not support ReverseTunnel as either a

foreign agent or a home agent on this device. Does not advertise reverse tunneling nor accept a registration requesting reverse

tunnel support on this device.

neither Do not support ReverseTunnel as either a

foreign agent or a home agent on this device. Do not advertise reverse tunneling nor accept a registration requesting reverse

tunnel support on this device.

fa When the foreign agent processes a

registration request received on this device, check to see if the mobile node requests that a reverse tunnel be set up to its home agent. If so, perform the necessary encapsulation of datagrams to the mobile node's home agent as described in *RFC* 2344. This means that a mobile node must see the agent advertising reverse tunnel support, so the reverse tunnel bit is advertised in the agent

advertisement on this device.

ha When the home agent processes a

registration request received on this device, check to see if the mobile node requests that a reverse tunnel be set up from its care-of address. If so, perform the necessary decapsulation as described in *RFC 2344*. This does not mean the home agent is advertising support of reverse tunneling on this device. Mobile nodes are only interested in the advertisement flags if they are going to use foreign agent services. Moreover, reverse tunnels by definition originate at the care-of address, and HA support is therefore only of interest to the owner of the care-of address.

Whenever the mobility agent is processing a registration request received on this device, check to see if the mobile node is requesting

a reverse tunnel be set up. If so, apply *RFC*

yes

mipagentconfig(1M)

2344 as appropriate, either as an encapsulating foreign agent, or a decapsulating home agent, depending on how this mobility agent is servicing the specific mobile node. As a result, the mobility agent will be advertising reverse tunnel support on this device.

both Whenever the mobility agent is processing a

registration request received on this device, check to see if the mobile node is requesting a reverse tunnel be set up. If so, apply *RFC* 2344 as appropriate, either as an encapsulating foreign agent, or a decapsulating home agent, depending on how this mobility agent is servicing the specific mobile node. As a result, the mobility agent will be advertising reverse

add adv device ReverseTunnelRequired <no | neither> fa
ha <yes | both>

tunnel support on this device.

Add the requirement that the ReverseTunnel flag be set in any registration request received on the indicated device. Possible values include:

no Reverse tunneling is not required by the

mipagent on this device.

neither Reverse tunneling is not required by the

mipagent on this device.

fa The ReverseTunnel flag is required to be

set in registration requests received by the

foreign agent on this device.

ha The ReverseTunnel flag is required to be

set in registration requests received by the

home agent on this device.

yes The ReverseTunnel flag is required to be

set in all registration requests received by either home and or foreign agents on this

device.

both The ReverseTunnel flag is required to be

set in all registration requests received by either home and or foreign agents on this

device.

add Pool number start Addr length

Add the specified Pool with the specified start addresses and length.

add SPI number replay Key

Add the specified SPI with the given replay type and key. The replay type can have a value of none or timestamps.

add HA-FAAuth <yes | no> Add the HA-FAAuth flag.

add MN-FAAuth <yes | no> Add the MN-FAAuth flag.

add MaxClockSkew seconds Add the MaxClockSkew.

add KeyDistribution type

Add the KeyDistribution type. The only value for KeyDistribution that is supported at this time is file.

change Depending on the destination *dest*, this command will change

advertisement parameters, security parameters, SPIs, or addresses in the configuration file. Any of the above destinations are valid.

delete Depending on the destination *dest*, this command will delete

advertisement parameters, security parameters, SPIs, or addresses from the configuration file. Any destination discussed above is

valid.

get Display all of the parameters associated with dest. Any destination

discussed above is valid.

EXAMPLES

EXAMPLE 1 Add an SPI, a Pool, and a Mobile Node and Require Reverse Tunneling on a Device to the *configfile*

Use the following example to add an SPI, a Pool, a mobile node, and require reverse tunneling for the foreign agent in the *configfile*. First, the SPI of 250 is added. Then, a Pool of 200 addresses starting at 192.168.168.1 is added. joe@mobile.com is added with an SPI of 250 and using Pool 1. Finally, reverse tunneling is required for the foreign agent on device 1e0.

```
example# mipagentconfig add SPI 250 ReplayMethod none example# mipagentconfig add SPI 250 Key 00ff00ff00fff example# mipagentconfig add Pool 1 192.168.168.1 200 example# mipagentconfig add Address joe@mobile.com 250 1 example# mipagentconfig add le0 reversetunnel fa example# mipagentconfig add le0 reversetunnelrequired fa
```

EXAMPLE 2 Modify an SPI

To modify the SPI associated with joe, first, use the command get to verify the existing settings, then change the SPI from 250 to 257.

mipagentconfig(1M)

EXAMPLE 2 Modify an SPI (Continued)

example# mipagentconfig get Address joe@mobile.com

Address: joe@mobile.com

SPI: 250

Pool: 1

example# mipagentconfig change Address joe@mobile.com 257 1

EXAMPLE 3 Delete a Pool

Use the following example to delete Pool 3:

example# mipagentconfig delete Pool 3

EXIT STATUS

The following exit values are returned:

0 Successful completion.

non-zero An error occurred.

FILES

/etc/inet/mipagent.conf

Configuration file for Mobile IP mobility agent.

/etc/inet/mipagent.conf-sample

Sample configuration file for mobility agents.

/etc/inet/mipagent.conf.ha-sample

Sample configuration file for home agent functionality.

/etc/inet/mipagent.conf.fa-sample

Sample configuration file for foreign agent functionality.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
I	Availability	SUNWmipu

SEE ALSO

mipagent(1M), mipagent.conf(4), attributes(5)

Montenegro, G., editor. *RFC 2334, Reverse Tunneling for Mobile IP*. Network Working Group. May, 1998.

Perkins, C. RFC 2002, IP Mobility Support. Network Working Group. October 1996.

NAME

mipagentstat – show Mobile IP Mobility Agent status

SYNOPSIS

mipagentstat [-fh]

DESCRIPTION

Use the mipagentstat utility to display the content of various Mobile-IP related data structures.

Visitor Table (First Form)

The visitor table display lists information for all mobile nodes registered with the foreign agent, one mobile node per line. This list consists of the mobile node's home address or Network Access Identifier (NAI), home agent address, total registration lifetime and the number of seconds remaining before the registration expires.

The following command line shows the output from a foreign agent with two mobile nodes registered:

example# mipagentstat -f

П					
	Mobile Node	Foreign Agent	Time Granted	Time Remaining	Flags
			(in secs)	(in secs)	
	foobar@xyz.com	fa1@tuv.com	600	125	
	10.1.5.23	123.2.5.12	1000	1.0	RAn "R" in the

flags column indicates a reverse tunnel is present. No reverse tunnel is configured for the mobile node foobar@xyz.com. A reverse tunnel is configured from mobile node 10.1.5.23.

Binding Table (Second Form)

The binding table display lists information for all mobile nodes registered with the home agent, one mobile node per line. This list consists of the mobile node's home address or NAI, foreign agent address, total registration lifetime and the number of seconds remaining before the registration expires.

Use the following command line to show the output from a home agent with two active mobile nodes:

example# mipagentstat -h

М

obile Node Home Agent	Time Granted	Time Remaining	Flags
foobar@xyz.com hal@xyz.com	(in secs) 600	(in secs) 125	
10.1.5.23 10.1.5.1	1000	10	RAn "R" in the

flags column indicates a reverse tunnel is present. No reverse tunnel is configured for the mobile node foobar@xyz.com. A reverse tunnel is configured for mobile node 10.1.5.23.

OPTIONS

- -h Display the list of active mobile nodes in the home agent's binding table.
- -f Display the list of active mobile nodes in the foreign agent's visitor's list.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

non-zero An error occurred.

mipagentstat(1M)

ATTRIBUTES |

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmipu

SEE ALSO

 $\verb|mipagent(1M)|, \verb|mipagentconfig(1M)|, \verb|mipagent.conf(4)|, \verb|attributes(5)|$

Aboda, B., and Beadles, M. RFC 2486, The Network Access Identifier. The Internet Society, 1999.

NAME | mkfifo – make FIFO special file

SYNOPSIS

/usr/bin/mkfifo [-m mode] path...

DESCRIPTION

The mkfifo command creates the FIFO special files named by its argument list. The arguments are taken sequentially, in the order specified; and each FIFO special file is either created completely or, in the case of an error or signal, not created at all.

If errors are encountered in creating one of the special files, mkfifo writes a diagnostic message to the standard error and continues with the remaining arguments, if any.

The mkfifo command calls the library routine mkfifo(3C), with the path argument is passed as the path argument from the command line, and mode is set to the equivalent of a=rw, modified by the current value of the file mode creation mask umask(1).

OPTIONS

The following option is supported:

Set the file permission bits of the newly-created FIFO to the specified *mode* -m *mode* value. The *mode* option-argument will be the same as the *mode* operand defined for the chmod(1) command. In <symbolic mode> strings, the op characters + and – will be interpreted relative to an assumed initial mode of a=rw.

OPERANDS

The following operand is supported:

A path name of the FIFO special file to be created.

USAGE

See largefile(5) for the description of the behavior of mkfifo when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of mkfifo: LC CTYPE, LC MESSAGES, and NLSPATH.

EXIT STATUS

The following exit values are returned:

- All the specified FIFO special files were created successfully.
- An error occurred. >0

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWesu

SEE ALSO

mkfifo(3C), attributes(5), environ(5), largefile(5)

mkfile(1M)

NAME | mkfile – create a file

SYNOPSIS

mkfile [-nv] size [k | b | m] filename...

DESCRIPTION

mkfile creates one or more files that are suitable for use as NFS-mounted swap areas, or as local swap areas. When a root user executes mkfile(), the sticky bit is set and the file is padded with zeros by default. When non-root users execute mkfile(), they must manually set the sticky bit using chmod(1). The default size is in bytes, but it can be flagged as kilobytes, blocks, or megabytes, with the k, b, or m suffixes, respectively.

OPTIONS

- Create an empty filename. The size is noted, but disk blocks are not -n allocated until data is written to them. Files created with this option cannot be swapped over local UFS mounts.
- Verbose. Report the names and sizes of created files. -v

USAGE

See largefile(5) for the description of the behavior of mkfile when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

chmod(1), swap(1M), attributes(5), largefile(5)

NAME

mkfs – construct a file system

SYNOPSIS

mkfs [-F FSType] [generic_options] [-0 FSType-specific_options] raw_device_file [operands]

DESCRIPTION

The mkfs utility constructs a file system on the *raw_device_file* by calling the specific mkfs module indicated by -F *FSType*.

Note: ufs file systems are normally created with the newfs(1M) command.

generic_options are independent of file system type. FSType-specific_options is a comma-separated list of keyword=value pairs (with no intervening spaces), which are FSType-specific. raw_device_file specifies the disk partition on which to write the file system. It is required and must be the first argument following the specific_options (if any). operands are FSType-specific. See the FSType-specific manual page of mkfs (for example, mkfs_ufs (1M)) for a detailed description.

OPTIONS

The following are the generic options for mkfs:

- -F Specify the *FSType* to be constructed. If -F is not specified, the *FSType* is determined from /etc/vfstab by matching the *raw_device_file* with a vfstab entry, or by consulting the /etc/default/fs file.
- -V Echo the complete command line, but do not execute the command. The command line is generated by using the options and arguments provided and adding to them information derived from /etc/vfstab or /etc/default/fs. This option may be used to verify and validate the command line.
- -m Return the command line which was used to create the file system. The file system must already exist. This option provides a means of determining the command used in constructing the file system.
- -o Specify *FSType*-specific options. See the manual page for the mkfs module specific to the file system type.

USAGE

See largefile(5) for the description of the behavior of mkfs when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

FILES

/etc/default/fs Default file system type. Default values can be set for

the following flags in /etc/default/fs. For

example: LOCAL=ufs

LOCAL The default partition for a command if no

FSType is specified.

/etc/vfstab List of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

mkfs(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mkfs_ufs(1M), newfs(1M), vfstab(4), attributes(5), largefile(5)

Manual pages for the FSType-specific modules of mkfs.

NOTES

This command may not be supported for all FSTypes.

NAME | mkfs_pcfs – construct a FAT file system

SYNOPSIS

mkfs -F pcfs [generic_options] [-0 FSType_specific_options] raw_device_file

DESCRIPTION

The pcfs-specific module of mkfs constructs a File Allocation Table (FAT) on removable media (diskette, JAZ disk, ZIP disk, PCMCIA card) or a hard disk. FATs are the standard MS-DOS and Windows file system format. Note that you can use fdformat(1) to construct a FAT file system only on a diskette or PCMCIA card.

mkfs for pcfs determines an appropriate FAT size for the media, then it installs an initial boot sector and an empty FAT. A sector size of 512 bytes is used. mkfs for pcfs can also install the initial file in the file system (see the pcfs-specific -o i option). This first file can optionally be marked as read-only, system, and/or hidden.

If you want to construct a FAT with mkfs for pcfs on media that is not formatted, you must first perform a low-level format on the media with fdformat(1) or format(1M). Non-diskette media must also be partitioned with the fdisk(1M) utility. Note that all existing data on the diskette or disk partition, if any, is destroyed when a new FAT is constructed.

generic_options are supported by the generic mkfs command. See mkfs(1M) for a description of these options.

raw device file indicates the device on which to write unless the -o N option has been specified, or if the -V or -m generic options are passed from the generic mkfs module.

OPTIONS

See mkfs(1M) for the list of supported generic options.

The following options are supported:

-o FSType_specific_options

Specify pcfs file system specific options in a comma-separated list with no intervening spaces. If invalid options are specified, a warning message is printed and the invalid options are ignored.

b=label Label the media with volume label. The volume label is restricted to

11 uppercase characters.

B=filename Install *filename* as the boot loader in the file system's boot sector. If

> you don't specify a boot loader, an MS-DOS boot loader is installed. The MS-DOS boot loader requires specific MS-DOS system files to make the diskette bootable. See NOTES for more information.

The size of a FAT entry. Currently, only 12 and 16 are valid values. fat=n

The default is 12 for diskettes, 16 for larger media.

Mark the first file installed as a hidden file. The -i option must also h

be specified.

Set the number of hidden sectors to *n*. This is the number of sectors hidden=*n*

> on the physical disk preceding the start of the volume (which is the boot sector itself). This defaults to 0 for diskettes or a computed

mkfs_pcfs(1M)

valued (based on the fdisk table) for disks. This option may be used only in conjunction with the nofdisk option. Install filename as the initial file in the new file system. The initial file's contents are guaranteed to occupy consecutive clusters at the start of the files area. When creating bootable media, a boot program should be specified as the initial file. Do not attempt to find an fdisk table on the media, instead rely on the size option for determining the partition size. By default, the created FAT is 16 bits and begins at the first sector of the device. This origination sector can be modified with the hidden option (-h). The number of sectors per track on the disk. If not specified, the value is determined by using a dkio(71) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. Intrack=n The number of tracks per cylinder on the disk. If not specified, the value is determined by using a dkio(71) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. No execution mode. Print normal output, but do not actually write the file system to the media. This is most useful when used in conjunction with the verbose option. That the first file installed as read-only. The -i option must also be specified. The value should always be at least 1, and the default value is exactly 1. Mark the first file installed as a system file. The -i option must also be specified. Set the number of sectors in the file system. If not specified, the value is determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. The size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette drive. For non-diskette media, a disk device name m		
file's contents are guaranteed to occupy consecutive clusters at the start of the files area. When creating bootable media, a boot program should be specified as the initial file. nofdisk Do not attempt to find an fdisk table on the media, instead rely on the size option for determining the partition size. By default, the created FAT is 16 bits and begins at the first sector of the device. This origination sector can be modified with the hidden option (-h). nsect=n The number of sectors per track on the disk. If not specified, the value is determined by using a dkio(71) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. The number of tracks per cylinder on the disk. If not specified, the value is determined by using a dkio(71) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. No execution mode. Print normal output, but do not actually write the file system to the media. This is most useful when used in conjunction with the verbose option. In the file system to the media. This is most useful when used in conjunction with the verbose option. In the file system to the media. This is most useful when used in conjunction with the verbose option. In the file system to the media as a fall to the first FAT, including the boot sector. The value should always be at least 1, and the default value is exactly 1. In the number of sectors in the file system. If not specified, the value is determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. The size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette0 for the first diskette drive. For non-diskette media, a disk device nam		
the size option for determining the partition size. By default, the created FAT is 16 bits and begins at the first sector of the device. This origination sector can be modified with the hidden option (-h). Insect=n The number of sectors per track on the disk. If not specified, the value is determined by using a dkio(71) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. Intrack=n The number of tracks per cylinder on the disk. If not specified, the value is determined by using a dkio(71) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. No execution mode. Print normal output, but do not actually write the file system to the media. This is most useful when used in conjunction with the verbose option. In mark the first file installed as read-only. The -i option must also be specified. In the volume, preceding the start of the first FAT, including the boot sector. The value should always be at least 1, and the default value is exactly 1. In the volume, preceding the start of the first FAT, including the boot sector. The value should always be at least 1, and the default value is exactly 1. In the volume, preceding the start of the first FAT, including the boot sector. The value should always be at least 1, and the default value is exactly 1. In the size of the first file installed as a system file. The -i option must also be specified. In the number of sectors in the file system. If not specified, the value is determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. The size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette drive, or /dev/rdiskettel for a second diskette drive, or /dev/rdiskettel	i=filename	file's contents are guaranteed to occupy consecutive clusters at the start of the files area. When creating bootable media, a boot program
value is determined by using a dkio(7l) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. Intrack=n The number of tracks per cylinder on the disk. If not specified, the value is determined by using a dkio(7l) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. N No execution mode. Print normal output, but do not actually write the file system to the media. This is most useful when used in conjunction with the verbose option. In the value is determined by using a dkio(7l) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. N No execution mode. Print normal output, but do not actually write the file system to the media. This is most useful when used in conjunction with the verbose option. In the file system to the media. This is the number of sectors in the volume, preceding the start of the first FAT, including the boot sector. The value should always be at least 1, and the default value is exactly 1. In the value should always be at least 1, and the default value is determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. In the size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	nofdisk	the size option for determining the partition size. By default, the created FAT is 16 bits and begins at the first sector of the device. This
value is determined by using a dkio(7I) ioctl to get the disk geometry, or (for diskette) from the results of an FDIOGCHAR ioctl. No execution mode. Print normal output, but do not actually write the file system to the media. This is most useful when used in conjunction with the verbose option. r Mark the first file installed as read-only. The -i option must also be specified. reserve=n Set the number of reserved sectors to n. This is the number of sectors in the volume, preceding the start of the first FAT, including the boot sector. The value should always be at least 1, and the default value is exactly 1. s Mark the first file installed as a system file. The -i option must also be specified. size=n The number of sectors in the file system. If not specified, the value is determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. spc=n The size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. v Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	nsect=n	value is determined by using a dkio(7I) ioctl to get the disk
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specified. reserve=n Set the number of reserved sectors to n. This is the number of sectors in the volume, preceding the start of the first FAT, including the boot sector. The value should always be at least 1, and the default value is exactly 1. s Mark the first file installed as a system file. The -i option must also be specified. size=n The number of sectors in the file system. If not specified, the value is determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. spc=n The size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. v Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette1 for a second diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	N	the file system to the media. This is most useful when used in
in the volume, preceding the start of the first FAT, including the boot sector. The value should always be at least 1, and the default value is exactly 1. S Mark the first file installed as a system file. The -i option must also be specified. Size=n The number of sectors in the file system. If not specified, the value is determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. Spc=n The size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. V Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	r	
be specified. Size=n The number of sectors in the file system. If not specified, the value is determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. Spc=n The size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	reserve=n	in the volume, preceding the start of the first FAT, including the boot sector. The value should always be at least 1, and the default value is
determined from the size of the partition given in the fdisk table or (for diskette) by way of computation using the FDIOGCHAR ioctl. spc=n The size of the allocation unit for space within the file system, expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. v Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	S	
expressed as a number of sectors. The default value depends on the FAT entry size and the size of the file system. v Verbose output. Describe, in detail, operations being performed. The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	size=n	determined from the size of the partition given in the fdisk table or
raw_device_file The device on which to build the FAT. The device name for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	spc=n	expressed as a number of sectors. The default value depends on the
for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name	v	Verbose output. Describe, in detail, operations being performed.
	raw_device_file	for a diskette must be specified as /dev/rdiskette0 for the first diskette drive, or /dev/rdiskette1 for a second diskette drive. For non-diskette media, a disk device name must be qualified with a suffix to indicate the proper partition. For example, in the name

FILES

the first partition on the disk should receive the new FAT.

EXAMPLES

The media in these examples must be formatted before running mkfs for pcfs. See DESCRIPTION for more details.

EXAMPLE 1 Creating a FAT File System on a Diskette

The following command creates a FAT file system on a diskette:

mkfs -F pcfs /dev/rdiskette

EXAMPLE 2 Creating a FAT File System on a Disk

The following command creates a FAT file system on the second fdisk partition of a disk attached to an IA based system:

mkfs -F pcfs /dev/rdsk/c0d0p0:d

EXAMPLE 3 Creating a FAT File System on a ZIP Disk

The following command creates a FAT file system on a ZIP disk located on a SPARC based system:

mkfs -F pcfs /dev/rdsk/c0t4d0s2:c

EXAMPLE 4 Creating a FAT File System on a JAZ Disk

The following command creates a FAT file system on a JAZ disk located on a SPARC based system and overrides the sectors/track and tracks/cylinder values obtained from the device's controller:

mkfs -F pcfs -o nsect=32,ntrack=64 /dev/rdsk/c0t3d0s2:c

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWesu
Interface Stability	Stable

SEE ALSO

fdformat(1), fdisk(1M), format(1M), mkfs(1M), attributes(5), fd(7D), dkio(7I), fdio(7I)

NOTES

The default MS-DOS boot loader, which is installed by default if -0 B is not specified, requires specific MS-DOS system files to make the diskette bootable. These MS-DOS files are not installed when you format a diskette with mkfs for pcfs, which makes a

mkfs_pcfs(1M)

diskette formatted this way not bootable. Trying to boot from it on an IA based system will result in the following message:

Non-System disk or disk error
Replace and strike any key when ready

You must format a diskette with the DOS format command to install the specific MS-DOS system files required by the default boot loader.

NAME

mkfs_udfs - construct a udfs file system

SYNOPSIS

mkfs -F udfs [generic_options] [-o specific_options] raw_device_file [size]

DESCRIPTION

This is the universal disk format file system (udfs) -specific module of the mkfs command. mkfs constructs a udfs file system with a root directory.

OPTIONS

See mkfs(1M) for the list of supported *generic_options*.

The following options are supported:

-o specific_options

Specify a udfs-specific option. Specify udfs file system specific options in a comma-separated list with no intervening spaces. If invalid options are specified, a warning message is printed and the invalid options are ignored.

The following *specific_options* are available:

N

Print the file system parameters without actually creating the file system.

label=string

Specify the label to be written into the volume header structures. Specify *string* as the name of the label. If *string* is not specified, a default *string* is generated in the form of *NoLabel*.

OPERANDS

The following operands are supported:

raw_device_file Specify the disk partition on which to write.

size Specify the number of 512-byte blocks in the file system.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWudf

SEE ALSO

fsck(1M),mkfs(1M), attributes(5)

DIAGNOSTICS

not currently a valid file system

The specified device does not contain a valid udfs file system.

Invalid size: larger than the partition size

Number of blocks given as parameter to create the file system is larger than the size of the device specified.

is mounted can't mkfs

mkfs_udfs(1M)

Device is in use, cannot create file system when the device is in use.

preposterous size

Negative size parameter provided is invalid.

sector size must be between 512, 8192 bytes

Sector size given is not in the valid range.

Volume integrity sequence descriptors too long File set descriptor too long.

Not enough space to create volume integrity sequence or file set descriptor.

mkfs: argument out of range

One of the arguments is out of range.

mkfs: bad numeric arg

One of the arguments is potentially a bad numeric.

NAME

mkfs_ufs - construct a ufs file system

SYNOPSIS

mkfs -F ufs [generic_options] [-0 FSType_specific_options] raw_device_file [size]

DESCRIPTION

The ufs-specific module of mkfs builds a ufs file system with a root directory and a lost+found directory (see fsck(1M))

The ufs-specific mkfs is rarely run directly; use the newfs(1M) command instead.

raw_device_file indicates the disk partition to write on unless the -o N option has been specified, or either the -V or -m generic options are passed from the generic mkfs module. size specifies the number of sectors in the file system. This argument must follow the raw_device_file argument and is required (even with -o N), unless the -V or -m generic options are specified.

generic_options are supported by the generic mkfs command. See mkfs(1M) for a description of these options.

OPTIONS

The following options are supported:

fraqsize=n

cgsize=n

-0	Use one or more of the following values separated by commas (with no
	intervening spaces) to specify ufs-specific options:

N	Print out the file system parameters without actually creating the file system.
nsect=n	The number of sectors per track on the disk. The default is 32.

ntrack=n The number of tracks per cylinder on the disk. The default is 16.

bsize=nLogical block size, either 4096 or 8192. The default is 8192. The sun4u architecture does not support the

4096 block size.

The smallest amount of disk space in bytes to allocate to a file. The smallest amout of disk space in bytes to allocate to a file. If the logical block size is 4096, legal values are 512, 1024, 2048, and 4096. When the logical block size is 8192, legal values are 1024, 2048, 4096, and 8192. The default value is 1024.

The number of cylinders per cylinder group (ranging from 16 to 256). The default is calculated by dividing the number of sectors in the file system by the number of sectors in a gigabyte, and then multiplying the result by 32. The default value will always be between 16 and 256. The per-cylinder-group meta data must fit in a space no larger than that available in one logical file system block. If too large a cqsize is requested, it is

decreased by the minimum amount necessary.

mkfs_ufs(1M)

free=n	The minimum percentage of free space to maintain in the file system. This space is off-limits to normal users. Once the file system is filled to this threshold, only the superuser can continue writing to the file system. This parameter can be subsequently changed using the tunefs(1M) command. The default is 10%.
rps=n	The rotational speed of the disk, in revolutions per second. The default is 60.
nbpi=n	The number of bytes per inode, which specifies the density of inodes in the file system. The number is divided into the total size of the file system to determine the fixed number of inodes to create. It should reflect the expected average size of files in the file system. If fewer inodes are desired, a larger number should be used; to create more inodes, a smaller number should be given. The default is 2048.
opt=a	Space or time optimization preference; s specifies optimization for space, t specifies optimization for time. The default is t. This parameter may be subsequently changed with the tunefs(1M) command.
apc=n	The number of alternates per cylinder to reserve for bad block replacement (SCSI devices only). The default is 0.
gap=n	Rotational delay. The expected time (in milliseconds) to service a transfer completion interrupt and initiate a new transfer on the same disk. The value is used to decide how much rotational spacing to place between successive blocks in a file. This parameter can be subsequently changed using the tunefs(1M) command. The default is disk-type dependent.
nrpos=n	The number of different rotational positions in which to divide a cylinder group. The default is 8.
maxcontig=n	The maximum number of blocks, belonging to one file, that will be allocated contiguously before inserting a rotational delay. For a 4K file system, the default is 14; for an 8K file system it is 7. This parameter can be subsequently changed using the tunefs(1M) command.
	This parameter also controls clustering. Regardless of the value of <i>gap</i> , clustering is enabled only when maxcontig is greater than 1. Clustering allows higher I/O rates for sequential I/O and is described in

tunefs(1M).

Alternatively, parameters can be entered as a list of space-separated values (without keywords) whose meaning is positional. In this case, the -o option is omitted and the list follows the size operand. This is the way newfs passes the parameters to mkfs.

OPERANDS

The following operands are supported:

raw device file

The disk partition on which to write.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fsck(1M), mkfs(1M), newfs(1M), tunefs(1M), dir ufs(4), fs ufs(4), attributes(5)

DIAGNOSTICS

The following error message occurs typically on very high density disks. On such disks, the file system structure cannot encode the proper disk layout information, resulting in suboptimal performance.

```
Warning: insufficient space in super block for
rotational layout tables with nsect sblock.fs_nsect
and ntrak sblock.fs_ntrak. (File system performance may be impaired.)
```

The following error message occurs if a user request for inodes or bytes (with the nbpi keyword) and the disk geometry results in a situation in which the last truncated cylinder group cannot contain the correct number of data blocks; some disk space is wasted.

Warning: inode blocks/cyl group (grp) >= data blocks (num) in last cylinder

The following error message occurs if the user parameters and disk geometry conflict; some disk space is lost. A possible cause is the specified size being smaller than the partition size.

Warning: num sector(s) in last cylinder group unallocated

mknod(1M)

NAME |

mknod - make a special file

SYNOPSIS

mknod name b major minor

mknod name c major minor

mknod name p

DESCRIPTION

mknod makes a directory entry for a special file.

OPTIONS

The following options are supported:

Create a block-type special file. b

Create a character-type special file. С

Create a FIFO (named pipe). р

OPERANDS

The following operands are supported:

major The major device number.

minor The *minor* device number; can be either decimal or octal. The assignment of

major device numbers is specific to each system. You must be the

super-user to use this form of the command.

name A special file to be created.

USAGE

See largefile(5) for the description of the behavior of mknod when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ftp(1), in.ftpd(1M), mknod(2), symlink(2), attributes(5), largefile(5)

NOTES

If mknod(2) is used to create a device, the major and minor device numbers are always interpreted by the kernel running on that machine.

With the advent of physical device naming, it would be preferable to create a symbolic link to the physical name of the device (in the /devices subtree) rather than using mknod.

NAME

modinfo – display information about loaded kernel modules

SYNOPSIS

/usr/sbin/modinfo [-c] [-w] [-i module-id]

DESCRIPTION

The modinfo utility displays information about the loaded modules. The format of the information is as follows:

Id Loadaddr Size Info Rev Module Namewhere Id is the module ID, Loadaddr is the starting text address in hexadecimal, Size is the size of text, data, and bss in hexadecimal bytes, Info is module specific information, Rev is the revision of the loadable modules system, and Module Name is the filename and description of the module.

The module specific information is the block and character major numbers for drivers, the system call number for system calls, or, for other module types, the index into the appropriate kernel table:

fmodsw for STREAMS modules

vfssw for filesystems

class for scheduling classes
execsw for exec modules

OPTIONS

The following options are supported:

-c Displays the number of instances of the module loaded and the

module's current state.

-i *module-id* Displays information about this module only.

-w Does not truncate module information at 80 characters.

EXAMPLES

EXAMPLE 1 Using the modinfo command.

The following example displays the status of module 3:

```
example% modinfo -i 3Id Loadaddr Size Info Rev Module Name 3 f5a7a000 3bc0 1 1 spedfs (filesystem for specfs)
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

modload(1M), modunload(1M), attributes(5)

modload(1M)

NAME

modload - load a kernel module

SYNOPSIS

modload [-p] [-e exec_file] filename

DESCRIPTION

modload loads the loadable module *filename* into the running system. *filename* is an object file produced by ld -r. If *filename* is an absolute pathname then the file specified by that absolute path is loaded. If *filename* does not begin with a '/' then the path to load *filename* is relative to the current directory unless the -p option is specified. The kernel's modpath variable can be set using the /etc/system file. The default value of the kernel's modpath variable is set to the path where the operating system was loaded. Typically this is /kernel /usr/kernel. Hence if you type:

example# modload drv/fooThe kernel will look for ./drv/foo.

If you type:

example# modload -p drv/fooThe kernel will look for /kernel/drv/foo and then /usr/kernel/drv/foo.

OPTIONS

Use the kernel's internal modpath variable as the search path for

the module.

-e exec_file

Specify the name of a shell script or executable image file that is executed after the module is successfully loaded. The first argument passed is the module ID (in decimal). The other argument is module specific. The module specific information is: the block and character major numbers for drivers, the system call number for system calls, or, for other module types, the index into

the appropriate kernel table. See modinfo(1M)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:local_decomposition} $$ 1d(1), add_drv(1M), kernel(1M), modinfo(1M), modunload(1M), system(4), attributes(5), modldrv(9S), modlinkage(9S), modlstrmod(9S), module_info(9S) $$$

Writing Device Drivers

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NOTES

Use add_drv(1M) to add device drivers, not modload. See *Writing Device Drivers* for procedures on adding device drivers.

NAME

modunload - unload a module

SYNOPSIS

modunload -i module_id [-e exec_file]

DESCRIPTION

modunload unloads a loadable module from the running system. The *module_id* is the ID of the module as shown by modinfo(1M). If ID is 0, all modules that were autoloaded which are unloadable, are unloaded. Modules loaded by modload(1M) are not affected.

OPTIONS

-i *module_id* Specify the module to be unloaded.

-e exec_file

Specify the name of a shell script or executable image file to be executed before the module is unloaded. The first argument passed is the module id (in decimal). There are two additional arguments that are module specific. For loadable drivers, the second and third arguments are the block major and character major numbers respectively. For loadable system calls, the second argument is the system call number. For loadable exec classes, the second argument is the index into the execsw table. For loadable filesystems, the second argument is the index into the vfssw table. For loadable streams modules, the second argument is the index into the fmodsw table. For loadable scheduling classes, the second argument is the index into the class array. Minus one is passed for an argument that does not apply.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

modinfo(1M), modload(1M), attributes(5)

mofcomp(1M)

NAME

mofcomp – compile MOF files into CIM classes

SYNOPSIS

```
/usr/sadm/bin/mofcomp [-help] [-v ] [-sc ] [-si ] [-sq ]
[-version] [-c cimom_hostname] [-o dirname] [-p password] [-u
username] [-x] file
```

DESCRIPTION

The mofcomp utility is executed during installation to compile MOF files that describe the CIM and Solaris Schemas into the CIM Object Manager Repository, a central storage area for management data. The CIM Schema is a collection of class definitions used to represent managed objects that occur in every management environment. The Solaris Schema is a collection of class definitions that extend the CIM Schema and represent managed objects in a typical Solaris operating environment.

The mofcomp utility must be run as root or as a user with write access to the namespace in which you are compiling.

MOF is a language for defining CIM classes and instances. MOF files are ASCII text files that use the MOF language to describe CIM objects. A CIM object is a computer representation or model of a managed resource, such as a printer, disk drive, or CPU.

Many sites store information about managed resources in MOF files. Because MOF can be converted to Java, Java applications that can run on any system with a Java Virtual Machine can interpret and exchange this information. You can also use the mofcomp utility to compile MOF files at any time after installation.

OPTIONS

The following options are supported:

-c cimom_hostname	Specify a remote system running the CIM Object Manager.
-help	List the arguments to the mofcomp utility.
-0 dirname	Run compiler in standalone mode, without the CIM Object Manager. Specify dirname as the directory in which the compiler output is to be stored. In this mode, the CIM Object Manager need not be running.
-p password	Specify a password for connecting to the CIM Object Manager. Use this option for compilations that require privileged access to the CIM Object Manager. If you specify both -p and -u, you must type the password on the command line, which can pose a security risk. A more secure way to specify a password is to specify -u but not -p, so that the compiler will prompt for the password.
-sc	Run the compiler with the set class option, which updates a class if it exists, and returns an error if the class does not exist. If you do not specify this option,

the co	ompiler adds a CIM class to the connected
name	space, and returns an error if the class already
exists	

-si Run the compiler with the set instance option, which

updates an instance if it exists, and returns an error if the instance does not exist. If you do not specify this option, the compiler adds a CIM instance to the connected namespace, and returns an error if the

instance already exists.

-sq Run the compiler with the set qualifier types option,

which updates a qualifier type if it exists, and returns an error if the qualifier type does not exist. If you do not specify this option, the compiler adds a CIM qualifier type to the connected namespace, and returns

an error if the qualifier type already exists.

-u *username* Specify user name for connecting to the CIM Object

Manager. Use this option for compilations that require privileged access to the CIM Object Manager. If you specify both -p and -u, you must type the password on the command line, which can pose a security risk. A more secure way to specify a password is to specify -u but not -p, so that the compiler will prompt for the

password.

v Run the compiler in verbose mode, which displays

compiler messages.

-version Display the version of the MOF compiler.

-x Generate XML documents for the CIM classes defined

in the input MOF file.

OPERANDS The following operands are supported:

file The pathname of the file to be compiled.

EXIT STATUS The mofcomp utility exits with 0 upon success and a positive integer upon failure.

FILES The MOF files that describe the CIM Version 1 and Version 2 Schema and the Solaris Schema are:

mofcomp(1M)

/usr/sadm/mof/CIM_Application23.mof

/usr/sadm/mof/CIM_Core231.mof

/usr/sadm/mof/CIM_Dap23.mof

/usr/sadm/mof/CIM_Device23.mof

/usr/sadm/mof/CIM_Event1.0.mof

/usr/sadm/mof/CIM_Network23.mof

/usr/sadm/mof/CIM_Physical23.mof

/usr/sadm/mof/CIM_Schema23.mof

/usr/sadm/mof/CIM_System23.mof

/usr/sadm/mof/CIM_Support23.mof

/usr/sadm/mof/CIM_User23.mof

/usr/sadm/mof/Solaris_Acl1.0.mof

/usr/sadm/mof/Solaris_Application1.0.mof

/usr/sadm/mof/Solaris_CIMOM1.0.mof

/usr/sadm/mof/Solaris_Core1.0.mof

/usr/sadm/mof/Solaris_Device1.0.mof

/usr/sadm/mof/Solaris_Event1.0.mof

/usr/sadm/mof/Solaris_Network1.0.mof

/usr/sadm/mof/Solaris_Schema1.0.mof

/usr/sadm/mof/Solaris_SNMP1.0.mof

/usr/sadm/mof/Solaris_System1.0.mof

/usr/sadm/mof/Solaris Users1.0.mof

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE		ATTRIBUTE VALUE
Avai	lability	SUNWwbcor

SEE ALSO

 ${\tt wbemadmin}(1M), {\tt init.wbem}(1M), {\tt attributes}(5)$

NAME

monitor – SPARC system PROM monitor

SYNOPSIS

L1-A

BREAK

initial system power-on

exit from a client program, e.g., the Operating System

DESCRIPTION

The CPU board of a workstation contains one or more EPROMs or EEPROMs. The program which executes from the PROMs is referred to as "the monitor". Among other things, the monitor performs system initialization at power-on and provides a user interface.

Monitor Prompt

The monitor of earlier workstations was known as the SunMON monitor and displayed the > for its prompt. See the SunMON MONITOR USAGE section for further details.

Existing workstations use a monitor which is known as the OpenBoot monitor. The OpenBoot monitor typically displays ok as its prompt, but it may also display the > prompt under certain circumstances.

If the 'auto-boot?' NVRAM parameter is set to 'false' when the workstation is powered on then the system will not attempt to boot and the monitor will issue its prompt. If 'auto-boot' is set to 'true' then the system will initiate the boot sequence. The boot sequence can be aborted by simultaneously pressing two keys on the system's keyboard: L1 and A (on older keyboards), or Stop and A (on newer keyboards). Note that either a lower case 'a' or an upper case 'A' will work for the keyboard abort sequence. If a console has been attached via one of the system's serial ports then the abort sequence can be accomplished by sending a BREAK – see the tip(1) manpage.

When the NVRAM 'security-mode' parameter has been turned on, or when the value of the 'sunmon-compat?' parameter is true, then the OpenBoot monitor will display the message:

Type b (boot), c (continue), or n (new command mode)

and the > prompt will appear.

OPENBOOT PROM USAGE

Some of the more useful commands that can be issued from OpenBoot's ok prompt are described here. Refer to the *OpenBoot 3.x Command Reference Manual* book for a complete list of commands.

Help

Help for various functional areas of the OpenBoot monitor can be obtained by typing help. The help listing will provide a number of other key words which can then be used in the help command to provide further details.

NVRAM Parameters

Each workstation contains one or more NVRAM devices which contains unique system ID information, as well as a set of user-configurable parameters. The NVRAM

parameters allow the user a certain level of flexibility in configuring the system to act in a given manner under a specific set of circumstances.

See the eeprom(1M) manpage for a description of the parameters. This manpage also describes a way of setting the parameters from the OS level.

The following commands can be used at the OpenBoot monitor to access the NVRAM parameters.

printenv Used to list the NVRAM parameters, along with their default

values and current values.

setenv pn pv Used to set or modify a parameter. The pn represents the

parameter name, and pv represents the parameter value.

set-defaultpn Used to set an individual parameter back to its default value.

set-defaults Used to reset all parameters to their default values. (Note that

'set-defaults' only affects parameters that have assigned

default values.)

Hardware Checks and Diagnostics

The following commands are available for testing or checking the system's hardware. If the 'diag-switch?' NVRAM parameter is set to true when the system is powered on, then a Power-On Self Test (POST) diagnostic will be run, if present, sending its results messages to the system's serial port A. Not all of the commands shown are available on all workstations.

test-all Run the diagnostic tests on each device which has provided a

self-test.

test floppy Run diagnostics on the system's floppy device.

test /memory Run the main memory tests. If the NVRAM parameter

'diag-switch?' is set to true, then all of main memory is tested. If the parameter is false then only the amount of memory specified in the 'selftest-#megs' NVRAM parameter will be tested.

test net Test the network connection for the on-board network controller.

watch-net Monitor the network attached to the on-board net controller.

watch-net-all Monitor the network attached to the on-board net controller, as

well as the network controllers installed in SBus slots.

watch-clock Test the system's clock function.

System Information

The following commands are available for displaying information about the system. Not all commands are available on all workstations.

banner Display the power-on banner.

. enet-addr Display the system's Ethernet address.

.idprom Display the formatted contents of the IDPROM.

module-info	Display information about the system's processor(s).
probe-scsi	Identify the devices attached to the on-board SCSI controller.
probe-scsi-all	Identify the devices attached to the on-board SCSI controller as well as those devices which are attached to SBus SCSI controllers.
show-disks	Display a list of the device paths for installed SCSI disk controllers.
show-displays	Display a list of the device paths for installed display devices.
show-nets	Display a list of the device paths for installed Ethernet controllers.
show-sbus	Display list of installed SBus devices.
show-tapes	Display a list of the device paths for installed SCSI tape controllers.
show-ttys	Display a list of the device paths for tty devices.
.traps	Display a list of the SPARC trap types.
.version	Display the version and date of the OpenBoot PROM.

Emergency Commands

These commands must be typed from the keyboard, they will not work from a console which is attached via the serial ports. With the exception of the Stop-A command, these commands are issued by pressing and holding down the indicated keys on the keyboard immediately after the system has been powered on. The keys must be held down until the monitor has checked their status. The Stop-A command can be issued at any time after the console display begins, and the keys do not need to be held down once they've been pressed. The Stop-D, Stop-F and Stop-N commands are not allowed when one of the security modes has been set. Not all commands are available on all workstations.

Stop (L1)	Bypass the Power-On Self Test (POST). This is only effective if the system has been placed into the diagnostic mode.
Stop-A (L1-A)	Abort the current operation and return to the monitor's default prompt.
Stop-D (L1-D)	Set the system's 'diag-switch?' NVRAM parameter to 'true', which places the system in diagnostic mode. POST diagnostics, if present, will be run, and the messages will be displayed via the system's serial port A.
Stop-F (L1-F)	Enter the OpenBoot monitor before the monitor has probed the system for devices. Issue the 'fexit' command to continue with system initialization.

)1(1111)		
	Stop-N (L	1-N) Causes the NVRAM parameters to be reset to their default values. Note that not all parameters have default values.
Line Editor Commands		ving commands can be used while the monitor is displaying the ok prompt. these editing commands are available on all workstations.
	CTRL-A	Place the cursor at the start of line.
	CTRL-B	Move the cursor backward one character.
	ESC-B	Move the cursor backward one word.
	CTRL-D	Erase the character that the cursor is currently highlighting.
	ESC-D	Erase the portion of word from the cursor's present position to the end of the word.
	CTRL-E	Place the cursor at the end of line.
	CTRL-F	Move the cursor forward one character.
	ESC-F	Move the cursor forward one word.
	CTRL-H	Erase the character preceding the cursor (also use Delete or Back Space)
	ESC-H	Erase the portion of the word which precedes the cursor (use also CTRL-W)
	CTRL-K	Erase from the cursor's present position to the end of the line.
	CTRL-L	Show the command history list.
	CTRL-N	Recall the next command from the command history list
	CTRL-P	Recall a previous command from the command history list.
	CTRL-Q	Quote the next character (used to type a control character).
	CTRL-R	Retype the current line.
	CTRL-U	Erase from the cursor's present position to the beginning of the line.
	CTRL-Y	Insert the contents of the memory buffer into the line, in front (to the left) of the cursor.
nvramrc	programs system is to 'true	mrc is an area of the system's NVRAM where users may store Forth. The programs which are stored in the nvramrc will executed each time the reset, provided that the 'use-nvramrc?' NVRAM parameter has been set'. Refer to the <i>OpenBoot 3.x Command Reference Manual</i> book for information of edit and use the nvramrc.
cted Monitor	The comp	and fold mode is used to make OpenBoot into a restricted monitor

Restricted Monitor

The command 'old-mode' is used to move OpenBoot into a restricted monitor mode, causing the > prompt to be displayed. Only three commands are allowed while in the restricted monitor; the 'go' command (to resume a program which was interrupted with the Stop-A command), the 'n' command (to return to the normal OpenBoot monitor), and boot commands. The restricted monitor's boot commands

will approximate the older SunMON monitor's boot command syntax. If a 'security-mode' has been turned on then the restricted monitor becomes the default monitor environment. The restricted monitor may also become the default environment if the 'sunmon-compat?' NVRAM parameter is set to true. (Note that not all workstations will have the 'sunmon-compat?' parameter.)

SunMON PROM USAGE

The following commands are available systems with older SunMON-based PROM:

_ | _

Increment or decrement the current address and display the contents of the new location.

^C source destination n

(caret-C) Copy, byte-by-byte, a block of length n from the source address to the *destination* address.

^I program

(caret-I) Display the compilation date and location of *program*.

^T virtual_address

(caret-T) Display the physical address to which *virtual_address* is mapped.

b[!][device[(c,u,p)]][pathname][arguments_list]

b[?]

Reset appropriate parts of the system and bootstrap a program. A '!' (preceding the *device* argument) prevents the system reset from occurring. Programs can be loaded from various devices (such as a disk, tape, or Ethernet). 'b' with no arguments will cause a default boot, either from a disk, or from an Ethernet controller. 'b?' displays all boot devices and their *devices*.

device	one of	
	le	Lance Ethernet
	ie	Intel Ethernet
	sd	SCSI disk, CDROM
	st	SCSI 1/4" or 1/2" tape
	fd	Diskette
	id	IPI disk
	mt	Tape Master 9-track 1/2" tape
	xd	Xylogics 7053 disk
	xt	Xylogics 1/2" tape
	xy	Xylogics 440/450 disk
С	A controller number (0 if only one controller),	
и	A unit number (0 if only one driver), and	

p A partition.

pathname A pathname for a program such as /stand/diag.

arguments_list A list of up to seven arguments to pass to the

program being booted.

c [virtual_address]

Resume execution of a program. When given, *virtual_address* is the address at which execution will resume. The default is the current PC. Registers are restored to the values shown by the d, and r commands.

d [window_number]

Display (dump) the state of the processor. The processor state is observable only after:

- An unexpected trap was encountered.
- A user program dropped into the monitor (by calling *abortent*).
- The user manually entered the monitor by typing L1–A or BREAK.

The display consists of the following:

- The special registers: PSR, PC, nPC, TBR, WIM, and Y
- Eight global registers
- 24 window registers (8 *in*, 8 *local*, and 8 *out*), corresponding to one of the 7 available windows. If a Floating-Point Unit is on board, its status register along with 32 floating-point registers are also shown.

window_number

Display the indicated *window_number*, which can be any value between 0 and 6, inclusive. If no window is specified and the PSR's current window pointer contains a valid window number, registers from the window that was active just prior to entry into the monitor are displayed. Otherwise, registers from window 0 are displayed.

e [virtual_address] [action] . . .

Open the 16-bit word at *virtual_address* (default zero). The address is interpreted in the address space defined by the s command. See the a command for a description of *action*.

f virtual_address1 virtual_address2 pattern [size]

Fill the bytes, words, or long words from <code>virtual_address1</code> (lower) to <code>virtual_address2</code> (higher) with the constant, <code>pattern</code>. The <code>size</code> argument can take one of the following values:

b byte format (the default)

w word format

long word format

For example, the following command fills the address block from 0x1000 to 0x2000 with the word pattern, 0xABCD:

f 1000 2000 ABCD W

- g [vector] [argument]
- g [virtual_address] [argument]

Goto (jump to) a predetermined or default routine (first form), or to a user-specified routine (second form). The value of *argument* is passed to the routine. If the *vector* or *virtual_address* argument is omitted, the value in the PC is used as the address to jump to.

To set up a predetermined routine to jump to, a user program must, prior to executing the monitor's g command, set the variable *romp->v_vector_cmd to be equal to the virtual address of the desired routine. Predetermined routines need not necessarily return control to the monitor.

The default routine, defined by the monitor, prints the user-supplied *vector* according to the format supplied in *argument*. This format can be one of:

- %x hexadecimal
- %d decimal
- **g**0

Force a panic and produce a crash dump when the monitor is running as a result of the system being interrupted,

- g4
 (Sun-4 systems only) Force a kernel stack trace when the monitor is running as a result of the system being interrupted,
- Display the help menu for monitor commands and their descriptions. To return to the monitor's basic command level, press ESCAPE or q before pressing RETURN.
- i [cache_data_offset] [action]...

 Modify cache data RAM command. Display and/or modify one or more of the cache data addresses. See the a command for a description of action.
- j [cache_tag_offset] [action]...
 Modify cache tag RAM command. Display and/or modify the contents of one or more of the cache tag addresses. See the a command for a description of action.
- k [reset_level]

Reset the system, where *reset_level* is:

- Reset VMEbus, interrupt registers, video monitor (Sun-4 systems). This is the default.
- 1 Software reset.
- Power-on reset. Resets and clears the memory. Runs the EPROM-based diagnostic self test, which can take several minutes, depending upon how much memory is being tested.

kb

Display the system banner.

1 [virtual_address] [action]...

Open the long word (32 bit) at memory address *virtual_address* (default zero). The address is interpreted in the address space defined by the s command (below). See the a command for a description of *action*.

m [virtual_address] [action]...

Open the segment map entry that maps *virtual_address* (default zero). The address is interpreted in the address space defined by the s command. See the a command for a description of *action*.

ne

ni

Disable, enable, or invalidate the cache, respectively.

o [virtual_address] [action] . . .

Open the byte location specified by *virtual_address* (default zero). The address is interpreted in the address space defined by the s command. See the a command for a description of *action*.

p [virtual_address] [action]. . .

Open the page map entry that maps *virtual_address* (default zero) in the address space defined by the s command. See the a command for a description of *action*.

q [eeprom_offset] [action]...

Open the EEPROM *eeprom_offset* (default zero) in the EEPROM address space. All addresses are referenced from the beginning or base of the EEPROM in physical address space, and a limit check is performed to insure that no address beyond the EEPROM physical space is accessed. This command is used to display or modify configuration parameters, such as: the amount of memory to test during self test, whether to display a standard or custom banner, if a serial port (A or B) is to be the system console, etc. See the a command for a description of *action*.

- r [register_number]
- r [register_type]
- r [w window_number]

Display and/or modify one or more of the IU or FPU registers. A hexadecimal *register_number* can be one of:

0x00-0x0f	window(0,i0)—window(0,i7), window(0,i0)—window(0,i7)
0x16-0x1f	window(1,i0)—window(1,i7), window(1,i0)—window(1,i7)
0x20-0x2f	window(2,i0)—window(2,i7), window(2,i0)—window(2,i7)
0x30-0x3f	window(3,i0)—window(3,i7), window(3,i0)—window(3,i7)

0x40-0x4f	window(4,i0)-window(4,i7), window(4,i0)-window(4,i7)
0x50-0x5f	window(5,i0)—window(5,i7), window(5,i0)—window(5,i7)
0x60-0x6f	window(6,i0)—window(6,i7), window(6,i0)—window(6,i7)
0x70-0x77	g0, g1, g2, g3, g4, g5, g6, g7
0x78-0x7d	PSR, PC, nPC, WIM, TBR, Y.
0x7e-0x9e	FSR, f0–f31

Register numbers can only be displayed after an unexpected trap, a user program has entered the monitor using the abortent function, or the user has entered the monitor by manually typing L1-A or BREAK.

If a *register_type* is given, the first register of the indicated type is displayed. *register_type* can be one of:

f floating-point global g special

If w and a window_number (0—6) are given, the first in-register within the indicated window is displayed. If window_number is omitted, the window that was active just prior to entering the monitor is used. If the PSR's current window pointer is invalid, window 0 is used.

s [asi])

Set or display the Address Space Identifier. With no argument, s displays the current Address Space Identifier. The asi value can be one of:

0x2	2	control space
0x3	3	segment table
0x4	1	Page table
0x8	3	user instruction
0x9	9	supervisor instruction
0xa	a.	user data
0xk)	supervisor data
0x0	2	flush segment
0x0	i	flush page
0xe	9	flush context

```
0xf
              cache data
u [echo]
u [ port ] [ options ] [ baud_rate ]
u[u][virtual_address]
  With no arguments, display the current I/O device characteristics including:
  current input device, current output device, baud rates for serial ports A and B, an
  input-to-output echo indicator, and virtual addresses of mapped UART devices.
  With arguments, set or configure the current I/O device. With the u argument
  (uu. . .), set the I/O device to be the virtual_address of a UART device currently
  mapped.
                       Can be either e to enable input to be echoed to the output
  echo
                       device, or ne, to indicate that input is not echoed.
  port
                       Assign the indicated port to be the current I/O device. port can
                      be one of:
                                  serial port A
                       а
                                  serial port B
                       b
                       k
                                  the workstation keyboard
                                  the workstation screen
  baud_rate
                       Any legal baud rate.
options
                    can be any combination of:
                    i
                               input
                    0
                               output
                               UART
                    u
                               echo input to output
                    е
                               do not echo input
                    ne
                               reset indicated serial port (a and b ports only)
                    r
                    If either a or b is supplied, and no options are given, the serial port
                    is assigned for both input and output. If k is supplied with no
                    options, it is assigned for input only. If s is supplied with no
                    options, it is assigned for output only.
v virtual_address1 virtual_address2 [size]
  Display the contents of virtual address1 (lower) virtual address2 (higher) in the
  format specified by size:
  b
              byte format (the default)
              word format
```

long word format

Enter return to pause for viewing; enter another return character to resume the display. To terminate the display at any time, press the space bar.

For example, the following command displays the contents of virtual address space from address 0x1000 to 0x2000 in word format:

v 1000 2000 W

w [virtual address] [argument]

Set the execution vector to a predetermined or default routine. Pass *virtual_address* and *argument* to that routine.

To set up a predetermined routine to jump to, a user program must, prior to executing the monitor's w command, set the variable *romp->v_vector_cmd to be equal to the virtual address of the desired routine. Predetermined routines need not necessarily return control to the monitor.

The default routine, defined by the monitor, prints the user-supplied *vector* according to the format supplied in *argument*. This format can be one of:

%x hexadecimal

%d decimal

х

Display a menu of extended tests. These diagnostics permit additional testing of such things as the I/O port connectors, video memory, workstation memory and keyboard, and boot device paths.

- y c context_number
- y p | s context_number virtual_address

Flush the indicated context, context page, or context segment.

- c flush context context_number
- p flush the page beginning at virtual_address within context_number
- s flush the segment beginning at *virtual_address* within context context number

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	SPARC

SEE ALSO

tip(1), boot(1M), eeprom(1M), attributes(5)

OpenBoot 3.x Command Reference Manual

monitor(1M)

NAME |

mount, umount – mount or unmount file systems and remote resources

SYNOPSIS

```
mount [-p | -v]
mount [-F FSType] [generic_options] [-0 specific_options] [-0] special |
    mount_point

mount [-F FSType] [generic_options] [-0 specific_options] [-0] special
    mount_point

mount -a [-F FSType] [-V] [current_options] [-0 specific_options]
    [mount_point...]
```

umount [-f] [-V] [-o specific_options] special | mount_point
umount -a [-f] [-V] [-o specific_options] [mount_point...]

DESCRIPTION

mount attaches a file system to the file system hierarchy at the *mount_point*, which is the pathname of a directory. If *mount_point* has any contents prior to the mount operation, these are hidden until the file system is unmounted.

umount unmounts a currently mounted file system, which may be specified either as a *mount_point* or as *special*, the device on which the file system resides.

The table of currently mounted file systems can be found by examining the mounted file system information file. This is provided by a file system that is usually mounted on /etc/mnttab. The mounted file system information is described in mnttab(4). Mounting a file system adds an entry to the mount table; a umount removes an entry from the table.

When invoked with both the *special* and *mount_point* arguments and the -F option, mount validates all arguments except for *special* and invokes the appropriate *FSType*-specific mount module. If invoked with no arguments, mount lists all the mounted file systems recorded in the mount table, /etc/mnttab. If invoked with a partial argument list (with only one of *special* or *mount_point*, or with both *special* or *mount_point* specified but not *FSType*), mount will search /etc/vfstab for an entry that will supply the missing arguments. If no entry is found, and the special argument starts with "/", the default local file system type specified in /etc/default/fs will be used. Otherwise the default remote file system type will be used. The default remote file system type is determined by the first entry in the /etc/dfs/fstypes file. After filling in missing arguments, mount will invoke the *FSType*-specific mount module.

Only a super-user can mount or unmount file systems using mount and umount. However, any user can use mount to list mounted file systems and resources.

OPTIONS

-F FSType

Used to specify the *FSType* on which to operate. The *FSType* must be specified or must be determinable from /etc/vfstab, or by consulting /etc/default/fs or /etc/dfs/fstypes.

-a [mount_points. . .]

Perform mount or umount operations in parallel, when possible.

If mount points are not specified, mount will mount all file systems whose /etc/vfstab "mount at boot" field is "yes". If mount points are specified, then /etc/vfstab "mount at boot" field will be ignored.

If mount points are specified, umount will only umount those mount points. If none is specified, then umount will attempt to unmount all file systems in /etc/mnttab, with the exception of certain system required file systems: /, /usr, /var, /var/adm, /var/run, /proc, /dev/fd and /tmp.

-f

Forcibly unmount a file system.

Without this option, umount does not allow a file system to be unmounted if a file on the file system is busy. Using this option can cause data loss for open files; programs which access files after the file system has been unmounted will get an error (EIO).

-p

Print the list of mounted file systems in the /etc/vfstab format. Must be the only option specified.

-v

Print the list of mounted file systems in verbose format. Must be the only option specified.

- V

Echo the complete command line, but do not execute the command. umount generates a command line by using the options and arguments provided by the user and adding to them information derived from /etc/mnttab. This option should be used to verify and validate the command line.

generic_options

Options that are commonly supported by most *FSType*-specific command modules. The following options are available:

-m

Mount the file system without making an entry in /etc/mnttab.

- -g Globally mount the file system. On a clustered system, this globally mounts the file system on all nodes of the cluster. On a non-clustered system this has no effect.
- Specify *FSType*-specific options in a comma separated (without spaces) list of suboptions and keyword-attribute pairs for interpretation by the *FSType*-specific module of the command. (See mount ufs(1M))

-0

Overlay mount. Allow the file system to be mounted over an existing mount point, making the underlying file system inaccessible. If a mount is attempted on a pre-existing mount point without setting this flag, the mount will fail, producing the error "device busy".

-r

Mount the file system read-only.

USAGE

See largefile(5) for the description of the behavior of mount and umount when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

FILES

/etc/mnttab mount table

/etc/default/fs default local file system type. Default values can be set

for the following flags in /etc/default/fs. For

example: LOCAL=ufs

LOCAL: The default partition for a command if no

FSType is specified.

/etc/vfstab list of default parameters for each file system.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:mount_cachefs} $$ mount_nfs(1M), mount_nfs(1M), mount_pcfs(1M), mount_tmpfs(1M), mount_ufs(1M), mountall(1M), umountall(1M), untab(4), vfstab(4), attributes(5), largefile(5), lofs(7FS), pcfs(7FS) $$$

NOTES

If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on the directory to which the symbolic link refers, rather than on top of the symbolic link itself.

mountall(1M)

NAME |

mountall, umountall – mount, unmount multiple file systems

SYNOPSIS

```
mountall [-F FSType] [-1 | -r] [file_system_table]
umountall [-k] [-s] [-F FSType] [-l | -r]
```

umountall [-k] [-s] [-h host]

DESCRIPTION

mountall is used to mount file systems specified in a file system table. The file system table must be in vfstab(4) format. If no file_system_table is specified, /etc/vfstab will be used. If '-' is specified as file_system_table, mountall will read the file system table from the standard input. mountall only mounts those file systems with the mount at boot field set to yes in the file_system_table.

Each file system which has an fsckdev entry specified in the file system table will be checked using fsck(1M) in order to determine if it may be safely mounted. If the file system does not appear mountable, it is fixed using fsck before the mount is attempted. File systems with a '-' entry in the fsckdev field will be mounted without first being checked.

umountall causes all mounted file systems except root, /usr, /var, /var/adm, /var/run, /proc, and /dev/fd to be unmounted. If the *FSType* is specified, mountall and umountall limit their actions to the FSType specified. There is no guarantee that umountall will unmount busy filesystems, even if the -k option is specified.

OPTIONS

-F	Specify the FSType of the file system to be mounted or unmounted.
-h <i>host</i>	Unmount all file systems listed in /etc/mnttab that are remote-mounted from host.
-k	Use the fuser -k <i>mount-point</i> command. See the fuser(1M) for details. The -k option sends the SIGKILL signal to each process using the file. As this option spawns kills for each process, the kill messages may not show up immediately. There is no guarantee that umountall will unmount <i>busy</i> filesystems, even if the -k option is specified.
-1	Limit the action to local file systems.

Limit the action to remote file system types.

Do not perform the umount operation in parallel.

FILES

-r

/etc/mnttab mounted file system table /etc/vfstab table of file system defaults

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

mountall(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fsck(1M), fuser(1M), mount(1M), mnttab(4), vfstab(4), attributes(5)

DIAGNOSTICS

No messages are printed if the file systems are mountable and clean.

Error and warning messages come from fsck(1M) and mount(1M).

mount cachefs(1M)

NAME |

mount_cachefs - mount CacheFS file systems

SYNOPSIS

DESCRIPTION

The CacheFS-specific version of the mount command mounts a cached file system; if necessary, it NFS-mounts its back file system. It also provides a number of CacheFS-specific options for controlling the caching process. For more information regarding back file systems, refer to the *System Administration Guide, Volume 1*.

OPTIONS

To mount a CacheFS file system, use the generic mount command with the -F option followed by the argument cachefs.

See mount(1M) for a list of supported *generic_options*.

-o specific_options

Specify CacheFS file system specific options in a comma-separated list with no intervening spaces.

acdirmax=n

Specifies that cached attributes are held for no more than *n* seconds after directory update. After *n* seconds, all directory information is purged from the cache. The default value is 30 seconds.

acdirmin=n

Specifies that cached attributes are held for at least n seconds after directory update. After n seconds, CacheFS checks to see if the directory modification time on the back file system has changed. If it has, all information about the directory is purged from the cache and new data is retrieved from the back file system. The default value is 30 seconds.

acregmax=n

Specifies that cached attributes are held for no more than n seconds after file modification. After n seconds, all file information is purged from the cache. The default value is 30 seconds.

acregmin=n

Specifies that cached attributes are held for at least *n* seconds after file modification. After *n* seconds, CacheFS checks to see if the file modification time on the back file system has changed. If it has, all information about the file is purged from the cache and new data is retrieved from the back file system. The default value is 30 seconds.

actimeo=n

Sets acregmin, acregmax, acdirmin, and acdirmax to n.

backfstype=file_system_type

The file system type of the back file system (can be nfs or hsfs).

backpath=path

Specifies where the back file system is already mounted. If this argument is not supplied, CacheFS determines a mount point for the back file system. The back file system must be read-only.

cachedir=directory

The name of the cache directory.

cacheid=ID

ID is a string specifying a particular instance of a cache. If you do not specify a cache ID, CacheFS will construct one.

demandconst

Verifies cache consistency only when explicitly requested, rather than the periodic checking that is done by default. A consistency check is requested by using the -s option of the cfsadmin(1M) command. This option is useful for back file systems that change infrequently, for example, /usr/openwin. demandconst and noconst are mutually exclusive.

local-access

Causes the front file system to interpret the mode bits used for access checking instead of having the back file system verify access permissions. Do not use this argument with secure NFS.

noconst

Disables cache consistency checking. By default, periodic consistency checking is enabled. Specify noconst only when you know that the back file system will not be modified. Trying to perform cache consistency check using cfsadmin -s will result in error. demandconst and noconst are mutually exclusive.

purge

Purge any cached information for the specified file system.

ro | rw

Read-only or read-write (default).

suid | nosuid

Allow (default) or disallow setuid execution.

write-around | non-shared

Write modes for CacheFS. The write-around mode (the default) handles writes the same as NFS does; that is, writes are made to the back file system, and the affected file is purged from the cache. You can use the non-shared mode when you are sure that no one else will be writing to the cached file system. In this mode, all writes are made to both the front and the back file system, and the file remains in the cache.

- C

Overlay mount. Allows the filesystem to be mounted over an existing mount point, making the underlying filesystem inaccessible. If a mount is attempted on a pre-existing mount point without setting this flag, mount will fail with the error: mount -F cachefs: mount failed Device busy.

mount_cachefs(1M)

EXAMPLES

EXAMPLE 1 CacheFS-mounting a file system.

The following example CacheFS-mounts the file system server1:/user2, which is already NFS-mounted on /usr/abc as /xyz.

The lines similar to the following appear in the /etc/mnttab file after the mount command is executed:

```
server1:/user2 /usr/abc nfs
/usr/abc /cache1/xyz cachefs backfstype=nfs
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\texttt{cfsadmin}(1M), \texttt{fsck_cachefs}(1M), \texttt{mount}(1M), \texttt{attributes}(5) \ \textit{System Administration Guide, Volume 1}$

NAME

mountd – server for NFS mount requests and NFS access checks

SYNOPSIS

/usr/lib/nfs/mountd [-v] [-r]

DESCRIPTION

mountd is an RPC server that answers requests for NFS access information and file system mount requests. It reads the file /etc/dfs/sharetab to determine which file systems are available for mounting by which remote machines. See sharetab(4). nfsd running on the local server will contact mountd the first time an NFS client tries to access the file system to determine whether the client should get read-write, read-only, or no access. This access can be dependent on the security mode used in the remoted procedure call from the client. See share nfs(1M).

The command also provides information as to what file systems are mounted by which clients. This information can be printed using the showmount(1M) command.

The mountd daemon is automatically invoked in run level 3.

Only super user can run the mountd daemon.

OPTIONS

- -v Run the command in verbose mode. Each time mountd determines what access a client should get, it will log the result to the console, as well as how it got that result.
- -r Reject mount requests from clients. Clients that have file systems mounted will not be affected.

FILES

/etc/dfs/sharetab

shared file system table

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

nfsd(1M), share nfs(1M), showmount(1M), sharetab(4), attributes(5)

NOTES

If nfsd is running, mountd must also be running in order to be assured that the NFS server can respond to requests, otherwise, the NFS service can hang.

Some routines that compare hostnames use case-sensitive string comparisons; some do not. If an incoming request fails, verify that the case of the hostname in the file to be parsed matches the case of the hostname called for, and attempt the request again.

mount hsfs(1M)

NAME

mount_hsfs - mount hsfs file systems

SYNOPSIS

mount -F hsfs [generic_options] [-0 FSType-specific_options] [-0] special |
 mount_point

mount -F hsfs [generic_options] [-0 FSType-specific_options] [-0] special
 mount_point

DESCRIPTION

mount attaches a High Sierra file system (hsfs) to the file system hierarchy at the *mount_point*, which is the pathname of a directory. If *mount_point* has any contents prior to the mount operation, these are hidden until the file system is unmounted.

If mount is invoked with *special* or *mount_point* as the only arguments, mount will search /etc/vfstab to fill in the missing arguments, including the *FSType-specific_options*; see mount(1M) for more details.

If the file system being mounted contains Rock Ridge extensions, by default they will be used, enabling support of features not normally available under High Sierra file systems such as symbolic links, and special files.

OPTIONS

generic_options

See mount(1M) for the list of supported options.

- C

Specify hsfs file system specific options. If invalid options are specified, a warning message is printed and the invalid options are ignored. The following options are available:

global | noglobal

If global is specified and supported on the file system, and the system in question is part of a cluster, the file system will be globally visible on all nodes of the cluster. If noglobal is specified, the mount will not be globally visible. The default behavior is noglobal.

ro

Mount the file system read-only. This option is required.

nrr

no Rock Ridge: if Rock Ridge extensions are present in the file system, ignore them; interpret it as a regular High Sierra file system.

notraildot

File names on High Sierra file systems consist of a proper name and an extension separated by a '.' (dot) character. By default, the separating dot is always considered part of the file's name for all file access operations, even if there is no extension present. Specifying notraildot makes it optional to specify the trailing dot to access a file whose name lacks an extension.

Exceptions: This option is effective only on file systems for which Rock Ridge extensions are not active, either because they are not present on the CD-ROM, or they are explicitly ignored via the nrr option. If Rock Ridge extensions are active, hsfs quietly ignores this option.

nomaplcase

File names on High Sierra cdroms with no Rock Ridge extensions present should be uppercase characters only. By default, hsfs maps file names read from a non-Rock Ridge disk to all lowercase characters. nomaplcase turns off this mapping. The exceptions for notraildot discused above apply to nomaplcase.

nosuid

By default the file system is mounted with setuid execution allowed. Specifying nosuid causes the file system to be mounted with setuid execution disallowed.

-0

Overlay mount. Allow the file system to be mounted over an existing mount point, making the underlying file system inaccessible. If a mount is attempted on a pre-existing mount point without setting this flag, the mount will fail, producing the error device busy.

FILES

/etc/mnttab table of mounted file systems

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mount(1M), mountall(1M), mount(2), mnttab(4), vfstab(4), attributes (5)

NOTES

If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on the directory to which the symbolic link refers, rather than on top of the symbolic link itself.

mount nfs(1M)

NAME | mount_nfs – mount remote NFS resources

SYNOPSIS

```
mount [-F nfs] [generic_options] [-0 specific_options] [-0] resource
```

mount [-F nfs] [generic_options] [-O specific_options] [-O] mount_point

mount [-F nfs] [generic_options] [-0 specific_options] [-0] resource mount_point

DESCRIPTION

The mount utility attaches a named resource to the file system hierarchy at the pathname location *mount_point*, which must already exist. If *mount_point* has any contents prior to the mount operation, the contents remain hidden until the resource is once again unmounted.

If the resource is listed in the /etc/vfstab file, the command line can specify either resource or mount_point, and mount will consult /etc/vfstab for more information. If the -F option is omitted, mount takes the file system type from /etc/vfstab.

If the resource is not listed in the /etc/vfstab file, then the command line must specify both the *resource* and the *mount_point*.

A named *resource* can have one of the following formats:

host:pathname

Where *host* is the name of the NFS server host, and *pathname* is the path name of the directory on the server being mounted. The path name is interpreted according to the server's path name parsing rules and is not necessarily slash-separated, though on most servers, this will be the case.

nfs://host[:port]/pathname

This is an NFS URL and follows the standard convention for NFS URLs as described in Internet RFC 2225 — NFS URL Scheme. See the discussion of URL's and the public option under NFS FILE SYSTEMS below for a more detailed discussion.

A comma-separated list of host:pathname and/or nfs://host[:port]/pathname resources See the discussion of Replicated file systems and failover under NFS FILE SYSTEMS below for a more detailed discussion.

A comma-separated list of hosts followed by a :pathname suffix See the discussion of Replicated file systems and failover under NFS FILE SYSTEMS below for a more detailed discussion

mount maintains a table of mounted file systems in /etc/mnt tab, described in mnttab(4).

OPTIONS

See mount(1M) for the list of supported *generic_options*.

-o specific_options Set file system specific options according to a

comma-separated list with no intervening spaces.

acdirmax=n

Hold cached attributes for no more than *n* seconds after directory update. The default value is 60.

acdirmin=n

Hold cached attributes for at least *n* seconds after directory update. The default value is 30.

acreqmax=n

Hold cached attributes for no more than n seconds after file modification. The default value is 60.

acreqmin=n

Hold cached attributes for at least *n* seconds after file modification. The default value is 3.

actimeo=n

Set *min* and *max* times for regular files and directories to *n* seconds.

ba | fa

If the first attempt fails, retry in the background, or, in the foreground. The default is fg.

grpid

By default, the GID associated with a newly created file will obey the System V semantics; that is, the GID is set to the effective GID of the calling process. This behavior may be overridden on a per-directory basis by setting the set-GID bit of the parent directory; in this case, the GID of a newly created file is set to the GID of the parent directory (see open(2) and mkdir(2)). Files created on file systems that are mounted with the grpid option will obey BSD semantics independent of whether the set-GID bit of the parent directory is set; that is, the GID is unconditionally inherited from that of the parent directory.

hard | soft

Continue to retry requests until the server responds (hard) or give up and return an error (soft). The default value is hard.

intr | nointr

Allow (do not allow) keyboard interrupts to kill a process that is hung while waiting for a response on a hard-mounted file system. The default is intr, which makes it possible for clients to interrupt applications that may be waiting for a remote mount.

noac

Suppress data and attribute caching.

nocto

Do not perform the normal close-to-open consistency. When a file is closed, all modified data associated with the file is flushed to the server and not held on the client. When a file is opened the client sends a request to the server to validate the client's local caches. This behavior ensures a file's consistency across multiple NFS clients. When -nocto is in effect, the client does not perform the flush on close and the request for validation, allowing the possiblity of differences among copies of the same file as stored on multiple clients.

This option can be used where it can be guaranteed that accesses to a specified file system will be made from only one client and only that client. Under such a condition, the effect of -nocto can be a slight performance gain.

port=n

The server IP port number. The default is NFS_PORT. If the port option is specified, and if the resource includes one or more NFS URLs, and if any of the URLs include a port number, then the port number in the option and in the URL must be the same.

posix

Request POSIX.1 semantics for the file system. Requires a mount Version 2 mountd(1M) on the server. See standards(5) for information regarding POSIX.

proto=<netid>

<netid> is a value of network_id field from entry in the /etc/netconfig file. By default, the transport protocol used for the NFS mount will be first available connection oriented transport supported on both the client and the server. If no connection oriented transport is found, then the first available connectionless transport is used. This default behavior can be overridden with the proto=<netid> option.

public

The public option forces the use of the public file handle when connecting to the NFS server. The resource specified may or may not have an NFS URL. See the discussion of URL's and the public

option under NFS FILE SYSTEMS below for a more detailed discussion.

quota | noquota

Enable or prevent quota(1M) to check whether the user is over quota on this file system; if the file system has quotas enabled on the server, quotas will still be checked for operations on this file system.

remount

Remounts a read-only file system as read-write (using the rw option). This option cannot be used with other -o options, and this option works only on currently mounted read-only file systems.

retrans=n

Set the number of NFS retransmissions to *n*. The default value is 5. For connection-oriented transports, this option has no effect because it is assumed that the transport will perform retransmissions on behalf of NFS.

retry=n

The number of times to retry the mount operation. The default for the mount command is 10000.

The default for the automounter is 0, in other words, do not retry. You might find it useful to increase this value on heavily loaded servers, where automounter traffic is dropped, causing unnecessary "server not responding" errors.

rolrw

resource is mounted read-only or read-write. The default is rw.

rsize=n

Set the read buffer size to *n* bytes. The default value is 32768 when using Version 3 of the NFS protocol. The default can be negotiated down if the server prefers a smaller transfer size. When using Version 2, the default value is 8192.

sec=mode

Set the security *mode* for NFS transactions. If sec= is not specified, then the default action is to use AUTH_SYS over NFS Version 2 mounts, or to negotiate a *mode* over NFS Version 3 mounts. NFS Version 3 mounts negotiate a security mode when the server returns an array of security modes. The

mount_nfs(1M)

client will pick the first mode in the array that is supported on the client. Only one mode can be specified with the sec= option. See nfssec(5) for the available *mode* options.

secure

This option has been deprecated in favor of the $\sec dh$ option.

suid | nosuid

Allow or disallow setuid execution. The default is suid.

timeo=n

Set the NFS timeout to *n* tenths of a second. The default value is 11 tenths of a second for connectionless transports, and 600 tenths of a second for connection-oriented transports.

vers=<NFS version number>

By default, the version of NFS protocol used between the client and the server is the highest one available on both systems. If the NFS server does not support NFS Version 3 protocol, then the NFS mount will use NFS Version 2 protocol.

wsize=n

Set the write buffer size to *n* bytes. The default value is 32768 when using Version 3 of the NFS protocol. The default can be negotiated down if the server prefers a smaller transfer size. When using Version 2, the default value is 8192.

Overlay mount. Allow the file system to be mounted over an existing mount point, making the underlying file system inaccessible. If a mount is attempted on a pre-existing mount point without setting this flag, the mount will fail, producing the error "device busy."

NFS FILE SYSTEMS

Background versus Foreground

File systems mounted with the bg option indicate that mount is to retry in the background if the server's mount daemon (mountd(1M)) does not respond. mount retries the request up to the count specified in the retry=n option. (Note that the default value for retry differs between mount and automount. See the description of retry, above.) Once the file system is mounted, each NFS request made in the kernel waits timeo=n tenths of a second for a response. If no response arrives, the time-out is multiplied by 2 and the request is retransmitted. When the number of retransmissions has reached the number specified in the retrans=n

-0

option, a file system mounted with the soft option returns an error on the request; one mounted with the hard option prints a warning message and continues to retry the request.

Hard versus Soft

File systems that are mounted read-write or that contain executable files should always be mounted with the hard option. Applications using soft mounted file systems may incur unexpected I/O errors, file corruption, and unexpected program core dumps. The soft option is not recommended.

Authenticated Requests

The server may require authenticated NFS requests from the client. Either sec=dh or sec=krb4 authentication may be required. See nfssec(5).

URLs and the public option

If the public option is specified, or if the *resource* includes and NFS URL, mount will attempt to connect to the server using the public file handle lookup protocol. See *Internet RFC 2054 — WebNFS Client Specification*. If the server supports the public file handle, the attempt is successful; mount will not need to contact the server's rpcbind(1M), and the mountd(1M) daemons to get the port number of the mount server and the initial file handle of *pathname*, respectively. If the NFS client and server are separated by a firewall that allows all outbount connections through specific ports, such as NFS_PORT, then this enables NFS operations through the firewall. The public option and the NFS URL can be specified independently or together. They interact as specified in the following matrix:

	resource style	
	host:pathname	NFS URL
public option	+ force public file handle and fail mountif not supported. + use Native paths	+ force public file handle and fail mountif not supported. + use Canonical paths
default	+ use MOUNT protocol	+ try public file handle with Canonical paths. Fall back to MOUNT protocol if not supported.

A Native path is a path name that is interpreted according to conventions used on the native operating system of the NFS server. A Canonical path is a path name that is interpreted according to the URL rules. See Internet RFC 1738 — Uniform Resource Locators (URL). Also, see EXAMPLES for uses of Native and Canonical paths.

Replicated file systems and failover

resource can list multiple read—only file systems to be used to provide data. These file systems should contain equivalent directory structures and identical files. It is

mount nfs(1M)

also recommended that they be created by a utility such as rdist(1). The file systems may be specified either with a comma—separated list of host:/pathname entries and/or NFS URL entries, or with a comma—separated list of hosts, if all file system names are the same. If multiple file systems are named and the first server in the list is down, failover will use the next alternate server to access files. If the read—only option is not chosen, replication will be disabled. File access will block on the original if NFS locks are active for that file.

File Attributes

To improve NFS read performance, files and file attributes are cached. File modification times get updated whenever a write occurs. However, file access times may be temporarily out-of-date until the cache gets refreshed.

The attribute cache retains file attributes on the client. Attributes for a file are assigned a time to be flushed. If the file is modified before the flush time, then the flush time is extended by the time since the last modification (under the assumption that files that changed recently are likely to change soon). There is a minimum and maximum flush time extension for regular files and for directories. Setting actimeo=n sets flush time to n seconds for both regular files and directories.

Setting actimeo=0 disables attribute caching on the client. This means that every reference to attributes will be satisfied directly from the server though file data will still be cached. While this guarantees that the client always has the latest file attributes from the server, it has an adverse effect on performance through additional latency, network load, and server load.

Setting the noac option also disables attribute caching, but has the further effect of disabling client write caching. While this guarantees that data written by an application will be written directly to a server, where it can be viewed immediately by other clients, it has a significant adverse effect on client write performance. Data written into memory-mapped file pages (mmap(2)) will not be written directly to this server.

EXAMPLES

EXAMPLE 1 Mounting An NFS File System

To mount an NFS file system:

example# mount serv:/usr/src /usr/src

EXAMPLE 2 Mounting An NFS File System Read-Only With No Suid Privileges

To mount an NFS file system read-only with no suid privileges:

example# mount -r -o nosuid serv:/usr/src /usr/src

EXAMPLE 3 Mounting An NFS File System Over Version 2, With The UDP Transport

To mount an NFS file system over Version 2, with the UDP transport:

example# mount -o vers=2,proto=udp serv:/usr/src /usr/src

EXAMPLE 3 Mounting An NFS File System Over Version 2, With The UDP Transport (*Continued*)

EXAMPLE 4 Mounting An NFS File System Using An NFS URL

To mount an NFS file system using an NFS URL (a canonical path):

example# mount nfs://serv/usr/man /usr/man

EXAMPLE 5 Mounting An NFS File System Forcing Use Of The Public File Handle

To mount an NFS file system and force the use of the public file handle and an NFS URL (a canonical path) that has a non 7-bit ASCII escape sequence:

example# mount -o public nfs://serv/usr/%A0abc /mnt/test

EXAMPLE 6 Mounting An NFS File System Using A Native Path

To mount an NFS file system using a native path (where the server uses colons (":") as the component separator) and the public file handle:

example# mount -o public serv:C:doc:new /usr/doc

EXAMPLE 7 Mounting an NFS file system using AUTH_KERB authentication.

To mount an NFS file system using AUTH KERB authentication:

example# mount -o sec=krb4 serv:/usr/src /usr/src

EXAMPLE 8 Mounting a replicated set of NFS file systems with the same pathnames.

To mount a replicated set of NFS file systems with the same pathnames:

example# mount serv-a,serv-b,serv-c:/usr/man /usr/man

EXAMPLE 9 Mounting a replicated set of NFS file systems with different pathnames.

To mount a replicated set of NFS file systems with different pathnames:

example# mount serv-x:/usr/man,serv-y:/var/man,nfs://serv-z/man /usr/man

FILES / etc/mnttab table of mounted file systems

/etc/dfs/fstypes default distributed file system type

/etc/vfstab table of automatically mounted resources

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

mount_nfs(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:control_control_control} \begin{split} & \texttt{rdist}(1), \texttt{mountall}(1M), \texttt{mountd}(1M), \texttt{quota}(1M), \texttt{mkdir}(2), \texttt{mmap}(2), \texttt{mount}(2), \\ & \texttt{open}(2), \texttt{umount}(2), \texttt{mnttab}(4), \texttt{attributes}(5), \texttt{nfssec}(5), \texttt{standards}(5), \\ & \texttt{lofs}(7FS) \end{split}$$

Internet RFC 1738— Uniform Resource Locators (URL)

Internet RFC 2054 — WebNFS Client Specification

Internet RFC 2225 — NFS URL Scheme

NOTES

An NFS server should not attempt to mount its own file systems. See lofs(7FS).

If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on *the directory to which the symbolic link refers*, rather than being mounted on top of the symbolic link itself.

SunOS 4.X used the biod maintenance procedure to perform parallel read-ahead and write-behind on NFS clients. SunOS 5.X made biod obsolete with multi-threaded processing, which transparently performs parallel read-ahead and write-behind.

Since the root (/) file system is mounted read-only by the kernel during the boot process, only the remount option (and options that can be used in conjunction with remount) affect the root (/) entry in the /etc/vfstab file.

NAME

mount_pcfs – mount pcfs file systems

SYNOPSIS

mount -F pcfs [generic_options] [-o FSType-specific_options] special | mount_point

mount -F pcfs [generic_options] [-o FSType-specific_options] special mount_point

DESCRIPTION

mount attaches an MS-DOS file system (pcfs) to the file system hierarchy at the *mount_point*, which is the pathname of a directory. If *mount_point* has any contents prior to the mount operation, these are hidden until the file system is unmounted.

If mount is invoked with *special* or *mount_point* as the only arguments, mount will search /etc/vfstab to fill in the missing arguments, including the *FSType-specific_options*; see mount(1M) for more details.

The *special* argument can be one of two special device file types:

- A floppy disk, such as /dev/diskette0 or /dev/diskette1.
- A DOS logical drive on a hard disk expressed as *device-name*: *logical-drive*, where *device-name* specifies the special block device-file for the whole disk and *logical-drive* is either a drive letter (c through z) or a drive number (1 through 24). Examples are /dev/dsk/c0t0d0p0:c and /dev/dsk/c0t0d0p0:1.

The *special* device file type must have a formatted MS-DOS file system with either a 12-bit, 16-bit, or 32-bit File Allocation Table.

OPTIONS

generic_options

See mount(1M) for the list of supported options.

- C

Specify pcfs file system specific options. The following options are available:

rwlro

Mount the file system read/write or read-only. The default is rw.

foldcase | nofoldcase

Force uppercase characters in filenames to lowercase when reading them from the filesystem. This is for compatibility with the previous behavior of pcfs. The default is nofoldcase.

FILES

/etc/mnttab table of mounted file systems

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWesu

SEE ALSO

mount(1M), mountall(1M), mount(2), mnttab(4), vfstab(4), attributes(5), pcfs(7FS)

mount_pcfs(1M)

unt_pcrs(1M)	
NOTES	If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on the directory to which the symbolic link refers, rather than on top of the symbolic link itself.

NAME | mount_s5fs – mount s5 file systems

SYNOPSIS

```
mount -F s5fs [-r] [-o specific_options] special | mount_point
```

mount -F s5fs [-r] [-o specific_options] special mount_point

DESCRIPTION

mount attaches a s5 file system (a System V file system used by PC versions of UNIX) to the file system hierarchy at the *mount_point*, which is the pathname of a directory. If mount_point has any contents prior to the mount operation, these are hidden until the file system is unmounted.

If mount is invoked with *special* or *mount_point* as the only arguments, mount will search /etc/vfstab to fill in the missing arguments, including the *specific_options*. See mount(1M).

If special and mount point are specified without any specific options, the default is rw.

OPTIONS

-o specific_options

Specify \$5 file system specific options in a comma-separated list with no intervening spaces. If invalid options are specified, a warning message is printed and the invalid options are ignored. The following options are available:

remount

Remounts a read-only file system as read-write (using the rw option). This option cannot be used with other -o options, and this option works only on currently mounted read-only file systems.

Read-only or read-write. The default is rw.

suid | nosuid

Allow or disallow setuid execution. The default is suid.

Mount the file system read-only.

FILES

/etc/mnttab table of mounted file systems

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA
Availability	SUNWs53

SEE ALSO

mount(1M), mountall(1M), mount(2), mnttab(4), vfstab(4), attributes (5)

mount_s5fs(1M)

_s5fs(1M)	
NOTES	If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on the directory to which the symbolic link refers, rather than on top of the symbolic link itself.

NAME

mount_tmpfs - mount tmpfs file systems

SYNOPSIS

mount [-F tmpfs] [-o size= sz] [-O] special mount_point

DESCRIPTION

tmpfs is a memory based file system which uses kernel resources relating to the VM system and page cache as a file system.

mount attaches a tmpfs file system to the file system hierarchy at the pathname location <code>mount_point</code>, which must already exist. If <code>mount_point</code> has any contents prior to the mount operation, these remain hidden until the file system is once again unmounted. The attributes (mode, owner, and group) of the root of the tmpfs filesystem are inherited from the underlying <code>mount_point</code>, provided that those attributes are determinable. If not, the root's attributes are set to their default values.

The *special* argument is usually specified as swap but is in fact disregarded and assumed to be the virtual memory resources within the system.

OPTIONS

-o size=sz The sz argument controls the size of this particular tmpfs file

system. If the argument is has a 'k' suffix, the number will be interpreted as a number of kilobytes. An 'm' suffix will be interpreted as a number of megabytes. No suffix is interpreted as bytes. In all cases, the actual size of the file system is the number of bytes specified, rounded up to the physical pagesize of the system.

-O Overlay mount. Allow the file system to be mounted over an

existing mount point, making the underlying file system inaccessible. If a mount is attempted on a pre-existing mount point without setting this flag, the mount will fail, producing the

errordevice busy.

FILES

/etc/mnttab table of mounted file systems

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mount(1M), mkdir(2), mount(2), open(2), umount(2), mnttab(4), attributes(5), tmpfs(7FS)

NOTES

If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on the directory to which the symbolic link refers, rather than on top of the symbolic link itself.

mount udfs(1M)

NAME |

mount_udfs – mount a udfs file system

SYNOPSIS

```
mount -F udfs [generic_options] [-0 specific_options] [-0] special mount_point
mount -F udfs [generic_options] [-0 specific_options] [-0] special | mount_point
```

DESCRIPTION

The mount utility attaches a udfs file system to the file system hierarchy at the *mount_point*, which is the pathname of a directory. If *mount_point* has any contents prior to the mount operation, these are hidden until the file system is unmounted.

If mount is invoked with either *special* or *mount_point* as the only arguments, mount searches /etc/vfstab to fill in the missing arguments, including the *specific_options*. See mount(1M).

If special and mount_point are specified without any specific_options, the default is rw.

If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on the directory to which the symbolic link refers, rather than on top of the symbolic link itself.

OPTIONS

See mount(1M) for the list of supported *generic_options*.

The following options are supported:

-o specific_options

Specify udfs file system specific options in a comma-separated list with no intervening spaces. The following *specific_options* are available:

m

Mount the file system without making an entry in /etc/mnttab.

nosuid

Mount the file system with setuid execution disallowed. You can also use nosuid to disallow setuid when mounting devices.

By default, the file system is mounted with setuid execution allowed.

remount

Remount the file system as read-write. The option is used in conjunction with the rw option.

A file system mounted read-only can be remounted as read-write. This option fails if the file system is not currently mounted or if the file system is mounted as rw.

rw | ro

Read-write (rw) or read-only (ro). rw is the default.

-O Overlay mount. Allow the file system to be mounted over an

existing mount point, making the underlying file system inaccessible. If a mount is attempted on a pre-existing mount point without setting this flag, the mount fails, producing the

error device busy.

FILES /etc/mnttab Table of mounted file systems

/etc/vfstab List of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWudf

SEE ALSO

 $fsck(1M),fsck_udfs(1M),mount(1M),mountall(1M),mount(2)mnttab(4), vfstab(4),attributes(5)$

DIAGNOSTICS

not super user

The command is run by a non-root user. Run as root.

no such device

The device name specified does not exist.

not a directory

The specified mount point is not a directory.

is not an udfs file system

The device specified does not contain a udf 1.50 file system or the udfs file system module is not available.

is already mounted

The specified device is already in use.

not a block device

The device specified is not a block device. Use block device to mount.

write-protected

The device is read-only.

is corrupted. needs checking

The file system is in an inconsistent state. Run fsck.

NOTES

Copy-protected files can be stored on DVD-ROM media using UDF. Reading these copy-protected files is not possible as this involves an authentication process. Unless an authentication process between the host and the drive is completed, reading these copy-protected files after mounting and before the authentication process, returns an error.

mount ufs(1M)

. . . .

NAME | mount_ufs - mount ufs file systems

SYNOPSIS

mount -F ufs [generic_options] [-0 specific_options] [-0] special | mount_point
mount -F ufs [generic_options] [-0 specific_options] [-0] special mount_point

DESCRIPTION

The mount utility attaches a ufs file system to the file system hierarchy at the *mount_point*, which is the pathname of a directory. If *mount_point* has any contents prior to the mount operation, these are hidden until the file system is unmounted.

If mount is invoked with *special* or *mount_point* as the only arguments, mount will search /etc/vfstab to fill in the missing arguments, including the *specific_options*. See mount(1M).

If special and mount_point are specified without any specific_options, the default is rw.

If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on the directory to which the symbolic link refers, rather than on top of the symbolic link itself.

OPTIONS

See mount(1M) for the list of supported *generic_options*.

The following options are supported:

-o specific_options

Specify ufs file system specific options in a comma-separated list with no intervening spaces. If invalid options are specified, a warning message is printed and the invalid options are ignored. The following options are available:

noatime

By default, the file system is mounted with normal access time (atime) recording. If noatime is specified, the file system will ignore access time updates on files, except when they coincide with updates to the ctime or mtime. See stat(2). This option reduces disk activity on file systems where access times are unimportant (for example, a Usenet news spool).

 ${\tt noatime}$ turns off access time recording regardless of dfratime or ${\tt nodfratime}.$

dfratime | nodfratime

By default, writing access time updates to the disk may be deferred (dfratime) for the file system until the disk is accessed for a reason other than updating access times. nodfratime disables this behavior.

forcedirectio | noforcedirectio

If forcedirectio is specified and supported by the file system, then for the duration of the mount forced direct I/O will be used. If the filesystem is mounted using forcedirectio, then data is transferred directly between user address space and the disk. If the filesystem is mounted using noforcedirectio, then data is buffered in kernel address space when data is transferred between user address space and the disk. forcedirectio is a

performance option that benefits only from large sequential data transfers. The default behavior is noforcedirectio.

global | noglobal

If global is specified and supported on the file system, and the system in question is part of a cluster, the file system will be globally visible on all nodes of the cluster. If noglobal is specified, the mount will not be globally visible. The default behavior is noglobal.

intr | nointr

Allow (do not allow) keyboard interrupts to kill a process that is waiting for an operation on a locked file system. The default is intr.

largefiles | nolargefiles

If nolargefiles is specified and supported by the file system, then for the duration of the mount it is guaranteed that all regular files in the file system have a size that will fit in the smallest object of type off_t supported by the system performing the mount. The mount will fail if there are any files in the file system not meeting this criterion. If largefiles is specified, there is no such guarantee. The default behavior is largefiles.

If nolargefiles is specified, mount will fail for ufs if the file system to be mounted has contained a large file (a file whose size is greater than or equal to 2 Gbyte) since the last invocation of fsck on the file system. The large file need not be present in the file system at the time of the mount for the mount to fail; it could have been created previously and destroyed. Invoking fsck (see fsck_ufs(1M)) on the file system will reset the file system state if no large files are present. After invoking fsck, a successful mount of the file system with nolargefiles specified indicates the absence of large files in the file system; an unsuccessful mount attempt indicates the presence of at least one large file.

logging | nologging

If logging is specified, then logging is enabled for the duration of the mounted file system. Logging is the process of storing transactions (changes that make up a complete UFS operation) in a log before the transactions are applied to the file system. Once a transaction is stored, the transaction can be applied to the file system later. This prevents file systems from becoming inconsistent, therefore eliminating the need to run fsck. And, because fsck can be bypassed, logging reduces the time required to reboot a system if it crashes, or after an unclean halt. The default behavior is nologging.

The log is allocated from free blocks on the file system, and is sized approximately 1 Mbyte per 1 Gbyte of file system, up to a maximum of 64 Mbytes. Logging can be enabled on any UFS, including root (/). The log created by UFS logging is continually flushed as it fills up. The log is totally flushed when the file system is unmounted or as a result of the lockfs -f command.

m

Mount the file system without making an entry in /etc/mnttab.

mount_ufs(1M)

onerror=action

This option specifies the action that UFS should take to recover from an internal inconsistency on a file system. Specify *action* as panic, lock, or umount. These values cause a forced system shutdown, a file system lock to be applied to the file system, or the file system to be forcibly unmounted, respectively. The default is panic.

quota

Quotas are turned on for the file system.

remount

Remounts a read-only file system as read-write (using the rw option). This option can be used only in conjunction with the f, logging|nologging, m, and noatime options. This option works only on currently mounted read-only file systems.

rc

Read-write with quotas turned on. Equivalent to rw, quota.

ro | rw

Read-only or read-write. Default is rw.

suid | nosuid

Allow or disallow setuid execution. The default is suid. This option can also be used when mounting devices.

- C

Overlay mount. Allow the file system to be mounted over an existing mount point, making the underlying file system inaccessible. If a mount is attempted on a pre-existing mount point without setting this flag, the mount will fail, producing the error "device busy".

FILES

/etc/mnttab table of mounted file systems

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

fsck(1M), $fsck_ufs(1M)$, mount(1M), mountall(1M), mount(2), stat(2), mnttab(4), vfstab(4), attributes(5), largefile(5)

NOTES

Since the root (/) file system is mounted read-only by the kernel during the boot process, only the remount option (and options that can be used in conjunction with remount) affect the root (/) entry in the /etc/vfstab file.

NAME

mount_xmemfs – mount xmemfs file systems

SYNOPSIS

mount -F xmemfs [generic_options] -o[largebsize,]size=sz [-0] special
 mount_point

DESCRIPTION

xmemfs is an extended memory file system which provides file system semantics to manage and access large amounts of physical memory which can exceed 4 GB in size.

mount attaches a xmemfs file system to the file system hierarchy at the pathname location mount_point, which must already exist. If mount_point has any contents prior to the mount operation, these remain hidden until the file system is once again unmounted. The attributes (mode, owner, and group) of the root of the xmemfs filesystem are inherited from the underlying mount_point, provided that those attributes are determinable. If not, the root's attributes are set to their default values.

The special argument is not currently used by xmemfs but a placeholder, (such as xmem), needs to be specified nevertheless.

OPTIONS

See mount(1M) for the list of supported *generic_options*.

-ospecific_options

Specify xmemfs file system specific options in a comma-separated list with *no intervening spaces*. If invalid options are specified, a warning message is printed and the invalid options are ignored.

The size=*sz specific option* is required.

The following options are available:

size=sz

The sz argument specifies the desired size of this particular xmemfs file system. If the sz argument has a k suffix, the number is interpreted as kilobytes. An m suffix is interpreted as megabytes and g is interpreted as gigabytes. A sz specified with no suffix is interpreted as bytes.

In all cases, the actual size of the file system is the number of bytes specified, rounded up to the physical pagesize of the system or to the large page size if largebsize is specified.

This *specific_option* is required.

largebsize

If largebsize is specified, xmemfs uses the large memory page size as the file system block

mount_xmemfs(1M)

size. On IA32, the large memory page size with mmu36 which supports PAE (Physical Address Extension) is 2 MB. The large memory page size without mmu36/PAE is 4 MB. If there is no large page support, the file system block size is PAGESIZE.

-0

Overlay mount. Allow the file system to be mounted over an existing mount point, making the underlying file system inaccessible. If a mount is attempted on a pre-existing mount point without setting this flag, the mount fails, producing the error device busy.

FILES

/etc/mnttab table of mounted file systems

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Architecture	i386
Interface Stability	Evolving

SEE ALSO

mount(1M), mount(2), mkdir(2), open(2), umount(2), mnttab(4), attributes(5), xmemfs(7FS)

NOTES

If the directory on which a file system is to be mounted is a symbolic link, the file system is mounted on the directory to which the symbolic link refers, rather than on top of the symbolic link itself.

The only file types allowed on xmemfs are directories and regular files. The execution of object files resident in xmemfs is not supported. Execution is prevented by not allowing users to set execute permissions on regular files.

NAME

mpstat – report per-processor statistics

SYNOPSIS

/usr/bin/mpstat [-p | -P set] [interval [count]]

DESCRIPTION

mpstat reports per-processor statistics in tabular form. Each row of the table represents the activity of one processor. The first table summarizes all activity since boot; each subsequent table summarizes activity for the preceding interval. All values are rates (events per second) unless otherwise noted.

During execution of this kernel status command, the "state" of the kernel can change. An example would be CPUs going online or offline. mpstat reports this as State change.

mpstat reports the following information:

CPU processor ID
minf minor faults
mjf major faults

xcal inter-processor cross-calls

intr interrupts

ithr interrupts as threads (not counting clock interrupt)

csw context switches

icsw involuntary context switches

migr thread migrations (to another processor)

smtx spins on mutexes (lock not acquired on first try)

srw spins on readers/writer locks (lock not acquired on first try)

syscl system calls

usr percent user time
sys percent system time
wt percent wait time
idl percent idle time

For the -p option, mpstat also reports the following information:

set processor set membership of the CPU

OPTIONS

The following options are supported:

-р Report processor set membership of each CPU. Sort the

output by set. The default output is sorted by CPU

number.

-P *set* Display only those processors in the specified *set*.

mpstat(1M)

interval Report once each interval seconds.

count Only print count reports.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

sar(1), iostat(1M), sar(1M), vmstat(1M), attributes(5)

NOTES

The sum of CPU utilization might vary slightly from 100 because of rounding errors in the production of a percentage figure.

NAME | msgid – generate message IDs

SYNOPSIS

/usr/sbin/msgid

DESCRIPTION

The msgid utility generates message IDs.

A message ID is a numeric identifier that, with a high probability, uniquely identifies a message. The probability of two distinct messages having the same ID is about one in a million. Specifically, the message ID is a hash signature on the message's unexpanded format string, generated by STRLOG MAKE MSGID() as defined in <sys/strlog.h>.

sysloqd(1M) is a simple filter that takes strings as input and produces those same strings, preceded by their message IDs, as output. Every message logged by sysloqd(1M) includes the message ID. The message ID is intended to serve as a small, language-independent identifier.

EXAMPLES

EXAMPLE 1 Using the msgid command to generate a message ID

The following example uses the msgid command to generate a message ID for the echo command.

```
example# echo hello | msgid
205790 hello
```

EXAMPLE 2 Using the msgid command to generate a message catalog

The following example uses the msgid command to enumerate all of the messages in the binary ufs, to generate a message catalog.

```
example# strings /kernel/fs/ufs | msgid
137713 free: freeing free frag, dev:0x%lx, blk:%ld, cg:%d, ino:%lu, fs:%s
567420 ialloccg: block not in mapfs = %s
845546 alloc: %s: file system full
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

syslogd(1M)attributes(5)log(7d)

mvdir(1M)

NAME |

mvdir - move a directory

SYNOPSIS

/usr/sbin/mvdir dirname name

DESCRIPTION

mvdir moves directories within a file system. dirname must be a directory. If *name* does not exist, it will be created as a directory. If *name* does exist, and is a directory, dirname will be created as *name/dirname*. dirname and *name* may not be on the same path; that is, one may not be subordinate to the other. For example:

example% mvdir x/y x/z

is legal, but

example% mvdir x/y x/y/z

is not.

OPERANDS

dirname The name of the directory that is to be moved to another directory

in the filesystem.

name

The name of the directory into which dirname is to be moved. If *name* does not exist, it will be created. It may not be on the same

path as dirname.

USAGE

See largefile(5) for the description of the behavior of mvdir when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXIT STATUS

Successful operation.

>0 Operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mkdir(1), mv(1), attributes(5), largefile(5)

NAME | named-bootconf – convert name server configuration files

SYNOPSIS

named-bootconf

DESCRIPTION

 $\verb|named-bootconf| converts named configuration files from BIND 4 format to BIND 8$ format.

Comments from the source file will not always appear at the appropriate place in the target file.

EXAMPLES

EXAMPLE 1 Using named-bootconf

The following command shows conversion of the named.boot file:

example# named-bootconf < named.boot > named.conf

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	Standard BIND 8.2.2

SEE ALSO

in.named(1M), named.conf(4), attributes(5)

named-xfer(1M)

NAME

named-xfer – ancillary agent for inbound zone transfers

SYNOPSIS

named-xfer -z zone_to_transfer -f db_file -s serial_no [-d debuglevel]
 [-1 debug_log_file] [-t trace_file] [-p port#] [-S] nameserver...

DESCRIPTION

The named-xfer program is an ancillary program executed by in.named to perform an inbound zone transfer. It is rarely executed directly, and only by system administrators who are trying to debug a zone transfer problem. See RFC's 1033, 1034, and 1035 for more information on the Internet name-domain system.

OPTIONS

- -z Specifies the name of the zone to be transferred.
- -f Specifies the name of the file into which the zone should be dumped when it is received from the primary server.
- -s Specifies the serial number of the current copy of this zone. If the SOA RR from the primary server does not have a serial number higher than this, the transfer will be aborted.
- -d Print debugging information. A number after the "d" determines the level of messages printed.
- -1 Specifies a log file for debugging messages. The default is system-dependent but is usually in /var/tmp or /usr/tmp. Note that this only applies if -d is also specified.
- -t Specifies a trace file which will contain a protocol trace of the zone transfer. This is probably only of interest to those debugging the name server itself.
- -p Use a different port number. The default is the standard port number as returned by getservbyname(3SOCKET) for service "domain".
- Perform a restricted transfer of only the SOA, NS records and glue A records for the zone. The SOA record will not be loaded by named but will be used to determine when to verify the NS records. See the "stubs" directive in in.named(1M) for more information.

Additional arguments are taken as name server addresses in so-called "dotted-quad" syntax only; no host names are allowed. At least one address must be specified. If the first one fails to transfer successfully, the additional addresses will be tried in the order given.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

in.named(1M), resolver(3RESOLV), resolv.conf(4), hostname(1),

RFC 882

RFC 883

RFC 973

RFC 974

RFC 1033

RFC 1034

RFC 1035

RFC 1123

Name Server Operations Guide for BIND

ncaconfd(1M)

NAME

ncaconfd - Solaris Network Cache and Accelerator (NCA) configuration daemon

SYNOPSIS

/usr/lib/inet/ncaconfd

DESCRIPTION

Use the ncaconfd utility to set up NCA on a system. At boot time, the ncakmod initialization script reads in nca.if(4) to determine on which interface(s) NCA should run. ncaconfd then sets up the interface.

ncaconfd also operates as a daemon if the nca_active key is set to enabled in ncakmod.conf(4) file. In this case, ncaconfd will continue as a daemon after all the NCA interfaces have been set up, listening for routing changes. The changes are then passed to NCA to control which interface NCA should use to make active outgoing TCP connections.

FILES

/etc/nca/ncakmod.conf

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availabilit	Ÿ	SUNWncau

SEE ALSO

nca(1), ncakmod(1), nca.if(4), ncakmod.conf(4), attributes(5)

NAME | ncad – Solaris Network Cache and Accelerator (NCA) door server daemon

SYNOPSIS

/usr/lib/inet/ncad

DESCRIPTION

ncad is a utility used to increase web server performance when the Solaris Network Cache and Accelerator (NCA) feature is enabled. ncad implements a Solaris doors server, which is the interface between the NCA kernel module and a web server.

If the NCA feature is enabled, ncad is started at system boot by the initialization script. To enable NCA, the user must modify the ncad status field in the ncakmod.conf file from the default value of disabled to enabled. See ncakmod.conf(4).

If a web server includes a native port of the Solaris doors server, and you do not want to use the nead utility, the daemon must be disabled during system boot. Modify the ncad status field in the ncakmod.conf file from enabled to disabled.

FILES

/usr/lib/inet/ncad

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWncau

SEE ALSO

nca(1), ncab2clf(1), ncakmod(1), door create(3DOOR), nca.if(4), ncad addr(4), ncalogd.conf(4), attributes(5)

ncheck(1M)

ieck(TM)			
NAME	ncheck – generate a list of path names versus i-numbers		
SYNOPSIS	ncheck [-F FSType] [-V] [special]	[generic_options]	[-0 FSType-specific_options]
DESCRIPTION	ncheck with no options generates a path-name versus i-number list of all files on <i>special</i> . If <i>special</i> is not specified on the command line the list is generated for all <i>specials</i> in /etc/vfstab which have a numeric fsckpass. <i>special</i> is a block special device on which the file system exists.		
OPTIONS	-F	should either be s /etc/vfstab by	e on which to operate. The FSType pecified here or be determinable from finding an entry in the table that has ass field and an fsckdev that
	-V	the command. The the options and ar adding to them in	e command line, but do not execute e command line is generated by using guments provided by the user and formation derived from his option may be used to verify and hand line.
	generic_options		ommonly supported by most ommand modules. The following ble:
		-i i-list	Limit the report to the files on the <i>i-list</i> that follows. The <i>i-list</i> must be separated by commas with no intervening spaces.
		-a	Print the names "." and "" which are ordinarily suppressed.
		-s	Report only special files and files with set-user-ID mode. This option may be used to detect violations of security policy.
	-0	(without spaces) lakeyword-attribute	ecific_options in a comma separated ist of suboptions and e pairs for interpretation by the odule of the command.
USAGE	See largefile(5) for the description of the behavior of ncheck when encountering files greater than or equal to 2 Gbyte (2 ³¹ bytes).		
FILES	/etc/vfstab list of defa	ault parameters for	each file system
ATTRIBUTES	See attributes(5) for descr	iptions of the follow	ving attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\verb|vfstab|(4)|, \verb|attributes|(5)|, \verb|largefile|(5)| Manual pages for the FSType-specific modules of \verb|ncheck||$

NOTES

This command may not be supported for all FSTypes.

ncheck_ufs(1M)

NAME | ncheck_ufs – generate pathnames versus i-numbers for ufs file systems

SYNOPSIS | ncheck -F ufs [generic_options] [-o m] [special...]

DESCRIPTION | ncheck -F ufs generates a pathname versus i-number list of files for the ufs file

system residing on special. Names of directory files are followed by '/ .'.

OPTIONS | See ncheck(1M) for the list of *generic_options* supported.

-o Specify ufs file system specific options. The available option is:

m Print mode information.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO | ff(1M), ncheck(1M), attributes(5)

DIAGNOSTICS When the file system structure is improper, '??' denotes the "parent" of a parentless file and a pathname beginning with '. . . 'denotes a loop.

NAME

ndc – name daemon control program

SYNOPSIS

ndc [-c channel] [-1 localsock] [-p pidfile] [-d] [-q] [-s] [-t] [command]

DESCRIPTION

System administrators use the ndc utility to control the operation of a name server. If the system administrator fails to list a command, ndc will prompt for one until it reads EOF.

OPTIONS

The ndc command supports the following options:

-c channel	Specify the rendezvous point for the control channel. The default
	value for <i>channel</i> is /var/run/ndc, a UNIX domain socket that is
	also the server's default control channel. If the desired control
	channel is a TCP/IP socket, then the format for the channel
	argument is <i>ipaddr/port</i> . For example, a value of 127.0.0.1/54
	111 mon

would be TCP port 54 on the local host.

-d Turn on debugging mode. This option is mainly of interest to

developers.

-1 *localsock* Bind the client side of the control channel to a specific address.

Servers can be configured to reject connections that do not come from specific addresses. If the desired control channel is a TCP/IP socket, then the format for the *localsock* argument is *ipaddr/port*.

-p pidfile Use for backwards compatibility with older name servers. It

enables ndc to use UNIX signals for control communications. Optional with modern name servers, this capability may not be supported in future releases. The command set that is available is narrower when the signal interface is used. A likely value for the

pidfile argument is /var/run/named.pid.

-q Suppress prompt and result text.

-s Suppress non-fatal error announcements.

-t Turn on protocol and system tracing. Use this option in installation

debugging.

COMMANDS

The following commands are built into the ndc utility. The full set of commands that the name server supports is dynamic. Use the help command for information on the available commands .

/help Show help information for built in commands.

/exit Exit from ndc command interpreter.

/trace Toggle protocol and system tracing on and off. See -t.

/debug Toggle debugging mode on and off. See -d.

/quiet Toggle prompt and result information on and off. See

-q.

/silent

Toggle announcement of non-fatal errors on and off. See -s.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	Standard, BIND 8.2.2

SEE ALSO

in.named(1M), execvp(2), attributes(5)

NOTES

When the ndc utility is running in *pidfile* mode, pass any arguments to start and restart commands to the new name server on the command line. If the ndc utility is running in *channel* mode, there is no start command, and the restart command just tells the name server to execvp(2) itself.

NAME | ndd – get and set driver configuration parameters

SYNOPSIS

ndd [-set] driver parameter [value]

DESCRIPTION

ndd gets and sets selected configuration parameters in some kernel drivers. Currently, ndd only supports the drivers that implement the TCP/IP Internet protocol family. Each driver chooses which parameters to make visible using ndd. Since these parameters are usually tightly coupled to the implementation, they are likely to change from release to release. Some parameters may be read-only.

If the -set option is omitted, ndd queries the named *driver*, retrieves the value associated with the specified parameter, and prints it. If the -set option is given, ndd passes value, which must be specified, down to the named driver which assigns it to the named *parameter*.

By convention, drivers that support ndd also support a special read-only parameter named "?" which can be used to list the parameters supported by the driver.

EXAMPLES

EXAMPLE 1 Getting Parameters Supported By The TCP Driver

To see which parameters are supported by the TCP driver, use the following command:

example% ndd /dev/tcp \?

The parameter name "?" may need to be escaped with a backslash to prevent its being interpreted as a shell meta character.

The following command sets the value of the parameter *ip_forwarding* in the dual stack IP driver to zero. This disables IPv4 packet forwarding.

```
example% ndd -set /dev/ip ip forwarding 0
```

Similarly, in order to disable IPv6 packet forwarding, the value of parameter ip6_forwarding

example% ndd -set /dev/ip ip6 forwarding 0

To view the current IPv4 forwarding table, use the following command:

example% ndd /dev/ip ipv4_ire_status

To view the current IPv6 forwarding table, use the following command:

example% ndd /dev/ip ipv6 ire status

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

ndd(1M)

SEE ALSO ioctl(2), attributes(5), arp(7P), ip(7P), ip6(7P), tcp(7P), udp(7P)

NOTES

The parameters supported by each driver may change from release to release. Like programs that read /dev/kmem, user programs or shell scripts that execute ndd should be prepared for parameter names to change.

The ioctl() command that ndd uses to communicate with drivers is likely to change in a future release. User programs should avoid making dependencies on it.

The meanings of many ndd parameters make sense only if you understand how the driver is implemented.

NAME | netstat – show network status

SYNOPSIS

```
netstat [-anv] [-f address_family]
```

netstat [-g | -p | -s] [-n] [-f address_family] [-P protocol]

netstat -m

netstat -i [-I interface] [-an] [-f address_family] [interval]

netstat -r [-anv] [-f address_family]

netstat -M [-ns] [-f address_family]

netstat -D [-I interface] [-f address_family]

DESCRIPTION

netstat displays the contents of certain network-related data structures in various formats, depending on the options you select.

The first form of the command displays a list of active sockets for each protocol. The second form selects one from among various other network data structures. The third form shows the state of the interfaces. The fourth form displays the routing table, the fifth form displays the multicast routing table, and the sixth form displays the state of DHCP on one or all interfaces.

With no arguments, netstat prints connected sockets for PF INET, PF INET6, and PF UNIX, unless modified otherwise by the -f option.

OPTIONS

-a	Show the state of all sockets, all routing table entries, or
	all interfaces, both physical and logical. Normally,
	sockets used by server processes are not shown. Only
	interface, host, network, and default routes are shown.
	Also, only the status of physical interfaces are shown.

-f address_family

-g

-i

Limit all displays to those of the specified address_family. The value of address_family can be one of the following:

inet For the AF INET address family showing IPv4 information.

inet6 For the AF INET6 address family showing IPv6 information.

unix For the AF UNIX address family.

Show the multicast group memberships for all

interfaces.

Show the state of the interfaces that are used for IP traffic. Normally this shows status and statistics for the physical interfaces. When combined with the -a option, this will also report information for the logical interfaces. See ifconfig(1M).

netstat(1M)

Stat(1141)		
	-m	Show the STREAMS statistics.
	-n	Show network addresses as numbers. netstat normally displays addresses as symbols. This option may be used with any of the display formats.
	-p	Show the net to media tables.
	-r	Show the routing tables. Normally, only interface, host, network, and default routes are shown, but when this option is combined with the -a option, all routes will be printed, including cache.
	-s	Show per-protocol statistics. When used with the -M option, show multicast routing statistics instead. When used with the -a option, per-interface statistics will be displayed, when available, in addition to statistics global to the system.
	-v	Verbose. Show additional information for the sockets and the routing table.
	-I interface	Show the state of a particular interface. <i>interface</i> can be any valid interface such as hme0 or le0. Normally, the status and statistics for physical interfaces are displayed. When this option is combined with the -a option, information for the logical interfaces is also reported.
	-M	Show the multicast routing tables. When used with the -s option, show multicast routing statistics instead.
	-P protocol	Limit display of statistics or state of all sockets to those applicable to <i>protocol</i> . The protocol can be one of ip, ipv6, icmp, icmpv6, igmp, udp, tcp, rawip. The command accepts protocol options only as all lowercase.
	-D	Show the status of DHCP configured interfaces.
OPERANDS	interval	If <i>interval</i> is specified, netstat displays interface information over the last <i>interval</i> seconds, repeating forever.
Active Sockets (First Form)		ch active socket shows the local and remote address, the send and is (in bytes), the send and receive windows (in bytes), and the e protocol.
	The symbolic form	at normally used to display socket addresses is either
	hostname.portwhen	the name of the host is specified, or
	network . portif a sock	et address specifies a network but no specific host.

The numeric host address or network number associated with the socket is used to look up the corresponding symbolic hostname or network name in the *hosts* or *networks* database.

If the network or hostname for an address is not known, or if the -n option is specified, the numerical network address is shown. Unspecified, or "wildcard", addresses and ports appear as "*". For more information regarding the Internet naming conventions, refer to inet(7P) and inet6(7P).

TCP Sockets

The possible state values for TCP sockets are as follows:

BOUND	Bound, ready to connect or listen.
CLOSED	Closed. The socket is not being used.

CLOSING Closed, then remote shutdown; awaiting acknowledgment.

CLOSE WAIT Remote shutdown; waiting for the socket to close.

ESTABLISHED Connection has been established.

FIN_WAIT_1 Socket closed; shutting down connection.

FIN_WAIT_2 Socket closed; waiting for shutdown from remote.

IDLE Idle, opened but not bound.

LAST ACK Remote shutdown, then closed; awaiting acknowledgment.

LISTEN Listening for incoming connections.

SYN RECEIVED Initial synchronization of the connection under way.

SYN SENT Actively trying to establish connection.

TIME WAIT Wait after close for remote shutdown retransmission.

Network Data Structures (Second Form)

The form of the display depends upon which of the -g, -m, -p, or -s options you select.

- -g Displays the list of multicast group membership.
- -m Displays the memory usage, for example, STREAMS mblks.
- -p Displays the net to media mapping table. For IPv4, the address resolution table is displayed. See arp(1M). For IPv6, the neighbor cache is displayed.
- -s Displays the statistics for the various protocol layers.

The statistics use the MIB specified variables. The defined values for ipForwarding are:

forwarding (1) Acting as a gateway.

not-forwarding (2) Not acting as a gateway.

netstat(1M)

The IPv6 and ICMPv6 protocol layers maintain per-interface statistics. If the -a option is specified with the -s option, then the per-interface statistics as well as the total sums are displayed. Otherwise, just the sum of the statistics are shown.

If you specify more than one of these options, netstat displays the information for each one of them.

Interface Status (Third Form)

The interface status display lists information for all current interfaces, one interface per line. If an interface is specified using the -I option, it displays information for only the specified interface.

The list consists of the interface name, mtu (maximum transmission unit, or maximum packet size)(see ifconfig(1M)), the network to which the interface is attached, addresses for each interface, and counter associated with the interface. The counters show the number of input packets, input errors, output packets, output errors, and collisions, respectively. For Point-to-Point interfaces, the Net/Dest field is the name or address on the other side of the link.

If the -a optionis specified with either the -i option or the -I option, then the output includes additional information about the physical interface(s), input packets, input packets and output packets for each logical interface, for example the local IP address, associated with the physical interface(s).

If the -n option is specified, the list displays the IP address instead of the interface name.

If an optional *interval* is specified, the output will be continuously displayed in *interval* seconds until interrupted by the user.

The input interface is specified using the -I option. In this case, the list only displays traffic information in columns; the specified interface is first, the total count is second. This column list has the format of:

input	le0		outpu	ıt	input		(Total)	outpu	ıt
packets	errs	packets	errs	colls	packets	errs	packets	errs	colls
227681	0	659471	1	502	261331	0	99597	1	502
10	0	0	0	0	10	0	0	0	0
8	0	0	0	0	8	0	0	0	0
1.0	0	2	0	0	1.0	0	2	0	0

If the input interface is not specified, the first interface of address family inet or inet6 will be displayed.

Routing Table (Fourth Form)

The routing table display lists the available routes and the status of each. Each route consists of a destination host or network, and a gateway to use in forwarding packets. The *flags* column shows the status of the route (U if "up"), whether the route is to a gateway (G), and whether the route was created dynamically by a redirect (D). If the

-a option is specified, there will be routing entries with flags for combined routing and address resolution entries (A), broadcast addresses (B), and the local addresses for the host (L).

Interface routes are created for each interface attached to the local host; the gateway field for such entries shows the address of the outgoing interface.

The use column displays the number of packets sent using a combined routing and address resolution (A) or a broadcast (B) route. For a local (L) route, this count is the number of packets received, and for all other routes it is the number of times the routing entry has been used to create a new combined route and address resolution entry.

The *interface* entry indicates the network interface utilized for the route.

Multicast Routing Tables (Fifth Form)

The multicast routing table consists of the virtual interface table and the actual routing table.

DHCP Interface Information (Sixth Form)

The DHCP interface information consists of the interface name, its current state, lease information, packet counts, and a list of flags.

The states correlate with the specifications set forth in RFC 2131.

Lease information includes:

- when the lease began;
- when lease renewal will begin; and
- when the lease will expire.

The flags currently defined include:

BOOTP The interface has a lease obtained through BOOTP.

BUSY The interface is busy with a DHCP transaction.

PRIMARY The interface is the primary interface. See dhcpinfo(1).

FAILED The interface is in failure state and must be manually restarted.

Packet counts are maintained for the number of packets sent, the number of packets received, and the number of lease offers declined by the DHCP client. All three counters are initialized at zero and then incremented while obtaining a lease. The counters are reset when the period of lease renewal begins for the interface. Thus, the counters represent either the number of packets sent, received, and declined while obtaining the current lease, or the number of packets sent, received, and declined while attempting to obtain a future lease.

FILES

/etc/default/inet_type DEFAULT_IP setting

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

dhcpinfo(1),arp(1M), crash(1M), dhcpagent(1M), ifconfig(1M), iostat(1M), mibiisa(1M), savecore(1M), vmstat(1M), hosts(4), inet_type(4), networks(4), protocols(4), services(4), attributes(5), inet(7P), inet6(7P)

Droms, R., RFC 2131, Dynamic Host Configuration Protocol, Network Working Group, March 1997.

NOTES

When printing interface information, netstat honors the DEFAULT_IP setting in /etc/default/inet_type. If it is set to IP_VERSION4, then netstat will omit information relating to IPv6 interfaces, statistics, connections, routes and the like.

However you can override the DEFAULT_IP setting in /etc/default/inet_type on the command-line. For example, if you have used the command-line to explicitly request IPv6 information by using the inet6 address family or one of the IPv6 protocols, it will override the DEFAULT IP setting.

If you need to examine network status information following a kernel crash, use the crash(1M) utility on the savecore(1M) output.

NAME | newfs – construct a new UFS file system

SYNOPSIS

newfs [-Nv] [mkfs-options] raw-device

DESCRIPTION

newfs is a "friendly" front-end to the mkfs(1M) program for making UFS file systems on disk partitions. newfs calculates the appropriate parameters to use and calls mkfs.

If run interactively (that is, standard input is a tty), newfs will prompt for confirmation before making the file system.

If the -N option is not specified and the inodes of the device are not randomized, newfs will call fsirand(1M).

You must be super-user to use this command, except when creating a UFS file system on a diskette (see EXAMPLES).

OPTIONS

The following options are supported:

0-1	- I I		
-N	Print out the file system parameters that would be used in creating the file system without actually creating the file system. fsirand(1M) is not called here.		
-v	Verbose. newfs pr passed to mkfs.	ints out its actions, including the parameters	
mkfs-options	Options that overr	ide the default parameters are:	
	-а арс	The number of alternate blocks per cylinder (SCSI devices only) to reserve for bad block replacement. The default is 0.	
	-b bsize	The logical block size of the file system in bytes (either 4096 or 8192). The default is 8192. The sun4u architecture does not support the 4096 block size.	
	-c cgsize	The number of cylinders per cylinder group (ranging from 16 to 256). The default is calculated by dividing the number of sectors in the file system by the number of sectors in a gigabyte, and then multiplying the result by 32. The default value will always be between 16 and 256. mkfs may override this value. See mkfs_ufs(1M) for details.	
	-d gap	Rotational delay. The expected time (in milliseconds) to service a transfer completion interrupt and initiate a new transfer on the same disk. It is used to decide how much rotational spacing to place between successive blocks in a file. This parameter can be	

		is disk-type dependent.
-f fragsize	The smallest amount of allocate to a file. The very of two selected from the logical block size. If logical values are 512, 10 logical block size is 819 value. The default is 10 allocates are 510 to 10 allocates.	ne range 512 to the gical block size is 4096, 124, 2048 and 4096; if 192, 8192 is also a legal
-i nbpi	the density of inodes in number is divided into system to determine the inodes to create. It sho average size of files in inodes are desired, a la	o the total size of the file ne fixed number of uld reflect the expected the file system. If fewer arger number should be nodes a smaller number
	Disk size	Density
	–1GB –2GB –3GB 3GB–	2048 4096 6144 8192
-m free	The minimum percental maintain in the file sys 99%, inclusively). This normal users. Once the this threshold, only the continue writing to the parameter can be subset the tunefs(1M) commends.	stem (between 1% and space is off-limits to e file system is filled to e super-user can e file system. This equently changed using
	The default is ((64 Mby 100), rounded down to limited between 1% an	the nearest integer and
-n <i>nrpos</i>		nt rotational positions in der group. The default
-0 opt	(space or time). The instructed to try to mir	file system can either be nimize the time spent

subsequently changed using the tunefs(1M)

allocating blocks, or to try to minimize the space fragmentation on the disk. The default is time.

time

-r rpm The speed of the disk in revolutions per

minute. The default is 3600.

-s size The size of the file system in sectors. The

default is to use the entire partition.

-t *ntrack* The number of tracks per cylinder on the disk.

The default is taken from the disk label.

-C *maxcontig* The maximum number of blocks, belonging to

one file, that will be allocated contiguously before inserting a rotational delay. The default is determined from the disk drives maximum transfer rate. The maximum *maxcontig* that UFS supports is 1048576. This parameter can be subsequently changed using the tunefs(1M)

command.

This parameter also controls clustering. Regardless of the value of *gap*, clustering is enabled only when *maxcontig* is greater than 1.

Clustering allows higher I/O rates for sequential I/O and is described in

tunefs(1M).

OPERANDS

The following operands are supported:

raw-device The name of a raw special device residing in /dev/rdsk (for

example, /dev/rdsk/c0t0d0s6) on which to create the file

system.

USAGE

See largefile(5) for the description of the behavior of newfs when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

EXAMPLES

EXAMPLE 1 Verbosely displaying the parameters for the raw special device.

The following example verbosely displays the parameters for the raw special device, cotodos6, but does not actually create a new file system:

newfs(1M)

EXAMPLE 1 Verbosely displaying the parameters for the raw special device. (*Continued*)

EXAMPLE 2 Creating a UFS file system.

The following example uses the command to create a UFS file system on a diskette that is managed by Volume Manager.

EXIT STATUS

The following exit values are returned:

- O The operation was successful.
- 1, 10 Usage error or internal error. A message is output to STDERR explaining the error.

Other exit values may be returned by mkfs(1M), which is called by newfs.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

1	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability		SUNWcsu	

SEE ALSO

 $\label{eq:fsck} fsck(1M), fsck_ufs(1M), fsirand(1M), mkfs(1M), mkfs_ufs(1M), tunefs(1M), \\ fs_ufs(4), attributes(5), largefile(5)$

DIAGNOSTICS

newfs: No such file or directory

The device specified does not exist, or a disk partition was not specified.

special: cannot open

You must be super-user to use this command.

NAME

newkey – create a new Diffie-Hellman key pair in the publickey database

SYNOPSIS

```
newkey -h hostname [-s nisplus | nis | files]
newkey -u username [-s nisplus | nis | files]
```

DESCRIPTION

newkey establishes new public keys for users and machines on the network. These keys are needed when using secure RPC or secure NFS service.

newkey prompts for a password for the given *username* or hostname and then creates a new public/secret Diffie-Hellman 192 bit key pair for the user or host. The secret key is encrypted with the given password. The key pair can be stored in the /etc/publickey file, the NIS publickey map, or the NIS+ cred.org_dir table.

newkey consults the publickey entry in the name service switch configuration file (see nsswitch.conf(4)) to determine which naming service is used to store the secure RPC keys. If the publickey entry specifies a unique name service, newkey will add the key in the specified name service. However, if there are multiple name services listed, newkey cannot decide which source to update and will display an error message. The user is required to specify the source explicitly with the -s option.

In the case of NIS, newkey should be run by the superuser on the master NIS server for that domain. In the case of NIS+, newkey should be run by the superuser on a machine which has permission to update the <code>cred.org_dir</code> table of the new user/host domain.

In the case of NIS+, nisaddcred(1M) should be used to add new keys. newkey cannot be used to create keys other than 192-bit Diffie-Hellman.

OPTIONS

-h hostname	Create a new public/secret key pair for the privileged user at the given hostname. Prompts for a password for the given hostname.
-u username	Create a new public/secret key pair for the given <i>username</i> . Prompts for a password for the given <i>username</i> .
-s nisplus	
-s nis	
-s files	Update the database in the specified source: nisplus (for NIS+),

nis (for NIS), or files. Other sources may be available in the

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

chkey(1), keylogin(1), nisaddcred(1M), nisclient(1M), nsswitch.conf(4), publickey(4), attributes(5)

nfsd(1M)

NAME	nfsd – NFS daemo	on	
SYNOPSIS	/usr/lib/nfs/nfsd [-a] [-c #_conn] [-l listen_backlog] [-p protocol] [-t device] [nservers]		
DESCRIPTION	nfsd is the daemorun this daemon.	on that handles client file system requests. Only the super-user can	
	The nfsd daemon	is automatically invoked in run level 3 with the -a option.	
	By default nfsd w	vill start over the tcp and udp transports.	
		ked nfsd daemon started with or without options must be stopped nother nfsd command.	
OPTIONS	The following opt	ions are supported:	
	-a	Start a NFS daemon over all available connectionless and connection-oriented transports, including udp and tcp.	
	-c#_conn	This sets the maximum number of connections allowed to the NFS server over connection-oriented transports. By default, the number of connections is unlimited.	
	-1	Set connection queue length for the NFS TCP over a connection-oriented transport. The default value is 32 entries.	
	-p protocol	Start a NFS daemon over the specified protocol.	
	-t device	Start a NFS daemon for the transport specified by the given device.	
OPERANDS	The following operands are supported:		
	nservers	This sets the maximum number of concurrent NFS requests that the server can handle. This concurrency is achieved by up to <i>nservers</i> threads created as needed in the kernel. <i>nservers</i> should be based on the load expected on this server. 16 is the usual number of <i>nservers</i> . If <i>nservers</i> is not specified, the maximum number of concurrent NFS requests will default to 1.	
USAGE	(ports < IPPORT_ zero by default. The	ON variable is set, then clients are required to use privileged ports RESERVED) in order to get NFS services. This variable is equal to his variable has been moved from the "nfs" module to the "nfssrv" evariable, edit the /etc/system file and add this entry: portmon = 1	
		_	
EXIT STATUS		on started successfully.	
	1 Daemo	on failed to start.	

FILES | .nfsXXX client machine pointer to an

open-but-unlinked file

/etc/init.d/nfs.server shell script for starting nfsd

/etc/system system configuration information file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ps(1), mountd(1M), sharetab(4), system(4), attributes(5)

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NOTES

- 1. The NFS service uses kernel threads to process all of the NFS requests. Currently, system utilization associated with these threads is not charged to the nfsd process. Therefore, ps(1) can report 0 cpu time associated with the NFS daemon, even though NFS processing is taking place on the server.
- 2. Manually starting and restarting nfsd is not recommended. If it is necessary to do so, use the NFS server start/stop script (/etc/init.d/nfs.server). See *System Administration Guide, Volume 3* for more information.

nfslogd(1M)

NAME |

nfslogd - nfs logging daemon

SYNOPSIS

/usr/lib/nfs/nfslogd

DESCRIPTION

The nfslogd daemon provides operational logging to the Solaris NFS server. It is the nfslogd daemon's job to generate the activity log by analyzing the RPC operations processed by the the NFS server. The log will only be generated for file systems exported with logging enabled. This is specified at file system export time by means of the share nfs(1M) command.

Each record in the log file includes a time stamp, the IP address (or hostname if it can be resolved) of the client system, the file or directory name the operation was performed on, and the type of operation. In the basic format, the operation can either be an input (i) or output (o) operation. The basic format of the NFS server log is compatible with the log format generated by the Washington University FTPd daemon. The log format can be extended to include directory modification operations, such as mkdir, rmdir, and remove. The extended format is not compatible with the Washington University FTPd daemon format. See nfslog.conf(4) for details.

The NFS server logging mechanism is divided in two phases. The first phase is performed by the NFS kernel module, which records raw RPC requests and their results in work buffers backed by permanent storage. The location of the work buffers is specified in the /etc/nfs/nfslog.conf file. Refer to nfslog.conf(4) for more information. The second phase involves the nfslogd user-level daemon, which periodically reads the work buffers, interprets the raw RPC information, groups related RPC operations into single transaction records, and generates the output log. The nfsloqd daemon then sleeps waiting for more information to be logged to the work buffers. The amount of time that the daemon sleeps can be configured by modifying the IDLE TIME parameter in /etc/default/nfslogd. The work buffers are intended for internal consumption of the nfslogd daemon.

NFS operations use file handles as arguments instead of path names. For this reason the nfslogd daemon needs to maintain a database of file handle to path mappings in order to log the path name associated with an operation instead of the corresponding file handle. A file handle entry is added to the database when a client performs a lookup or other NFS operation that returns a file handle to the client.

Once an NFS client obtains a file handle from a server, it can hold on to it for an indefinite time, and later use it as an argument for an NFS operation on the file or directory. The NFS client can use the file handle even after the server reboots. Because the database needs to survive server reboots, it is backed by permanent storage. The location of the database is specified by the fhtable parameter in the /etc/nfs/nfslog.conf file. This database is intended for the internal use of the nfslogd daemon.

In order to keep the size of the file handle mapping database manageable, nfsloqd prunes the database periodically. It removes file handle entries that have not been accessed in more than a specified amount of time. The PRUNE TIMEOUT configurable parameter in /etc/default/nfslogd specifies the interval length between

successive runs of the pruning process. A file handle record will be removed if it has not been used since the last time the pruning process was executed. Pruning of the database can effectively be disabled by setting the PRUNE_TIMEOUT as high as INT MAX.

When pruning is enabled, there is always a risk that a client may have held on to a file handle longer than the PRUNE_TIMEOUT and perform an NFS operation on the file handle after the matching record in the mapping database had been removed. In such case, the pathname for the file handle will not be resolved, and the log will include the file handle instead of the pathname.

There are various configurable parameters that affect the behavior of the nfslogd daemon. These parameters are found in /etc/default/nfslogd and are described below:

UMASK Sets the file mode for the log files, work

buffer files and file handle mapping

database.

MIN_PROCESSING_SIZE Specifies the minimum size, in bytes, that

the buffer file must reach before processing the work information and writing to the log file. The value of MIN PROCESSING SIZE

must be between 1 and ulimit.

IDLE TIME Specifies the amount of time, in seconds, the

daemon should sleep while waiting for more information to be placed in the buffer file. IDLE_TIME also determines how often the configuration file will be reread. The value of IDLE_TIME must be between 1

and INT MAX.

MAX_LOGS_PRESERVE The nfslogd periodically cycles its logs.

MAX_LOGS_PRESERVE specifies the maximum number of log files to save. When MAX_LOGS_PRESERVE is reached, the oldest files will be overwritten as new log files are created. These files will be saved with a numbered extension, beginning with filename. 0. The oldest file will have the highest numbered extension up to the value configured for MAX_LOGS_PRESERVE. The value of MAX_LOGS_PRESERVE must be between 1

and INT_MAX.

CYCLE FREQUENCY Specifies how often, in hours, the log files

are cycled. CYCLE_FREQUENCY is used to insure that the log files do not get too large.

nfslogd(1M)

The value of CYCLE_FREQUENCY must be

between 1 and INT MAX.

MAPPING UPDATE INTERVAL

Specifies the time interval, in seconds, between updates of the records in the file handle to path mapping tables. Instead of updating the atime of a record each time that record is accessed, it is only updated if it has aged based on this parameter. The record access time is used by the pruning routine to determine whether the record should be removed from the database. The value of this parameter must be between 1

and INT MAX.

PRUNE TIMEOUT

Specifies when a database record times out, in hours. If the time that elapsed since the record was last accessed is greater than PRUNE_TIMEOUT then the record can be pruned from the database. The default value for PRUNE_TIMEOUT is 168 hours (7 days). The value of PRUNE_TIMEOUT must be between 1 and INT MAX.

EXIT STATUS

The following exit values are returned:

0 Daemon started successfully.

Daemon failed to start.

FILES

/etc/nfs/nfslogtab

/etc/nfs/nfslog.conf

/etc/default/nfslogd

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWcsu	

SEE ALSO

share nfs(1M), nfslog.conf(4), attributes(5)

NAME | nfsstat – NFS statistics

SYNOPSIS

nfsstat [-cnrsmza]

DESCRIPTION

nfsstat displays statistical information about the NFS and RPC (Remote Procedure Call), interfaces to the kernel. It can also be used to reinitialize this information. If no options are given the default is

nfsstat -csnra

That is, display everything, but reinitialize nothing.

OPTIONS

- Display NFS ACL information. -a
- Display client information. Only the client side NFS, RPC, and NFS_ACL - C information is printed. Can be combined with the -n, -r, and -a options to print client side NFS, RPC, and NFS_ACL information only.
- Display statistics for each NFS mounted file system. This includes the -m server name and address, mount flags, current read and write sizes, the retransmission count, the attribute cache timeout values, failover information, and the timers used for dynamic retransmission. Note that the dynamic retransmission timers are displayed only where dynamic retransmission is in use. By default, NFS mounts over the TCP protocols and NFS Version 3 mounts over either TCP or UDP do not use dynamic retransmission.

If you specify the -m option, this is the only option nfsstat uses. Any options specified in addition to -m are checked for validity, then ignored.

- Display NFS information. NFS information for both the client and server -n side will be printed. Can be combined with the -c and -s options to print client or server NFS information only.
- Display RPC information. -r
- Display server information. - s
- Zero (reinitialize) statistics. This option is for use by the super user only, - z and can be combined with any of the above options to zero particular sets of statistics after printing them.

DISPLAYS

The server RPC display includes the following fields:

calls	The total number	r of RPC calls received.
Carro	THE COULT HUILDE	of the County received.

The total number of calls rejected by the RPC layer (the sum of badcalls

badlen and xdrcall as defined below).

The number of times an RPC call was not available when it was nullrecv

thought to be received.

nfsstat(1M)

badlen	The number of RPC calls with a length shorter than a minimum-sized RPC call.		
xdrcall	The number of RPC calls whose header could not be XDR decoded.		
dupchecks	The number of RPC calls that looked up in the duplicate request cache.		
dupreqs	The number of RPC calls that were found to be duplicates.		

The server NFS display shows the number of NFS calls received (calls) and rejected (badcalls), and the counts and percentages for the various calls that were made.

The server NFS_ACL display shows the counts and percentages for the various calls that were made.

The client RPC display includes the following fields:

calls	The total number of RPC calls made.		
badcalls	The total number of calls rejected by the RPC layer.		
badxids	The number of times a reply from a server was received which did not correspond to any outstanding call.		
timeouts	The number of times a call timed out while waiting for a reply from the server.		
newcreds	The number of times authentication information had to be refreshed.		
badverfs The number of times the call failed due to a bad verifier in the response.			
timers	The number of times the calculated time-out value was greater than or equal to the minimum specified time-out value for a call.		
cantconn	The number of times the call failed due to a failure to make a connection to the server.		
nomem	The number of times the call failed due to a failure to allocate memory.		
interrupts	The number of times the call was interrupted by a signal before completing.		
retrans	The number of times a call had to be retransmitted due to a timeout while waiting for a reply from the server. Applicable only to RPC over connection-less transports.		
cantsend	The number of times a client was unable to send an RPC request over a connectionless transport when it tried to do so.		

The client NFS display shows the number of calls sent and rejected, as well as the number of times a CLIENT handle was received (clgets), the number of times the CLIENT handle cache had no unused entries (cltoomany), as well as a count of the various calls and their respective percentages.

The client NFS_ACL display shows the counts and percentages for the various calls that were made.

The -m option includes information about mount flags set by mount options, mount flags internal to the system, and other mount information. See mount nfs(1M).

The following mount flags are set by mount options:

sec sec has one of the following values:

none No authentication.

sys UNIX-style authentication (UID, GID). short Short hand UNIX style authentication.

dh des—style authentication (encrypted timestamps).

krb4 kerberos v4—style authentication.krb5 kerberos v5—style authentication.

krb5i kerberos v5—style authentication with integrity.

hard Hard mount. soft Soft mount.

intr Interrupts allowed on hard mount.nointr No interrupts allowed on hard mount.

noac Client is not caching attributes.

noac Client is not caching attributes

rsize Read buffer size in bytes. wsize Write buffer size in bytes.

retrans NFS retransmissions.

timeo Initial NFS timeout, in tenths of a second.

nocto No close-to-open consistency.

llock Local locking being used (no lock manager).

grpid System V group id inheritance.

rpctimesync RPC time sync.

The following mount flags are internal to the system:

printed "Not responding" message printed.

nfsstat(1M)

down Server is down.

dynamic Dynamic transfer size adjustment.

link Server supports links.

symlink Server supports symbolic links.

readdir Use readdir instead of readdirplus.

acl Server supports NFS_ACL.

The following flags relate to additional mount information:

vers NFS version.

proto Protocol.

The -m option also provides attribute cache timeout values. The following fields in -m ouput provide timeout values for attribute cache:

acregmin Minimum seconds to hold cached file attributes.

acregmax Maximum seconds to hold cached file attributes.

acdirmin Minimum seconds to hold cached directory attributes.

acdirmax Maximum seconds to hold cached directory attributes.

The following fields in -m output provide failover information:

noresponse How many times servers have failed to respond.

failover How many times a new server has been selected.

remap How may times files have been re-evaluated to the new server.

currserver Which server is currently providing NFS service. See the *System*

Administration Guide, Volume 3 for additional details.

The fields in -m output shown below provide information on dynamic retransmissions. Note that these items are displayed only where dynamic retransmission is in use.

The value for the smoothed round-trip time, in milliseconds.

dev Estimated deviation, in milliseconds.

cur Current backed-off retransmission value, in milliseconds.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

nfsstat(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 ${\tt mount_nfs(1M)}, {\tt attributes(5)}$

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nisaddcred(1M)

NAME

nisaddcred - create NIS+ credentials

SYNOPSIS

nisaddcred [-p principal] [-P nis_principal] [-l login_password] auth_type
 [domain_name]

nisaddcred -r [nis_principal] [domain_name]

DESCRIPTION

The nisaddcred command is used to create security credentials for NIS+ principals. NIS+ credentials serve two purposes. The first is to provide authentication information to various services; the second is to map the authentication service name into a NIS+ principal name.

When the nisaddcred command is run, these credentials get created and stored in a table named cred.org_dir in the default NIS+ domain. If domain_name is specified, the entries are stored in the cred.org_dir of the specified domain. The specified domain must either be the one to which you belong, or one in which you are authenticated and authorized to create credentials, that is, a subdomain. Note that the credentials of normal users must be stored in the same domain as their passwords.

It is simpler to add credentials using nisclient(1M), because it obtains the required information itself. nispopulate(1M) is used for "bulk" updates and can also be used to add credentials for entries in the hosts and the passwd NIS+ tables.

NIS+ principal names are used in specifying clients that have access rights to NIS+ objects. For more details, refer to the "Principal Names" subsection of the nis+(1) manual page. See nischmod(1), nischown(1), nis_objects(3NSL), and nis_groups(3NSL). Various other services can also implement access control based on these principal names.

The cred.org dir table is organized as follows:

cname	auth_type	auth_name	public_data	private_data
user1.foo.com.	LOCAL	2990	10,102,44	
user1.foo.com.	DES	unix.2990@foo.com	098819	3b8ab2
user1.foo.com.	DHmmm-n	unix.2990@foo.com	248428	a42f32

The cname column contains a canonical representation of the NIS+ principal name. By convention, this name is the login name of a user, or the host name of a machine, followed by a dot ('.') followed by the fully qualified "home" domain of that principal. For users, the home domain is defined to be the domain where their DES credentials are kept. For hosts, their home domain is defined to be the domain name returned by the domainname(1M) command executed on that host.

There are two basic types of *auth_type* entries in the <code>cred.org_dir</code> table, those with authentication type LOCAL, and those with authentication type DES, *auth_type*, specified on the command line in upper or lower case, should be either *local* or des.

However, the <code>cred.org_dir</code> table may also be used to hold data for other values of <code>auth_type</code>. Currently, this is limited to the mechanisms listed on the <code>nisauthconf(1M)</code> man page, for which the <code>nisaddcred auth_type</code> argument is the same as the name of the mechanism. These mechanisms use a modified form of Secure RPC, and they are similar to the DES authentication type.

If the <code>auth_type</code> is des, and other authentication mechanisms are configured with <code>nisauthconf(1M)</code>, then credential entries are added or updated for each mechanism configured. To only add or update 1992-bit Diffie Hellman credentials, that is, those with the <code>auth_type</code> of DES, use dh192-0 on the command line. If there are no authentication mechanisms configured, using des on the command line will only add or update 192-bit Diffie Hellman credentials.

Entries of type LOCAL are used by the NIS+ service to determine the correspondence between fully qualified NIS+ principal names and users identified by UIDs in the domain containing the <code>cred.org_dir</code> table. This correspondence is required when associating requests made using the <code>AUTH_SYS</code> RPC authentication flavor (see <code>rpc_clnt_auth(3NSL))</code> to a NIS+ principal name. It is also required for mapping a UID in one domain to its fully qualified NIS+ principal name whose home domain may be elsewhere. The principal's credentials for any authentication flavor may then be sought for within the <code>cred.org_dir</code> table in the principal's home domain (extracted from the principal name). The same NIS+ principal may have LOCAL credential entries in more than one domain. Only users, and not machines, have LOCAL credentials. In their home domain, users of NIS+ should have both types of credentials.

The <code>auth_name</code> associated with the LOCAL type entry is a UID that is valid for the principal in the domain containing the <code>cred.org_dir</code> table. This may differ from that in the principal's home domain. The public information stored in <code>public_data</code> for this type contains a list of GIDs for groups in which the user is a member. The GIDs also apply to the domain in which the table resides. There is no private data associated with this type. Neither a UID nor a principal name should appear more than once among the LOCAL entries in any one <code>cred.org_dir</code> table.

The DES *auth_type* is used for Secure RPC authentication (see secure rpc(3NSL)).

The authentication name associated with the DES <code>auth_type</code> is a Secure RPC <code>netname</code>. A Secure RPC netname has the form <code>unix.id@domain.com</code>, where <code>domain</code> must be the same as the domain of the principal. For principals that are users the <code>id</code> must be the UID of the principal in the principal's home domain. For principals that are hosts, the <code>id</code> is the host's name. In Secure RPC, processes running under effective UID 0 (root) are identified with the host principal. Unlike LOCAL, there cannot be more than one DES credential entry for one NIS+ principal in the NIS+ namespace.

The public information in an entry of authentication type DES is the public key for the principal. The private information in this entry is the private key of the principal encrypted by the principal's network password.

nisaddcred(1M)

User clients of NIS+ should have credentials of both types in their home domain. In addition, a principal must have a LOCAL entry in the <code>cred.org_dir</code> table of each domain from which the principal wishes to make authenticated requests. A client of NIS+ that makes a request from a domain in which it does not have a LOCAL entry will be unable to acquire DES credentials. A NIS+ service running at security level 2 or higher will consider such users unauthenticated and assign them the name *nobody* for determining access rights.

This command can only be run by those NIS+ principals who are authorized to add or delete the entries in the cred table.

If credentials are being added for the caller itself, nisaddcred automatically performs a keylogin for the caller.

You can list the cred entries for a particular principal with nismatch(1).

OPTIONS

The following options are supported:

-p principal

The name *principal* specifies the name of the principal as defined by the naming rules for that specific mechanism. For example, LOCAL credential names are supplied with this option by including a string specifying a UID. For DES credentials, the name should be a Secure RPC netname of the form unix.id@domain.com, as described earlier. If the -p option is not specified, the *auth_name* field is constructed from the effective UID of the current process and the name of the local domain.

-P nis_principal

Use the NIS+ principal name *nis_principal*. This option should be used when creating LOCAL or DES credentials for users whose home domain is different than the local machine's default domain.

Whenever the -P option is not specified, nisaddcred constructs a principal name for the entry as follows. When it is not creating an entry of type LOCAL, nisaddcred calls nis_local_principal, which looks for an existing LOCAL entry for the effective UID of the current process in the cred.org_dir table and uses the associated principal name for the new entry. When creating an entry of authentication type LOCAL, nisaddcred constructs a default NIS+ principal name by taking the login name of the effective UID for its own process, and appending to it a dot ('.') followed by the local machine's default domain. If the caller is a superuser, the machine name is used instead of the login name.

- T	login	password

Use the <code>login_password</code> specified as the password to encrypt the secret key for the credential entry. This overrides the prompting for a password from the shell. This option is intended for administration scripts only. Prompting guarantees not only that no one can see your password on the command line using ps(1) but it also checks to make sure you have not made any mistakes. <code>NOTE: login_password</code> does not really HAVE to be the user's password but if it is, it simplifies logging in.

-r[nis_principal]

Remove all credentials associated with the principal <code>nis_principal</code> from the <code>cred.org_dir</code> table. This option can be used when removing a client or user from the system. If <code>nis_principal</code> is not specified the default is to remove credentials for the current <code>user</code>. If <code>domain_name</code> is not specified, the operation is executed in the default NIS+ domain.

EXAMPLES

EXAMPLE 1 How to add the LOCAL and DES credentials.

The following examples illustrate how to add the LOCAL and DES credentials for some user, user1, with a UID of 2990, who is an NIS+ user principal in the some.domain.com. NIS+ domain:

```
example% nisaddcred -p 2990 \
-P user1.some.domain.com. local
```

Note that credentials are always added in the cred.org_dir table in the domain where nisaddcred is run, unless *domain_name* is specified as the last parameter on the command line. If credentials are being added from the domain server for its clients, then *domain_name* should be specified. The caller should have adequate permissions to create entries in the cred.org dir table.

The system administrator can add a DES credential for the same user, using the following example:

```
example% nisaddcred -p unix.2990@some.domain.com \
-P user1.some.domain.com. des
```

Please note that DES credentials can be added only after the LOCAL credentials have been added. Also, if the system is configured to use more than one authentication mechanism, credentials will be made for each mechanism configured. See nisauthconf(1M).

Note that the secure RPC netname does not end with a dot ('.') while the NIS+ principal name (specified with the -P option) does. This command should be executed from a machine in the same domain as is the user.

The following example shows how to add a machine's DES credentials in the same domain:

nisaddcred(1M)

EXAMPLE 1 How to add the LOCAL and DES credentials. (Continued)

```
example% nisaddcred -p unix.foo@some.domain.com \
-P foo.some.domain.com. des
```

Please note that no LOCAL credentials are needed in this case.

The following example illustrates how to add a NIS+ workstation's principal DES credential:

```
example% nisaddcred -p unix.hostl@sub.some.domain.com \
-P newhost.sub.some.domain.com. des sub.some.domain.com.
```

This format is particularly useful if you are running this command from a server which is in a higher domain than sub.some.domain.com. Without the last option for domain name, nisaddcred would fail because it would attempt to use the default domain of some.domain.com.

The following example illustrates adding DES credentials without being prompted for the root login password:

```
example% nisaddcred -p unix.2990@some.domain.com \
-P user1.some.domain.com. -1 login_password des
```

The following example shows how to add a credential for a user using a specific authentication mechanism that was previously configured with nisauthconf(1M). See nisauthconf(1M) for a list of the valid values of *auth_type*:

```
example% nisaddcred -p unix.2990@some.domain.com \
-P user.1.some.domain.com dh640-0
```

Note, the password should be the same for all the credentials that belong to the user. Otherwise, only the credentials encrypted with the user's password will be used at login, and the user will have to run chkey(1) using the -p option.

The following example shows how to add a DES credential when other authentication mechanisms are configured on the system:

```
example% nisaddcred -p unix.2990@some.domain.com \
-P user1.some.domain.com dh192-0
```

EXIT STATUS

The following exit values are returned:

- 0 Successful operation.
- 1 Operation failed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

 $| \ \mathtt{chkey}(1), \mathtt{keylogin}(1), \mathtt{nis+}(1), \mathtt{nischmod}(1), \mathtt{nischown}(1), \mathtt{nismatch}(1),$ ${\tt nistbladm}(1), {\tt ps}(1), {\tt domainname}(1M), {\tt nisclient}(1M), {\tt nispopulate}(1M),$ nis_groups(3NSL), nis_local_names(3NSL), nis_objects(3NSL), rpc_clnt_auth(3NSL), secure_rpc(3NSL), attributes(5)

NOTES

The cred.org_dir NIS+ table replaces the maps *publickey.byname* and *netid.byname* used in NIS (YP).

NAME

nisaddent – create NIS+ tables from corresponding /etc files or NIS maps

SYNOPSIS

/usr/lib/nis/nisaddent [-D defaults] [-Paorv] [-t table] type [nisdomain]

/usr/lib/nis/nisaddent [-D defaults] [-Paprmov] -f file [-t table] type
[nisdomain]

/usr/lib/nis/nisaddent [-D defaults] [-Parmv] [-t table] -y ypdomain [-Y map] type [nisdomain]

/usr/lib/nis/nisaddent -d [-AMoq] [-t table] type [nisdomain]

DESCRIPTION

nisaddent creates entries in NIS+ tables from their corresponding /etc files and NIS maps. This operation is customized for each of the standard tables that are used in the administration of Solaris systems. The type argument specifies the type of the data being processed. Legal values for this type are one of aliases, bootparams, ethers, group, hosts, ipnodes, netid, netmasks, networks, passwd, protocols, publickey, rpc, services, shadow, or timezone for the standard tables, or key-value for a generic two-column (key, value) table. For a site specific table, which is not of key-value type, one can use nistbladm(1) to administer it.

The NIS+ tables should have already been created by nistbladm(1), nissetup(1M), or nisserver(1M).

It is easier to use nispopulate(1M) instead of nisaddent to populate the system tables.

By default, nisaddent reads from the standard input and adds this data to the NIS+ table associated with the type specified on the command line. An alternate NIS+ table may be specified with the -t option. For type key-value, a table specification is required.

Note that the *data* type can be different than the table name (-t). For example, the automounter tables have key-value as the table type.

Although, there is a *shadow* data type, there is no corresponding *shadow* table. Both the shadow and the passwd data is stored in the passwd table itself.

Files may be processed using the -f option, and NIS version 2 (YP) maps may be processed using the -y option. The merge option is not available when reading data from standard input.

When a *ypdomain* is specified, the nisaddent command takes its input from the dbm files for the appropriate NIS map (mail.aliases, bootparams, ethers.byaddr, group.byname, hosts.byaddr, hosts.byname,

ipnodes.byaddr,ipnodes.byname, netid.byname, netmasks.byaddr, networks.byname, passwd.byname, protocols.byname, publickey.byname, rpc.bynumber, services.byname, or timezone.byname). An alternate NIS map may be specified with the -Y option. For type key-value, a map specification is required. The map must be in the /var/yp/ypdomain directory on the local machine. Note that ypdomain is case sensitive.ypxfr(1M) can be used to get the NIS maps.

If a nisdomain is specified, nisaddent operates on the NIS+ table in that NIS+ domain, otherwise the default domain is used.

In terms of performance, loading up the tables is fastest when done through the dbm files (-y).

To accommodate other credential entries used by other authentication mechanisms stored in the cred.org dir table, the publickey dump output has been modified to include a special algorithm type field. This format is incompatible with older versions of nisaddent. To produce dumps that can be read by older versions of nisaddent, or to load dumps created by such older versions, use the -o option.

OPTIONS

The following options are supported:

The following options are supported.		
-a	Add the file or map to the NIS+ table without deleting any existing entries. This option is the default. Note that this mode only propagates additions and modifications, not deletions.	
-A	All data. This option specifies that the data within the table and all of the data in tables in the initial table's concatenation path be returned.	
-d	Dump the NIS+ table to the standard output in the appropriate format for the given type. For tables of type key-value, use niscat(1) instead. To dump the cred table, dump the publickey and the netid types.	
this operation. The <i>defaults</i> str colons. These tokens represer		nt set of defaults to be used during ring is a series of tokens separated by t the default values to be used for the of the legal tokens are described
	ttl=time	This token sets the default time to live for objects that are created by this command. The value time is specified in the format as defined by the nischttl(1) command. The default is 12 hours.
	owner=ownername	This token specifies that the NIS+ principal <i>ownername</i> should own the created object. The default for this value is the principal who is executing the command.
	group=groupname	This token specifies that the group <i>groupname</i> should be the group owner for the object that is created.

The default is NULL.

	access=rights	This token specifies the set of access rights that are to be granted for the given object. The value <i>rights</i> is specified in the format as defined by the nischmod(1) command. The default is
-f file	Specify that file should be the standard input).	e used as the source of input (instead of
-m	way to bring an NIS+ table there are only a small numb that are not already in the d exist (if changed), and delet source. Use the -m option w replicated, and the map bein	the NIS+ table. This is the most efficient up to date with a file or NIS map when per of changes. This option adds entries latabase, modifies entries that already tes any entries that are not in the whenever the database is large and ng loaded differs only in a few entries. In the option of update messages that have to see the -r option.
- M	sent to the master server. The information is seen at the position	tion specifies that lookups should be nis guarantees that the most up-to-date ossible expense that the master server be made busy by this operation.
-0	algorithm type field used be mechanisms that might be of 192-bit keys that are dumped previous versions of nisad will be lost and assumed to when reading publickey in the second	olickey files. Dumps will not add the by additional authentication configured using nisauthconf(1M). Ed using this option can be read by ident. However, the algorithm field be "0" when read. Use the -o option files from previous versions of ngs about the missing algorithm field.
-p	from a file. By default, the p	when loading password information password field is ignored because it is I password appears in a shadow file).
- P		This option specifies that lookups ation path of a table if the initial search
-d	tables processes each entry hosts), multiple entries mus extra requests to the server the entries for a table are re-	de. The default method for dumping individually. For some tables (e.g., at be combined into a single line, so must be made. In "quick" mode, all of trieved in one call to the server, so the quickly. However, for large tables, there

	is a chance that the process will run out of virtual memory and the table will not be dumped.
-r	Replace the file or map in the existing NIS+ table by first deleting any existing entries, and then add the entries from the source (/etc files, or NIS+ maps). This option has the same effect as the -m option. The use of this option is <i>strongly</i> discouraged due to its adverse impact on performance, unless there are a large number of changes.
-t table	Specify that <i>table</i> should be the NIS+ table for this operation. This should be a relative name as compared to your default domain or the domainname if it has been specified.
-v	Verbose.
-у ypdomain	Use the dbm files for the appropriate NIS map, from the NIS domain <i>ypdomain</i> , as the source of input. The files are expected to be on the local machine in the /var/yp/ypdomain directory. If the machine is not an NIS server, use ypxfr(1M) to get a copy of the dbm files for the appropriate map.
- У тар	Use the dbm files for <i>map</i> as the source of input.

EXAMPLES

EXAMPLE 1 Using nisaddent

This example adds the contents of /etc/passwd to the passwd.org dir table:

```
example% cat /etc/passwd | nisaddent passwd
```

The next example adds the shadow information. Note that the table type here is "shadow", not "passwd", even though the actual information is stored in the passwd table:

```
example% cat /etc/shadow | nisaddent shadow
```

This example replaces the hosts.org_dir table with the contents of /etc/hosts (in verbose mode):

```
example% nisaddent -rv -f /etc/hosts hosts
```

This example merges the passwd map from yypdomain with the passwd.org_dir.nisdomain table (in verbose mode). The example assumes that the /var/yp/myypdomain directory contains the yppasswd map.

```
example% nisaddent -mv -y myypdomain passwd nisdomain
```

This example merges the auto.master map from myypdomain with the auto_master.org_dir table:

```
example% nisaddent -m -y myypdomain -Y auto.master \
    -t auto_master.org_dir key-value
```

This example dumps the hosts.org dir table:

EXAMPLE 1 Using nisaddent (Continued)

example% nisaddent -d hosts

This example dumps the ipnodes.org dir table:

example% nisaddent -d ipnodes

ENVIRONMENT VARIABLES

NIS DEFAULTS This variable contains a default string that will override

the NIS+ standard defaults. If the -D switch is used,

those values will then override both the

NIS_DEFAULTS variable and the standard defaults. To avoid security accidents, the access rights in the NIS_DEFAULTS variable are ignored for the passwd table (but access rights specified with -D are used).

NIS_PATH If this variable is set, and neither the *nisdomain* nor the

table are fully qualified, each directory specified in NIS PATH will be searched until the table is found (see

nisdefaults(1)).

EXIT STATUS

The following exit values are returned:

- 0 Successful operation.
- Failure caused by an error other than parsing.
- A parsing error occurred on an entry. A parsing error does not cause termination; the invalid entries are simply skipped.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

niscat(1), nischmod(1), nischttl(1), nisdefaults(1), nistbladm(1), nisauthconf(1M), nispopulate(1M), nisserver(1M), nissetup(1M), pxfr(1M), nissetup(1M), passwd(4), passwd(4)

NAME | nisauthconf – configure NIS+ security

SYNOPSIS

nisauthconf [-v] [mechanism,...]

DESCRIPTION

nisauthconf controls which authentication flavors NIS+ should use when communicating with other NIS+ clients and servers. If the command is not executed, then NIS+ will default to the AUTH DES authentication flavor when running security level 2. See rpc.nisd(1M).

nisauthconf takes a list of authentication *mechanism*'s in order of preference. An authentication mechanism may use one or more authentication flavors listed below. If des is the only specified mechanism, then NIS+ only use AUTH DES with other NIS+ clients and servers. If des is the first mechanism, then other authentication mechanism's after des will be ignored by NIS+, except for nisaddcred(1M). After changing the mechanism configuration, the keyserv(1M) daemon must be restarted. Note that doing so will remove encryption keys stored by the running keyserv process. This means that a reboot usually is the safest option when the mechanism configuration has been changed.

The following mechanisms are available:

Authentication mechanism	Authentication Flavor
des	AUTH_DES
dh640-0	RPCSEC_GSS using 640-bit Diffie-Hellman keys
dh1024-0	RPCSEC_GSS using 1024-bit Diffie-Hellman keys

If no mechanisms are specified, then a list of currently configured mechanisms is printed.

OPTIONS

Displays a verbose table listing the currently configured authentication - 77 mechanisms.

EXAMPLES

EXAMPLE 1 Configuring a System with only RPCSEC GSS Authentication Flavor

To configure a system to use only the RPCSEC GSS authentication flavor with 640-bit Diffie-Hellman keys, execute the following as root:

example#/usr/lib/nis/nisauthconf dh640-0

EXAMPLE 2 Configuring a System with both RPCSEC GSS and AUTH DES Authentication

To configure a system to use both RPCSEC GSS (with 640-bit Diffie-Hellman keys) and AUTH DES authentication flavors:

example#/usr/lib/nis/nisauthconf dh640-0 des

nisauthconf(1M)

EXAMPLE 2 Configuring a System with both RPCSEC_GSS and AUTH_DES Authentication Flavors (Continued)

EXAMPLE 3 Transitioning to Other Authentication Flavors

The following example can be used while adding credentials for a new mechanism before NIS+ is authenticating with the new mechanism:

example# /usr/lib/nis/nisauthconf des dh640-0

Note that except for nisaddcred(1M), NIS+ will not use mechanisms that follow 'des.'

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 An error occurred.

FILES

/etc/rpcsec/nisplussec.conf

NIS+ authentication configuration file. This file may change or be removed in future versions of Solaris.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

nis+(1),keyserv(1M),nisaddcred(1M),rpc.nisd(1M),attributes(5)

NOTES

A NIS+ client of a server that is configured for either dh640–0 or dh1024–0 must run Solaris 7, even if the server is also configured with des.

NAME | nisbackup – backup NIS+ directories

SYNOPSIS

nisbackup [-v] backup-dir directory...

nisbackup [-v] -a backup-dir

DESCRIPTION

nisbackup backs up a NIS+ directory object on a NIS+ master server. Updates to the NIS+ database will be temporarily disabled while nisbackup is running. The backup-dir is a UNIX directory that must exist prior to running nisbackup. The nisbackup command can be used to backup an individual NIS+ directory object or all (-a) of the NIS+ directory objects served by a master server. The NIS+ directory objects being backed up will be placed into subdirectories under the backup-dir directory. These subdirectories are named according to the NIS+ directory object they contain. nisbackup operates on individual NIS+ directory objects (for example, org dir.wiz.com). This allows an administrator to selectively backup specific directories.

The rpc.nisd(1M) process must be running on the master server with a stable NIS+ database for nisbackup to complete. nisbackup will not attempt to correct any corruption in the NIS+ database, so it is important that backups be done regularly as part of the NIS+ administration.

The first synopsis is used to backup a single NIS+ directory object or a list of NIS+ directory objects. The objects can be partially qualified or fully qualified. The machine on which the command is executing must be the master for the NIS+ directory objects specified.

The second synopsis will backup all of the NIS+ directory objects that are served by this master. The -a option is the recommended method of backing up a master server, since it will backup all NIS+ directory objects that are served by this master. If this server is a master server for more than one domain, the backup will include NIS+ directories that belong to all of the domains served. Individual NIS+ directory objects can be selected for restoring from a backup-dir created with the -a option (see nisrestore(1M)).

OPTIONS

Creates a backup of all NIS+ directory objects for which this server is a master.

Verbose option. Additional output will be produced and sent to syslog(3C) upon execution of the command (see syslog.conf(4)).

OPERANDS

backup-dir The directory into which the subdirectories containing the backed

up objects are placed. This must be created prior to running

nisbackup.

directory The NIS+ directory object(s) being backed up.

nisbackup(1M)

EXAMPLES

EXAMPLE 1 Backup of the org_dir NIS+ directory object of the domain foo.com on a master server to a directory named /backup

To backup the org_dir NIS+ directory object of the domain foo.com on a master server to a directory named /backup:

```
master server# nisbackup /backup org dir.foo.com.
```

EXAMPLE 2 Backup of the entire NIS+ domain foo.com to a directory named /backup

To backup the entire NIS+ domain foo.com to a directory named /backup:

EXAMPLE 3 Backup of an entire NIS+ database to a backup directory named /backup

To backup an entire NIS+ database to a backup directory named /backup:

```
master_server# nisbackup -a /backup
```

EXIT STATUS

- 0 Successful completion.
- 1 An error occurred.

FILES

/backup-dir/backup_list

This ascii file contains a list of all the objects contained in this backup-dir directory.

/backup-dir/directory-object

A subdirectory that is created in the *backup-dir* that contains the NIS+ directory-object backup.

/backup-dir/directory-object/data

A subdirectory that contains the data files that are part of the NIS+ directory-object backup.

/backup-dir/directory-object/last.upd

This data file contains timestamp information about the directory-object.

/backup-dir/directory-object/data.dict

A NIS+ data dictionary for all of the objects contained in the NIS+ directory-object backup.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

| nis+(1), nisdefaults(1), nisrm(1), nisrestore(1M), rpc.nisd(1M), syslog(3C), xfn(3XFN), nisfiles(4), syslog.conf(4), attributes(5)

NOTES

The -a option only includes directory objects for which this server is the master. It is possible, but not recommended, to configure a master server as a replica for other domains. The objects belonging to those replicated domains will not be backed up with the -a option. The backup of replicated objects must be run on the master server for those objects.

Do not use the same backup-dir to backup different master servers. Each master server must have its own backup-dir.

nisbackup will set the rpc.nisd(1M) to read only mode, which will disable updates to the NIS+ database. This is neccessary to ensure the consistency of the backup. For this reason, nisbackup should not be run while large numbers of updates are being applied to the NIS+ database. Update utilities such as nisaddent(1M) should not be run simultaneously with nisbackup.

nis_cachemgr(1M)

NAME

nis cachemgr – NIS+ utility to cache location information about NIS+ servers

SYNOPSIS

/usr/sbin/nis cachemgr [-i] [-v]

DESCRIPTION

The nis cachemgr daemon maintains a cache of NIS+ directory objects and active servers for domains. It is responsible for locating servers for a domain on behalf of client processes. This improves performance because only one process has to search for servers. The cache contains location information necessary to contact the NIS+ servers. This includes transport addresses, information needed to authenticate the server, and a time to live field which gives a hint on how long the directory object can be cached. The cache helps to improve the performance of the clients that are traversing the NIS+ name space. nis cachemgr should be running on all the machines that are using NIS+. However, it is not required that the nis cachemgr program be running in order for NIS+ requests to be serviced.

The cache maintained by this program is shared by all the processes that access NIS+ on a machine. The cache is maintained in a file that is memory mapped (see mmap(2)) by all the processes. On start up, nis cachemgr initializes the cache from the cold start file (see nisinit(1M)) and preserves unexpired entries that already exist in the cache file. Thus, the cache survives machine reboots.

The nis cachemgr program is normally started from a system startup script. nisshowcache(1M) can be used to look at the cached objects and active servers.

The nisprefadm(1M) command can be used to control which NIS+ servers the nis cachemgr program will try to select.

The nis cachemar program makes NIS+ requests under the NIS+ principal name of the host on which it runs. Before running nis cachemqr, security credentials for the host should be added to the cred.org dir table in the host's domain using nisaddcred(1M). Credentials of type DES will be needed if the NIS+ service is operating at security level 2 (see rpc.nisd(1M)). See the WARNINGS section, below. Additionally, a "keylogin -r" should be done on the machine.

OPTIONS

- i Force nis cachemgr to ignore the previous cache file and reinitialize the cache from just the cold start file. By default, the cache manager initializes itself from both the cold start file and the old cache file, thereby maintaining the entries in the cache across machine reboots.
- This flag sets verbose mode. In this mode, the nis cachemgr program - 77 logs not only errors and warnings, but also additional status messages. The additional messages are logged using syslog(3C) with a priority of LOG INFO.

FILES

/var/nis/NIS SHARED DIRCACHE the shared cache file /var/nis/NIS COLD START the coldstart file

/etc/init.d/rpc initialization scripts for NIS+

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

keylogin(1), nisaddcred(1M), nisinit(1M), nisprefadm(1M), nisshowcache(1M), rpc.nisd(1M), mmap(2), rpc(3NSL), syslog(3C), nisfiles(4), attributes(5)

DIAGNOSTICS

The $\mbox{nis_cachemgr}$ daemon logs error messages and warnings using $\mbox{syslog}(3C)$. Error messages are logged to the DAEMON facility with a priority of LOG_ERR. Warning messages are logged with a priority of LOG_WARNING. Additional status messages can be obtained using the -v option.

nisclient(1M)

NAME |

nisclient – initialize NIS+ credentials for NIS+ principals

SYNOPSIS

```
/usr/lib/nis/nisclient -c [-x] [-0] [-v] [-1 < network_password>]
     [-d <NIS+_domain>] client_name...
/usr/lib/nis/nisclient -i [-x] [-v] -h <NIS+_server_host>
     [-a <NIS+_server_addr>] [-k <key_domain>] [-d <NIS+_domain>] [-S 0 |
    21
/usr/lib/nis/nisclient -u [-x] [-v]
```

DESCRIPTION

The nisclient shell script can be used to:

/usr/lib/nis/nisclient -r [-x]

- create NIS+ credentials for hosts and users
- initialize NIS+ hosts and users
- restore the network service environment

NIS+ credentials are used to provide authentication information of NIS+ clients to NIS+ service.

Use the first synopsis (-c) to create individual NIS+ credentials for hosts or users. You must be logged in as a NIS+ principal in the domain for which you are creating the new credentials. You must also have write permission to the local "cred" table. The client_name argument accepts any valid host or user name in the NIS+ domain (for example, the *client_name* must exist in the hosts or passwd table). nisclient verifies each client name against both the host and passwd tables, then adds the proper NIS+ credentials for hosts or users. Note that if you are creating NIS+ credentials outside of your local domain, the host or user must exist in the host or passwd tables in both the local and remote domains.

By default, nisclient will not overwrite existing entries in the credential table for the hosts and users specified. To overwrite, use the -o option. After the credentials have been created, nisclient will print the command that must be executed on the client machine to initialize the host or the user. The -c option requires a network password for the client which is used to encrypt the secret key for the client. You can either specify it on the command line with the -1 option or the script will prompt you for it. You can change this network password later with nispasswd(1) or chkey(1).

nisclient -c is not intended to be used to create NIS+ credentials for all users and hosts which are defined in the passwd and hosts tables. To define credentials for all users and hosts, use nispopulate(1M).

Use the second synopsis (-i) to initialize a NIS+ client machine. -i option can be used to convert machines to use NIS+ or to change the machine's domainname. You must be logged in as super-user on the machine that is to become a NIS+ client. Your administrator must have already created the NIS+ credential for this host by using nisclient -c or nispopulate -C. You will need the network password your administrator created. nisclient will prompt you for the network password to decrypt your secret key and then for this machine's root login password to generate a new set of secret/public keys. If the NIS+ credential was created by your administrator using nisclient -c, then you can simply use the initialization command that was printed by the nisclient script to initialize this host instead of typing it manually.

To initialize an unauthenticated NIS+ client machine, use the "-i" option with "-S 0". With these options, the nisclient -i option will not ask for any passwords.

During the client initialization process, files that are being modified are backed up as <files>.no_nisplus. The files that are usually modified during a client initialization are: /etc/defaultdomain, /etc/nsswitch.conf, /etc/inet/hosts, and, if it exists, /var/nis/NIS_COLD_START. Note that a file will not be saved if a backup file already exists.

The -i option does not set up an NIS+ client to resolve hostnames using DNS. Please refer to the DNS documentation for information on setting up DNS. (See resolv.conf(4)).

It is not necessary to initialize either NIS+ root master servers or machines that were installed as NIS+ clients using suninstall(1M).

Use the third synopsis (-u) to initialize a NIS+ user. You must be logged in as the user on a NIS+ client machine in the domain where your NIS+ credentials have been created. Your administrator should have already created the NIS+ credential for your username using nisclient -c or nispopulate(1M). You will need the network password your administrator used to create the NIS+ credential for your username. nisclient will prompt you for this network password to decrypt your secret key and then for your login password to generate a new set of secret/public keys.

Use the fourth synopsis (-r) to restore the network service environment to whatever you were using before nisclient -i was executed. You must be logged in as super-user on the machine that is to be restored. The restore will only work if the machine was initialized with nisclient -i because it uses the backup files created by the -i option.

Reboot the machine after initializing a machine or restoring the network service.

OPTIONS

-d <NIS+_domain>

-a <nis+_server_addr></nis+_server_addr>	Specifies the IP address for the NIS+ server.
	This option is used <i>only</i> with the -i option.

Adds DES credentials for NIS+ principals.

Specifies the NIS+ domain where the credential should be created when used in conjunction with the -c option. It specifies the name for the new NIS+ domain when used in conjunction with the -i option. The default is your current domainname.

nisclient(1M)

-h <nis+_server_host></nis+_server_host>	Specifies the NIS+ server's hostname. This option is used <i>only</i> with the -i option.
-i	Initializes an NIS+ client machine.
-1 <network_password></network_password>	Specifies the network password for the clients. This option is used <i>only</i> with the -c option. If this option is not specified, the script will prompt you for the network password.
-k <key_domain></key_domain>	This option specifies the domain where root's credentials are stored. If a domain is not specified, then the system default domain is assumed.
-O	Overwrite existing credential entries. The default is not to overwrite. This is used <i>only</i> with the -c option.
-r	restores the network service environment.
-s 012	Specifies the authentication level for the NIS+ client. Level 0 is for unauthenticated clients and level 2 is for authenticated (DES) clients. The default is to set up with level 2 authentication. This is used <i>only</i> with the -i option. nisclient always uses level 2 authentication (DES) for both -c and -u options. There is no need to run nisclient with -u and -c for level 0 authentication. To configure authentication mechanisms other than DES at security level 2, use nisauthconf(1M) before running nisclient.
-u	Initializes an NIS+ user.
-v	Runs the script in verbose mode.
-x	turns the "echo" mode on. The script just prints the commands that it would have executed. Note that the commands are not actually executed. The default is off.
EXAMPLE 1 Adding the DES credential for he	ost sunws and user fred in the local domain
To add the DES credential for host sunws	and user <i>fred</i> in the local domain:
example% /usr/lib/nis/nisclient -c sun	ws fred
To add the DES credential for host sunws	and user <i>fred</i> in domain <i>xyz.sun.com.</i> :

EXAMPLES

EXAMPLE 1 Adding the DES credential for host *sunws* and user *fred* in the local domain (*Continued*)

```
example% /usr/lib/nis/nisclient -c -d xyz.sun.com. sunws fred
```

To initialize host *sunws* as an NIS+ client in domain *xyz.sun.com*. where *nisplus_server* is a server for the domain *xyz.sun.com*.:

```
example# /usr/lib/nis/nisclient -i -h nisplus_server -d xyz.sun.com.
```

The script will prompt you for the IP address of *nisplus_server* if the server is not found in the /etc/hosts file. The -d option is needed only if your current domain name is different from the new domain name.

To initialize host sunws as an unauthenticated NIS+ client in domain xyz.sun.com. where nisplus_server is a server for the domain xyz.sun.com.

```
example# /usr/lib/nis/nisclient -i -S 0 \
   -h nisplus server -d xyz.sun.com. -a 129.140.44.1
```

To initialize user *fred* as an NIS+ principal, log in as user *fred* on an NIS+ client machine.

```
example% /usr/lib/nis/nisclient -u
```

FILES

/var/nis/NIS COLD START T	This file contains a list of servers, their
---------------------------	---

transport addresses, and their Secure RPC public keys that serve the machines default

domain

/etc/defaultdomain the system default domainname

/etc/nsswitch.conf configuration file for the name-service

switch

/etc/inet/hosts local host name database

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

nisinit(1M)

NAME | nisinit – NIS+ client and server initialization utility

SYNOPSIS

nisinit -r

nisinit -pY | D | Nparent_domain host...

nisinit -c [-k <key_domain>] -H host | -B | -C coldstart

DESCRIPTION

nisinit initializes a machine to be a NIS+ client or an NIS+ root master server. It may be easier to use nisclient(1M) or nisserver(1M) to accomplish this same task.

OPTIONS

Initialize the machine to be a NIS+ root server. This option creates the file /var/nis/data/root.object and initialize it to contain information about this machine. It uses the sysinfo(2) system call to retrieve the name of the default domain.

To initialize the machine as an NIS+ root server, it is advisable to use the "-r" option of nisserver(1M), instead of using "nisinit -r".

-p Y | D | N parent_domain host ...

This option is used on a root server to initialize a

/var/nis/data/parent.object to make this domain a part of the namespace above it. Only root servers can have parent objects. A parent object describes the namespace "above" the NIS+ root. If this is an isolated domain, this option should not be used. The argument to this option tells the command what type of name server is serving the domain above the NIS+ domain. When clients attempt to resolve a name that is outside of the NIS+ namespace, this object is returned with the error NIS FOREIGNNS indicating that a name space boundary has been reached. It is up to the client to continue the name resolution process.

The parameter *parent_domain* is the name of the parent domain in a syntax that is native to that type of domain. The list of host names that follow the domain parameter are the names of hosts that serve the parent domain. If there is more than one server for a parent domain, the first host specified should be the master server for that domain.

- Specifies that the parent directory is a NIS version 2 domain. Υ
- Specifies that the parent directory is a DNS domain. D
- Specifies that the parent directory is another NIS+ domain. This option is useful for connecting a pre-existing NIS+ subtree into the global namespace.

Note that in the current implementation, the NIS+ clients do not take advantage of the -p feature. Also, since the parent object is currently not replicated on root replica servers, it is recommended that this option not be used.

- 0

Initializes the machine to be a NIS+ client. There are three initialization options available: initialize by coldstart, initialize by hostname, and initialize by broadcast. The most secure mechanism is to initialize from a trusted coldstart file. The second option is to initialize using a hostname that you specify as a trusted host. The third method is to initialize by broadcast and it is the least secure method.

-C coldstart

Causes the file *coldstart* to be used as a prototype coldstart file when initializing a NIS+ client. This coldstart file can be copied from a machine that is already a client of the NIS+ namespace. For maximum security, an administrator can encrypt and encode (with uuencode(1C)) the coldstart file and mail it to an administrator bringing up a new machine. The new administrator would then decode (with uudecode), decrypt, and then use this file with the nisinit command to initialize the machine as an NIS+ client. If the coldstart file is from another client in the same domain, the nisinit command may be safely skipped and the file copied into the /var/nis directory as /var/nis/NIS_COLD_START.

-н hostname

Specifies that the host hostname should be contacted as a trusted NIS+ server. The nisinit command will iterate over each transport in the NETPATH environment variable and attempt to contact rpcbind(1M) on that machine. This hostname *must* be reachable from the client without the name service running. For IP networks this means that there must be an entry in /etc/hosts for this host when nisinit is invoked.

-B

Specifies that the nisinit command should use an IP broadcast to locate a NIS+ server on the local subnet. Any machine that is running the NIS+ service may answer. No guarantees are made that the server that answers is a server of the organization's namespace. If this option is used, it is advisable to check with your system administrator that the server and domain served are valid. The binding information can be dumped to the standard output using the nisshowcache(1M) command.

Note that nisinit -c will just enable navigation of the NIS+ name space from this client. To make NIS+ your name service, modify the file /etc/nsswitch.conf to reflect that. See nsswitch.conf(4) for more details.

-k < key_domain>

This option specifies the domain where root's credentials are stored. If it is not specified, then the system default domain is assumed. This domain name is used to create the /var/nis/NIS COLD START file.

RETURN VALUES

nisinit returns 0 on success and 1 on failure.

nisinit(1M)

EXAMPLES

EXAMPLE 1 Initialising the machine as an NIS+ client using the host *freddy* as a trusted server

This example initializes the machine as an NIS+ client using the host *freddy* as a trusted server.

example# nisinit -cH freddy

EXAMPLE 2 Setting up a client using a trusted coldstart file

This example sets up a client using a trusted coldstart file.

example# nisinit -cC /tmp/colddata

EXAMPLE 3 Setting up a client using an IP broadcast

This example sets up a client using an IP broadcast.

example# nisinit -cB

EXAMPLE 4 Setting up a root server

This example sets up a root server.

example# nisinit -r

ENVIRONMENT VARIABLES

NETPATH

This environment variable may be set to the transports to try when contacting the NIS+ server (see netconfig(4)). The client library will only attempt to contact the server using connection oriented transports.

nis modify() interface.

FILES

/var/	'nis/	NIS	COLD	START
-------	-------	-----	------	-------

This file contains a list of servers, their transport addresses, and their Secure RPC public keys that serve the machine's default domain.

/var/nis/data/root.object

This file describes the root object of the NIS+ namespace. It is a standard XDR-encoded NIS+ directory object that can be modified by authorized clients using the

/var/nis/data/parent.object

This file describes the namespace that is logically above the NIS+ namespace. The most common type of parent object is a DNS object. This object contains contact information for a server of that domain.

/etc/hosts Internet host table.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

 $\label{eq:nis+(1)} \mbox{nis+(1), uuencode(1C), nisclient(1M), nisserver(1M), nisshowcache(1M),} \\ \mbox{sysinfo (2), hosts(4), netconfig(4), nisfiles(4), attributes(5)}$

nislog(1M)

NAME

nislog - display the contents of the NIS+ transaction log

SYNOPSIS

/usr/sbin/nislog [-h num | -t num] [-v] [directory...]

DESCRIPTION

nislog displays the contents of the NIS+ server transaction log on the standard output. This command can be used to track changes in the namespace. The /var/nis/trans.log file contains the transaction log maintained by the NIS+ server. When updates occur, they are logged to this file and then propagated to replicas as log transactions. When the log is checkpointed, updates that have been propagated to the replicas are removed.

The nislog command can only be run on an NIS+ server by superuser. It displays the log entries for that server only.

If directory is not specified, the entire log is searched. Otherwise, only those logs entries that correspond to the specified directories are displayed.

OPTIONS

Display *num* transactions from the "head" of the log. If the -h num

numeric parameter is 0, only the log header is displayed.

Display *num* transactions from the "tail" of the log. If the numeric -t num

parameter is 0, only the log header is displayed.

Verbose mode.

FILES

/var/nis/trans.log transaction log

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

nis+(1), rpc.nisd(1M), nisfiles(4), attributes(5)

NAME |

nisping – send ping to NIS+ servers

SYNOPSIS

/usr/lib/nis/nisping [-uf] [-H hostname] [-r | directory]

/usr/lib/nis/nisping -C [-a] [-H hostname] [directory]

DESCRIPTION

In the first SYNOPSIS line, the nisping command sends a "ping" to all replicas of a NIS+ directory. Once a replica receives a ping, it will check with the master server for the directory to get updates. Prior to pinging the replicas, this command attempts to determine the last update "seen" by a replica and the last update logged by the master. If these two timestamps are the same, the ping is not sent. The -f (force) option will override this feature.

Under normal circumstances, NIS+ replica servers get the new information from the master NIS+ server within a short time. Therefore, there should not be any need to use nisping.

In the second SYNOPSIS line, the nisping -C command sends a checkpoint request to the servers. If no *directory* is specified, the home domain, as returned by nisdefaults(1), is checkpointed. If all directories, served by a given server, have to be checkpointed, then use the -a option.

On receiving a checkpoint request, the servers would commit all the updates for the given *directory* from the table log files to the database files. This command, if sent to the master server, will also send updates to the replicas if they are out of date. This option is needed because the database log files for NIS+ are not automatically checkpointed. nisping should be used at frequent intervals (such as once a day) to checkpoint the NIS+ database log files. This command can be added to the crontab(1) file. If the database log files are not checkpointed, their sizes will continue to grow.

OPTIONS

-a	Checkpoint all directories on the server.
-C	Send a request to checkpoint, rather than a ping, to each server. The servers schedule to commit all the transactions to stable storage.
-H hostname	Only the host hostname is sent the ping, checked for an update time, or checkpointed.
-f	Force a ping, even though the timestamps indicate there is no reason to do so. This option is useful for debugging.
-r	This option can be used to update or get status about the root object from the root servers, especially when new root replicas are added or deleted from the list.
	If used without -u option, -r will send a ping request to the servers serving the root domain. When the replicas receive a ping, they will update their root object if needed.

nisping(1M)

1 0.		
		The -r option can be used with all other options except with the -C option; the root object need not be checkpointed.
	-u	Display the time of the last update; no servers are sent a ping.
RETURN VALUES	-1	No servers were contacted, or the server specified by the $\mbox{-}\mbox{\tt H}$ switch could not be contacted.
	0	Success.
	1	Some, but not all, servers were successfully contacted.

EXAMPLES

EXAMPLE 1 Using nisping

This example pings all replicas of the default domain:

example% nisping

Note that this example will not ping the the org_dir and groups_dir subdirectories within this domain.

This example pings the server *example* which is a replica of the *org_dir.foo.com*. directory:

example% nisping -H example org_dir.foo.com.

This example checkpoints all servers of the *org_dir.bar.com*. directory.

example% nisping -C org_dir.bar.com.

ENVIRONMENT VARIABLES

NIS PATH

If this variable is set, and the NIS+ directory name is not fully qualified, each directory specified will be searched until the directory is found.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBL	ITE TYPE	ATTRIBUTE VALUE
Availability		SUNWnisu

SEE ALSO

crontab(1), nisdefaults(1), nisopaccess(1), nislog(1M), nisfiles(4), attributes(5)

NOTES

If the server specified by the -H option does not serve the directory, then no ping is sent.

Per-server and per-directory access restrictions may apply; see nisopaccess(1). nisping uses NIS_CPTIME and NIS_PING (resync (ping) of replicas), or NIS_CHECKPOINT (for checkpoint). Since the NIS_PING operation does not return a status, the nisping command is typically unable to indicate success or failure for resyncs.

NAME

nispopulate – populate the NIS+ tables in a NIS+ domain

SYNOPSIS

```
/usr/lib/nis/nispopulate -Y [-x] [-f] [-u] [-v] [-S 0 | 2] [-1 <network_passwd>] [-d <NIS+_domain>] -h <NIS_server_host> [-a <NIS_server_addr>] -y <NIS_domain> [table] ...
```

/usr/lib/nis/nispopulate -C [-x] [-f] [-v] [-d <NIS+_domain>] [-1 <network_passwd>] [hosts | passwd]

DESCRIPTION

The nispopulate shell script can be used to populate NIS+ tables in a specified domain from their corresponding files or NIS maps. nispopulate assumes that the tables have been created either through nisserver(1M) or nissetup(1M).

The table argument accepts standard names that are used in the administration of Solaris systems and non-standard *key-value* type tables. See nisaddent(1M) for more information on *key-value* type tables. If the table argument is not specified, nispopulate will automatically populate each of the standard tables. These standard (default) tables are: auto_master, auto_home, ethers, group, hosts, ipnodes, networks, passwd, protocols, services, rpc, netmasks, bootparams, netgroup, aliases and shadow. Note that the shadow table is only used when populating from files. The non-standard tables that nispopulate accepts are those of *key-value* type. These tables must first be created manually with the nistbladm(1) command.

Use the first synopsis (-Y) to populate NIS+ tables from NIS maps. nispopulate uses ypxfr(1M) to transfer the NIS maps from the NIS servers to the /var/yp/<NIS_domain> directory on the local machine. Then, it uses these files as the input source. Note that <NIS_domain> is case sensitive. Make sure there is enough disk space for that directory.

Use the second synopsis (-F) to populate NIS+ tables from local files. nispopulate will use those files that match the table name as input sources in the current working directory or in the specified directory.

Note that when populating the hosts, ipnodes, and passwd tables, nispopulate will automatically create the NIS+ credentials for all users and hosts (ipnodes) that are defined in the hosts, ipnodes, and passwd tables, respectively. A network passwd is required to create these credentials. This network password is used to encrypt the secret key for the new users and hosts. This password can be specified using the -1 option or it will use the default password, "nisplus". nispopulate will not overwrite any existing credential entries in the credential table. Use nisclient(1M) to overwrite the entries in the cred table. It creates both LOCAL and DES credentials for users, and only DES credentials for hosts. To disable automatic credential creation, specify the "-S 0" option.

The third synopsis (-C) is used to populate NIS+ credential table with level 2 authentication (DES) from the hosts, ipnodes and passwd tables of the specified

nispopulate(1M)

domain. The valid table arguments for this operation are hosts, ipnodes and passwd. If this argument is not specified then it will use hosts, ipnodes and passwd as the input source. If other authentication mechanisms are configured using nisauthconf(1M), the NIS+ credential table will be loaded with credentials for those mechanisms.

If nispopulate was earlier used with "-S θ " option, then no credentials were added for the hosts or the users. If later the site decides to add credentials for all users and hosts, then this (-C) option can be used to add credentials.

OPTIONS

hosts, then this (-C) option can be used to add credentials.	
-a <nis_server_addr></nis_server_addr>	Specifies the IP address for the NIS server. This option is only used with the -Y option.
-C	Populate the NIS+ credential table from hosts, ipnodes, and passwd tables using DES authentication (security level 2). If other authentication mechanisms are configured using nisauthconf(1M), the NIS+ credential table will be populated with credentials for those mechanisms.
-d <nis+_domain.></nis+_domain.>	Specifies the NIS+ domain. The default is the local domain.
-F	Populates NIS+ tables from files.
-f	Forces the script to populate the NIS+ tables without prompting for confirmation.
-h <nis_server_host></nis_server_host>	Specifies the NIS server hostname from where the NIS maps are copied from. This is only used with the -Y option. This hostname must be present in the NIS+hosts or ipnodes table, or in the /etc/hosts or /etc/inet/ipnodes file. If the hostname is not defined, the script will prompt you for its IP address, or you can use the -a option to specify the address manually.
-1 <network_passwd></network_passwd>	Specifies the network password for populating the NIS+ credential table. This is only used when you are populating the hosts, ipnodes, and passwd tables. The default passwd is "nisplus".
-n	Does not overwrite local NIS maps in /var/yp/< <i>NISdomain</i> > directory if they already exist. The default is to overwrite the existing NIS maps in the local /var/yp/< <i>NISdomain</i> > directory. This is only used with the -Y option.
-p <directory_path></directory_path>	Specifies the directory where the files are stored. This is only used with the -F option. The default is the current working directory.

nispopulate(1M)

-s0 2	Specifies the authentication level for the NIS+ clients. Level 0 is for unauthenticated clients and no credentials will be created for users and hosts in the specified domain. Level 2 is for authenticated (DES) clients and DES credentials will be created for users and hosts in the specified domain. The default is to set up with level 2 authentication (DES). There is no need to run nispopulate with -C for level 0 authentication. Also, if other authentication mechanisms are configured with nisauthconf(1M), credentials for those mechanisms will also be populated for the NIS+ clients.
-u	Updates the NIS+ tables (ie., adds, deletes, modifies) from either files or NIS maps. This option should be used to bring an NIS+ table up to date when there are only a small number of changes. The default is to add to the NIS+ tables without deleting any existing entries. Also, see the -n option for updating NIS+ tables from existing maps in the /var/yp directory.
-v	Runs the script in verbose mode.
-x	Turns the "echo" mode on. The script just prints the commands that it would have executed. Note that the commands are not actually executed. The default is off.
- Y	Populate the NIS+ tables from NIS maps.
-y <nis_domain></nis_domain>	Specifies the NIS domain to copy the NIS maps from. This is only used with the -Y option. The default domainname is the same as the local domainname.

EXAMPLES

EXAMPLE 1 Using nispopulate

To populate all the NIS+ standard tables in the domain xyz.sun.com. from NIS maps of the *yp.sun.COM* domain as input source where host *yp_host* is a YP server of yp.sun.COM:

```
nis_server# /usr/lib/nis/nispopulate -Y -y yp.sun.COM \
-h yp_host -d xyz.sun.com.
```

To update all of the NIS+ standard tables from the same NIS domain and hosts shown above:

```
nis_server# /usr/lib/nis/nispopulate -Y -u -y yp.sun.COM -h yp_host \
-d xyz.sun.com.
```

To populate the hosts table in domain *xyz.sun.com*. from the hosts file in the /var/nis/files directory and using "somepasswd" as the network password for key encryption:

```
nis server# /usr/lib/nis/nispopulate -F -p \
/var/nis/files -l somepasswd hosts
```

nispopulate(1M)

EXAMPLE 1 Using nispopulate (Continued)

To populate the passwd table in domain xyz.sun.com. from the passwd file in the /var/nis/files directory without automatically creating the NIS+ credentials:

```
nis server# /usr/lib/nis/nispopulate -F -p /var/nis/files \
-d xys.sun.com. -S 0 passwd
```

To populate the credential table in *domain xyz.sun.com*. for all users defined in the passwd table.

```
nis server# /usr/lib/nis/nispopulate -C -d xys.sun.com. passwd
```

To create and populate a non-standard key-value type NIS+ table, "private", from the file /var/nis/files/private: (nispopulate assumes that the private.org_dirkey-value type table has already been created).

```
nis_server# /usr/bin/nistbladm -D access=og=rmcd,nw=r \
-c private key=S,nogw= value=,nogw= private.org.dir
nis server# /usr/lib/nis/nispopulate -F -p /var/nis/files private
```

ENVIRONMENT VARIABLES

nispopulate normally creates temporary files in the directory /tmp. You may specify another directory by setting the environment variable TMPDIR to your chosen directory. If TMPDIR is not a valid directory, then nispopulate will use /tmp).

FILES

/etc/inet/hosts local host name database

/etc/inet/ipnodes local database associating names of nodes with IP

addresses

NIS(YP) domain directory /var/yp /var/nis NIS+ domain directory

/tmp

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

nis+(1), nistbladm(1), nisaddcred(1M), nisaddent(1M), nisauthconf(1M), nisclient(1M), nisserver(1M), nissetup(1M), rpc.nisd(1M), ypxfr(1M), attributes(5)

NAME

nisprefadm – NIS+ utility to set server preferences for NIS+ clients

SYNOPSIS

```
/usr/bin/nisprefadm -a {-L | -G} [-o opt-string] [-d domain] [-C client] server...
```

```
/usr/bin/nisprefadm -m {-L | -G} [-o opt-string] [-d domain] [-C client] oldserver=newserver...
```

```
/usr/bin/nisprefadm -x {-L | -G} [-d domain] [-C client]
/usr/bin/nisprefadm -1 {-L | -G} [-d domain] [-C client]
```

/usr/bin/nisprefadm -F

DESCRIPTION

nisprefadm defines which servers are to be preferred by NIS+ clients. This information is used by nis_cachemgr(1M) to control the order in which it selects which server to use for a particular domain. On a client system, the cache manager first looks for a local preferred server list in /var/nis. If it doesn't find one, it looks for an entry with its host name in the NIS+ table. Finally, if it doesn't find it there, it looks for an entry for its subnet.

By default, nis_cachemgr puts all servers that are on the same subnet as the client system (that is, local servers) are on the preferred server list. In some cases this default preferred server list is inadequate. For example, if all of the servers for a domain are remote, but some are *closer* than others, the cache manager should try to select the closer one. Because the cache manager has no reliable way to determine the distance to remote servers, nisprefadm is used to provide this information.

The preferred server information is stored either globally in a NIS+ table (with the -G option) or locally in a file, /var/nis/client_info (with the -L option). It is preferable to store the information globally so that it can be used by all clients on a subnet. The nis_cachemgr process on a client machine reloads the preferred server information periodically, depending on the machine's setup. If the local file is used, the information is reloaded every 12 hours. If the global table is used, the information is reloaded based on the TTL value of the client information table. This TTL value can be changed using nischtl(1). If you want your changes to take effect immediately, use the nisprefadm -F command. When changing local information (-L), nisprefadm automatically forces nis_cachemgr to reload the information.

The cache manager assigns weights to all of the servers on the preferred list. By default, local servers (that is, servers on the same subnet) are given a weight of 0. Other servers are given the weight, "infinite". This can be changed by using the nisprefadm command and giving a weight in parentheses after the server name. When selecting a server for a domain, the cache manager first tries to contact the servers with the lowest weight. If it doesn't get a response, it tries the servers with the

nisprefadm(1M)

next lowest weight, and so on. If it fails to get a response from any of the preferred servers, it tries to contact the non-preferred servers.

The use of weights gives fine control over the server selection process, but care must be given to avoid assigning too many different weights. For example, if weights 0, 1, 2, and 3 are used, but all of the servers with weight 0, 1, and 2, are unavailable, then there will be a noticeable delay in selecting a server. This is because the cache manager waits 5 seconds for a response at each weight level before moving on to the next one. As a general rule, one or two weight levels provides a good balance of server selection control and performance.

When specifying a server name, it is not necessary to fully qualify the name. When the cache manager tries to access a domain, it compares the list of servers for the domain with the list of preferred servers. It will find a match if a preferred server name is a prefix of the name of a server for the domain. If a domain is served by two servers with the same prefix, the preferred server name must include enough of the domain name to distinguish the two.

OPTIONS

In the SYNOPSIS, when several options are surrounded by braces (that is, by '{' and '}') one of the options must be specified.

-a	Add the specified servers to the preferred server list.
-C client	Store the preferred server information with the key, <i>client</i> . The <i>client</i> can be either a hostname or a subnet number. When a hostname is specified, the preferred server information applies to that host only. When a subnet is specified, the preferred server information applies to all clients on that subnet. The cache manager searches for host specific entries first. It only searches for subnet entries if no host entry is found. If this option is not specified, then the hostname of the machine on which the command is run is used.
-d domain	Specify the <i>domain</i> to which the command is to apply.
-F	Tells $\mbox{nis_cachemgr}(1M)$ to refresh its preferred server information. The program periodically does this anyway, but this option forces it to do the refresh immediately. When updating the local information, $\mbox{nis_cachemgr}$ automatically refreshes the preferred server information.
	This option must be executed as root.
-1	List the current preferred server information.
-L -G	Store the preferred server information locally in the file, /var/nis/client_info (the -L option), or globally in a NIS+ table client.info.org-dir.domain (the -G option). If the information is stored locally, then it only applies to the system on

nisprefadm(1M)

which the command is run. If it is stored globally then it can apply
to all systems on a subnet (depending on the value of the -C
option).

The -L option must be run as root.

- m	Modify the preferred server list. The server specified by <i>oldserver</i> is
	replaced by <i>newserver</i> . This is typically used to change the weight
	for a server.

Specify additional options to control server selection. Currently the only valid option is <code>pref_type</code>, which can have a value of either all (the default) or <code>pref_only</code>. If the value is all, then the cache manager tries to contact non-preferred servers if all of the preferred servers fail to respond. If <code>pref_only</code> is specified, then it won't try non-preferred servers. The only exception to this is when a domain is not served by any of the preferred servers. In this case, the cache manager ignores the option. This is to avoid requiring that preferred servers be defined for every domain.

-r Remove the specified servers from the preferred server list.

-u Clear the list of preferred servers and then add the specified servers to the preferred server list.

Remove the preferred server information completely.

RETURN VALUES nisprefadm returns the following values:

-x

0 On success.

1 On failure.

EXAMPLES

EXAMPLE 1 Using nisprefadm

This command sets the preferred server list for the system on which it is run:

```
example% nisprefadm -L -a srv1 srv2
```

The information is stored in a file, /var/nis/client_info, so it will only affect this one system.

The following command has the same effect, but the information is stored in a NIS+ table in the default domain.

```
example% nisprefadm -G -a srv1 srv2
```

As a system administrator, you might want to set the preferred server information for a client system other than the one you are running the command on. The following command sets the preferred server information for a client system named *client1*:

```
example% nisprefadm -G -a -C client1 srv1 srv2
```

nisprefadm(1M)

EXAMPLE 1 Using nisprefadm (Continued)

It is common for all client systems on a subnet to use the same set of preferred servers. The following command sets a preferred server list that applies to all clients on subnet, 192.85.18.0:

example% nisprefadm -G -a -C 192.85.18.0 srv1 srv2

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

nischttl(1), nis cachemgr(1M), attributes(5)

NOTES

The nis_cachemgr(1M) process automatically adds local servers (same subnet as the client) to the preferred server list with a weight of 0. Thus, it is not necessary to specify them, though it does no harm.

If you specify a weight for a server, you probably should quote the parentheses to avoid having the shell interpret them. The following command illustrates this:

example% nisprefadm -G -a -C client1 "srv1(2)"

In general, nis_cachemgr does a fairly good job of selecting servers on its own. Therefore, the use of nisprefadm is not usually necessary. Some situations in which it is recommended are:

No local servers, many remote servers

In this case, nis_cachemgr needs to choose one of the remote servers. Because it doesn't have information on which is closest, it sends a ping to all of them and then selects the one that responds fastest. This may not always select the best server. If some of the servers are closer to the client than the others, they should be listed as preferred servers so that nis_cachemgr will try them first. This reduces the amount of network traffic for selecting a server.

Very remote servers

In some networks there are NIS+ servers that are only reachable through very slow network connections. It is usually best to avoid unnecessary traffic over that connection. If the <code>pref_type=pref_only</code> option is set along with preferred servers, then only the preferred servers are contacted for domains they serve. The non-preferred servers are not tried at all; even if all of the preferred servers are unavailable. For domains that are not served by any of the preferred servers, the <code>pref</code> only option is ignored.

NAME

nisrestore – restore NIS+ directory backup

SYNOPSIS

nisrestore [-fv] backup-dir directory...

nisrestore [-fv] -a backup-dir

nisrestore -t backup-dir

DESCRIPTION

nisrestore restores an existing backup of a NIS+ directory object that was created using nisbackup(1M). The *backup-dir* is the UNIX directory that contains the NIS+ backup on the server being restored. The nisrestore command can be used to restore a NIS+ directory object or a complete NIS+ database. It also can be used as an "out of band" fast replication for a new replica server being initialized. The rpc.nisd(1M) daemon must be stopped before running nisrestore.

The first synopsis is used to restore a single directory object or a specified list of directory objects. The directory can be partially qualified or fully qualified. The server being restored will be verified against the list of servers serving the directory. If this server is not configured to serve this object, nisrestore will exit with an error. The -f option will override this check and force the operation.

The second synopsis will restore all of the directory objects contained in the *backup-dir*. Again, the server will be validated against the serving list for each of the directory objects in the *backup-dir*. If one of the objects in the *backup-dir* are not served by this server, nisrestore will exit with an error. The -f option will override this check and force the operation.

OPTIONS

- -a Restores all directory objects included in the *backup-dir* partition.
- -f Forces the restoration of a directory without the validation of the server in the directory object's serving list.
- -t Lists all directory objects contained in *backup-dir*.
- -v Verbose option. Additional output will be produced upon execution of the command.

OPERANDS

backup-dir The UNIX directory that contains the data files for the NIS+

directory objects to be restored.

directory The NIS+ directory object(s) to be restored. This can be a fully or

partially qualified name.

EXAMPLES

EXAMPLE 1 Restoring the org_dir directory object of the domain foo.com on a replica server from a local ufs partition named /var/backup.

To restore the org_dir directory object of the domain foo.com on a replica server from a local ufs partition named /var/backup:

replica_server# nisrestore /var/backup org_dir.foo.com.

nisrestore(1M)

EXAMPLE 1 Restoring the org_dir directory object of the domain foo.com on a replica server from a local ufs partition named /var/backup. (Continued)

EXAMPLE 2 Forcing the restore of an entire backed up NIS+ namespace to a replica server from the backup partition named /var/backup.

To force the restore of an entire backed up NIS+ namespace to a replica server from the backup partition named /var/backup:

```
replica_server# nisrestore -f -a /var/backup
```

EXAMPLE 3 Restoring the subdomain $\verb"sub.foo.com"$ on a master server, from a backup that includes other directory objects.

To restore the subdomain sub.foo.com on a master server, from a backup that includes other directory objects:

```
master_server# nisrestore /var/backup sub.foo.com. \
  org_dir.sub.foo.com. groups_dir.sub.foo.com.
```

EXIT STATUS

- 0 Successful completion.
- 1 An error occurred.

FILES

/backup-dir/backup list

This ascii file contains a list of all the objects contained in this *backup-dir* directory. This information can be displayed with the -t option.

/backup-dir/directory-object

A subdirectory that is created in the *backup-dir* which contains the directory-object backup.

/backup-dir/directory-object/data

A subdirectory that contains the data files that are part of the directory-object backup.

/backup-dir/directory-object/last.upd

This data file contains timestamp information about the directory-object.

/backup-dir/directory-object/data.dict

A NIS+ data dictionary for all of the objects contained in this directory-object backup.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWnisu

SEE ALSO

 $\label{eq:nis+(1)} \mbox{nis+(1), nisdefaults(1), nisbackup(1M), nisserver(1M), rpc.nisd(1M), share_nfs(1M), nisfiles(4), attributes(5)$

NOTES

The -a option will attempt to restore all NIS+ objects contained in the *backup-dir*. If any of these objects are not served by the server, nisrestore will exit with an error. If the *backup-dir* contains objects that are not served by the server, nisrestore must be executed without the -a option and the specific directory objects listed.

The -f option will disable verification of the server being configured to serve the objects being restored. This option should be used with care, as data could be inadvertently restored to a server that doesn't serve the restored data. This option is required in the case of restoring a single server domain (master server only) or if the other NIS+ servers are unavailable for NIS+ lookups.

The combination of options -f and -a should be used with caution, as no validation of the server serving the restored objects will be done.

New replicas can be quickly added to a namespace with the nisrestore command. The steps are as follows.

Configure the new replica on the master server (see nisserver(1M)):

```
master# nisserver -R -h replica
```

Kill the rpc.nisd server process on the new replica server:

```
replica# kill rpc.nisd-pid
```

Create a backup of the NIS+ database on the master, which will include the new replica information (see nisbackup(1M)). The /backup will need to be exported (see share nfs(1M)) to the new replica:

```
master# nisbackup -a /backup
```

Restore the backup of the NIS+ database on the new replica. Use the -f option if nisrestore is unable to lookup the NIS+ objects being restored. The backup should be available through nfs or similar means (see share nfs(1M)):

```
replica# nisrestore -f -a //nfs-mnt/backup
```

Restart the rpc.nisd(1M) process on the new replica, and the server will immediately be available for service.

nisserver(1M)

NAME	nisserver – set up NIS+ server	rs.
SYNOPSIS	/usr/lib/nis/nisserver [-g NIS+_groupname]	-r [-x] [-f] [-v] [-Y] [-d <i>NIS+_domain</i>] [-1
	/usr/lib/nis/nisserver [-g NIS+_groupname]	-M [-x] [-f] [-v] [-Y] -d NIS+_domain [-h NIS+_server_host]
	/usr/lib/nis/nisserver [-h NIS+_server_host]	-R [-x] [-f] [-v] [-Y] [-d <i>NIS+_domain</i>]
DESCRIPTION	The nisserver shell script can be used to set up a root master, non-root master, and replica NIS+ server with level 2 security (DES). If other authentication mechanisms are configured with nisauthconf(1M), nisserver will set up a NIS+ server using those mechanisms. nisauthconf(1M) should be used before nisserver.	
	groups_dir and org_dir)	in, this script creates the NIS+ directories (including and system table objects for the domain specified. It does opulate(1M) must be used to populate the tables.
OPTIONS	-d NIS+_domain	Specifies the name for the NIS+ domain. The default is your local domain.
	-f	Forces the NIS+ server setup without prompting for confirmation.
	-g NIS+_groupname	Specifies the NIS+ group name for the new domain. This option is not valid with -R option. The default group is admin.
	-h NIS+_server_host	Specifies the hostname for the NIS+ server. It must be a valid host in the local domain. Use a fully qualified hostname (for example, hostx.xyz.sun.com.) to specify a host outside of your local domain. This option is only used for setting up non-root master or replica servers. The default for non-root master server setup is to use the same list of servers as the parent domain. The default for replica server setup is the local hostname.
	-1 network_password	Specifies the network password with which to create the credentials for the root master server. This option is <i>only</i> used for master root server setup (-r option). If this option is not specified, the script prompts you for the login password.
	-M	Sets up the specified host as a master server. Make sure that rpc.nisd(1M) is running on the new master server before this command is executed.
	-R	Sets up the specified host as a replica server. Make sure that rpc.nisd is running on the new replica server.

nisserver(1M)

-r	Sets up the server as a root master server. Use the -R option to set up a root replica server.
-v	Runs the script in verbose mode.
-x	Turns the echo mode on. The script just prints the commands that it would have executed. Note that the commands are not actually executed. The default is off.
-Y	Sets up a NIS+ server with NIS-compatibility mode. The default is to set up the server without NIS-compatibility mode.

USAGE

Use the first synopsis of the command (-r) to set up a root master server. To run the command, you must be logged in as super-user on the server machine.

Use the second synopsis of the command (-M) to set up a non-root master server for the specified domain. To run the command, you must be logged in as a NIS+ principal on a NIS+ machine and have write permission to the parent directory of the domain that you are setting up. The new non-root master server machine must already be an NIS+ client (see nisclient(1M)) and have the rpc.nisd(1M) daemon running.

Use the third synopsis of the command (-R) to set up a replica server for both root and non-root domains. To run the command, you must be logged in as a NIS+ principal on a NIS+ machine and have write permission to the parent directory of the domain that you are replicating. The new non-root replica server machine must already be an NIS+ client and have the rpc.nisd daemon running.

EXAMPLES

EXAMPLE 1 Setting up servers.

To set up a root master server for domain sun.com.:

```
root server# /usr/lib/nis/nisserver -r -d sun.com.
```

For the following examples make sure that the new servers are NIS+ clients and rpc.nisd is running on these hosts before executing nisserver. To set up a replica server for domain sun.com. on host *sunreplica*:

```
root_server# /usr/lib/nis/nisserver -R -d sun.com. -h sunrep
```

To set up a non-root master server for domain *xyz.sun.com*. on host *sunxyz* with the NIS+ groupname as *admin-mgr.xyz.sun.com*. :

```
root_server# /usr/lib/nis/nisserver -M -d xyz.sun.com. -h sunxyz \
-g admin-mgr.xyz.sun.com.
```

To set up a non-root replica server for domain *xyz.sun.com*. on host *sunabc*:

```
\verb"sunxyz# / \verb"usr/lib/nis/nisserver -R -d xyz.sun.com. -h sunabc"
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

nisserver(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

nisclient (1M), nisinit(1M), nispopulate(1M), nisprefadm(1M), nissetup(1M), rpc.nisd(1M), attributes(5)

NAME |

nissetup – initialize a NIS+ domain

SYNOPSIS

/usr/lib/nis/nissetup [-Y] [domain]

DESCRIPTION

nissetup is a shell script that sets up a NIS+ domain to service clients that wish to store system administration information in a domain named *domain*. This domain should already exist prior to executing this command (see nismkdir(1) and nisinit(1M)).

A NIS+ domain consists of a NIS+ directory and its subdirectories: org_dir and groups_dir.org_dir stores system administration information and groups_dir stores information for group access control.

nissetup creates the subdirectories org_dir and groups_dir in *domain*. Both subdirectories will be replicated on the same servers as the parent domain. After the subdirectories are created, nissetup creates the default tables that NIS+ serves. These are auto_master, auto_home, bootparams, cred, ethers, group, hosts, mail_aliases, netmasks, networks, passwd, protocols, rpc, services, and timezone. The nissetup script uses the nistbladm(1) command to create these tables. The script can be easily customized to add site specific tables that should be created at setup time.

This command is normally executed just once per domain.

OPTIONS

-Y Specify that the domain will be served as both a NIS+ domain as well as an NIS domain using the backward compatibility flag. This will set up the domain to be less secure by making all the system tables readable by unauthenticated clients as well.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

nis+(1), nismkdir(1), nistbladm(1), nisaddent(1M), nisinit(1M) nisserver(1M), attributes(5)

NOTES

While this command creates the default tables, it does not initialize them with data. This is accomplished with the nisaddent(1M) command.

It is easier to use the nisserver(1M) script to create subdirectories and the default tables.

nisshowcache(1M)

NAME | nisshowcache – NIS+ utility to print out the contents of the shared cache file

SYNOPSIS /usr/lib/nis/nisshowcache [-v]

DESCRIPTION | nisshowcache prints out the contents of the per-machine NIS+ directory cache that

is shared by all processes accessing NIS+ on the machine. By default, nisshowcache only prints out the directory names in the cache along with the list of active servers.

The shared cache is maintained by nis_cachemgr(1M).

OPTIONS -v Verbose mode. Print out the contents of each directory object, including

information on the server name and its universal addresses.

FILES /var/nis/NIS_SHARED_DIRCACHE

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO nis cachemgr(1M), syslogd(1M), nisfiles(4), attributes(5)

DIAGNOSTICS | Error messages are sent to the syslogd(1M) daemon.

NAME |

nisstat – report NIS+ server statistics

SYNOPSIS

/usr/lib/nis/nisstat [-H host] [directory]

DESCRIPTION

The nisstat command queries a NIS+ server for various statistics about its operations. These statistics may vary between implementations and from release to release. Not all statistics are available from all servers. Requesting a statistic from a server that does not support that statistic is never fatal, it simply returns "unknown statistic."

By default, statistics are fetched from the server(s) of the NIS+ directory for the default domain. If *directory* is specified, servers for that directory are queried.

Supported statistics for this release are as follows:

root server This reports whether the server is a root

server.

NIS compat mode This reports whether the server is running

in NIS compat mode.

DNS forwarding in NIS mode This reports whether the server in NIS

compat mode will forward host lookup calls

to DNS.

security level of this server. This reports the security level of this server.

serves directories This lists the directories served by this

server.

Operations This statistic returns results in the form:

OP=opname: C=calls: E=errors: T=micros
Where opname is replaced by the RPC
procedure name or operation, calls is the
number of calls to this procedure that have
been made since the server started running.
errors is the number of errors that have
occurred while processing a call, and micros
is the average time in microseconds to

complete the last 16 calls.

Directory Cache This statistic reports the number of calls to

the internal directory object cache, the number of hits on that cache, the number of

misses, and the hit rate percentage.

Group Cache This statistic reports the number of calls to

the internal NIS+ group object cache, the number of hits on that cache, the number of

misses, and the hit rate percentage.

nisstat(1M)

Static Storage This statistic reports the number of bytes

the server has allocated for its static storage

buffers.

Dynamic Storage This statistic reports the amount of heap the

server process is currently using.

Uptime This statistic reports the time since the

service has been running.

OPTIONS -H *host* Normally all servers for the directory are queried. With this

option, only the machine named *host* is queried. If the named machine does not serve the directory, no statistics are returned.

ENVIRONMENT VARIABLES

NIS_PATH If this variable is set, and the NIS+ directory name is

not fully qualified, each directory specified will be

searched until the directory is found (see

nisdefaults(1)).

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

nisdefaults(1), nisopaccess(1), attributes(5)

NOTES

Per-server and per-directory access restrictions may apply; see nisopaccess(1). nisstat uses NIS STATUS.

NAME

nisupdkeys – update the public keys in a NIS+ directory object

SYNOPSIS

/usr/lib/nis/nisupdkeys [-a | -C] [-H host] [directory]

/usr/lib/nis/nisupdkeys -s [-a | -C]-H host

DESCRIPTION

This command updates the public keys in an NIS+ directory object. When the public key(s) for a NIS+ server are changed, nisupdkeys reads a directory object and attempts to get the public key data for each server of that directory. These keys are placed in the directory object and the object is then modified to reflect the new keys. If directory is present, the directory object for that directory is updated. Otherwise the directory object for the default domain is updated. The new key must be propagated to all directory objects that reference that server.

On the other hand, nisupdkeys -s gets a list of all the directories served by *host* and updates those directory objects. This assumes that the caller has adequate permission to change all the associated directory objects. The list of directories being served by a given server can also be obtained by nisstat(1M). Before you do this operation, make sure that the new address/public key has been propagated to all replicas. If multiple authentication mechanisms are configured using nisauthconf(1M), then the keys for those mechanisms will also be updated or cleared.

OPTIONS

- s

- Update the universal addresses of the NIS+ servers in the directory object. Currently, this only works for the TCP/IP family of transports. This option should be used when the IP address of the server is changed. The server's new address is resolved using getipnodebyname(3SOCKET) on this machine. The /etc/nsswitch.conf file must point to the correct source for ipnodes and hosts for this resolution to work.
- -C Specify to clear rather than set the public key(s). Communication with a server that has no public key(s) does not require the use of secure RPC.
- -H *host* Limit key changes only to the server named *host*. If the hostname is not a fully qualified NIS+ name, then it is assumed to be a host in the default domain. If the named host does not serve the directory, no action is taken.
 - Update all the NIS+ directory objects served by the specified server. This assumes that the caller has adequate access rights to change all the associated directory objects. If the NIS+ principal making this call does not have adequate permissions to update the directory objects, those particular updates will fail and the caller will be notified. If the rpc.nisd on *host* cannot return the list of servers it serves, the command will print an error message. The caller would then have to invoke nisupdkeys multiple times (as in the first synopsis), once per NIS+ directory that it serves.

nisupdkeys(1M)

EXAMPLES

EXAMPLE 1 Using nisupdkeys

The following example updates the keys for servers of the *foo.bar*. domain.

example% nisupdkeys foo.bar.

This example updates the key(s) for host *fred* which serves the *foo.bar*. domain.

example% nisupdkeys -H fred foo.bar.

This example clears the public key(s) for host wilma in the foo.bar. directory.

example% nisupdkeys -CH wilma foo.bar.

This example updates the public key(s) in all directory objects that are served by the host *wilma*.

example% nisupdkeys -s -H wilma

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

chkey(1), niscat(1), nisaddcred(1M), nisauthconf(1M), nisstat(1M), getipnodebyname(3SOCKET), nis objects(3NSL), attributes(5)

NOTES

The user executing this command must have modify access to the directory object for it to succeed. The existing directory object can be displayed with the niscat(1) command using the -o option.

This command does not update the directory objects stored in the NIS_COLD_START file on the NIS+ clients.

If a server is also the root master server, then nisupdkeys -s cannot be used to update the root directory.

NAME | nlsadmin – network listener service administration

SYNOPSIS

```
/usr/sbin/nlsadmin -x
/usr/sbin/nlsadmin [options] net_spec
/usr/sbin/nlsadmin [options] -N port_monitor_tag
/usr/sbin/nlsadmin -V
/usr/sbin/nlsadmin -c cmd | -o streamname [-p modules] [-A address |
[-R prognum : versnum]
```

DESCRIPTION

nlsadmin is the administrative command for the network listener process(es) on a machine. Each network has at least one instance of the network listener process associated with it; each instance (and thus, each network) is configured separately. The listener process "listens" to the network for service requests, accepts requests when they arrive, and invokes servers in response to those service requests. The network listener process may be used with any network (more precisely, with any connection-oriented transport provider) that conforms to the transport provider specification.

nlsadmin can establish a listener process for a given network, configure the specific attributes of that listener, and start and kill the listener process for that network. nlsadmin can also report on the listener processes on a machine, either individually (per network) or collectively.

net_spec represents a particular listener process. Specifically, net_spec is the relative path name of the entry under /dev for a given network (that is, a transport provider). address is a transport address on which to listen and is interpreted using a syntax that allows for a variety of address formats. By default, address is interpreted as the symbolic ASCII representation of the transport address. An address preceded by \x will let you enter an address in hexadecimal notation. Note that address must appear as a single word to the shell, thus it must be quoted if it contains any blanks.

Changes to the list of services provided by the listener or the addresses of those services are put into effect immediately.

OPTIONS

nlsadmin may be used with the following combinations of options and arguments:

-x	Report the status of all of the listener processes installed on this machine.
net_spec	Print the status of the listener process for <pre>net_spec</pre> .
-q net_spec	Query the status of the listener process for the specified network, and reflects the result of that query in its exit code. If a listener process is active, nlsadmin will exit with a

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	status of 0; if no process is active, the exit code will be 1; the exit code will be greater than 1 in case of error.
-v net_spec	Print a verbose report on the servers associated with <i>net_spec</i> , giving the service code, status, command, and comment for each. It also specifies the uid the server will run as and the list of modules to be pushed, if any, before the server is started.
- z service_code net_spec	Print a report on the server associated with <i>net_spec</i> that has service code <i>service_code</i> , giving the same information as in the -v option.
-q -z service_code net_spec	Query the status of the service with service code <i>service_code</i> on network <i>net_spec</i> , and exits with a status of 0 if that service is enabled, 1 if that service is disabled, and greater than 1 in case of error.
-1 address net_spec	Change or set the transport address on which the listener listens (the general listener service). This address can be used by remote processes to access the servers available through this listener (see the -a option, below).
	If <i>address</i> is just a dash (" – "), nlsadmin reports the address currently configured, instead of changing it.
	A change of address takes effect immediately.
-t address net_spec	Change or set the address on which the listener listens for requests for terminal service but is otherwise similar to the -1 option above. A terminal service address should not be defined unless the appropriate remote login software is available; if such software is available, it must be configured as service code 1 (see the -a option, below).
-i net_spec	Initialize an instance of the listener for the network specified by <i>net_spec</i> ; that is, create and initialize the files required by the listener as well as starting that instance of

-a service_code

the listener. Note that a particular instance of the listener should be initialized only once. The listener must be initialized before assigning addresses or services.

[-p modules] [-w name] -c cmd -y comment net_spec

Add a new service to the list of services available through the indicated listener. <code>service_code</code> is the code for the service, <code>cmd</code> is the command to be invoked in response to that service code, comprised of the full path name of the server and its arguments, and <code>comment</code> is a brief (free-form) description of the service for use in various reports. Note that <code>cmd</code> must appear as a single word to the shell; if arguments are required, the <code>cmd</code> and its arguments must be enclosed in quotation marks. The <code>comment</code> must also appear as a single word to the shell. When a service is added, it is initially enabled (see the <code>-e</code> and <code>-d</code> options, below).

Service codes are alphanumeric strings, and are administered by AT&T. The numeric service codes 0 through 100 are reserved for internal use by the listener. Service code 0 is assigned to the nlps server, which is the service invoked on the general listening address. In particular, code 1 is assigned to the remote login service, which is the service automatically invoked for connections to the terminal login address.

If the -p option is specified, then *modules* will be interpreted as a list of STREAMS modules for the listener to push before starting the service being added. The modules are pushed in the order they are specified. *modules* should be a comma-separated list of modules, with no white space included.

If the -w option is specified, then *name* is interpreted as the user name from /etc/passwd that the listener should look up. From the user name, the listener obtains

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the user ID, the group ID(s), and the home directory for use by the server. If -w is not specified, the default is to use the user name listen.

A service must explicitly be added to the listener for each network on which that service is to be available. This operation will normally be performed only when the service is installed on a machine, or when populating the list of services for a new network.

Remove the entry for the service_code from that listener's list of services. This is normally done only in conjunction with the de-installation of a service from a machine.

Enable or disable (respectively) the service indicated by service_code for the specified network. The service must previously have been added to the listener for that network (see the -a option, above). Disabling a service will cause subsequent service requests for that service to be denied, but the processes from any prior service requests that are still running will continue unaffected.

Start and kill (respectively) the listener process for the indicated network. These operations are normally performed as part of the system startup and shutdown procedures. Before a listener can be started for a particular network, it must first have been initialized (see the -i option, above). When a listener is killed, processes that are still running as a result of prior service requests will continue unaffected.

Under the Service Access Facility, it is possible to have multiple instances of the listener on a single *net_spec*. In any of the above commands, the option -N port_monitor_tag may be used in place of the net_spec argument. This argument specifies the tag by which an instance of the listener is identified by the Service Access Facility. If the -N option is not specified (that is, the net_spec is specified in the invocation), then it will be assumed that the last component of the *net_spec* represents the tag of the listener for which the operation is destined. In other words, it is assumed

-r service_code net_spec

-e service_code net_spec -d service_code net_spec

-s net_spec -k net_spec that there is at least one listener on a designated <code>net_spec</code>, and that its tag is identical to the last component of the <code>net_spec</code>. This listener may be thought of as the primary, or default, listener for a particular <code>net_spec</code>.

nlsadmin is also used in conjunction with the Service Access Facility commands. In that capacity, the following combinations of options can be used:

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Write the current version number of the listener's administrative file to the standard output. It is used as part of the sacadm command line when sacadm adds a port monitor to the system.

-c cmd | -o streamname [-p modules] [-A address | -D] [-R prognum : versnum] Format the port monitor-specific information to be used as an argument to pmadm(1M)

The -c option specifies the full path name of the server and its arguments. *cmd* must appear as a single word to the shell, and its arguments must therefore be surrounded by quotes.

The -o option specifies the full path name of a FIFO or named STREAM through which a standing server is actually receiving the connection.

If the -p option is specified, then *modules* will be interpreted as a list of STREAMS modules for the listener to push before starting the service being added. The modules are pushed in the order in which they are specified. *modules* must be a comma-separated list, with no white space included.

If the -A option is specified, then *address* will be interpreted as the server's private address. The listener will monitor this address on behalf of the service and will dispatch all calls arriving on this address directly to the designated service. This option may not be used in conjunction with the -D option.

If the -D option is specified, then the service is assigned a private address dynamically, that is, the listener will have the transport provider select the address each time the listener begins listening on behalf of this service. For RPC services, this option will be often be used in conjunction with the -R option to register the dynamically assigned address with the rpcbinder. This option may not be used in conjunction with the -A option.

When the -R option is specified, the service is an RPC service whose address, program number, and version number should be registered with the rpcbinder for this transport provider. This registration is performed each time the listener begins listening on behalf of the service. *prognum* and *versnum* are the program number and version number, respectively, of the RPC service.

nlsadmin may be invoked by any user to generate reports; all operations that affect a listener's status or configuration may only be run by a super-user.

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The options specific to the Service Access Facility may not be used together with any other options.

ERRORS

If successful, nlsadmin exits with a status of 0. If nlsadmin fails for any reason, it exits with a status greater than or equal to 2. See -q option for a return status of 1.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availabilit	y	SUNWcsu

SEE ALSO

 ${\tt listen(1M), pmadm(1M), rpcbind(1M), sacadm(1M), attributes(5)}$

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NOTES

Dynamically assigned addresses are not displayed in reports as statically assigned addresses are.

NAME | nscd – name service cache daemon

SYNOPSIS

/usr/sbin/nscd [-f configuration-file] [-g] [-e cachename, yes | no] [-i cachename]

DESCRIPTION

nscd is a process that provides a cache for the most common name service requests. It starts up during multi-user boot. The default configuration-file /etc/nscd.conf determines the behavior of the cache daemon. See nscd. conf(4).

nscd provides caching for the passwd(4), group(4), hosts(4), ipnodes(4), exec attr(4), prof attr(4), and user attr(4) databases through standard libc interfaces, such as gethostbyname(3NSL), getipnodebyname(3SOCKET), gethostbyaddr(3NSL), and others. Each cache has a separate time-to-live for its data; modifying the local database (/etc/hosts, /etc/resolv.conf, and so forth) causes that cache to become invalidated upon the next call to nscd. The shadow file is specifically not cached. getspnam(3C) calls remain uncached as a result.

nscd also acts as its own administration tool. If an instance of nscd is already running, commands are passed to the running version transparently.

In order to preserve NIS+ security, the startup script for nscd (/etc/init.d/nscd) checks the permissions on the passwd table if NIS+ is being used. If this table cannot be read by unauthenticated users, then nscd will make sure that any encrypted password information returned from the NIS+ server is supplied only to the owner of that password.

OPTIONS

Several of the options described below require a cachename specification. Supported values are passwd, group, hosts, ipnodes, exec attr, prof attr, and user attr.

-£ configuration-file	Causes nscd to read its configuration data from the
-----------------------	---

specified file.

Prints current configuration and statistics to standard -g

output. This is the only option executable by non-root

-e cachename, yes no Enables or disables the specified cache.

-i cachename Invalidate the specified cache.

EXAMPLES

EXAMPLE 1 Stopping and restarting the nscd daemon.

example# /etc/init.d/nscd stop

example# /etc/init.d/nscd start

FILES

/etc/nscd.conf determines athe behavior of the cache daemon

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

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ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

getspnam(3C), gethostbyname(3NSL), getipnodebyname(3SOCKET),
exec_attr(4), group(4), hosts(4), ipnodes(4), nscd.conf(4),
nsswitch.conf(4), passwd(4), prof_attr(4), user_attr(4), attributes(5)

NOTES

The output from the -g option to nscd is subject to change. Do not rely upon it as a programming interface.

NAME

nslookup – query name servers interactively

SYNOPSIS

nslookup [- option]... host [server]

nslookup [- option]... - [server]

nslookup

DESCRIPTION

nslookup sends queries to Internet domain name servers. It has two modes: interactive and non-interactive. Interactive mode allows the user to contact servers for information about various hosts and domains or to display a list of hosts in a domain. Non-interactive mode is used to display just the name and requested information for a host or domain.

OPTIONS

-option

Set the permissible options, as shown in the following list. These are the same options that the set command supports in interactive mode (see set in the Commands section for more complete descriptions).

all List the current settings

class=classname Restrict search according to the specified

class

d2 Set exhaustive debug mode on nod2 Set exhaustive debug mode off

debug Set debug mode on nodebug Set debug mode off

defname Set domain-appending mode on nodefname Set domain-appending mode off domain=string Establish the appendable domain

ignoretc Set it to ignore packet truncation errors noignoretc Set it to acknowledge packet truncation

errors

OPERANDS

host

Inquires about the specified *host*. In this non-interactive command format, nslookup Does not prompt for additional commands.

Causes nslookup to prompt for more information, such as host

names, before sending one or more queries.

server

Directs inquiries to the name server specified here in the command line rather than the one read from the /etc/resolv.conf file (see resolv.conf(4)). server can be either a name or an Internet address. If the specified host cannot be reached, nslookup resorts to using the name server specified in /etc/resolv.conf.

Non-interactive Mode

Non-interactive mode is selected when the name or Internet address of the host to be looked up is given as the first argument.

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Within non-interactive mode, space-separated options can be specified. They must be entered before the host name, to be queried. Each option must be prefixed with a hyphen.

For example, to request extensive host information and to set the timeout to 10 seconds when inquiring about gypsy, enter:

example% nslookup-query=hinfo-timeout=10qypsy

To avoid repeated entry of an option that you almost always use, place a corresponding set command in a .nslookuprc file located inside your home directory. (See Commands for more information about set.) The .nslookuprc file can contain several set commands if each is followed by a RETURN.

Entering and Leaving Interactive Mode

Interactive mode is selected when

- No arguments are supplied.
- A '-' (hyphen) character is supplied as the *host* argument.

To exit from an interactive nslookup session, type Control-d or type the command exit followed by RETURN.

Supported Command Interactions

The commands associated with interactive mode are subject to various limitations and run-time conventions.

The maximum length of a command line is 255 characters. When the RETURN key is pressed, command-line execution begins. While a command is running, its execution can be interrupted by typing Control-c.

The first word entered on the command line must be the name of a nslookup command unless you wish to enter the name of a host to inquire about. Any unrecognized command is handled as a host name to inquire about. To force a command to be treated as a host name to be inquired about, precede it with a backslash character.

Commands

exit

Exit the nslookup program.

help

2

Display a brief summary of commands.

host [server]

Look up information for *host* using the current default server, or using *server* if it is specified.

If the *host* supplied is an Internet address and the query type is A or 1PTR, the name of the host is returned. If the *host* supplied is a name and it does not have a trailing

period, the default domain name is appended to the name. (This behavior depends on the state of the set options domain, srchlist, defname, and search).

To look up a host that is not in the current domain, append a period to the name.

finger[name][>> filename]

Connect with the finger server on the current host, which is defined by the most recent successful host lookup.

If no name value is specified, a list of login account names on the current host is generated.

Similar to a shell command interpreter, output can be redirected to a file using the usual redirection symbols: > and >>.

ls [-options] domain [>> filename]

List the information available for domain, optionally creating or appending to filename. The default output contains host names and their Internet addresses.

Output can be redirected to *filename* using the > and >> redirection symbols. When output is directed to a file, hash marks are shown for every 50 records received from the server. The permissible values for options are:

a	Lists aliases of hosts in the domain. This is a synonym for the command ls-tCNAME.
d	Lists all records for the domain. This is a synonym for the command ls-tANY.
h	Lists CPU and operating system information for the domain. This is a synonym for the command ls-thinfo.
S	Lists well-known services of hosts in the domain. This is a synonym for the command ls-twks.
t querytype-value	lists all records of the specified type (see querytype within the discussion of the set command).

set token=value set *keyword*

> Establish a preferred mode of search operation. Permissible token and keyword values are:

all	Display the current values of frequently-used	
	options. Information about the current default	
	11 . 1 1 1	

server and host is also displayed.

Limit the search according to the protocol group cl[ass]=classname

(classname) for which lookup information is desired.

Permissible *classname* values are:

ANY A wildcard selecting all classes

IN The Internet class (the default)

CHAOS The Chaos class.

HESIOD The MIT Athena Hesiod class.

d2

nod2 Enable or disable exhaustive debugging mode.

Essentially all fields of every packet are displayed.

By default, this option is disabled.

deb[ug]

nodeb[ug] Enable or disable debugging mode. When

debugging mode is enabled, much more information is produced about the packet sent to the server and the resulting answer. By default, this option is

disabled.

def[name]
nodef[name]

Enable or disable appending the default domain name to a single-component lookup request (one that lacks a dot). By default, this option is enabled for nslookup. The default value for the domain name is the value given in /etc/resolv.conf, unless: there is an environmental value for LOCALDOMAIN when nslookup is run; a recent

value has been specified through the srchlist command or the set domain command.

do[main]=string

Change the default domain name to be appended to all lookup requests to *string*. For this option to have any effect, the defname option must also be enabled and the search option must be set in a compatible

way.

The domain search list contains the parents of the default domain if it has at least two components in its name. For example, if the default domain is

CC.Berkeley.EDU, the search list is

CC.Berkeley.EDU and Berkeley.EDU. Use the set srchlist command to specify a different list. Use the set all command to display the list.

ignoretc

noignoretc Ignore packet truncation errors. By default, this

option is disabled.

srch[list]=name1/name2/...

Change the default domain name to *name1* and the domain search list to *name1*, *name2*, etc. A maximum of 6 names can be specified, along with slash characters to separate them. For example,

```
example%
set srchlist=lcs.MIT.EDU/ai.MIT.EDU/MIT.EDU
```

sets the domain to lcs.MIT.EDU and the search list to all three names. This command overrides the default domain name and search list of the set domain command. Use the set all command to display the list.

search nosearch

Enable or disable having the domain names in the domain search list appended to the request, generating a series of lookup queries if necessary until an answer is received. To take effect, the lookup request must contain at least one dot (period); yet it must not contain a trailing period. By default, this option is enabled.

po[rt]=value

Specify the default TCP/UDP name server port. By default, this value is 53.

```
q[uerytype]=value
ty[pe]=value
```

Change the type of information returned from a query to one of:

A	The Internet address of the host
CNAME	The canonical name for an alias
HINFO	The host CPU and operating system type
MD	The mail destination
MX	The mail exchanger
MB	The mailbox domain name
MG	The mail group member
MINFO	The mailbox or mail list information
NS	The name server
PTR	The host name if the query is in the form of an Internet address; otherwise the pointer to other information
SOA	The domain's start-of-authority information
TXT	The text information
UINFO	The user information
WKS	The supported well-known services (Other types specified in the

1035 document are valid, but they are not as useful.)

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recurse

norecurse

Enable or disable having to query other name servers before abandoning a search. By default, this feature is enabled.

ret[ry]=count

Set the maximum number of times to retry a request before abandoning a search. When a reply to a request is not received within a certain amount of time (changed with set timeout), the timeout period is doubled and the request is resent. The retry value controls how many times a request is resent before the request is aborted. The default for *count* is 4.

ro[ot]=*host*

Change the name of the root server to *host*. This affects the root command. The default root server is ns.internet.net.

t[timeout]=interval

Change the amount of time to wait for a reply to *interval* seconds. Each retry doubles the timeout period. The default *interval* is 5 seconds.

VC

novc

Enable or disable the use of a virtual circuit when sending requests to the server. By default, this feature is disabled.

root

Change the default server to the server for the root of the domain name space. Currently, the host ns.internic.net is used; this command is a synonym for server ns.internic.net. The name of the root server can be changed with the set root command.

server domain

lserver domain

Change the default server to *domain*. 1server uses the initial server to look up information about *domain* while server uses the current default server. If an authoritative answer can not be found, the names of servers that might have the answer are returned.

view filename

Sort the output of previous 1s command(s) and display it one text screenful at a time, similar to more(1).

EXAMPLES

EXAMPLE 1 Searching the Internet domain namespace.

To effectively search the Internet domain namespace, it helps to know its structure. At present, the Internet domain name-space is tree-structured, with one top level domain for each country except the U.S.A. There are also some traditional top level domains, not explicitly tied to any particular country. These include:

COM Commercial establishments

EDU Educational institutions

EXAMPLE 1 Searching the Internet domain namespace. (Continued)

ORG Not-for-profit organizations

GOV Government agencies

MIL MILNET hosts

If you are looking for a specific host, you need to know something about the host's organization in order to determine the top-level domain that it belongs to. For instance, if you want to find the Internet address of a machine at UCLA, do the following:

- Connect with the root server using the root command. The root server of the name space has knowledge of the top-level domains.
- Since UCLA is a university, its domain name is ucla.edu. Connect with a server for the ucla.edu domain with the command server ucla.edu. The response produces the names of hosts that act as servers for that domain. Note: the root server does not have information about ucla.edu, but knows the names and addresses of hosts that do. Once located by the root server, all future queries will be sent to the UCLA name server.
- To request information about a particular host in the domain (for instance, locus), just type the host name. To request a listing of hosts in the UCLA domain, use the ls command. The ls command requires a domain name (in this case, ucla.edu) as an argument.

If you are connected with a name server that handles more than one domain, all lookups for host names must be fully specified with its domain. For instance, the domain harvard.edu is served by seismo.css.gov, which also services the css.gov and cornell.edu domains. A lookup request for the host aiken in the harvard.edu domain must be specified as aiken.harvard.edu. However, the set domain=name and set defname commands can be used to automatically append a domain name to each request.

After a successful lookup of a host, use the finger(1) command to see who is on the system, or to finger a specific person. (finger requires the type to be A.)

To get other information about the host, use the set querytype=value command to change the type of information desired and request another lookup.

ENVIRONMENT VARIABLES

HOSTALIASES References the file containing host aliases

LOCALDOMAIN Overrides default domain

EXIT STATUS

The process returns the following values:

0 On success.

1 On failure.

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FILES

| /etc/resolv.conf

initial domain name and name server addresses

\$HOME/.nslookuprc initial option commands

/usr/lib/nslookup.help summary of commands

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

finger(1), more(1), in.named(1M), nstest(1M), resolver(3RESOLV),
resolv.conf(4), attributes(5)

Mockapetris, Paul, *Domain Names - Concepts and Facilities*, RFC 1034, Network Information Center, SRI International, Menlo Park, Calif., November 1987.

Mockapetris, Paul, *Domain Names - Implementation and Specification*, RFC 1035, Network Information Center, SRI International, Menlo Park, Calif., November 1987.

DIAGNOSTICS

If the lookup request is successful, an error message is produced. Possible errors are:

Timed out

The server did not respond to a request after a certain amount of time (changed with set timeout=value) and a certain number of retries (changed with set

retry=value).

No response from server No name server is running on the server

machine.

No records The server does not have resource records

of the current query type for the host, although the host name is valid. The query type is specified with the set querytype

command.

Non-existent domain The host or domain name does not exist.

Connection refused
Network is unreachable

The connection to the name or finger server can not be made at the current time. This error commonly occurs with 1s and

finger requests.

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Server failure The name server found an internal

inconsistency in its database and could not

return a valid answer.

Refused The name server refused to service the

request.

The name server found that the request Format error

packet was not in the proper format. This

may indicate an error in nslookup.

nstest(1M)

NAME | nstest – DNS test shell

SYNOPSIS

nstest [-d] [-i] [-r] [-v] [-p port] [inet_addr [logfile]]

DESCRIPTION

nstest is an interactive DNS test program. Queries are formed and sent by user command; any reply received is printed on the standard output. *inet_addr* is the Internet address of the DNS resolver to which nstest should send its queries. If inet_addr is not included, nstest first tries to contact a DNS server on the local host; if that fails, it tries the servers listed in the /etc/resolv.conf file. If a logfile is supplied, nstest uses it to log the queries sent and replies received.

OPTIONS

- Causes nstest to create a file named ns packet.dump (if it does not -d exist) and write into it a raw (binary) copy of each packet sent. If ns packet.dump does exist, nstest will truncate it.
- -i Sets the RES IGNTC flag on the queries it makes. See resolver(3RESOLV) for a description of the RES IGNTC flag.
- Turns off the RES RECURSE flag on the queries it makes. See - r resolver(3RESOLV) for a description of the RES RECURSE flag.
- Turns on the RES USEVC and RES STAYOPEN flags on the res send () - v calls made. See resolver(3RESOLV) for a description of the RES USEVC and RES STAYOPEN flags.
- Causes nstest to use the supplied *port* instead of the default name server -p port.

USAGE

When nstest starts, it prints a prompt (">") and waits for user input. DNS queries are formed by typing a key letter followed by the appropriate argument. Each key letter results in a call to res mkquery () with op set to either IQUERY or QUERY and type set to one of the type values (defined in <arpa/nameser.h>). (Any other key letter than those listed below causes nstest to print a summary of the following table.)

Key Letter &		
Argument	Op	Туре
ahost	QUERY	T_A
Aaddr	IQUERY	T_A
Buser	QUERY	T_MG
buser	QUERY	T_MB
chost	QUERY	T_CNAME
fhost	QUERY	T_UINFO

Ggid	IQUERY	T_GID
ghost	QUERY	T_GID
hhost	QUERY	T_HINFO
ihost	QUERY	T_MINFO
Mhost	QUERY	T_MAILB
mhost	QUERY	T_MX
nhost	QUERY	T_NS
phost	QUERY	T_PTR
rhost	QUERY	T_MR
shost	QUERY	T_SOA
Thost	QUERY	T_TXT
Uuid	IQUERY	T_UID
uhost	QUERY	T_UID
whost	QUERY	T_WKS
xhost	QUERY	T_AXFR

After the query is successfully formed, res_send () is called to send it and wait for a reply. nstest then prints the following on the standard output:

- a summary of the request and reply packets, including the HEADER structure (defined in <arpa/nameser.h>) used in the request
- the question being asked of the name server
- an enumeration of the name server(s) being polled
- a summary of the HEADER structure received in the reply
- the question the name server answered
- the answer itself

EXAMPLES

EXAMPLE 1 Fetching the address of host playground.sun.com from the Sun name server.

To fetch the address of host playground. sun. com from the Sun name server, the user would enter:

```
$ nstest 192.9.5.1
> aplayground.sun.com
```

The utility nstest would return the following:

```
\label{eq:complex} \begin{array}{lll} \texttt{res\_mkquery(0, playground.sun.com, 1, 1)} \\ \texttt{res\_send()} \end{array}
```

```
EXAMPLE 1 Fetching the address of host playground.sun.com from the Sun name
          (Continued)
server.
HEADER:
        opcode = QUERY, id = 1, rcode = NOERROR
       header flags: rd
       qdcount = 1, ancount = 0, nscount = 0, arcount = 0
QUESTIONS:
       playground.sun.com, type = A, class = IN
Querying server (# 1) address = 192.9.5.1
got answer:
HEADER:
       opcode = QUERY, id = 1, rcode = NOERROR
       header flags: qr aa rd ra
       qdcount = 1, ancount = 1, nscount = 0, arcount = 0
       playground.sun.com, type = A, class = IN
ANSWERS:
       playground.sun.com
        type = A, class = IN, ttl = 1 day, dlen = 4
        internet address = 192.9.5.5
EXAMPLE 2 Looking up a PTR record.
To look up a PTR record, enter:
$ nstest 192.9.5.1
> p5.5.9.192.in-addr.arpa
The utility nstest would return the following:
res mkquery(0, 5.5.9.192.in-addr.arpa, 1, 12)
res_send()
HEADER:
        opcode = QUERY, id = 2, rcode = NOERROR
       header flags: rd
       qdcount = 1, ancount = 0, nscount = 0, arcount = 0
QUESTIONS:
       5.5.9.192.in-addr.arpa, type = PTR, class = IN
Querying server (# 1) address = 192.9.5.1
got answer:
HEADER:
        opcode = QUERY, id = 2, rcode = NOERROR
       header flags: qr aa rd ra
       qdcount = 1, ancount = 1, nscount = 0, arcount = 0
QUESTIONS:
       5.5.9.192.in-addr.arpa, type = PTR, class = IN
ANSWERS:
       5.5.9.192.in-addr.arpa
```

EXAMPLE 2 Looking up a PTR record. (Continued)

type = PTR, class = IN, ttl = 7 hours 47 mins 2 secs, dlen = 23 domain name = playground.sun.com

FILES /usr/include/arpa/nameser.h

include file for implementation of DNS

protocol

/usr/include/resolv.h

include file for the resolver daemon

(in.named)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

nslookup(1M), resolver(3RESOLV), attributes(5)

nsupdate(1M)

NAME

nsupdate – update Internet name servers interactively

SYNOPSIS

nsupdate [-k keydir:keyname] [-d] [-v] [filename]

DESCRIPTION

The nsupdate program can be used to update Internet domain name servers that support dynamic update. nsupdate uses the DNS resolver library to pass messages to the DNS server requesting the addition or deletion of DNS resource records (RR's). nsupdate reads input from *filename* or from standard input.

OPTIONS

nsupdate supports the following options:

Debug mode.

-k Sign updates with Secret Key Transaction Authentication for DNS

(TSIG).

-v Virtual circuit. Make use of TCP to communicate with the server.

The default is UDP.

USAGE

nsupdate reads input records, one per line. Each line contributes a resource record to an update request. All domain names used in a single update request must belong to the same DNS zone. A blank line causes the accumulated records to be formatted into a single update request and transmitted to the zone's authoritative name servers. Additional records may follow, which are formed into additional, but completely independent, update requests. End the input with a blank line in order to transmit the last request.

Records take one of two general forms. Prerequisite records specify conditions that must be satisfied before the request will be processed. Update records specify changes to be made to the DNS database. An update request consists of zero or more prerequisites and one or more updates. Each update request is processed atomically. All prerequisites must be satisfied, then all updates will be performed.

nsupdate understands the following input record formats:

```
prereq nxdomain domain-name
```

This format requires that no RR of any type exist with name *domain-name*.

```
prereq yxdomain domain-name
```

This format requires that at least one RR names *domain-name* must exist.

```
prereq nxrrset domain-name [class] type
```

This format requires that no RR exist of the specified type and *domain-name*.

```
prereq yxrrset domain-name [class] type [data ...]
```

This format requires that an RR exist of the specified type and *domain-name*. If data is specified, it must match exactly.

```
update delete domain-name [class] [type [data ...]]
```

This format deletes RR's names *domain-name*. If type (and possibly data) are specified, only matching records will be deleted.

```
update add domain-name ttl [class] type data ...
```

This format adds a new RR of specified ttl, type and data.

EXAMPLES

EXAMPLE 1 Using nsupdate Interactively To Change an IP Address

The following example shows the interactive use of nsupdate to change an IP address. It deletes any existing A records for a domain name and then inserts a new address. Since no prerequisites are specified, the new record will be added even if there are no existing records to delete. A trailing blank line is required to process the request.

```
example$ nsupdate
>update delete test.example.com A
>update add test.example.com 3600 A 10.1.1.1
>
```

EXAMPLE 2 Using nsupdate Interactively to Add a CNAME (Alias)

In the following example, a CNAME (alias) is added to the database only if there are no existing A or CNAME records for the domain name.

```
example$ nsupdate
>prereq nxrrset www.example.com A
>prereq nxrrset www.example.com CNAME
>update add www.example.com 3600 CNAME test.test.com
>
```

EXAMPLE 3 Using nsupdate Interactively With a Key

In the following example, nsupdate is signed with the key mykey, which is located in the directory /var/named/keys.

```
example$ nsupdate -k /var/named/keys:mykey
>update add ftp.example.com 60 A 192.168.5.1
>
```

FILES

/etc/resolv.conf Initial domain name and name server addresses.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

nsupdate(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	Standard BIND 8.2.2

SEE ALSO

in.named(1M),resolver(3RESOLV), resolv.conf(4), attributes(5)

Mockapetris, P. RFC 1034, Domain Names - Concepts and Facilities. Network Working Group. November 1987.

Mockapetris, P. RFC 1035, Domain Names - Implementation and Specification. Network Working Group. November 1987.

Vixie, P., editor, Thomson, S., Rekhter, Y. Bound, J. RFC 2136, Dynamic Updates in the Domain Name System (DNS). Network Working Group. April 1997.

DIAGNOSTICS

Qq send error

This message typically indicates that authoritative name servers could not be reached.

Qq failed update packet

This message typically indicates that the name server has rejected the update. Either the name server does not support dynamic update, or there was an authentication failure.

Qq res mkupdate: packet size = size

If this is the only message sent, it indicates that the update was received and authenticated by the name server. However, the prerequisites may have prevented the update from being performed. Use debug mode (the -d option) to examine the status field in the name server's reply and determine if the update was performed.

NAME |

ntpdate – set the date and time by way of NTP

SYNOPSIS

```
/usr/sbin/ntpdate [-bBdoqsuv] [-a key#] [-e authdelay] [-k keyfile]
     [-m] [-o version] [-p samples] [-t timeout] [-w] server...
```

DESCRIPTION

The ntpdate utility sets the local date and time. To determine the correct time, it polls the Network Time Protocol (NTP) servers on the hosts given as arguments. This utility must be run as root on the local host. It obtains a number of samples from each of the servers and applies the standard NTP clock filter and selection algorithms to select the best of these.

The reliability and precision of ntpdate improve dramatically with a greater number of servers. While a single server may be used, better performance and greater resistance to inaccuracy on the part of any one server can be obtained by providing at least three or four servers, if not more.

The ntpdate utility makes time adjustments in one of two ways. If it determines that your clock is off by more than 0.5 seconds it simply steps the time by calling gettimeofday(3C). If the error is less than 0.5 seconds, by default, it slews the clock's time with the offset, by way of a call to adjtime(2). The latter technique is less disruptive and more accurate when the offset is small; it works quite well when ntpdate is run by cron every hour or two. The adjustment made in the latter case is actually 50% larger than the measured offset. This adjustment tends to keep a badly drifting clock more accurate, at some expense to stability. This tradeoff is usually advantageous. At boot time, however, it is usually better to step the time. This can be forced in all cases by specifying the -b option on the command line.

The ntpdate utility declines to set the date if an NTP server daemon like xntpd(1M) is running on the same host. It can be run on a regular basis from cron(1M) as an alternative to running a daemon. Doing so once every one to two hours results in precise enough timekeeping to avoid stepping the clock.

OPTIONS

The following options are supported:

-a key#	Authenticate transactions, using the key number, key#.
-b	Step the time by calling $gettimeofday(3C)$.
-B	Force the time to always be slewed using the adjtime(2) system call, even if the measured offset is greater than +-128 ms. The default is to step the time using settimeofday(3C) if the offset is greater than +-128 ms. If the offset is much greater than +-128 ms in this case, that it can take a long time (hours) to slew the clock to the correct value. During this time the host should not be used to synchronize clients.
-d	Display what will be done without actually doing it. Information useful for general debugging is also printed.
-e authdelay	Specify an authentication processing delay, <i>authdelay</i> in seconds. See xntpd(1M) for details. This number is usually small enough to

ntpdate(1M)

	be negligible for purposes of ntpdate. However, specifying a value may improve timekeeping on very slow CPU's.
-k keyfile	Read keys from the file <i>keyfile</i> instead of the default file, /etc/ntp.keys. <i>keyfile</i> should be in the format described in xntpd(1M).
-m	Join multicast group specified in <i>server</i> and synchronize to multicast NTP packets. The standard NTP group is 224.0.1.1.
-0 version	Force the program to poll as a version 1 or version 2 implementation. By default ntpdate claims to be an NTP version 3 implementation in its outgoing packets. However, some older software declines to respond to version 3 queries. This option can be used in these cases.
-р samples	Set the number of samples ntpdate acquires from each server. samples can be between 1 and 8 inclusive. The default is 4.
-d	Query only. Do not set the clock.
-s	Log actions by way of the syslog(3C) facility rather than to the standard output — a useful option when running the program from cron(1M).
-t timeout	Set the time ntpdate spends, waiting for a response. <i>timeout</i> is rounded to a multiple of 0.2 seconds. The default is 1 second, a value suitable for polling across a LAN.
-u	Use an unprivileged port to send the packets from. This option is useful when you are behind a firewall that blocks incoming traffic to privileged ports, and you want to synchronize with hosts beyond the firewall. The -d option always uses unprivileged ports.
-A	Be verbose. This option causes ntpdate's version identification string to be logged.
- W	Wait until able to synchronize with a server. When the -w option is used together with -m, ntpdate waits until able to join the group and synchronize.

FILES

/etc/inet/ntp.keys Contains the encryption keys used by ntpdate.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWntpu

SEE ALSO cron(1M), xntpd(1M), adjtime(2), gettimeofday(3C), settimeofday(3C)syslog(3C), attributes(5)

NOTES The technique of compensating for clock oscillator errors to improve accuracy is inadequate. However, to further improve accuracy would require the program to save *state* from previous runs.

ntpq(1M)

NAME

ntpq – standard Network Time Protocol query program

SYNOPSIS

/usr/sbin/ntpq [-inp] [-c command] [host] [...]

DESCRIPTION

ntpq queries NTP servers which implement the recommended NTP mode 6 control message format, about current state. It can also request changes in that state. The program can be run in interactive mode; or it can be controlled using command line arguments. Requests to read and write arbitrary variables can be assembled, with raw and pretty-printed output options available. By sending multiple queries to the server, ntpq can also obtain and print a list of peers in a common format.

If one or more request options are included on the command line, ntpq sends each of the requests to NTP servers running on each of the hosts given as command line arguments. By default, ntpq sends its requests to localhost, if hosts are not included on the command line. If no request options are given, ntpq attempts to read commands from the standard input and execute them on the NTP server running on the first host given on the command line. Again, ntpq defaults to localhost if no other host is specified.

ntpq uses NTP mode 6 packets to communicate with an NTP server. Thus, it can be used to query any compatible server on the network that permits queries. Since NTP is a UDP protocol, this communication will be somewhat unreliable, especially over large distances. ntpq makes one attempt to retransmit requests; requests timeout if the remote host is not heard from within a suitable period.

OPTIONS

Command line options are described below. Specifying a command line option other than -i or -n causes the specified query (queries) to be sent, immediately to the indicated host(s). Otherwise, ntpq attempts to read interactive format commands from standard input.

- -c Interpret the next argument as an interactive format command and add it to the list of commands to be executed on the specified host(s). Multiple -c options may be given.
- -i Operate in interactive mode; write prompts to standard output and read commands from standard input.
- -n Output all host addresses in dotted-quad numeric format rather than converting them to canonical host names.
- -p Print a list of the peers known to the server as well as a summary of their state. This is equivalent to the peers interactive command. See USAGE below.

USAGE

Interactive format commands consist of a keyword followed by up to four arguments. Only enough characters of the full keyword to uniquely identify the command need be typed. Normally, the output of a command is sent to standard output; but this output may be written to a file by appending a '>', followed by a file name, to the command line.

Interactive Commands

A number of interactive format commands are executed entirely within the ntpq program itself. They do not result in NTP mode 6 requests being sent to a server. If no request options are included on the command line, and if the standard input is a terminal device, ntpq prompts for these commands. The interactive commands are described below:

? [command_keyword]

A '?' by itself prints a list of all the command keywords known to the current version of ntpq. A '?' followed by a command keyword prints function and usage information about the command.

timeout milliseconds

Specifies a time out period for responses to server queries. The default is about 5000 milliseconds. Since ntpq retries each query once after a time out, the total waiting time for a time out is twice the time out value that is set.

delay milliseconds

Specifies a time interval to be added to timestamps included in requests which require authentication. This command is used to enable (unreliable) server reconfiguration over long delay network paths or between machines whose clocks are unsynchronized. Currently, the server does not require time stamps in authenticated requests. Thus, this command may be obsolete.

host hostname

Set the name of the host to which future queries are to be sent. *Hostname* may be either a host name or a numeric address.

keyid#

Specify of a key number to be used to authenticate configuration requests. This number must correspond to a key number the server has been configured to use for this purpose.

passwd

Prompts the user to type in a password which will be used to authenticate configuration requests. If an authenticating key has been specified (see keyid above), this password must correspond to this key. ntpq does not echo the password as it is typed.

hostnames yes | no

If "yes" is specified, host names are printed in information displays. If "no" is given, numeric addresses are printed instead. The default is "yes" unless modified using the command line -n switch.

raw

Print all output from query commands exactly as it is received from the remote server. The only formatting/filtering done on the data is to transform non- ASCII data into printable form.

cooked

Causes output from query commands to be "cooked". The values of variables recognized by the server are reformatted, so that they can be more easily read.

Variables which ntpq thinks should have a decodable value, but do not, are marked with a trailing '?'.

```
ntpversion[1 | 2 | 3]
```

Sets the NTP version number which ntpq claims in packets (defaults is 3). Note that mode 6 control messages (and modes, for that matter) did not exist in NTP version 1. There appear to be no servers left which demand version 1.

```
authenticate [yes | no]
```

The command authenticate yes instructs ntpq to send authentication with all requests it makes. Normally ntpq does not authenticate requests unless they are write requests. Authenticated requests cause some servers to handle requests slightly differently, and can occasionally cause a slowed response if you turn authentication on before doing a peer display. addvars <code>variable_name[=value][,...]rmvars variable_name[,...]clearvars</code>

The data carried by NTP mode 6 messages consists of a list of items of the form

variable_name=valuewhere the "=value" is ignored, and can be omitted, in requests to the server to read variables. ntpq maintains an internal list in which data to be included in control messages can be assembled, and sent. This is accomplished with the readlist and writelist commands described below. The addvars command allows variables and their optional values to be added to the list. If more than one variable is to be added, the list should be comma-separated, and it should not contain white space. The rmvars command can be used to remove individual variables from the list; the clearlist command removes all variables from the list.

```
debug [ more | less | off ]

Turns internal query program debugging on and off.
```

quit

Exit ntpq.

Control Message Commands

Each peer known to an NTP server has a 16 bit integer *association identifier* assigned to it. NTP control messages which carry peer variables must identify the peer that the values correspond to, by including its association ID. An association ID of 0 is special. It indicates the variables are system variables, whose names are drawn from a separate name space.

Control message commands send one or more NTP mode 6 messages to the server, and cause the data returned to be printed in some format. Most commands currently implemented send a single message and expect a single response. The current exceptions are the peers mreadlist and mreadvar commands. The peers command sends a preprogrammed series of messages to obtain the data it needs. The mreadlist and mreadvar commands, iterate over a range of associations.

Control message commands are described below:

associations

Obtains and prints a list of association identifiers and peer statuses for in-spec peers of the server being queried. The list is printed in columns. The first of these is an index that numbers the associations from 1, for internal use. The second column contains the actual association identifier returned by the server and the third the status word for the peer. This is followed by a number of columns containing data decoded from the status word. Note that the data returned by the associations command is cached internally in ntpq. The index is then of use when dealing with "dumb" servers which use association identifiers that are hard for humans to type. For any subsequent commands which require an association identifier as an argument, the identifier can be specified by using the form, &index. Here index is taken from the previous list.

lassociations

Obtains and prints a list of association identifiers and peer statuses for all associations for which the server is maintaining *state*. This command differs from the associations command only for servers which retain *state* for out-of-spec client associations. Such associations are normally omitted from the display when the associations command is used, but are included in the output of lassociations.

passociations

Prints association data concerning in-spec peers from the internally cached list of associations. This command performs identically to the associations command except that it displays the internally stored data rather than making a new query.

lpassociations

Print data for all associations, including out-of-spec client associations, from the internally cached list of associations. This command differs from passociations only when dealing with servers which retain *state* for out-of-spec client associations.

pstatus assocID

Sends a read status request to the server for the given association. The names and values of the peer variables returned will be printed. Note that the status word from the header is displayed preceding the variables, both in hexadecimal and in pigeon English.

readvar [assoc] [variable_name[=value] [,...]]

Requests that the values of the specified variables be returned by the server by sending a read variables request. If the association ID is omitted or is given as zero the variables are system variables, otherwise they are peer variables and the values returned will be those of the corresponding peer. Omitting the variable list will send a request with no data which should induce the server to return a default display.

rv [assocID] [variable_name[=value] [,...]]

An easy-to-type short form for the readvar command.

```
writevar assocID variable_name=value[,...]
```

Like the readvar request, except the specified variables are written instead of read.

```
readlist[assocID]
```

Requests that the values of the variables in the internal variable list be returned by the server. If the association ID is omitted or is 0 the variables are assumed to be system variables. Otherwise they are treated as peer variables. If the internal variable list is empty a request is sent without data, which should induce the remote server to return a default display.

```
rl [ assocID ]
```

An easy-to-type short form of the readlist command.

```
writelist[assocID]
```

Like the readlist request, except the internal list variables are written instead of read.

```
mreadvar assocID assocID [ variable_name[=value] [ ,... ] ]
```

Like the readvar command except the query is done for each of a range of (nonzero) association IDs. This range is determined from the association list cached by the most recent associations command.

```
mrv assocID assocID [ variable_name[=value] [ ,... ] ]
```

An easy-to-type short form of the mreadvar command.

```
mreadlist assocID assocID
```

Like the readlist command except the query is done for each of a range of (nonzero) association IDs. This range is determined from the association list cached by the most recent associations command.

```
mrl assocID assocID
```

An easy-to-type short form of the mreadlist command.

```
clockvar [ assocID ] [ variable_name[=value] [ ,... ] ]
```

Requests that a list of the server's clock variables be sent. Servers which have a radio clock or other external synchronization respond positively to this. If the association identifier is omitted or zero the request is for the variables of the "system clock". This request generally gets a positive response from all servers with a clock. Some servers may treat clocks as pseudo-peers and, hence, can possibly have more than one clock connected at once. For these servers, referencing the appropriate peer association ID shows the variables of a particular clock. Omitting the variable list causes the server to return a default variable display.

```
cv [ assocID ] [ variable_name[=value] [ ,... ] ]
```

An easy-to-type short form of the clockvar command.

peers

Obtains a list of in-spec peers of the server, along with a summary of each peer's state. Summary information includes:

The address of the remote peer

- The reference ID (0.0.0.0 if the ref ID is unknown)
- The stratum of the remote peer
- The type of the peer (local, unicast, multicast or broadcast) when the last packet was received
- The polling interval in seconds
- The reachability register, in octal
- The current estimated delay offset and dispersion of the peer, all in milliseconds.

The character in the left margin indicates the fate of this peer in the clock selection process. The codes mean:

•	
SPACE	Discarded due to high stratum and/or failed sanity checks.
x	Designated falsticker by the intersection algorithm.
	Culled from the end of the candidate list.
_	Discarded by the clustering algorithm.
+	Included in the final selection set.
#	Selected for synchronization; but distance exceeds maximum.
*	Selected for synchronization.
0	Selected for synchronization, pps signal in use.
#	Discarded by the clustering algorithm. Included in the final selection set. Selected for synchronization; but distance exceeds maximum Selected for synchronization.

Since the peers command depends on the ability to parse the values in the responses it gets, it may fail to work from time to time with servers which poorly control the data formats.

The contents of the host field may be given in one of four forms. It may be a host name, an IP address, a reference clock implementation name with its parameter or, REFCLK(*implementation number, parameter*). On "hostnames no" only IP–addresses will be displayed.

lpeers

Like peers, except a summary of all associations for which the server is maintaining state is printed. This can produce a much longer list of peers from inadequate servers.

opeers

An old form of the peers command with the reference ID replaced by the local interface address.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWntpu

ntpq(1M)

SEE ALSO | attributes(5)

BUGS

The peers command is non-atomic. It may occasionally result in spurious error messages about invalid associations occurring and terminating the command.

The timeout value is a fixed constant. As a result, it often waits a long time to timeout, since the fixed value assumes sort of a worst case. The program should improve the time out estimate as it sends queries to a particular host; but it does not.

NAME

ntptrace - trace a chain of NTP hosts back to their master time source

SYNOPSIS

/usr/sbin/ntptrace [-vdn] [-r retries] [-t timeout] [server]

DESCRIPTION

ntptrace determines where a given Network Time Protocol (NTP) server gets its time from, and follows the chain of NTP servers back to their master time source. If given no arguments, it starts with *localhost*.

OPTIONS

-d Turns on some debugging output.

-n Turns off the printing of host names; instead, host IP addresses are

given. This may be necessary if a nameserver is down.

-r retries Sets the number of retransmission attempts for each host.
 -t timeout Sets the retransmission timeout (in seconds); default = 2.

-v Prints verbose information about the NTP servers.

EXAMPLES

EXAMPLE 1 A sample output of ntptrace.

Here is an example of the output from ntptrace:

```
% ntptrace
localhost: stratum 4, offset 0.0019529, synch distance 0.144135
server2.bozo.com: stratum 2, offset 0.0124263, synch distance 0.115784
```

usndh.edu: stratum 1, offset 0.0019298, synch distance 0.011993, refid 'WWVB'

On each line, the fields are (left to right):

- The server's host name
- The server's stratum
- The time offset between that server and the local host (as measured by ntptrace; this is why it is not always zero for *localhost*)
- The host's synchronization distance
- The reference clock ID (only for stratum-1 servers)

All times are given in seconds. Synchronization distance is a measure of the goodness of the clock's time.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWntpu

SEE ALSO

xntpd(1M), attributes(5)

BUGS

This program makes no attempt to improve accuracy by doing multiple samples.

obpsym(1M)

NAME

obpsym – Kernel Symbolic Debugging for OpenBoot Firmware

SYNOPSIS

modload -p misc/obpsym

DESCRIPTION

obpsym is a kernel module that installs OpenBoot callback handlers that provide kernel symbol information to OpenBoot. OpenBoot firmware user interface commands use the callbacks to convert numeric *addresses* to kernel symbol names for display purposes, and to convert kernel symbol names to numeric *literals* allowing symbolic names to be used as input arguments to user interface commands.

Once obpsym is installed, kernel symbolic names may be used anywhere at the OpenBoot firmware's user interface command prompt in place of a literal (numeric) string. For example, if obpsym is installed, the OpenBoot firmware commands ctrace and dis typically display symbolic names and offsets in the form modname:symbolname + offset. User interface Commands such as dis can be given a kernel symbolic name such as ufs:ufs mount instead of a numeric address.

Placing the command

forceload: misc/obpsym

into the system(4) file forces the kernel module misc/obpsym to be loaded and activates the kernel callbacks during the kernel startup sequence.

obpsym may be useful as a kernel debugger in situations where other kernel debuggers are not useful. For example, on SPARC machines, if obpsym is loaded, you may be able to use the OpenBoot firmware's ctrace command to display symbolic names in the stack backtrace after a watchdog reset.

Kernel Symbolic Name Syntax

The syntax for a kernel symbolic name is:

[module-name :] symbol-name

Where *module-name* is the name of the kernel module that the symbol *symbol-name* appears in. A NULL module name is taken as "all modules, in no particular order" by obpsym. The module name unix is equivalent to a NULL module name, so that conflicts with words defined in the firmware's vocabulary can be avoided.

Typically, OpenBoot firmware reads a word from the input stream and looks the word up in its internal *vocabulary* before checking if the word is a *literal*. Thus, kernel symbols, such as reset may be given as unix:reset to avoid the unexpected side effect of the firmware finding and executing a matching word in its vocabulary.

FILES

/etc/system

system configuration information file

/platform/platform-name/kernel/misc/obpsym

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcar

SEE ALSO

 $\verb|kadb|(1M)|, \verb|kernel|(1M)|, \verb|modload|(1M)|, \verb|modunload|(1M)|, \verb|uname|(1)|, \verb|system|(4)|, \\ \verb|attributes|(5)|$

OpenBoot 3.x Command Reference Manual

WARNINGS

Some OpenBoot firmware user interface commands may use system resources incompatibly with the way they are used by the Unix kernel. These commands and the use of this feature as a kernel debugger may cause interactions that the Unix kernel is not prepared to deal with. If this occurs, the Unix kernel and/or the OpenBoot firmware user interface commands may react unpredictably and may panic the system, or may hang or may cause other unpredictable results. For these reasons, the use of this feature is only minimally supported and recommended to be used only as a kernel debugger of "last resort".

NOTES

platform-name can be found using the -i option of uname(1)

obpsym is supported only on architectures that support OpenBoot firmware.

On some systems, OpenBoot must be completely RAM resident so the obpsym symbol callback support can be added to the firmware, if the firmware doesn't include support for the symbol callbacks. On these systems, obpsym may complain that it requires that "you must use ramforth to use this module".

See the *OpenBoot 3.x Command Reference Manual* for details on how to use the *ramforth* command, how to place the command into *nvramrc*, and how to set *use-nvramrc*? to true. On systems with version 1.x OpenBoot firmware, *nvramrc* doesn't exist, and the *ramforth* command must be typed manually after each reset, in order to use this module.

Once installed, the symbol table callbacks can be disabled by using the following OpenBoot firmware command:

0 0 set-symbol-lookup

ocfserv(1M)

NAME | ocfserv – OCF server

SYNOPSIS | ocfserv start

ocfserv stop

DESCRIPTION

The OCF server, ocfserv, is a per-host daemon that acts as the central point of communications with all smartcards connected to the host. Any application needing to use a smartcard communicates with the smartcard through this server, which is responsible for handling all traffic to the smartcards. All APIs exposed by this project are internally implemented to communicate with the OCF server. Applications communicate with the OCRF server using a socket-based protocol.

At startup time, the server reads the properties file to determine the terminals and cards currently registered.

EXIT STATUS

The following exit values are returned:

Successful completion.

>0 An error occurred.

USAGE

Root priveleges are required to execute this utility.

FILES

/etc/smartcard/opencard.properties
file where server stores properties

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWocfr

SEE ALSO

smartcard(1M), attributes(5), smartcard(5)

NAME

parse_dynamic_clustertoc – parse clustertoc file based on dynamic entries

SYNOPSIS

<cdrom>/export/exec/sparc.Solaris_2.x/sbin/install.d/parse_dynamic_clustertoc
<cdrom>/export/exec/i386.Solaris_2.x/sbin/install.d/parse_dynamic_clustertoc

DESCRIPTION

This script parses the clustertoc file before the suninstall(1M) process is run. parse_dynamic_clustertoc is called by a modified sysconfig script on the install CD. When parse_dynamic_clustertoc runs, it reads the clustertoc and when it encounters SUNW_CSRMBRIFF lines, it either checks the platform using the script's builtin function, or calls an external script. The script exits with a 0 if the cluster entry is included, otherwise it will be ignored. If the cluster entry is to be included, the SUNW_CSRMBRIFF = (<test> <test_arg>) <cluster> line is converted to SUNW CSRMEMBER = <cluster>.

EXAMPLES

EXAMPLE 1 A simple external test to check for a SX Framebuffer.

The following is an example of a simple external test to check for a SX Framebuffer. The entry in the clustertoc file is shown and following that is the script that must be placed in the install.d/dynamic test directory.

FILES

<cdrom>/Solaris_2.x/locale/C/.clustertoc.dynamic
dynamic version of the clustertoc file

<cdrom>/export/exec/sparc.Solaris_2.x/sbin/install.d/dynamic_test
 directory that contains any additional tests

<cdrom>/export/exec/i386.Solaris_2.x/sbin/install.d/dynamic_test
 directory that contains any additional tests

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SHWPcdrom (Solaris CD)

SEE ALSO

suninstall(1M), clustertoc(4), attributes(5)

passmgmt(1M)

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passmgmt – password files management

SYNOPSIS

passmgmt -a options name

passmgmt -m options name

passmgmt -d name

DESCRIPTION

The passmgmt command updates information in the password files. This command works with both /etc/passwd and /etc/shadow.

passmgmt -a adds an entry for user *name* to the password files. This command does not create any directory for the new user and the new login remains locked (with the string *LK* in the password field) until the passwd(1) command is executed to set the password.

passmgmt -m modifies the entry for user *name* in the password files. The name field in the /etc/shadow entry and all the fields (except the password field) in the /etc/passwd entry can be modified by this command. Only fields entered on the command line will be modified.

passmgmt -d deletes the entry for user *name* from the password files. It will not remove any files that the user owns on the system; they must be removed manually.

passmgmt can be used only by the super-user.

OPTIONS

FILES

-c comment	A short description of the login, enclosed in quotes. It is limited to a maximum of 128 characters and defaults to an empty field.
-h homedir	Home directory of <i>name</i> . It is limited to a maximum of 256 characters and defaults to /usr/ <i>name</i> .
-u <i>uid</i>	UID of the <i>name</i> . This number must range from 0 to the maximum non-negative value for the system. It defaults to the next available UID greater than 99. Without the -o option, it enforces the uniqueness of a UID.
-0	This option allows a UID to be non-unique. It is used only with the -u option.
-g gid	GID of <i>name</i> . This number must range from 0 to the maximum non-negative value for the system. The default is 1.
-s shell	Login shell for <i>name</i> . It should be the full pathname of the program that will be executed when the user logs in. The maximum size of <i>shell</i> is 256 characters. The default is for this field to be empty and to be interpreted as /usr/bin/sh.
-1 logname	This option changes the <i>name</i> to logname. It is used only with the -m option. The total size of each login entry is limited to a maximum of 511 bytes in each of the password files.
/etc/passwd /etc/shadow	

/etc/opasswd /etc/oshadow

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

passwd(1), useradd(1M), userdel(1M), usermod(1M), passwd(4), shadow(4), attributes(5)

EXIT STATUS

The passmgmt command exits with one of the following values:

- Success.
- 1 Permission denied.
- Invalid command syntax. Usage message of the passmgmt command is displayed.
- 3 Invalid argument provided to option.
- 4 UID in use.
- Inconsistent password files (for example, *name* is in the /etc/passwd file and not in the /etc/shadow file, or vice versa).
- 6 Unexpected failure. Password files unchanged.
- 7 Unexpected failure. Password file(s) missing.
- 8 Password file(s) busy. Try again later.
- 9 *name* does not exist (if -m or -d is specified), already exists (if -a is specified), or logname already exists (if -m -1 is specified).

NOTES

Do not use a colon (:) or RETURN as part of an argument. It is interpreted as a field separator in the password file. The passmgmt command will be removed in a future release. Its functionality has been replaced and enhanced by useradd, userdel, and usermod. These commands are currently available.

This command only modifies password definitions in the local /etc/passwd and /etc/shadow files. If a network nameservice such as NIS or NIS+ is being used to supplement the local files with additional entries, passmgmt cannot change information supplied by the network nameservice.

patchadd(1M)

NAME | patchadd – apply a patch package to a Solaris 2 or Solaris 7 system

SYNOPSIS

patchadd [-d] [-u] [-B backout_dir] [-C net_install_image | -R client_root_path -S service] patch

patchadd [-d] [-u] [-B backout_dir] [-C net_install_image | -R client_root_path | -S service] -M patch_dir | patch_id... | patch_dirpatch_list

patchadd [-C net_install_image | -R client_root_path | -S service] -p

DESCRIPTION

patchadd applies a patch package to a Solaris 2 or compatible version system. This patch installation utility can not be used to apply Solaris 1 patches. patchadd must be run as root.

There are three forms of the patchadd command.

The first form of patchadd installs one patch to a system, client, service, or the mini root of a Net Install Image.

The second form of patchadd installs *more than one* patch to a system, client, service, or the mini root of a Net Install Image.

The third form of patchadd displays installed patches on the client, service, or the mini root of a Net Install Image.

OPTIONS

The following options are supported:

Does not back up the files to be patched. *The patch cannot be removed.*

Displays a list of the patches currently applied.

Installs unconditionally, turns off file validation. Applies the patch even if some of the files to be patched have been modified since their original installation.

-в backout_dir

Saves backout data to a directory other than the package database. Specify backout_dir as an absolute path name.

-C net install image

Patches the files located on the mini root on a Net Install Image created by setup install server. Specify net_install_image as the absolute path name to a Solaris 2.6 or compatible version boot directory. See EXAMPLES.

- -M patch_dir patch_id . . . | patch_dir patch_list Specifies the patches to be installed. Specify patches to the -M option in one of the following ways:
 - 1. By directory location and patch number.

To use the directory location and patch number, specify *patch_dir* as the absolute path name of the directory that contains spooled patches. Specify *patch_id* as the patch number of a given patch. Specifying multiple *patch_id*'s is recommended.

2. By directory location and the name of a file containing a patch list.

To use the directory location and a file containing a patch list, specify <code>patch_dir</code> as the absolute path name of the directory containing the file with a list of patches to be installed. Specify <code>patch_list</code> as the name of the file containing the patches to be installed.

-R client_root_path

Locates all patch files generated by patchadd under the directory <code>client_root_path</code>. <code>client_root_path</code> is the directory that contains the bootable root of a client from the server's perspective. Specify <code>client_root_path</code> as the absolute path name to the beginning of the directory tree under which all patch files generated by <code>patchadd</code> are to be located. <code>-R</code> cannot be specified with the <code>-S</code> option. See <code>NOTES</code>.

-S service

Specifies an alternate service (for example, Solaris_2.3). This service is part of the server and client model, and can only be used from the server's console. Servers can contain shared /usr file systems that are created by Host Manager. These service areas can then be made available to the clients they serve. -S cannot be specified with the -R option. See NOTES.

OPERANDS

The following operands are supported:

patch The absolute path name to patch_id.

/var/sadm/spool/patch/104945-02 is an example of a

patch.

patch_dir The absolute path name to the directory that contains all the

spooled patches. /var/sadm/spool/patch is an example of a

patch dir.

patch_id The patch number of a given patch. 104945-02 is an example of a

patch_id.

patch list The name of a file that contains a list of patches to install. patch list

files contain one *patch_id* on each line.

EXAMPLES

EXAMPLE 1 Installing a patch to a standalone machine.

The examples in this section are all relative to the /usr/sbin directory.

The following example installs a patch to a standalone machine:

example# patchadd /var/spool/patch/104945-02

patchadd(1M)

EXAMPLE 1 Installing a patch to a standalone machine. (*Continued*)

EXAMPLE 2 Installing a patch to a client from the server's console.

The following example installs a patch to a client from the server's console:

```
example# patchadd -R /export/root/client1 /var/spool/patch/104945-02
```

EXAMPLE 3 Installing a patch to a service from the server's console.

The following example installs a patch to a service from the server's console:

```
example# patchadd -S Solaris_2.3 /var/spool/patch/104945-02
```

EXAMPLE 4 Installing multiple patches in a single patchadd invocation.

The following example installs multiple patches in a single patchadd invocation:

```
example# patchadd -M /var/spool/patch 104945-02 104946-02 102345-02
```

EXAMPLE 5 Installing multiple patches specifying a file with the list of patches to install.

The following example installs multiple patches specifying a file with the list of patches to install:

```
example# patchadd -M /var/spool/patch patchlist
```

EXAMPLE 6 Installing multiple patches to a client and saves the backout data to a directory other than the default.

The following example installs multiple patches to a client and saves the backout data to a directory other than the default:

```
example# patchadd -M /var/spool/patch -R /export/root/client1 -B /export/backoutrepository 104945-02 104946-02 102345-02
```

EXAMPLE 7 Installing a patch to a Solaris 2.6 or compatible version Net Install Image.

The following example installs a patch to a Solaris 2.6 or compatible version Net Install Image:

```
example# patchadd -C /export/Solaris_2.6/Tools/Boot
    /var/spool/patch/104945-02
```

EXAMPLE 8 Displaying the patches installed on a client.

The following example displays the patches installed on a client:

```
example# patchadd -R /export/root/client1 -p
```

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- >0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWswmt, SUNWcsu

DIAGNOSTICS

The following messages may help in determining some of the most common problems associated with installing a patch.

Patch Installation errors

Message

The prepatch script exited with return code retcode. patchadd is terminating.

Explanation and Recommended Action

The prepatch script supplied with the patch exited with a return code other than 0. Run a script trace of the prepatch script and find out why the prepatch had a bad return code. Add the -x option to the first line of the prepatch script to fix the problem and run patchadd again.

Message

The postpatch script exited with return code $\it retcode$. Backing out patch.

Explanation and Recommended Action

The postpatch script provided with the patch exited with an error code other than 0. This script is mostly used to cleanup files (that is, when a package is known to have ownership or permission problems) attributes that don't correspond to the patch package's objects. After the user has noted all validation errors and taken the appropriate action for each one, the user should re-run patchadd using the -u (unconditional) option. This time, the patch installation will ignore validation errors and install the patch anyway.

Message

Insufficient space in /var/sadm/patch to save old files. (For 2.4 systems and previous)

Explanation and Recommended Action

There is insufficient space in the /var/sadm/patch directory to save old files. The user has three options for handling this problem: Use the -B option while invoking patchadd. This option will direct patchadd to: save the backout data to the user specified file system, generate additional disk space by deleting unneeded files, or override the saving of the old files by using the -d (do not save) option when running patchadd.

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If the user elects not to save the old versions of the files to be patched, patchrm cannot be used. One way to regain space on a system is to remove the save area for previously applied patches. Once the user has decided that it is unlikely that a patch will be backed out, the user can remove the files that were saved by patchadd. The following commands should be executed to remove the saved files for patchpatch_id:

```
cd /var/sadm/patch/patch_id
rm -r save/*
rm .oldfilessaved
```

After these commands have been executed, patch_idcan no longer be backed out.

Message

```
Insufficient space in /var/sadm/pkg/PKG/save to save old files. (For 2.5 systems and later)
```

Explanation and Recommended Action

There is insufficient space in the /var/sadm/pkg/PKG/save directory to save old files. The user has three options for handling this problem: (1) Use the -B option while invoking patchadd. This option will direct patchadd to save the backout data to the user specified file system. (See above synopsis) (2) Generate additional disk space by deleting unneeded files, or (3) override the saving of the old files by using the -d (do not save) option when running patchadd. However if the user elects not to save the old versions of the files to be patched, patchrm cannot be used. One way to regain space on a system is to remove the save area for previously applied patches. Once the user has decided that it is unlikely that a patch will be backed out, the user can remove the files that were saved by patchadd. The following commands should be executed to remove the saved files for patch patch_id:

```
cd /var/sadm/pkg/pkgabbrev/save
rm -r patch_id
```

After these commands have been executed, patch <code>patch_id</code> can no longer be backed out.

Message

```
Save of old files failed.
(For 2.4 systems and previous)
```

Explanation and Recommended Action

Before applying the patch, the patch installation script uses cpio to save the old versions of the files to be patched. This error message means that the cpio failed. The output of the cpio would have been preceded this message. The user should take the appropriate action to correct the cpio failure. A common reason for failure will be insufficient disk space to save the old versions of the files. The user has two options for handling insufficient disk space: (1) generate additional disk space by deleting unneeded files, or (2) override the saving of the old files by using the -d option when running patchadd. However if the user elects not

to save the old versions of the files to be patched, the patch cannot be backed out.

Message

```
Pkgadd of pkgname package failed with error code code. See /\text{tmp/log.}patch\_id for reason for failure.
```

Explanation and Recommended Action

The installation of one of the patch packages failed. patchadd will backout the patch to leave the system in its pre-patched state. See the log file for the reason for failure. Correct the problem and re-apply the patch.

Message

```
Pkgadd of pkgname package failed with error code code. Will not backout patch...patch re-installation. Warning: The system may be in an unstable state! See /\text{tmp/log.}patch\_id for reason for failure.
```

Explanation and Recommended Action

The installation of one of the patch packages failed. patchadd will *not* backout the patch. You may manually backout the patch using patchrm, then re-apply the entire patch. Look in the log file for the reason pkgadd failed. Correct the problem and re-apply the patch.

Message

```
patchadd is unable to find the INST_RELEASE file. This file
    must be present for patchadd to function correctly.
```

Explanation and Recommended Action

The INST_RELEASE file is missing from the system. This file is created during either initial installation or during an update.

Message

```
A previous installation of patch <code>patch_id</code> was invoked that saved files that were to be patched. Since files were saved, you must run this instance of patchadd without the -d option.
```

Explanation and Recommended Action

If a patch was previously installed without using the -d option, then the re-installation attempt must also be invoked without the -d option. Execute patchadd without the -d option.

Message

```
A previous installation of patch <code>patch_id</code> was invoked with the -d option. (i.e. Do not save files that would be patched) Therefore, this invocation of patchadd must also be run with the -d option.
```

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Explanation and Recommended Action

If a patch was previously installed using the -d option, then the re-installation attempt must also be invoked with the-d option. Execute patchadd with the -d' option.

Diagnostic Reference

The patch installation messages listed below are not necessarily considered errors as indicated in the explanations given. These messages are, however, recorded in the patch installation log for diagnostic reference.

Message

```
Package not patched:
PKG=SUNxxxx
Original package not installed
```

Explanation and Recommended Action

One of the components of the patch would have patched a package that is not installed on your system. This is not necessarily an error. A patch may fix a related bug for several packages.

For example, suppose a patch fixes a bug in both the online-backup and fddi packages. If you had online-backup installed but didn't have fddi installed, you would get the message:

```
Package not patched:
PKG=SUNWbf
Original package not installed
```

This message only indicates an error if you thought the package was installed on your system. If this is the case, take the necessary action to install the package, backout the patch (if it installed other packages) and re-install the patch.

Message

```
Package not patched:
PKG=SUNxxx
ARCH=xxxxxxx
VERSION=xxxxxxx
Architecture mismatch
```

Explanation and Recommended Action

One of the components of the patch would have patched a package for an architecture different from your system. This is not necessarily an error. Any patch to one of the architecture specific packages may contain one element for each of the possible architectures. For example, Assume you are running on a sun4m. If you were to install a patch to package SUNWcar, you would see the following (or similar) messages:

```
Package not patched:
PKG=SUNWcar
ARCH=sparc.sun4c
VERSION=11.5.0,REV=2.0.18
Architecture mismatch
```

```
Package not patched:
PKG=SUNWcar
ARCH=sparc.sun4d
VERSION=11.5.0,REV=2.0.18
Architecture mismatch

Package not patched:
PKG=SUNWcar
ARCH=sparc.sun4e
VERSION=11.5.0,REV=2.0.18
Architecture mismatch

Package not patched:
PKG=SUNWcar
ARCH=sparc.sun4
VERSION=11.5.0,REV=2.0.18
Architecture mismatch
```

The only time these messages indicate an error condition is if patchadd does not correctly recognize your architecture.

Message

```
Package not patched:
PKG=SUNxxxx
ARCH=xxxx
VERSION=xxxxxxx
Version mismatch
```

Explanation and Recommended Action

The version of software to which the patch is applied is not installed on your system. For example, if you were running Solaris 5.5, and you tried to install a patch against Solaris 5.6, you would see the following (or similar) message:

```
Package not patched:
PKG=SUNWcsu
ARCH=sparc
VERSION=10.0.2
Version mismatch
```

This message does not necessarily indicate an error. If the version mismatch was for a package you needed patched, either get the correct patch version or install the correct package version. Then backout the patch (if necessary) and re-apply.

Message

```
Re-installing Patch.
```

Explanation and Recommended Action

The patch has already been applied, but there is at least one package in the patch that could be added. For example, if you applied a patch that had both Openwindows and Answerbook components, but your system did not have Answerbook installed, the Answerbook parts of the patch would not have been applied. If, at a later time, you pkgadd Answerbook, you could re-apply the patch, and the Answerbook components of the patch would be applied to the system.

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Message

```
patchadd Interrupted.
patchadd is terminating.
```

Explanation and Recommended Action

patchadd was interrupted during execution (usually through pressing CTRL-c). patchadd will clean up its working files and exit.

Message

```
patchadd Interrupted.
Backing out Patch...
```

Explanation and Recommended Action

patchadd was interrupted during execution (usually through pressing CTRL-c). patchadd will clean up its working files, backout the patch, and exit.

SEE ALSO

 $\label{eq:cpio} \texttt{cpio}(1), \texttt{pkginfo}(1), \texttt{patchrm}(1M), \texttt{pkgadd}(1M), \texttt{pkgchk}(1M), \texttt{pkgrm}(1M), \texttt{showrev}(1M), \texttt{attributes}(5)$

NOTES

To successfully install a patch to a client or server, patchadd must be issued twice, once with the -R option and once with the -S option. This guarantees that the patch is installed to both the /usr and root partitions. This is necessary if there are both /usr and root packages in the patch.

pkgadd is invoked by patchadd and executes the installation scripts in the <code>pkg/install</code> directory. The checkinstall script is executed with its ownership set to user install, if there is no user install then pkgadd executes the checkinstall script as nobody. The SVR4 ABI states that the checkinstall shall only be used as an information gathering script. If the permissions for the checkinstall script are changed to something other than the initial settings, pkgadd may not be able to open the file for reading, thus causing the patch installation to abort with the following error:

pkgadd: ERROR: checkinstall script did not complete successfully.

The permission for the checkinstall script should not be changed. Contents of log file for a successfull installation: patchadd redirects pkgadd's output to the patch installation log file. For a successfull installation, pkgadd will produce the following message that gets inserted into the log file:

This appears to be an attempt to install the same architecture and version of a package which is already installed. This installation will attempt to overwrite this package.

This message does not indicate a failure, it represents the correct behavior by pkgadd when a patch installs correctly.

On client server machines the patch package is *not* applied to existing clients or to the client root template space. Therefore, when appropriate, *all client machines will need the patch applied directly using this same patchadd method on the client.* See instructions above for applying patches to a client. A bug affecting a package utility (for example,

pkgadd, pkgrm, pkgchk) could affect the reliability of patchadd or patchrm which use package utilities to install and backout the patch package. It is recommended that any patch that fixes package utility problems be reviewed and, if necessary, applied before other patches are applied. Existing patches are:

```
Solaris 2.1:
   patch 100901
Solaris 2.2:
   101122
Solaris 2.3:
   10133
Solaris 2.4 Sparc Platform Edition:
   102039
Solaris 2.4 Intel Platform Edition:
   102041
Solaris 2.5.1 Sparc Platform Edition:
   104578
Solaris 2.51 Intel Platform Edition:
   104579
Solaris 2.6 Sparc Platform Edition:
   106292
Solaris 2.6 Intel Platform Edition:
   106293
```

patchrm(1M)

NAME patchrm - remove a Solaris 2 or Solaris 7 patch package and restore previously saved files **SYNOPSIS** patchrm [-f] [-B backout_dir] [-C net_install_image | -R client_root_path | -S service] patch_id DESCRIPTION patchrm removes a patch package and restores previously saved files to a Solaris 2 or Solaris 7 system. patchrm cannot be used with Solaris 1 patches. patchrm must be run as root. **OPTIONS** The following options are supported: Forces the patch removal regardless of whether the patch was superseded by another patch. -В backout_dir Removes a patch whose backout data has been saved to a directory other than the package database. This option is only needed if the original backout directory, supplied to the patchadd command at installation time, has been moved. Specify backout_dir as an absolute path name. -C net_install_image Removes the patched files located on the mini root on a Net Install Image created by setup install server. Specify net_install_image as the absolute path name to a Solaris 2.6 or compatible version boot directory. See EXAMPLES. -R client_root_path Locates all patch files generated by patchrm under the directory *client_root_path*. *client_root_path* is the directory that contains the bootable root of a client from the server's perspective. Specify *client_root_path* as the absolute path name to the beginning of the directory tree under which all patch files generated from patchrm will be located. -R cannot be specified with the -S option. -S service Specifies an alternate service (for example, Solaris_2.3). This service is part of the server and client model, and can only be used from the server's console. Servers can contain shared /usr file systems that are created by Host Manager. These service areas can then be made available to the clients they serve. -S cannot be specified with the -R option.. **OPERANDS** The following operands are supported: patch_id The patch number of a given patch. 104945-02 is an example of a

patch_id.

EXAMPLES

EXAMPLE 1 Removing a patch from a standalone system.

The examples in this section assume that patch 104945-02 has been installed to the system prior to removal. All of the examples are relative to the /usr/sbin directory.

The following example removes a patch from a standalone system:

```
example# patchrm 104945-02
```

EXAMPLE 2 Removing a patch from a client's system from the server's console.

The following example removes a patch from a client's system from the server's console:

```
example# patchrm -R /export/root/client1 104945-02
```

EXAMPLE 3 Removing a patch from a server's service area.

The following example removes a patch from a server's service area:

```
example# patchrm -S Solaris 2.3 104945-02
```

EXAMPLE 4 Removing a patch from a Net Install Image.

The following example removes a patch from a Net Install Image:

```
example# patchrm -C /export/Solaris_2.6/Tools/Boot 104945-02
```

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- >0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWswmt, SUNWcsu

DIAGNOSTICS

The following messages may help in determining some of the most common problems associated with backing out a patch.

Message

```
prebackout patch exited with return code code. patchrm exiting.
```

Explanation and Recommended Action

The prebackout script supplied with the patch exited with a return code other than 0. Generate a script trace of the prebackout script to determine why the

patchrm(1M)

prebackout script failed. Add the -x option to the first line of the prepatch script to fix the problem and run patchadd again.

Message

postbackout patch exited with return code code . patchrm exiting.

Explanation and Recommended Action

The postbackout script supplied with the patch exited with a return code other than 0. Look at the postbackout script to determine why it failed. Add the -x option to the first line of the prepatch script to fix the problem, and, if necessary, re-execute the postbackout script only.

Message

Only one service may be defined.

Explanation and Recommended Action

You have attempted to specify more than one service from which to backout a patch. Different services must have their patches backed out with different invocations of patchrm.

Message

The -S and -R arguments are mutually exclusive.

Explanation and Recommended Action

You have specified both a non-native service and a *client_root_path* from which to backout a patch. These two arguments are mutually exclusive. If backing out a patch from a non-native usr partition, the -S option should be used. If backing out a patch from a client's root partition (either native or non-native), the -R option should be used.

Message

The service service cannot be found on this system

Explanation and Recommended Action

You have specified a non-native service from which to backout a patch, but the specified service is not installed on your system. Correctly specify the service when backing out the patch.

Message

Only one <code>client_root_path</code> may be defined.

Explanation and Recommended Action

You have specified more than one *client_root_path* using the -R option. The -R option may be used only once per invocation of patchrm.

Message

The dir directory cannot be found on this system.

Explanation and Recommended Action

You have specified a directory using the -R option which is either not mounted, or does not exist on your system. Verify the directory name and re-backout the patch.

Message

Patch patch_id has not been successfully installed to this system.

Explanation and Recommended Action

You have attempted to backout a patch that is not installed on this system. If you must restore previous versions of patched files, you may have to restore the original files from the initial installation CD.

Message

Patch $patch_id$ has not been successfully applied to this system. Will remove directory dir.

Explanation and Recommended Action

You have attempted to back out a patch that is not applied to this system. While the patch has not been applied, a residual /var/sadm/patch/patch_id (perhaps from an unsuccessful patchadd) directory still exists. The patch cannot be backed out. If you must restore old versions of the patched files, you may have to restore them from the initial installation CD.

Message

```
This patch was obsoleted by patch <code>patch_id</code>. Patches must be backed out in the reverse order in which they were installed. Patch backout aborted.
```

Explanation and Recommended Action

You are attempting to backout patches out of order. Patches should never be backed-out out of sequence. This could undermine the integrity of the more current patch.

Message

Patch patch_id is required to be installed by an already installed patch_id. It cannot be backed out until the required patch is backed out first.

Explanation and Recommended Action

Backout the patch that is required to be installed then backout the desired patch.

Message

The installation of patch patch_id was interrupted.

Explanation and Recommended Action

A previous installation was interrupted. The interrupted patch needs to be installed before backing out the desired patch.

patchrm(1M)

Message

Patch $patch_id$ was installed without backing up the original files. It cannot be backed out.

Explanation and Recommended Action

Either the -d option of patchadd was set when the patch was applied, or the save area of the patch was deleted to regain space. As a result, the original files are not saved and patchrm cannot be used. The original files can only be recovered from the original installation CD.

Message

pkgadd of pkgname package failed return code code.
See /var/sadm/patch/patch_id/log for reason for failure.

Explanation and Recommended Action

The installation of one of patch packages failed. See the log file for the reason for failure. Correct the problem and run the backout script again.

Message

Restore of old files failed.

Explanation and Recommended Action

The backout script uses the cpio command to restore the previous versions of the files that were patched. The output of the cpio command should have preceded this message. The user should take the appropriate action to correct the cpio failure. This is for Solaris 2.4 or previous versions.

SEE ALSO

 $\label{eq:cpio(1)} \text{cpio(1)}, \\ \text{pkginfo(1)}, \\ \text{patchadd(1M)}, \\ \text{pkgadd(1M)}, \\ \text{pkgchk(1M)}, \\ \text{pkgrm(1M)}, \\ \text{showrev(1M)}, \\ \text{attributes(5)}$

NOTES

On client server machines the patch package is *not* removed from existing clients or from client root template space. Therefore, when appropriate, *all client machines will need the patch removed directly using this same patchrm method on the client*. A bug affecting a package utility (for example, pkgadd, pkgrm, pkgchk) could affect the reliability of patchadd or patchrm which use package utilities to install and backout the patch package. It is recommended that any patch that fixes package utility problems be reviewed and, if necessary, applied before other patches are applied. Existing patches are:

```
Solaris 2.1: patch 100901
```

.

Solaris 2.2:

101122

Solaris 2.3:

10133

Solaris 2.4 Sparc Platform Edition:

102039

Solaris 2.4 Intel Platform Edition: 102041

Solaris 2.5.1 Sparc Platform Edition: 104578

Solaris 2.51 Intel Platform Edition: 104579

Solaris 2.6 Sparc Platform Edition:

Solaris 2.6 Intel Platform Edition: 106293

pbind(1M)

NAME |

pbind – control and query bindings of processes to processors

SYNOPSIS

pbind -b processor_id pid...

pbind -u pid...

pbind [-q] [pid...]

DESCRIPTION

pbind controls and queries bindings of processes to processors. pbind binds all the LWPs (lightweight processes) of a process to a processor, or removes or displays the bindings.

When an LWP is bound to a processor, it will be executed only by that processor except when the LWP requires a resource that is provided only by another processor. The binding is not exclusive, that is, the processor is free execute other LWPs as well.

Bindings are inherited, so new LWPs and processes created by a bound LWP will have the same binding. Binding an interactive shell to a processor, for example, binds all commands executed by the shell.

Superusers may bind or unbind any process, and other users can use pbind to bind or unbind any process for which the user has permission to signal, that is, any process that has the same effective user ID as the user.

OPTIONS

The following options are supported:

-b processor_id	Binds all the LWPs of the specified processes to the
•	processor processor_id. Specify processor_id as the
	processor ID of the processor to be controlled or
	queried. processor_id must be present and on-line. Use
	the parinto command to determine whether or not

processor_id is present and on-line. See psrinfo(1M).

Displays the bindings of the specified processes, or of all processes. If a process is composed of multiple LWPs, which have different bindings, the bindings of

only one of the bound LWPs will be displayed.

Removes the bindings of all LWPs of the specified processes, allowing them to be executed on any on-line

processor.

OPERANDS

The following operands are supported:

pid The process ID of the process to be controlled or queried.

EXAMPLES

EXAMPLE 1

-q

-u

Binding processes

The following example binds processes 204 and 223 to processor 2.

example% pbind -b 2 204 223

This command displays the following output:

```
process id 204: was 2, now 2 process id 223: was 3, now 2
```

Unbinding a process

The following example unbinds process 204.

```
example% pbind -u 204
```

Querying Bindings

The following example demonstrates that process 1 is bound to processor 0, process 149 has at least one LWP bound to CPU3, and process 101 has no bound LWPs.

```
example% pbind -q 1 149 101
```

This command displays the following output:

```
process id 1: 0
process id 149: 3
process id 101: not bound
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

SEE ALSO

psradm(1M), psrinfo(1M), psrset(1M), processor_bind(2),
processor info(2), sysconf(3C), attributes(5)

DIAGNOSTICS

pbind: cannot query pid 31: No such process The process specified did not exist or has exited.

pbind: cannot bind pid 31: Not owner

The user does not have permission to bind the process.

pbind: cannot bind pid 31: Invalid argument The specified processor is not on-line.

pcmciad(1M)

NAME | pcmciad – PCMCIA user daemon

SYNOPSIS /usr/lib/pcmciad

DESCRIPTION The PCMCIA user daemon provides user-level services for the PCMCIA nexus driver

and PCMCIA card client drivers. There are no user-configurable options for this

daemon.

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpcmcu

SEE ALSO

pcmcia(4), attributes(5)

DIAGNOSTICS

pcmciad: can't open /dev/pem: No such file or directory

The user daemon could not communicate with the PCMCIA event management driver

NAME

pfinstall – tests installation profiles

SYNOPSIS

/usr/sbin/install.d/pfinstall -D | -d disk_config [-c CDpath] profile

DESCRIPTION

After you create a profile, you can use the pfinstall command to test the profile and see if it does what you want before using it to install or upgrade a system. pfinstall enables you to test a profile against:

- The system's disk configuration where pfinstall is being run.
- Other disks by using a disk configuration file that represents a structure of a disk.
 See NOTES on how to create a disk configuration file.

To successfully and accurately test a profile for a particular Solaris release, you must test a profile within the Solaris environment of the same release. For example, if you want to test a profile for Solaris 2.6, you have to run the pfinstall command on a system running Solaris 2.6.

So, on a system running Solaris 2.6, you can test Solaris 2.6 initial installation profiles. However, if you want to test a Solaris 2.6 upgrade profile on a system running a previous version of Solaris, or if you don't have a Solaris 2.6 system installed yet to test Solaris 2.6 initial installation profiles, you have to boot a system from a Solaris 2.6 CD image and temporarily create a Solaris 2.6 install environment. Then, you can run pfinstall in the Solaris 2.6 install environment to test your profiles.

To create a temporary Solaris 2.6 install environment, boot a system from a Solaris 2.6 CD image (just as you would to install), answer any system identification questions, choose the Solaris Interactive Installation program, and exit out of the first screen that is presented. Then, from the shell, you can execute the pfinstall command.

OPTIONS

The following options are supported:

-D	pfinstall uses the system's disk configuration to test the profile.
	You must specify either this option or the -d option to test the

profile (see WARNINGS).

-d disk_config pfinstall uses a disk configuration file, disk_config, to test the

profile. See NOTES on how to create a disk configuration file. You must specify either this option or the -D option to test the profile (see WARNINGS). This option cannot be used with an upgrade profile (install_type upgrade). You must always test an upgrade profile against a system's disk configuration (-D option).

-c CDpath The path to the Solaris 2 installation image. This is required if the

image is not mounted on /cdrom. (For example, use this option if you copied the installation image to disk or mounted the CD-ROM

on a directory other than /cdrom.)

OPERANDS

The following operand is supported:

profile The file name of the profile to test. If profile is not in the directory

where pfinstall is being run, you must specify the path.

pfinstall(1M)

EXAMPLES

EXAMPLE 1 Testing an upgrade profile.

The following example tests an upgrade profile, upgrade.prof, on a system with a previous version of the Solaris software installed.

- 1. Boot the system to be upgraded from a Solaris 2.6 image (just as you would to install). The image can be located in the system's local CD-ROM or on an install server.
- 2. Answer the system configuration questions, if prompted.
- 3. If you are presented with a choice of installation options, choose the Solaris Interactive Installation program.
- 4. Exit from the first screen of the Solaris Interactive Installation program.

 After the Solaris Interactive Installation program exits, a shell prompt is displayed.
- 5. Create a temporary mount point:

```
example# mkdir /tmp/mnt
```

6. Mount the directory that contains the profile(s) you want to test.

If you want to mount a remote NFS file system (for systems on the network), enter:

```
mount -F nfs server_name:path /tmp/mnt
```

If you want to mount a UFS-formatted diskette, enter:

```
mount -F ufs /dev/diskette /tmp/mnt
```

If you want to mount a PCFS-formatted diskette, enter:

```
mount -F pcfs /dev/diskette /tmp/mnt
```

7. Change directory to /tmp/mnt where the profile resides:

```
example# cd /tmp/mnt
```

8. Test the upgrade.prof profile:

```
/usr/sbin/install.d/pfinstall -D upgrade.prof
```

EXAMPLE 2 Testing the basic.prof profile against the disk configuration on a Solaris 2.6 system.

The following example tests the basic.prof profile against the disk configuration on a Solaris 2.6 system where pfinstall is being run. The path to the Solaris CD image is specified because Volume Management is being used.

```
example# /usr/sbin/install.d/pfinstall -D -c /cdrom/cdrom0/s0 basic.prof
```

EXAMPLE 3 Testing the basic.prof profile against the 535 test disk configuration file.

The following example tests the basic.prof profile against the 535_test disk configuration file. This example uses a Solaris CD image located in the /export/install directory, and pfinstall is being run on a Solaris 2.6 system.

```
example# /usr/sbin/install.d/pfinstall -d 535_test -c /export/install basic.prof
```

EXAMPLE 3 Testing the basic.prof profile against the 535 test disk configuration file. (Continued)

EXIT STATUS

- 0 Successful (system rebooted).
- Successful (system not rebooted).
- 2 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWinst

SEE ALSO

fdisk(1M), prtvtoc(1M), attributes(5)

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WARNINGS

If the -d or -D option is not specified, pfinstall may perform an actual installation on the system by using the specified profile, and the data on the system may be overwritten.

NOTES

You have to test a profile on a system with the same platform type for which the profile was created.

SPARC

To create a disk configuration file (-d option) for a SPARC based system:

- 1. Locate a SPARC based system with a disk that you want to test.
- 2. Create a disk configuration file by redirecting the output of the prtvtoc(1M) command to a file.

```
example# prtvtoc /dev/rdsk/c0t3d0s2 > 535 disk
```

3. (Optional.) Concatenate disk configuration files into a single file to test a profile against multiple disks. The target numbers in the disk device names must be unique.

```
example# cat 535 disk 1G disk > mult disks
```

IA

To create a disk configuration file (-d option) for an IA based system:

- 1. Locate an IA based system with a disk that you want to test.
- 2. Create part of the disk configuration file by saving the output of the fdisk(1M) command to a file:

```
example# fdisk -R -W 535 disk /dev/rdsk/c0t3d0p0
```

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3. Append the output of the prtvtoc(1M) command to the disk configuration file.

```
example# prtvtoc /dev/rdsk/c0t3d0s2 >> 535_disk
```

4. (Optional.) Concatenate disk configuration files into a single file to test a profile against multiple disks. The target numbers in the disk device names must be unique.

```
example# cat 535_disk 1G_disk > mult_disks
```

To test a profile with a specific system memory size, set SYS_MEMSIZE to the specific memory size (in Mbytes) before running pfinstall:

```
example# SYS_MEMSIZE=memory_size
example# export SYS_MEMSIZE
```

NAME

pgxconfig, GFXconfig - configure the PGX32 (Raptor GFX) Graphics Accelerator

SYNOPSIS

```
/usr/sbin/pgxconfig [-dev device-filename] [-res video-mode [try |
    noconfirm | nocheck]] [-file machine | system] [-depth 8 | 24]
    [-24only] [-defaults]
```

```
/usr/sbin/pgxconfig [-propt] [-prconf]
```

/usr/sbin/pgxconfig [-help] [-res ?]

/usr/sbin/pgxconfig [-i]

DESCRIPTION

The pgxconfig utility configures the PGX32 (Raptor GFX) Graphics Accelerator and some of the X11 window system defaults for PGX32 (Raptor GFX). A previous version of this utility was named GFXconfig.

The first form of pgxconfig shown in the synopsis above stores the specified options in the OWconfig file. These options are used to initialize the PGX32 (Raptor GFX) device the next time the window system is run on that device. Updating options in the OWconfig file provides persistence of these options across window system sessions and system reboots.

The second, third, and fourth forms, which invoke only the -prconf, -propt, -help, and -res? options, do not update the OWconfig file. For the third form all other options are ignored.

The -i option starts pgxconfig in interactive mode.

Options may be specified for only one PGX32 (Raptor GFX) device at a time. Specifying options for multiple PGX32 (Raptor GFX) devices requires multiple invocations of pgxconfig -i.

Only PGX32 (Raptor GFX)-specific options can be specified through pgxconfig. The normal window system options for specifying default depth, default visual class and so forth are still specified as device modifiers on the openwin command line. See the Xsun(1) manual page available with the SUNWxwman package.

The user can also specify the OWconfig file that is to be updated. By default, the machine-specific file in the /usr/openwin directory tree is updated. The -file option can be used to specify an alternate file to use. For example, the system-global OWconfig file in the /etc/openwin directory tree can be updated instead.

Both of these standard OWconfig files can only be written by root. Consequently, the pgxconfig program, which is owned by the root user, always runs with setuid root permission.

OPTIONS

-dev device-filename

Specify the PGX32 (Raptor GFX) special file. The default is /dev/fbs/gfxp0, or /dev/fbs/raptor0 if applicable.

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-file machine | system

Specify which OWconfig file to update. If machine, the machine-specific OWconfig file in the /etc/openwin directory tree is used. If system, the global OWconfig file in the /usr/openwin directory tree is used. If the file does not exist, it is created.

-res video-mode [try | noconfirm | nocheck]

Specify the built-in video mode used to drive the monitor connected to the specified PGX32 (Raptor GFX) device.

The format for *video-mode* can be one of the following:

widthxheightxrate The width is the screen width in pixels, height is the

screen height in pixels, and *rate* is the vertical frequency of the screen refresh. As a convenience, -res also accepts formats with @ prepended to the

refresh rate rather than x. For example:

1280x1024@76. The list can be obtained by running pgxconfig with the -res? option (the third form shown in the command synopsis above). Note that not all resolutions are supported by both the video board and by the monitor. The pgxconfig utility will not permit you to set a resolution not supported by the board unless the noconfirm or nocheck option is specified. It will also request confirmation before setting a resolution not supported by the monitor if the nocheck option is not specified.

Symbolic names

For convenience, the video modes listed below have symbolic names defined. Rather than the form <code>widthxheightxrate</code>, the symbolic name may be supplied as the argument to <code>-res</code>. If the symbolic name is none, the screen resolution will be the video mode that is currently programmed in the device when the window system is run.

 svga
 1024x768x60

 1152
 1152x900x76

 1280
 1280x1024x76

 vga
 640x480x60

none default console resolution

The -res option also accepts additional, optional arguments immediately following the video mode specification. Any or all of these may be present.

noconfirm

Using the -res option, the user could put the system into an unusable state, a state where there is no video output. This can happen if there is ambiguity in the

monitor sense codes for the particular code read. To reduce the chance of this occurring, the default behavior of pgxconfig is to print a warning message to this effect and to prompt the user to find out if it is okay to continue. The noconfirm option instructs pgxconfig to bypass this confirmation and to program the requested video mode anyway. This option is useful when pgxconfig is being run from a shell script.

nocheck

If present, normal error checking based on the monitor sense code is suspended. The video mode specified by the user will be accepted regardless of whether it is appropriate for the currently attached monitor. (This option is useful if a different monitor is to be connected to the PGX32 (Raptor GFX) device). Use of this option implies noconfirm as well.

try

This option allows the user to test the specified resolution before committing it. It displays a pattern on the screen with the specified resolution. If the test pattern appears correctly, the user may answer "y" to the query. The other permissable answer is "n".

-res?

Print the list of possible resolutions supported by the PGX32 and the monitor.

-24only

Force the PGX32 (Raptor GFX) device to use 24 bit only when running Openwindows.

-defaults

Reset all option values to their default values.

-propt

Print the current values of all PGX32 (Raptor GFX) options in the OWconfig file specified by the -file option for the device specified by the -dev option. Print the values of options as they would be in the OWconfig file after the call to pgxconfig would have completed. The following is a typical display:

```
--- OpenWindows Configuration for /dev/fbs/gfxp0 --- OWconfig: machine Video Mode: not set
```

-prconf

Print the PGX32 (Raptor GFX) hardware configuration. Thie following is a typical display:

```
--- Hardware Configuration for /dev/fbs/gfxp0 ---
DAC: version 0x0

Type:
Board:
PROM: version 0x0
```

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```
PROM Information:
RAM:
EDID Data:
Monitor Sense ID:
Card possible resolutions: 640x480x60, 800x600x75, 1024x768x60
               1024x768x70, 1024x768x75, 1280x1024x75, 1280x1024x76
               1280x1024x60, 1152x900x66, 1152x900x76, 1280x1024x67
               960x680x112S, 960x680x108S, 640x480x60i, 768x575x50i,
               1280x800x76, 1440x900x76, 1600x1000x66, 1600x1000x76,
               vga, svga, 1152, 1280, stereo, ntsc, pal
Monitor possible resolutions: 720x400x70, 720x400x88, 640x480x60
               640x480x67, 640x480x72, 640x480x75, 800x600x56,
               800x600x60, 800x600x72, 800x600x75, 832x624x75,
               1024x768x87, 1024x768x60, 1024x768x70, 1024x768x75,
               1280x1024x75, 1280x1024x76, 1152x900x66, 1152x900x76,
               1280x1024x67, 960x680x112S, vga, svga, 1152, 1280
               stereo
Current resolution setting: 1280x1024x76
Possible depths:
Current depth: 8
```

Print a list of the pgxconfig command line options, along with a brief explanation of each.

-i

Start pgxconfig in interactive mode.

DEFAULTS

For a given invocation of pgxconfig, if an option does not appear on the command line, the corresponding OWconfig option is not updated; it retains its previous value, except for -depth and -24only.

A default value is used if a PGX32 (Raptor GFX) option has not been specified with pgxconfig when the window system is run. The option defaults are as follows:

```
-dev /dev/fbs/gfxp0
-file system
-res none
```

The default of none for the -res option indicates that when the window system is run, the screen resolution will be the video mode that is currently programmed in the device.

EXAMPLES

EXAMPLE 1 Switch the monitor type resolution.

The following example switches the monitor type to the resolution of 1280 x 1024 at 76 Hz:

```
example% /usr/sbin/pgxconfig -res 280x1024x76
```

FILES

/dev/fbs/gfxp0 device special file /usr/openwin/server/etc/OWconfig system configuration file

/etc/openwin/server/etc/OWconfig machine configuration file

SEE ALSO

PGX32 Installation Manual

picld(1M)

NAME | picld – PICL daemon

SYNOPSIS

/usr/lib/picl/picld

DESCRIPTION

The Platform Information and Control Library (PICL) provides a mechanism to publish platform-specific information for clients to access in a platform-independent way. picld maintains and controls access to the PICL information from clients and plug-in modules. The daemon is started in both single-user and multi-user boot mode.

Upon startup, the PICL daemon loads and initializes the plug-in modules. These modules use the libpicltree(3PICLTREE) interface to create nodes and properties in the PICL tree to publish platform configuration information. After the plug-in modules are initialized, the daemon opens the PICL daemon door to service client requests to access information in the PICL tree.

PICL Tree

The PICL tree is the repository of all the nodes and properties created by the plug-in modules to represent the platform configuration. Every node in the PICL tree is an instance of a well-defined PICL class. The name of the base PICL class is pic1, which defines a basic set of properties that all nodes in the tree must possess. Two of those properties are name and class, where name contains the name of the node, and the class contains the PICL class name of the node. Certain nodes in the PICL tree have well-known names. For example, the name of the root node of the PICL tree is / and the name of the root node of the sub-tree containing platform device nodes is platform.

PICL plug-in Modules

The PICL plug-in modules are shared objects that publish platform-specific data in the PICL tree. They are located in well-known directories so that the daemon can locate and load them.

Plug-in modules are located in one of the following plug-in directories depending on the plaform-specific nature of the data that they collect and publish:

```
/usr/platform/picl/plugins/'uname -i'/
/usr/platform/picl/plugins/'uname -m'/
/usr/lib/picl/plugins/
```

A plug-in module can specify its dependency on another plug-in module using the -1 or -R linker option. The plug-ins are loaded by the daemon using dlopen(3DL) according to the specified dependencies. Each plug-in module must define a .init section, which is executed when the plug-in module is loaded, to register themselves with the daemon. See picld plugin register(3PICLTREE) for additional information on plug-in registration.

The plug-in modules use the libpicltree(3PICLTREE) interface to publish nodes and properties in the PICL tree so that clients can access them.

The plug-in modules use the picld log(3PICLTREE) function to log their messages to the system log file.

When the PICL daemon invokes the initialization routine of the plug-in module, the plug-in collects the platform information and creates nodes and/or properties to

represent the configuration in the PICL tree. A plug-in can create additional threads to monitor the platform configuration and update the PICL tree with any changes. This enables a PICL plug-in to operate as a daemon within the PICL framework.

An environmental monitor is an example of a plug-in module that uses a thread to monitor the temperatures and fan speeds of the platform, then publishes the environmental information in the PICL tree so clients can access them.

Clients use the libpicl(3PICL) interface to send requests to picld for accessing the PICL tree.

EXIT STATUS

picld does not return an exit status.

FILES

/var/run/picld door PICL daemon door

/usr/lib/picl/picld PICL daemon
/etc/init.d/picld Start/stop script

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpiclu

SEE ALSO

dlopen(3DL), libpicl(3PICL), libpicltree(3PICLTREE),
picld_log(3PICLTREE), picld_plugin_register(3PICLTREE), attributes(5)

ping(1M)

NAME |

ping - send ICMP (ICMP6) ECHO_REQUEST packets to network hosts

SYNOPSIS

/usr/sbin/ping host [timeout]

```
/usr/sbin/ping -s [-1 | -U] [-adlLnrRv] [-A addr_family]

[-c traffic_class] [-g gateway [-g gateway...]] [-F flow_label]

[-I interval] [-i interface] [-P tos] [-p port] [-t ttl] host [data_size]

[count]
```

DESCRIPTION

The utility ping utilizes the ICMP (ICMP6 in IPv6) protocol's ECHO_REQUEST datagram to elicit an ICMP (ICMP6) ECHO_RESPONSE from the specified *host* or network *gateway*. If *host* responds, ping will print

host is alive

on the standard output and exit. Otherwise, after *timeout* seconds, it will write no answer from *host*The default value of *timeout* is 20 seconds.

When the -s flag is specified, ping sends one datagram per second (adjustable with -I) and prints one line of output for every ECHO_RESPONSE that it receives. No output is produced if there is no response. In this second form, ping computes round trip times and packet loss statistics; it displays a summary of this information upon termination or timeout. The default <code>data_size</code> is 56 bytes, or you can specify a size with the <code>data_size</code> command-line argument. If an optional <code>count</code> is specified, ping sends ping requests until it either sends <code>count</code> requests or receives <code>count</code> replies.

When using ping for fault isolation, first ping the local host to verify that the local network interface is running.

OPTIONS

The following options are supported:

-A addr_family

Specify the address family of the target host. addr_family can be either inet or inet6. Address family determines which protocol to use. For an argument of inet, IPv4 is used. For inet6, IPv6 is used.

By default, if the name of a host is provided, not the literal IP address, and a valid IPv6 address exists in the name service database, ping will use this address. Otherwise, if the name service database contains an IPv4 address, it will try the IPv4 address.

Specify the address family inet or inet6 to override the default behavior. If the argument specified is inet, ping will use the IPv4 address associated with the hostname. If none exists, ping will state that the host is unknown and exit. It will not try to determine if an IPv6 address exists in the name service database.

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	If the specified argument is inet6, ping will use the IPv6 address that is associated with the hostname. If none exists, ping will state that the host is unknown and exit.
-a	ping all of the addresses, both IPv4 and IPv6, of the multi-homed destination. The output will appear like ping has been run once for each IP address of the destination. If this option is used together with -A, ping probes only the addresses that are of the specified address family. When used with the -s option and <i>count</i> is not specified, ping continuously probes the destination addresses in a round robin fashion. if <i>count</i> is specified, ping will send <i>count</i> number of probes to each IP address of the destination and then exit.
-c traffic_class	Specify the traffic class of probe packets. The value must be an integer in the range from 0 to 255. Gateways along the path may route the probe packet differently depending upon the value of <i>traffic_class</i> set in the probe packet. This option is valid only on IPv6.
-d	Set the SO_DEBUG socket option.
-F flow_label	Specify the flow label of probe packets. The value must be an integer in the range from 0 to 1048575. This option is valid only on IPv6.
-g gateway	Specify a loose source route gateway so that the probe packet goes through the specified host along the path to the target host. The maximum number of gateways is 8 for IPv4 and 127 for IPv6. Note that some factors such as the link MTU can further limit the number of gateways for IPv6.
-i interface_address	Specify the outgoing interface address to use for multicast packets for IPv4 and both multicast and unicast packets for IPv6. The default interface address for multicast packets is determined from the (unicast) routing tables. <code>interface_address</code> can be a literal IP address, for example, 10.123.100.99, or an interface name, for example, 1e0, or an interface index, for example 2.
- I interval	Turn on the statistics mode and specify the interval between successive transmissions. The default is one second. See the discussion of the -s option.
-1	Use to send the probe packet to the given host and back again using loose source routing. Usually

	specified with the -R option. If any gateways are specified using -g, they are visited twice, both to and from the destination. This option is ignored if the -U option is used.
-L	Turn off loopback of multicast packets. Normally, if there are members in the host group on the outgoing interface, a copy of the multicast packets will be delivered to the local machine.
-n	Show network addresses as numbers. ping normally displays addresses as host names.
-P tos	Set the type of service (<i>tos</i>) in probe packets to the specified value. The default is zero. The value must be an integer in the range from 0 to 255. Gateways also in the path may route the probe packet differently depending upon the value of <i>tos</i> that is set in the probe packet. This option is valid only on IPv4.
-р port	Set the base UDP <i>port</i> number used in probes. This option is used with the -U option. The default base <i>port</i> number is 33434. The ping utility starts setting the destination port number of UDP packets to this base and increments it by one at each probe.
-r	Bypass the normal routing tables and send directly to a host on an attached network. If the host is not on a directly-attached network, an error is returned. This option can be used to ping a local host through an interface that has been dropped by the router daemon. See in.routed(1M).
-R	Record route. Sets the IPv4 record route option, which will store the route of the packet inside the IPv4 header. The contents of the record route will only be printed if the -v and -s options are given. They will only be set on return packets if the target host preserves the record route option across echos, or the -1 option is given. This option is valid only on IPv4.
-s	Send one datagram per second and collect statistics.
-t ttl	Specify the IPv4 time to live, or IPv6 hop limit, for unicast and multicast packets. The default time to live (hop limit) for unicast packets is set with ndd(1M) using the icmp_def_ttl variable. The default time to live (hop limit) for multicast is one hop.
-U	Send UDP packets instead of ICMP (ICMP6) packets. ping sends UDP packets to consecutive ports

expecting to receive back ICMP (ICMP6) PORT UNREACHABLE from the target host.

v Verbose output. List any ICMP (ICMP6) packets, other

than replies from the target host.

OPERANDS

host The network host

EXAMPLES

EXAMPLE 1 Using ping With IPv6

This example shows ping sending probe packets to all the IPv6 addresses of the host london, one at a time. It sends an ICMP6 ECHO_REQUEST every second until user interrupts it.

```
istanbul% ping -s -A inet6 -a london
PING london: 56 data bytes
64 bytes from london (4::114:a00:20ff:ab3d:83ed): icmp_seq=0. time=2. ms
64 bytes from london (fec0::114:a00:20ff:ab3d:83ed): icmp_seq=1. time=1. ms
64 bytes from london (4::114:a00:20ff:ab3d:83ed): icmp_seq=2. time=1. ms
64 bytes from london (fec0::114:a00:20ff:ab3d:83ed): icmp_seq=3. time=1. ms
64 bytes from london (4::114:a00:20ff:ab3d:83ed): icmp_seq=4. time=1. ms
64 bytes from london (fec0::114:a00:20ff:ab3d:83ed): icmp_seq=5. time=1. ms
64 bytes from london (fec0::114:a00:20ff:ab3d:83ed): icmp_seq=5. time=1. ms
66 packets transmitted, 6 packets received, 0% packet loss
round-trip (ms) min/avg/max = 1/1/2
```

EXIT STATUS

The following exit values are returned:

O Successful operation; the machine is alive.

non-zero An error has occurred; either a malformed argument has been

specified, or the machine was not alive.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:config} \begin{split} &\text{ifconfig(1M), in.routed(1M), ndd(1M), netstat(1M), rpcinfo(1M),} \\ &\text{traceroute(1M), attributes(5), icmp(7P), icmp6(7P)} \end{split}$$

pkgadd(1M)

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pkgadd – transfer software packages to the system

SYNOPSIS

pkgadd [-nv] [-a admin] [-d device] [[-M] -R root_path] [-r response]
 [-V fs_file] [pkginst...]

pkgadd -s spool [-d device] [pkginst...]

DESCRIPTION

pkgadd transfers the contents of a software package from the distribution medium or directory to install it onto the system. Used without the -d option, pkgadd looks in the default spool directory for the package (var/spool//pkg). Used with the -s option, it writes the package to a spool directory instead of installing it.

Certain unbundled and third-party packages are no longer entirely compatible with the latest version of pkgadd. These packages require user interaction throughout the installation and not just at the very beginning.

To install these older packages (released prior to Solaris 2.4), set the following environment variable:

NONABI SCRIPTS=TRUE

pkgadd will permit keyboard interaction throughout the installation as long as this environment variable is set.

OPTIONS

-a admin	Define an installation administration file, admin, to be used in place of the default administration file. The token none overrides the use of any admin file, and thus forces interaction with the user. Unless a full path name is given, pkgadd first looks in the current working directory for the administration file. If the specified administration file is not in the current working directory, pkgadd looks in the /var/sadm/install/admin directory for the administration file.
-d device	Install or copy a package from <i>device</i> . <i>device</i> can be a full path name to a directory or the identifiers for tape, floppy disk, or removable disk (for example, /var/tmp or /floppy/floppy_name). It can also be a device alias (for example, /floppy/floppy0).
- M	Instruct pkgadd not to use the \$root_path/etc/vfstab file for determining the client's mount points. This option assumes the mount points are correct on the server and it behaves consistently with Solaris 2.5 and earlier releases.
-n	Installation occurs in non-interactive mode. The default mode is interactive.
-r response	Identify a file or directory which contains output from a previous pkgask(1M) session. This file supplies the interaction responses that would be requested by the package in interactive mode. <i>response</i> must be a full pathname.

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-R root_path	Define the full path name of a directory to use as the <i>root_path</i> . All files, including package system information files, are relocated to a directory tree starting in the specified <i>root_path</i> . The <i>root_path</i> may be specified when installing to a client from a server (for example, /export/root/client1).
-s spool	Write the package into the directory spool instead of installing it.
-v	Trace all of the scripts that get executed by pkgadd, located in the <i>pkginst</i> /install directory. This option is used for debugging the

procedural and non-procedural scripts.

- V *fs_file* Specify an alternative *fs_file* to map the client's file systems. For

example, used in situations where the \$root_path/etc/vfstab file is non-existent or unreliable.

When executed without options or operands, pkgadd uses /var/spool/pkg (the default spool directory).

OPERANDS

pkginst

The package instance or list of instances to be installed. The token all may be used to refer to all packages available on the source medium. The format *pkginst*. * can be used to indicate all instances of a package.

The asterisk character (*) is a special character to some shells and may need to be escaped. In the C-Shell, "*" must be surrounded by single quotes (') or preceded by a backslash (\).

EXAMPLES

EXAMPLE 1 Installing a package from a Solaris CD-ROM.

The following example installs a package from a Solaris CD-ROM. You are prompted for the name of the package you want to install.

example% pkgadd -d /cdrom/cdrom0/s0/Solaris 2.6

EXIT STATUS

- Successful execution.
- 1 Fatal error.
- Warning.
- 3 Interruption.
- 4 Administration.
- 5 Administration. Interaction is required. Do not use pkgadd -n.
- 10 Reboot after removal of all packages.
- 20 Reboot after removal of this package.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

pkgadd(1M)

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Av	vailability	SUNWcsu

SEE ALSO

pkginfo(1), pkgmk(1), pkgparam(1), pkgproto(1), pkgtrans(1), installf(1M), pkgask(1M), pkgrm(1M), removef(1M), admin(4), attributes(5)

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NOTES

When transferring a package to a spool directory, the -r, -n, and -a options cannot be used.

The -r option can be used to indicate a directory name as well as a filename. The directory can contain numerous response files, each sharing the name of the package with which it should be associated. This would be used, for example, when adding multiple interactive packages with one invocation of pkgadd.

Each package would need a response file. If you create response files with the same name as the package (for example, pkinst1 and pkinst2), then name the directory in which these files reside after the -r.

The -n option causes the installation to halt if any interaction is needed to complete it.

If the default admin file is too restrictive, the administration file may need to be modified to allow for total non-interaction during a package installation. See admin(4) for details.

NAME

| pkgask – stores answers to a request script

SYNOPSIS

pkgask [-d device] [-R root_path] -r response pkginst...

DESCRIPTION

pkgask allows the administrator to store answers to an interactive package (one with a request script, that is, a user-created file that must be named request). Invoking this command generates a response file that is then used as input at installation time. The use of this response file prevents any interaction from occurring during installation since the file already contains all of the information the package needs.

OPTIONS

The following options are supported

-d *device* Run the request script for a package on *device*. *device* can be a directory pathname or the identifiers for tape, floppy disk or

removable disk (for example, /var/tmp, /dev/diskette, and /dev/dsk/cld0s0). The default device is the installation spool

directory.

-R root_path Define the full path name of a directory to use as the root_path. All

files, including package system information files, are relocated to a

directory tree starting in the specified *root_path*.

-r response Identify a file or directory which should be created to contain the

responses to interaction with the package. The name must be a full pathname. The file, or directory of files, can later be used as input

to the pkgadd(1M) command.

OPERANDS

The following operands are supported:

pkginst Specify the package instance, or list of instances for which

request scripts will be created. The token all may be used to

refer to all packages available on the source medium.

EXIT STATUS

0 Successful completion.

>0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

pkginfo(1), pkgmk(1), pkgparam(1), pkgproto(1), pkgtrans(1), installf(1M), pkgadd(1M), pkgchk(1M), pkgrm(1M), removef(1M), admin(4), attributes(5)

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NOTES

The -r option can be used to indicate a directory name as well as a filename. The directory name is used to create numerous response files, each sharing the name of the

pkgask(1M)

package with which it should be associated. This would be used, for example, when you will be adding multiple interactive packages with one invocation of pkgadd(1M). Each package would need a response file. To create multiple response files with the same name as the package instance, name the directory in which the files should be created and supply multiple instance names with the pkgask command. When installing the packages, you will be able to identify this directory to the pkgadd(1M) command.

If the default admin file is too restrictive, the administration file may need to be modified to allow for total non-interaction during a package installation. See admin(4) for details.

NAME |

pkgchk – check package installation accuracy

SYNOPSIS

pkgchk [-1 | -acfnqvx] [-i file] [-p path...] [-R root_path] [[-m pkgmap [-e *envfile*]] | [*pkginst*]...]

pkgchk -d device [-1 | -fv] [-i file] [-M] [-p path...] [-V fs_file] [pkginst...]

DESCRIPTION

pkgchk checks the accuracy of installed files or, by using the -1 option, displays information about package files. pkgchk checks the integrity of directory structures and files. Discrepancies are written to standard error along with a detailed explanation of the problem.

The first synopsis defined above is used to list or check the contents and/or attributes of objects that are currently installed on the system, or in the indicated pkgmap. Package names may be listed on the command line, or by default, the entire contents of a machine will be checked.

The second synopsis is used to list or check the contents of a package which has been spooled on the specified device, but not installed. Note that attributes cannot be checked for spooled packages.

OPTIONS

The following options are supported:

-a	Audit the file attributes only and do not check file contents. Default is to check both.
- C	Audit the file contents only and do not check file attributes. Default is to check both.
-d device	Specify the device on which a spooled package resides. <i>device</i> can be a directory path name or the identifiers for tape, floppy disk, or removable disk (for example, /var/tmp or /dev/diskette).
-e envfile	Request that the package information file named as <i>envfile</i> be used to resolve parameters noted in the specified pkgmap file.
-f	Correct file attributes if possible. If used with the -x option, this option removes hidden files. When pkgchk is invoked with this option, it creates directories, named pipes, links, and special devices if they do not already exist. If the -d option calls out an uninstalled package, the -f option will only take effect if the package is in directory (not stream) format. All file attributes will be set to agree with the entries in the pkgmap file except that setuid, setgid, and sticky bits will not be set in the mode.
-i file	Read a list of path names from file and compare this list against the installation software database or the indicated pkgmap file. Path names which are not contained in file are not checked.
-1	List information on the selected files that make up a package. This option is not compatible with the -a, -c, -f, -g, and -v options.

pkgchk(1M)

, , ,	-m pkgmap	Check the package against the package map file, pkgmap.
	-M	Instruct pkgchk not to use the \$root_path/etc/vfstab file for determining the client's mount points. This option assumes the mount points are correct on the server and it behaves consistently with Solaris 2.5 and earlier releases.
	-n	Do not check volatile or editable files' contents. This should be used for most post-installation checking.
	-p path	Only check the accuracy of the path name or path names listed. <i>path</i> can be one or more path names separated by commas (or by white space, if the list is quoted).
	-d	Quiet mode. Do not give messages about missing files.
	-R root_path	Define the full name of a directory to use as the <i>root_path</i> . All files, including package system information files, are relocated to a directory tree starting in the specified <i>root_path</i> . The <i>root_path</i> may be specified when installing to a client from a server (for example, /export/root/client1).
	-v	Verbose mode. Files are listed as processed.
	-V fs_file	Specify an alternative <i>fs_file</i> to map the client's file systems. For example, used in situations where the \$root_path/etc/vfstab file is non-existent or unreliable.
	-x	Search exclusive directories, looking for files which exist that are not in the installation software database or the indicated pkgmap file.
OPERANDS	pkginst	The package instance or instances to be checked. The format <i>pkginst</i> .* can be used to check all instances of a package. The default is to display all information about all installed packages.
		The asterisk character (*) is a special character to some shells and may need to be escaped. In the C-Shell, "*" must be surrounded by single quotes (') or preceded by a backslash (\);
EXAMPLES	EXAMPLE 1 Using pkgchk for Displaying Package Installation Information	
	The following example displays package installation information for /usr/bin/ls:	
	example% pkgchk -l -p /usr/bin/ls	
EXIT STATUS	0 Successful completion.	
	>0 An error occurred.	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	

pkgchk(1M)

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
A	Availability	SUNWcsu

SEE ALSO

 $\verb|pkginfo|(1)|, \verb|pkgtrans|(1)|, \verb|pkgadd|(1M)|, \verb|pkgask|(1M)|, \verb|pkgrm|(1M)|, \verb|attributes|(5)|$ Application Packaging Developer's Guide

pkgrm(1M)

NAME | pkgrm – remove a package from the system

SYNOPSIS

pkgrm [-nv] [-a admin] [[-A | -M]-R root_path] [-V fs_file] [pkginst...]

pkgrm -s spool [pkginst...]

DESCRIPTION

pkgrm will remove a previously installed or partially installed package from the system. A check is made to determine if any other packages depend on the one being removed. If a dependency exists, the action taken is defined in the admin file.

The default state for the command is in interactive mode, meaning that prompt messages are given during processing to allow the administrator to confirm the actions being taken. Non-interactive mode can be requested with the -n option.

The -s option can be used to specify the directory from which spooled packages should be removed.

Certain unbundled and third-party packages are no longer entirely compatible with the latest version of pkgrm. These packages require user interaction throughout the removal and not just at the very beginning.

To remove these older packages (released prior to Solaris 2.4), set the following environment variable:

NONABI SCRIPTS=TRUE

pkgrm will permit keyboard interaction throughout the removal as long as this environment variable is set.

OPTIONS

The following options are supported:

-a admin	Use the installation administration file, admin, in place of the default admin file. pkgrm first looks in the current working directory for the administration file. If the specified administration file is not in the current working directory, pkgrm looks in the /var/sadm/install/admin directory for the administration file.
-A	Remove the package files from the client's file system, absolutely. If a file is shared with other packages, the default behavior is to not remove the file from the client's file system.
- M	Instruct pkgrm not to use the \$root_path/etc/vfstab file for determining the client's mount points. This option assumes the mount points are correct on the server and it behaves consistently with Solaris 2.5 and earlier releases.
-n	Non-interactive mode. If there is a need for interaction, the command will exit. Use of this option requires that at least one package instance be named upon invocation of the command.

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-R root_path	Defines the full path name of a directory to use as the <i>root_path</i> . All files, including package system information files, are relocated to a directory tree starting in the specified <i>root_path</i> .
-s spool	Remove the specified package(s) from the directory <i>spool</i> . The default directory for spooled packages is /var/sadm/pkg.
-v	Trace all of the scripts that get executed by pkgrm, located in the <i>pkginst</i> /install directory. This option is used for debugging the procedural and non-procedural scripts.
-V fs_file	Specify an alternative <i>fs_file</i> to map the client's file systems. Used in situations where the \$root_path/etc/vfstab file is non-existent or unreliable.

OPERANDS

The following operand is supported:

pkginst Specifies the package to be removed. The format pkginst . * can be

used to remove all instances of a package.

The asterisk character (*) is a special character to some shells and may need to be escaped. In the C-Shell, "*" must be surrounded by

single quotes (') or preceded by a backslash (\).

EXAMPLES

EXAMPLE 1 Removing all instances of SUNWjunk from client1.

The following example removes all instances of SUNWjunk from client1:

example% pkgrm -R /export/root/client1 SUNWjunk*

EXIT STATUS

The following exit values are returned:

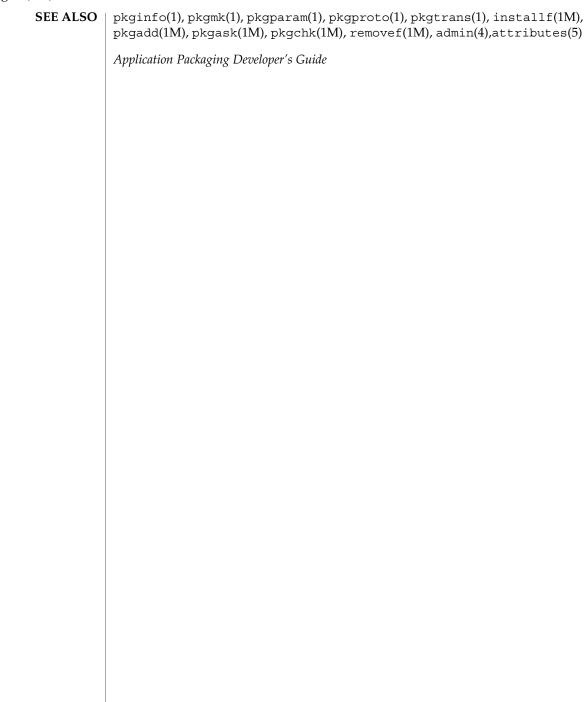
- Successful execution.
- 1 Fatal error.
- Warning.
- 3 Interruption.
- 4 Administration.
- 10 Reboot after removal of all packages.
- 20 Reboot after removal of this package.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

pkgrm(1M)



NAME

pmadm – port monitor administration

SYNOPSIS

DESCRIPTION

pmadm is the administrative command for the lower level of the Service Access Facility hierarchy, that is, for service administration. A port may have only one service associated with it although the same service may be available through more than one port. In order to uniquely identify an instance of a service, the pmadm command must identify both the port monitor or port monitors through which the service is available (-p or -t) and the service (-s). See OPTIONS.

pmadm performs the following functions:

- adds or removes a service
- enables or disables a service
- installs or replaces a per-service configuration script
- prints requested service information

Any user on the system may invoke pmadm to request service status (-1 or -L) or to print per-service configuration scripts (-g without the -z option). pmadm with other options may be executed only by a privileged user.

OPTIONS

The following options are supported:

- -a Add a service. pmadm adds an entry for the new service to the port monitor's administrative file. Because of the complexity of the options and arguments that follow the -a option, it may be convenient to use a command script or the menu system to add services.
- -d Disable a service. Add x to the flag field in the entry for the service *svctag* in the port monitor's administrative file. This is the entry used by port monitor *pmtag*. See the -f option, below, for a description of the flags available.
- -e Enable a service. Remove x from the flag field in the entry for the service *svctag* in the port monitor administrative file. This is the entry used by port monitor *pmtag*. See the -f option, below, for a description of the flags available.

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-f xu	The -f option specifies one or both of the following two flags which are then included in the flag field of the entry for the new service in the port monitor's administrative file. If the -f option is not included, no flags are set and the default conditions prevail. By default, a new service is enabled and no utmpx entry is created for it. An -f option without a following argument is illegal.	
	x Do not enable the monitor <i>pmtag</i> .	e service <i>svctag</i> available through port
	u Create a utmpx e through port mor	entry for service <i>svctag</i> available nitor <i>pmtag</i> .
-g	Print, install, or replace a per-service configuration script. The -g option with a -p option and a -s option prints the per-service configuration script for service <i>svctag</i> available through port monitor <i>pmtag</i> . The -g option with a -p option, a -s option, and a -z option installs the per-service configuration script contained in the file script as the per-service configuration script for service <i>svctag</i> available through port monitor <i>pmtag</i> . The -g option with a - s option, a -t option, and a -z option installs the file script as the per-service configuration script for service <i>svctag</i> available through any port monitor of type type. Other combinations of options with -g are invalid.	
-i id	id is the identity that is to b started. id must be an entry	e assigned to service <i>svctag</i> when it is in /etc/passwd.
-1	The -1 option requests service information. Used by itself and with the options described below, it provides a filter for extracting information in several different groupings.	
	-1	By itself, the -1 option lists all services on the system.
	-1 -p pmtag	Lists all services available through port monitor <i>pmtag</i> .
	-1 -s svctag	Lists all services with tag svctag.
	-1 -p pmtag-ssvctag	Lists service svctag.
	-l -t type	Lists all services available through port monitors of type type.
	-1 -t type-ssvctag	Lists all services with tag <i>svctag</i> available through a port monitor of type type.
	Other combinations of optio	ns with -1 are invalid.
-L	The -L option is identical to printed in a condensed form	the -1 option except that output is nat.

pmadm(1M)

service (specified as -s svctag) is available. -r Remove a service. When pmadm removes a service, the entry for the service is removed from the port monitor's administrative file. -s svctag Specifies the service tag associated with a given service. The service tag is assigned by the system administrator and is part of the entry for the service in the port monitor's administrative file. -t type Specifies the the port monitor type. -v ver Specifies the version number of the port monitor administrative file. The version number may be given as -v 'pmspec -v where pmspec is the special administrative command for port monitor pmtag. This special command is ttyadm for ttymon and nlsadmin for listen. The version stamp of the port monitor is known by the command and is returned when pmspec is invoked with a -V option. -y comment Associate comment with the service entry in the port monitor administrative file. -z script Used with the -g option to specify the name of the file that contains the per-service configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g alone). Then the copy is edited. Finally,	-m <i>pmspecific</i>	, , , , , , , , , , , , , , , , , , , ,
the service is removed from the port monitor's administrative file. Specifies the service tag associated with a given service. The service tag is assigned by the system administrator and is part of the entry for the service in the port monitor's administrative file. -t type Specifies the the port monitor type. -v ver Specifies the version number of the port monitor administrative file. The version number may be given as -v 'pmspec -v'where pmspec is the special administrative command for port monitor pmtag. This special command is ttyadm for ttymon and nlsadmin for listen. The version stamp of the port monitor is known by the command and is returned when pmspec is invoked with a -V option. -y comment Associate comment with the service entry in the port monitor administrative file. -z script Used with the -g option to specify the name of the file that contains the per-service configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g alone). Then the copy is edited. Finally,	-p pmtag	
service tag is assigned by the system administrator and is part of the entry for the service in the port monitor's administrative file. -t type	-r	
Specifies the version number of the port monitor administrative file. The version number may be given as -v 'pmspec -v'where pmspec is the special administrative command for port monitor pmtag. This special command is ttyadm for ttymon and nlsadmin for listen. The version stamp of the port monitor is known by the command and is returned when pmspec is invoked with a -V option. -y comment Associate comment with the service entry in the port monitor administrative file. -z script Used with the -g option to specify the name of the file that contains the per-service configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g alone). Then the copy is edited. Finally,	-s svctag	service tag is assigned by the system administrator and is part of
file. The version number may be given as -v 'pmspec -v'where pmspec is the special administrative command for port monitor pmtag. This special command is ttyadm for ttymon and nlsadmin for listen. The version stamp of the port monitor is known by the command and is returned when pmspec is invoked with a -V option. -y comment Associate comment with the service entry in the port monitor administrative file. -z script Used with the -g option to specify the name of the file that contains the per-service configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g alone). Then the copy is edited. Finally,	-t type	Specifies the the port monitor type.
for port monitor <code>pmtag</code> . This special command is ttyadm for ttymon and nlsadmin for listen. The version stamp of the port monitor is known by the command and is returned when <code>pmspec</code> is invoked with a -V option. -y comment Associate comment with the service entry in the port monitor administrative file. -z script Used with the -g option to specify the name of the file that contains the per-service configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g alone). Then the copy is edited. Finally,	-v ver	
administrative file. -z script Used with the -g option to specify the name of the file that contains the per-service configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g alone). Then the copy is edited. Finally,		for port monitor <code>pmtag</code> . This special command is ttyadm for ttymon and nlsadmin for listen. The version stamp of the port monitor is known by the command and is returned when <code>pmspec</code> is
contains the per-service configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g alone). Then the copy is edited. Finally,	-y comment	•
	- z script	contains the per-service configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g alone). Then the copy is edited. Finally,

Options that request information write the requested information to the standard output. A request for information using the -1 option prints column headers and aligns the information under the appropriate headings. In this format, a missing field is indicated by a hyphen. A request for information in the condensed format using the -L option prints the information in colon-separated fields; missing fields are indicated by two successive colons. # is the comment character.

EXAMPLES

EXAMPLE 1 Using the pmadmCommand

Add a service to a port monitor with tag pmtag. Give the service the tag svctag. Port monitor-specific information is generated by specpm. The service defined by svctag will be invoked with identity root.

```
pmadm -a -p pmtag -s svctag -i root -m 'specpm -a arg1 -b arg2'-v 'specpm -V'
```

Add a service with service tag svctag, identity guest, and port monitor-specific information generated by specpm to all port monitors of type type:

```
pmadm -a -s svctag -i guest -t type -m 'specpm -a arg1 -b arg2'-v 'specpm -V'
```

pmadm(1M)

EXAMPLE 1 Using the pmadmCommand (Continued)

Remove the service svctag from port monitor pmtag:

```
pmadm -r -p pmtag -s svctag
```

Enable the service svctag available through port monitor pmtag:

```
pmadm -e -p pmtag -s svctag
```

Disable the service svctag available through port monitor pmtag:

```
pmadm -d -p pmtag -s svctag
```

List status information for all services:

```
pmadm -1
```

List status information for all services available through the port monitor with tag

```
pmadm -1 -p ports
```

List the same information in condensed format:

```
pmadm -L -p ports
```

List status information for all services available through port monitors of type listen:

```
pmadm -1 -t listen
```

Print the per-service configuration script associated with the service svctag available through port monitor pmtag:

```
pmadm -g -p pmtag -s svctag
```

EXIT STATUS

The following exit values are returned:

- Successful operation.
- >0 Operation failed.

FILES

/etc/saf/pmtag/_config

/etc/saf/pmtag/svctag

/var/saf/pmtag/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

 $\textbf{SEE ALSO} \ | \ \texttt{sac}(1M) \text{, } \texttt{sacadm}(1M) \text{, } \texttt{doconfig}(3NSL) \text{, } \texttt{attributes}(5)$

pmconfig(1M)

NAME

pmconfig – Configure the Power Management system

SYNOPSIS

/usr/sbin/pmconfig [-r] | [-f file]

DESCRIPTION

The pmconfig utility sets the Power Management and suspend-resume configuration. User has permission to change Power Management configuration using pmconfig only if he is allowed to do so according to PMCHANGEPERM keyword of /etc/default/power. User has permission to change the suspend-resume configuration using pmconfig only if he is allowed to do so according to the CPRCHANGEPERM keyword of /etc/default/power. See FILES section below for a description of the PMCHANGEPERM and CPRCHANGEPERM keywords of /etc/default/power.

Based on user permissions, pmconfig first resets the Power Management and/or suspend-resume state back to its default and then reads the new Power Management and/or suspend-resume configuration from /etc/power.conf and issues the commands to activiate the new configuration. The pmconfig utility is run at system boot. This utility can also be run from the command line after manual changes have been made to the /etc/power.conf file. For editing changes made to the /etc/power.conf file to take effect, users must run pmconfig.

The preferred interface for changing Power Management and suspend-resume configuration is dtpower(1M).

OPTIONS

The following options are supported:

- -r Reset Power Management and suspend-resume state to default and exit.
 User must have both Power Management and suspend-resume configuration permission for this option.
- -f file Based on user permissions, pmconfig first resets the Power Management and/or suspend-resume state back to its default and then reads the new Power Management and/or suspend-resume configuration from file instead of /etc/power.conf and issues the commands to activiate the new configuration. If pmconfig was successful in setting the Power Management and/or suspend-resume configuration, the corresponding configuration in /etc/power.conf is replaced with the configuration in file.

EXIT STATUS

The following exit values are returned:

0 Upon successful completion

>0 An error occurred

FILES

/etc/power.conf System Power Management configuration file

/etc/default/power File that controls permissions for system's Power

Management and suspend-resume features. The PMCHANGEPERM keyboard controls the Power Management configuration permissions, while the

CPRCHANGEPERM keyword controls the suspend-resume configuration permissions.

Allowed values are:

all Any user can change the configuration.

No one except super-user can change the configuration.

<user1, user2,...> A user in this user list or a super-user can change the

configuration. The user list is a space and/or comma (,) separated list. You must enclose the list in < and >

characters.

console-owner A user who owns the system console device node or a

super-user can change the configuration.

The default values are PMCHANGEPERM=console-owner and CPRCHANGEPERM=console-owner.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpmu
Interface stability	Unstable

SEE ALSO

dtpower(1M), powerd(1M), power.conf(4), attributes(5), cpr(7), pm(7D)

Using Power Management

DIAGNOSTICS

If the program cannot open the configuration file, it prints an error message to standard error. If the program encounters a syntax error in the configuration file, it prints an error message and the line number of the error in the configuration file. It then skips the rest of the information on that line and processes the next line. Any configuration information already processed on the line containing the error is used. If user does not have permission to change Power Management and/or suspend-resume configuration, and configuration file has entries for which user doesn't have permission, it process the entries for which user has permissions and prints error on rest.

pntadm(1M)

NAME | pntadm – DHCP network table management utility

SYNOPSIS

```
pntadm -C [-r resource] [-p path] [-u uninterpreted] network
```

```
pntadm -A name_IP_address [-c comment] [-e mm/dd/yyyy] [-f num |
     keywords] [-h client_hostname] [-i [-a] client_ID] [-m [-y] macro]
     [-s server] [-r resource] [-p path] [-u uninterpreted] network
```

pntadm -M name_IP_address [-c comment] [-e mm/dd/yyyy] [-f num | keywords] [-h client hostname] [-i [-a] client ID] [-m [-y] macro] [-n new_client_IP_address] [-s server] [-r resource] [-p path] [-u uninterpreted] network

```
pntadm -D name_IP_address [-y] [-r resource] [-p path]
     [-u uninterpreted] network
```

```
pntadm -P [-v] [-x] [-r resource] [-p path] [-u uninterpreted] network
```

pntadm -R [-r resource] [-p path] [-u uninterpreted] network

pntadm -L [-r resource] [-p path] [-u uninterpreted]

pntadm -B [-v] [batchfile]

DESCRIPTION

The pntadm command is used to manage the Dynamic Host Configuration Protocol (DHCP) network tables. It is used to add and remove networks under DHCP management, and add, delete, or modify IP address records within network tables, or to view tables. For a description of the format of DHCP network tables, see dhcp network(4).

pntadm can be run as root or by other users assigned to the DHCP Management profile. See rbac(5) and user attr(4).

If the networks you want to add are subnetted, you need to update the netmasks(4) table.

One of the following options (function flags) must be specified with the pntadm command: -A, -B, -C, -D, -L, -M, -P, or-R.

OPTIONS

The following options are supported:

-A name_IP_address

Add a client entry with hostname or client IP address, name_IP_address, to the named DHCP network table.

The following sub-options are optional:

-c comment

Comment text. The default is NULL.

-e mm/dd/yyyy

Absolute lease. The default is 0.

-f num | keywords

Flag value. The default is 00.

The flag (-f) option can be specified either as a single number denoting the intended flag value, or as a series of the following keywords, combined using the plus (+) symbol:

DYNAMIC or 00

Server manager's assignment.

PERMANENT or 01

Lease on entry is permanent.

MANUAL or 02

Administrator managed assignment.

UNUSABLE or 04

Entry is not valid.

BOOTP or 08

Entry reserved for BOOTP clients.

For a more detailed description of the flag values, see dhcp_network(4).

-h client_hostname

Client hostname. The default is NULL.

When the -h option is used in this mode, the *client_hostname* is added to the hosts table within the resource used for storing host names (files, NIS+ or DNS). The command will fail if this *client_hostname* is already present in the hosts table.

-i client_ID [-a]

Client identifier [-a]. The default is 00.

The -i option modified with -a specifies that the client identifier is in ASCII format, and thus needs to be converted to hexadecimal format before insertion into the table.

-m macro [-y]

Macro name. Default is UNKNOWN.

The -m option modified with -y verifies the existence of the named macro in the dhcptab table before adding the entry.

-s server

Server IP or name. Default is system name (uname -n).

Activate batch mode. pntadm will read from the specified file or from standard input a series of pntadm commands and execute them within the same process. Processing many pntadm commands using this method is much faster than running an executable batchfile itself. Batch mode is recommended for using pntadm in scripts.

The following sub-option is optional:

- v

Display commands to standard output as they are processed.

- C

Create the DHCP network table for the network specified by *network*. See OPERANDS. For details, see dhcp_network(4) and networks(4).

-D name_IP_address

Delete the specified client entry with hostname or client IP address, <code>name_IP_address</code>, in the named DHCP network table. (See <code>dhcp_network(4)</code>.)

The following sub-option is optional:

- 7

Remove associated host table entry. The -y option requests that all hostnames associated with the IP address in the hosts table in the resource be removed.

-L

List the DHCP network tables presently configured, one per line, on standard output. If none are found, no output is printed and an exit status of 0 is returned.

-M name_IP_address

Modify the specified client entry with hostname or client IP address, <code>name_IP_address</code>, in the named DHCP network table. See <code>dhcp_network(4)</code>. The default for the sub-options is what they currently are set to.

The following sub-options are optional.

-c comment

New comment text.

-е mm/dd/yy

New absolute lease expiration date. Time defaults to 12:00 AM of the day specified.

-f num | keyboard

New flag value, see explanation following the description of the -A option.

-h host_name

New client hostname.

The -h option allows you to change the current *hostname* associated with the IP address or to add a new *hostname* to the hosts table if an entry associated with this IP address does not exist.

-i client_ID

New client identifier [-a].

-m macro [-y]

Macro name defined in dhcptab.

- -n new_client_IP_address New IP address.
- -s server

New server IP or name.

For more detailed description of the sub-options and flag values, see dhcp network(4).

Display the named DHCP network table. See

dhcp_network(4).

The following sub-options are optional:

-v Display lease time in full verbose

format.

-x Display lease time in raw format.

-p path Override the dhcpsvc.conf(4) configuration value

for data store resource path, path See

dhcpsvc.conf(4)

-R Remove the named DHCP network table. See

dhcp network(4).

-r data_store_resource Override the /etc/inet/dhcpsvc.conf

configuration value for RESOURCE= with the

data_store_resource specified. See the dhcpsvc.conf(4) man page for more details on resource type, and the Solaris DHCP Service Developer's Guide for more

information about adding support for other data stores.

-u uninterpreted Data which will be ignored by pntadm, but passed to

the currently configured public module to be

interpreted by the data store. This might be used for a database account name or other authentication or authorization parameters required by a particular data

store.

OPERANDS

- P

The following operand is supported:

pntadm(1M)

network

The network address or network name which corresponds to the dhcp network table. See dhcp network(4).

EXAMPLES

EXAMPLE 1 Creating a Table for the 10.0.0.0 DHCP Network

The following command creates a table for the 10.0.0.0 (subnetted to class C) DHCP network table. Note that if you have an alias for this network in your networks(4) table, you can use that value rather than the dotted Internet Address notation.

example# pntadm -C 10.0.0.0

EXAMPLE 2 Adding an Entry to the 10.0.0.0 Table

The following command adds an entry to the 10.0.0.0 table in the files resource in the /var/mydhcp directory:

example# pntadm -r SUNWfiles -p /var/mydhcp -A 10.0.0.1 10.0.0.0

EXAMPLE 3 Modifying the 10.0.0.1 Entry of the 10.0.0.0 Table

The following command modifies the 10.0.0.1 entry of the 10.0.0.0 table, changing the macro name to Green, setting the flags field to MANUAL and PERMANENT:

example# pntadm -M 10.0.0.1 -m Green -f 'PERMANENT + MANUAL' 10.0.0.0

EXAMPLE 4 Changing the 10.0.0.1 Entry to 10.0.0.2

The following command changes the 10.0.0.1 entry to 10.0.0.2, making an entry in the hosts(4) table called myclient:

example# pntadm -M 10.0.0.1 -n 10.0.0.2 -h myclient 10.0.0.0

EXAMPLE 5 Setting the Client ID as ASCII

The following command sets the client ID as ASCII aruba. foo.com for the ${\tt myclient}$ entry:

example# pntadm -M myclient -i 'aruba.foo.com' -a 10.0.0.0

EXAMPLE 6 Deleting the myclientEntry from the 10.0.0.0 Table

The following command deletes the myclient (10.0.0.2) entry from the 10.0.0.0 table:

example# pntadm -D myclient 10.0.0.0

EXAMPLE 6 Deleting the myclientEntry from the 10.0.0.0 Table (Continued)

EXAMPLE 7 Removing the Named DHCP Network Table

The following command removes the named DHCP network table in the NIS+ directory specified:

```
example# pntadm -r SUNWnisplus -p Test.Nis.Plus. -R 10.0.0.0
```

EXAMPLE 8 Listing the Configured DHCP Network Tables

The following command lists the configured DHCP network tables:

```
example# pntadm -L 192.168.0.0 10.0.0.0
```

EXAMPLE 9 Executing pntadm Commands in Batch Mode

The following command runs a series of pntadm commands contained in a batch file:

```
example# pntadm -B addclients
```

EXIT STATUS

- Successful completion.
- 1 Object already exists.
- 2 Object does not exist.
- 3 Non-critical error.
- 4 Critical error.

FILES

/etc/inet/dhcpsvc.conf

/etc/inet/hosts

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdhcsu
Interface Stability	Evolving

SEE ALSO

 $\label{lem:dhcpconfig} $$ dhcpconfig(1M), dhcpmgr(1M), dhcp_network(4), ,dhcpsvc.conf(4), $$ dhcptab(4), hosts(4), networks(4), user_attr(4), attributes(5), $$ dhcp(5), dhcp_modules(5), rbac(5) $$$

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pntadm(1M)

Alexander, S., and R. Droms, *DHCP Options and BOOTP Vendor Extensions*, RFC 1533, Lachman Technology, Inc., Bucknell University, October 1993.

Droms, R., *Interoperation Between DHCP and BOOTP*, RFC 1534, Bucknell University, October 1993.

Droms, R., *Dynamic Host Configuration Protocol*, RFC 1541, Bucknell University, October 1993.

Wimer, W., Clarifications and Extensions for the Bootstrap Protocol, RFC 1542, Carnegie Mellon University, October 1993.

NAME |

ports – creates /dev entries and inittab entries for serial lines

SYNOPSIS

/usr/sbin/ports [-r rootdir]

DESCRIPTION

 ${\tt devfsadm}(1M)$ is now the preferred command for /dev and /devices and should be used instead of ports.

The ports command creates symbolic links in the /dev/term and /dev/cua directories to the serial-port character device files in /devices and adds new entries in /etc/inittab for non-system ports found. System-board ports are given single lower-case letters for names (such as a and b) while other ports are named numerically.

ports searches the kernel device tree to find the serial devices attached to the system. It also checks /dev/term and /dev/cua to see what symbolic links to serial devices already exist. ports then performs the following:

- 1. Assigns new numbers (or letters for system-board ports) to ports that are attached to the system but do not have /dev/term and /dev/cua entries. The numbers or letters assigned are the lowest-unused numbers or letters.
- 2. Removes dangling links: links from /dev/term and /dev/cua pointing to no-longer-existing ports.
- 3. Creates new /dev/term and /dev/cua links for new serial devices.
- 4. Invokes sacadm(1M) to make new port monitor entries for the new devices. This is not done automatically for on-board ports; on workstations these ports are often not used for dial-in sessions, so a port-monitor for one of these ports must be created explicitly.

If the configuration has not changed, ports exits without doing anything.

ports is run each time a reconfiguration-boot is performed, or when $add_drv(1M)$ is executed. When invoking ports manually, first run drvconfig(1M) to ensure /devices is consistent with the current device configuration.

Notice to Driver Writers

ports considers devices with a node type of DDI_NT_SERIAL, DDI_NT_SERIAL_MB, DDI_NT_SERIAL_DO, or DDI_NT_SERIAL_MB_DO to be serial port devices. Devices with one of these node types must create minor device names that obey the following conventions when calling ddi create minor node(9F).

- The minor name for non-system port devices (DDI_NT_SERIAL) consists of an ASCII numeric string, where the first port on the device is named 0, the second named 1, the third named 2, up to the number of ports provided by the device.
- The minor name for non-system dialout devices (DDI_NT_SERIAL_DO) is the ASCII numeric port name, concatenated with , cu. For example, the minor name for the first dialout port on the serial board is 0, cu.
- The minor name for system-board port devices (DDI_NT_SERIAL_MB) consists of a string containing a single ASCII lowercase character, where the first port on the

ports(1M)

device is named a, the second is named b, the third is named c, for all ports on the device (or up through port z).

■ The minor name for system-board dialout devices (DDI_NT_SERIAL_MB_DO) consists of the lowercase character port name, concatenated with , cu. For example, the minor name for the first dialout port on the on-board serial device is a , cu.

To prevent disks from attempting to automatically generate links for a device, drivers must specify a private node type and refrain from using one of the above node types when calling ddi create minor node(9F).

OPTIONS

-r rootdir

Causes ports to presume that the /dev/term, /dev/cua, and /devices directories are found under *rootdir*, not directly under /. If this argument is specified, sacadm(1M) is not invoked, since it would update terminal administration files under /etc without regard to the *rootdir*.

EXAMPLES

EXAMPLE 1 Creating the serial and dialout minor device nodes from the xkserial driver's attach(9E) function.

The following demonstrates creating the serial and dialout minor device nodes from the xkserial driver's attach(9E) function.

```
* Create the minor number by combining the instance number
* with the port number.
*/ #define XKNUMPORTS
                           ((i) << 4 | (p))
#define XKMINORNUM(i, p)
\#define XKMINORNUM DO(i, p) ((i) << 4 | (p) | 0x80)
xkserialattach(dev info t *dip, ddi attach cmd t cmd)
   int instance, portnum;
   char name[8];
      /* other stuff in attach... */
   instance = ddi get instance(dip);
   for (portnum = 0; portnum < XKNUMPORTS; portnum++) {</pre>
       /*
        * create the serial port device
        sprintf(name, "%d", portnum);
        ddi_create_minor_node(dip, name, S_IFCHR,
           XKMINORNUM (instance, portnum), DDI NT SERIAL, 0);
         * create the dialout device
         sprintf(name, "%d, cu", portnum);
         ddi_create_minor_node(dip, name, S_IFCHR,
             XKMINORNUM DO(instance, portnum), DDI NT SERIAL DO, 0);
}
```

EXAMPLE 1 Creating the serial and dialout minor device nodes from the xkserial driver's attach(9E) function. (Continued)

EXAMPLE 2 Installing the xkserial port driver on a SPARCstation 20.

Installing the xkserial port driver on a SPARCstation 20 (with the driver controlling the fictional XKSerial 8 port serial board) and performing a reconfiguration-boot would create the following special files in /devices.

```
# ls -1 /devices/iommu@f,e00000000/sbus@f,e0001000/xkserial@f,800000/crw-r----- 1 root sys 32, 16 Aug 29 00:02 xkserial@2000:0 crw-r----- 1 root sys 32, 144 Aug 29 00:02 xkserial@2000:0,cu crw-r----- 1 root sys 32, 17 Aug 29 00:02 xkserial@2000:1 crw-r----- 1 root sys 32, 145 Aug 29 00:02 xkserial@2000:1,cu crw-r----- 1 root sys 32, 18 Aug 29 00:02 xkserial@2000:1,cu crw-r---- 1 root sys 32, 146 Aug 29 00:02 xkserial@2000:2 crw-r---- 1 root sys 32, 146 Aug 29 00:02 xkserial@2000:2,cu crw-r---- 1 root sys 32, 147 Aug 29 00:02 xkserial@2000:3,cu crw-r---- 1 root sys 32, 147 Aug 29 00:02 xkserial@2000:3,cu crw-r---- 1 root sys 32, 148 Aug 29 00:02 xkserial@2000:4 crw-r---- 1 root sys 32, 148 Aug 29 00:02 xkserial@2000:5 crw-r---- 1 root sys 32, 149 Aug 29 00:02 xkserial@2000:5 crw-r---- 1 root sys 32, 149 Aug 29 00:02 xkserial@2000:5,cu crw-r---- 1 root sys 32, 150 Aug 29 00:02 xkserial@2000:6 crw-r---- 1 root sys 32, 151 Aug 29 00:02 xkserial@2000:7 crw-r---- 1 root sys 32, 151 Aug 29 00:02 xkserial@2000:7
```

/dev/term will contain symbolic links to the serial port device nodes in /devices

```
# ls -1 /dev/term
/dev/term/0 -> ../../devices/[....]/xkserial@2000:0
/dev/term/1 -> ../../devices/[....]/xkserial@2000:1
/dev/term/2 -> ../../devices/[....]/xkserial@2000:2
/dev/term/3 -> ../../devices/[....]/xkserial@2000:3
/dev/term/4 -> ../../devices/[....]/xkserial@2000:4
/dev/term/5 -> ../../devices/[....]/xkserial@2000:5
/dev/term/6 -> ../../devices/[....]/xkserial@2000:6
/dev/term/7 -> ../../devices/[....]/xkserial@2000:7
```

and /dev/cua will contain symbolic links to the dialout port device nodes in /devices

```
# ls -1 /dev/cua

/dev/cua/0 -> ../../devices/[....]/xkserial@2000:0,cu
/dev/cua/1 -> ../../devices/[....]/xkserial@2000:1,cu
/dev/cua/2 -> ../../devices/[....]/xkserial@2000:2,cu
/dev/cua/3 -> ../../devices/[....]/xkserial@2000:3,cu
/dev/cua/4 -> ../../devices/[....]/xkserial@2000:4,cu
/dev/cua/5 -> ../../devices/[....]/xkserial@2000:5,cu
/dev/cua/6 -> ../../devices/[....]/xkserial@2000:6,cu
/dev/cua/7 -> ../../devices/[....]/xkserial@2000:7,cu
```

FILES /dev/term/n logical serial port devices

ports(1M)

/dev/cua/n logical dialout port devices /etc/inittab /etc/saf/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\verb"add_drv" (1M), \verb"devfsadm" (1M), \verb"devlinks" (1M), \verb"disks" (1M), \verb"drvconfig" (1M), \\$ pmadm(1M), sacadm(1M), tapes(1M), attributes(5), attach(9E), ddi_create_minor_node(9F)

Writing Device Drivers

NAME

powerd - Power manager daemon

SYNOPSIS

/usr/lib/power/powerd [-n]

DESCRIPTION

The powerd daemon is started by pmconfig(1M) to monitor system activity and perform an automatic shutdown using the suspend-resume feature. When the system is suspended, complete current state is saved on the disk before power is removed. On reboot, the system automatically starts a resume operation and the system is restored to the same state it was in immediately prior to suspend.

Immediately prior to system shutdown, the daemon notifies syslogd(1M) of the shutdown, which broadcasts a notification.

OPTIONS

The following option is supported:

-n No broadcast mode. The daemon silently shuts down the system without notifying syslogd(1M).

FILES

/etc/power.conf

Power Management configuration information file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpmu
Interface stability	Unstable

SEE ALSO

pmconfig(1M), syslogd(1M), power.conf(4), attributes(5), cpr(7), pm(7D)

Using Power Management

NAME

pppd – point to point protocol daemon

SYNOPSIS

pppd [tty_name] [speed] [options]

DESCRIPTION

The point-to-point protocol (PPP) provides a method for transmitting datagrams over serial point-to-point links. PPP is composed of three components: a facility for encapsulating datagrams over serial links, an extensible link control protocol (LCP), and a family of network control protocols (NCP) for establishing and configuring different network-layer protocols.

The encapsulation scheme is provided by driver code in the kernel. pppd provides the basic LCP authentication support and several NCPs for establishing and configuring the Internet Protocol (referred to as the IP Control Protocol or "IPCP" or "IPV6CP.")

The pppd daemon is part of Solaris PPP 4.0, an implementation of the Point-to-Point Protocol (PPP) that is based on the Australian National University PPP. For information on licensing terms, refer to the incorporated materials at /var/sadm/pkg/SUNWpppdu/install/copyright.

OPTIONS

The following sections discuss the pppd options:

Options Files

Options are taken from files and the command line. pppd reads options from the files /etc/ppp/options, \$HOME/.ppprc and /etc/ppp/options.ttyname (in that order) before processing the options on the command line. (Command-line options are scanned for the terminal name before the options.ttyname file is read.) To form the name of the options.ttyname file, the initial /dev/ is removed from the terminal name, and any remaining forward slash characters ("/") are replaced with dots. For example, with serial device /dev/cua/a, option file /etc/ppp/options.cua.a is read.

An options file is parsed into a series of words that are delimited by whitespace. Whitespace can be included in a word by enclosing the word in double-quotes ("). A backslash (\) quotes the succeeding character. A hash (#) starts a comment, which continues until the end of the line. There is no restriction on using the file or call options within an options file.

Frequently Used Options

<tty_name></tty_name>	Communicate over the named device. The string /dev/ is prepended if necessary. If no device name is given, or if the name of the terminal connected to the standard input is given, pppd uses that terminal and does not fork to put itself in the background. A value for this option from a privileged source cannot be overridden by a non-privileged user.
<speed></speed>	Set the baud rate to <speed> (a decimal number). The default is to leave the baud rate unchanged. This option is normally needed for dial-out only.</speed>
asyncmap < <i>map</i> >	Set the async character map to <i>map</i> . The map describes which control characters cannot be

successfully received over the serial line. pppd asks the peer to send these characters as a 2-byte escape sequence. The argument is a 32 bit hex number, with each bit representing a character to escape. Bit 0 (00000001) represents the character 0x00; bit 31 (80000000) represents the character 0x1f or ^_. If multiple asyncmap options are given, the values are ORed together. If no asyncmap option is given, pppd attempts to negotiate a value of 0. If the peer agrees, this disables escaping of the standard control characters. Use the default-asyncmap option to disable negotiation and escape all control characters.

auth

Require the peer to authenticate itself before allowing network packets to be sent or received. This option is the default if the system has a default route. If the auth or the noauth option is not specified, pppd allows the peer to use only those IP addresses to which the system does not already have a route.

call name

Read options from the file /etc/ppp/peers/name. This file may contain privileged options, including noauth, even if pppd is not being run by root. The name string may not begin with a slash ("/") or include consecutive periods ("..") as a pathname component.

callback number

Request a callback to the given telephone number using Microsoft CBCP.

connect script

Use the executable or shell command specified by *script* to set up the serial line. This script would typically use the chat(1M) program to dial the modem and start the remote PPP session. A value for this option originating from a privileged source cannot be overridden by a non-privileged user.

crtscts

Use hardware flow control, that is, RTS/CTS, to control the flow of data on the serial port. If the crtscts, nocrtscts, cdtrcts or nocdtrcts option is not provided, the hardware flow control setting for the serial port is left unchanged. Some serial ports lack a true RTS output and use this mode to implement unidirectional flow control. The serial port suspends transmission when requested by the modem by means of CTS but cannot request the modem to stop sending to the computer. This mode allows the use of DTR as a modem control line.

defaultroute Add a default route to the system routing tables when IPCP negotiation successfully completes, using the peer as the gateway. This entry is removed when the PPP connection is broken. This option is privileged if the nodefaultroute option is specified. disconnect script Run the executable or shell command specified by script after pppd terminates the link. Typically, this script is used to command the modem to hang up if hardware modem control signals are not available. disconnect is not run if the modem has already hung up. A value for this option originating from a privileged source cannot be overridden by a non-privileged user. Specifies that certain characters be escaped on escape xx,yy,...transmission regardless of whether the peer requests them to be escaped with its async control character map. The characters to be escaped are specified as a list of hex numbers separated by commas. Note that almost any character can be specified for the escape option, unlike the asyncmap option which allows only control characters to be specified. Characters that cannot be escaped are those containing hex values 0x20 - 0x3f or 0x5e. Read options from file name. If this option is used on file name the command line or in \$HOME/.ppprc, the file must be readable by the user invoking pppd. See Options Files for a list of files that pppd always reads, regardless of the use of this option. Run the executable or shell command specified by init *script* script to initialize the serial line. This script would typically use the chat (1M) program to configure the modem to enable auto answer. A value for this option from a privileged source cannot be overridden by a non-privileged user. lock Directs pppd to create a UUCP-style lock file for the serial device to ensure exclusive access to the device. mru n Set the Maximum Receive Unit (MRU) value to *n*. pppd asks the peer to send packets of no more than n bytes. Minimum MRU value is 128. Default MRU value is 1500. A value of 296 is recommended for slow links (40 bytes for TCP/IP header + 256 bytes of data). For IPv6, MRU must be at least 1280.

mtu n Set the MTU [Maximum Transmit Unit] value to n.

Unless the peer requests a smaller value via MRU negotiation, pppd requests the kernel networking code to send data packets of no more than *n* bytes through the PPP network interface. For IPv6, MTU must be at

least 1280.

passive Enables the "passive" option in the LCP. With this

option, pppd attempts to initiate a connection; if no reply is received from the peer, pppd waits passively for a valid LCP packet instead of exiting, as it would

without this option.

Options

<local_IP_address>:<remote_IP_address>

Set the local and/or remote interface IP addresses. Either one may be omitted. The IP addresses are specified with a host name or in decimal dot notation, for example: 10.1.2.3. The default local address is the first IP address of the system unless the noipdefault option is provided. The remote address is obtained from the peer if not specified in any option. Thus, in simple cases, this option is not required. If a local and/or remote IP address is specified with this option, pppd will not accept a different value from the peer in the IPCP negotiation unless the ipcp-accept-local and/or ipcp-accept-remote options are given, respectively.

allow-fcs fcs-type

Set allowable FCS type(s) for data to peer. The *fcs-type* is a comma-separated list of "crc16", "crc32", "null", or integers. By default, all known types are allowed. If this option is specified and the peer requests a type not listed, a LCP Configure-Nak is sent to request only the listed types.

allow-ip address(es)

Allow peers to use the given IP address or subnet without authenticating themselves. The parameter is parsed for each element of the list of allowed IP addresses in the secrets files. See the Authentication section more more details.

bsdcomp nr,nt

Request that the peer compress packets that it sends using the BSD-Compress scheme, with a maximum code size of nr bits, and agree to compress packets sent to the peer with a maximum code size of nt bits. If nt is not specified, it defaults to the value given for nr. Values in the range 9 to 15 may be used for nr and nt; larger values provide better compression but consume more kernel memory for compression dictionaries. Alternatively, a value of 0 for nr or nt disables compression in the corresponding direction. Use nobsdcomp or bsdcomp 0 to disable BSD-Compress compression entirely. If this option is read from a privileged source, a nonprivileged user may not specify a code size larger than the value from the privileged source.

cdtrcts

Use a non-standard hardware flow control such as DTR/CTS to control the flow of data on the serial port. If the crtscts, nocrtscts, cdtrcts or nocdtrcts

option is not specified, the hardware flow control setting for the serial port is left unchanged. Some serial ports lack a true RTS output. Such serial ports use this mode to implement true bi-directional flow control. Note that this flow control mode does not permit using DTR as a modem control line.

chap-interval n

If this option is given, pppd will rechallenge the peer every n seconds.

chap-max-challenge n

Set the maximum number of CHAP challenge transmissions to *n* (default 10).

chap-restart n

Set the CHAP restart interval (retransmission timeout for challenges) to n seconds. The default is 3.

connect-delay n

Wait for up to n milliseconds after the connect script finishes for a valid PPP packet from the peer. When the wait period elapses or when a valid PPP packet is received from the peer, pppd begins negotiation by sending its first LCP packet. The default value is 1000 (1 second). A wait period applies only if the connect or pty option is used.

datarate n

Set maximum data rate to n (in bytes per second) when using the pty, notty, record, or socket options.

debug

Enables connection debugging facilities. If this option is given, pppd logs the contents of all control packets sent or received in a readable form. The packets are logged through syslog with facility daemon and level debug. This information can be directed to a file by configuring /etc/syslog.conf appropriately.

default-asyncmap

Disable asyncmap negotiation, forcing all control characters to be escaped for both the transmit and the receive direction.

default-fcs

Disable FCS Alternatives negotiation entirely. By default, no FCS Alternatives option is sent to the peer, but the option is accepted. If this option is specified by the peer, then LCP Configure-Reject is sent.

default-mru

Disable MRU [Maximum Receive Unit] negotiation. With this option, pppd uses the default MRU value of 1500 bytes for the transmit and receive directions.

deflate nr,nt,e

Request that the peer compress packets that it sends, using the deflate scheme, with a maximum window size of $2^{**}nr$ bytes, and agree to compress packets sent to the peer with a maximum window size of $2^{**}nt$ bytes and effort level of e (1 to 9). If nt is not specified, it defaults to the value given for nr. If e is not specified, it defaults to 6. Values in the range 9 to 15 may be used for nr and nt; larger values provide better compression but consume more kernel memory for compression

dictionaries. (Value 8 is not permitted due to a zlib bug.) Alternatively, a value of 0 for *nr* or *nt* disables compression in the corresponding direction. Use nodeflate or deflate 0 to disable deflate compression entirely. (Note: pppd requests deflate compression in preference to BSD-Compress if the peer can do either.) If this option is read from a privileged source, a nonprivileged user may not specify a code size larger than the value from the privileged source.

demand

Initiate the link only on demand, that is, when data traffic is present. With this option, the remote IP address must be specified by the user on the command line or in an options file. pppd initially configures and enables the interface for IP traffic without connecting to the peer. When traffic is available, pppd connects to the peer and performs negotiation, authentication and other actions. When completed, pppd passes data packets across the link. The demand option implies the persist option. If this behaviour is not desired, use the nopersist option after the demand option. The idle and holdoff options can be used in conjuction with the demand option.

domain d

Append the domain name d to the local host name for authentication purposes. For example, if gethostname() returns the name porsche, but the fully qualified domain name is porsche. Quotron. COM, you could specify domain Quotron. COM. pppd uses the name porsche. Quotron. COM for accessing secrets in the secrets file and as the default name when authenticating to the peer. This option is privileged.

endpoint endpoint-value

Set the endpoint discriminator (normally used for RFC 1990 Multilink PPP operation). The *endpoint-value* consists of a class identifier and a class-dependent value. The class identifier is one of "null," "local," "IP," "MAC," "magic," "phone," or a decimal integer. If present, the class-dependent value is separated from the identifier by a colon (":") or period (".") . This value may be a standard dotted-decimal IP address for class "IP," an optionally colon-or-dot separated hex Ethernet address for class "MAC" (must have 6 numbers), or an arbitrary string of bytes specified in hex with optional colon or dot separators between bytes. Although this option is available, this implementation does not support multilink.

fcs fcs-type

Set FCS type(s) desired for peer data. The *fcs-type* is a comma-separated list of crc16, crc32, null, or integers. By default, an FCS Alternatives option is not specified, and the medium-dependent FCS type is used. If this option is specified and the peer sends an LCP Configure-Nak, only the listed types are used. If none are in common, the FCS Alternatives option is omitted from the next LCP Configure-Request to drop back to the default.

hide-password

When logging the contents of PAP packets, this option causes pppd to exclude the password string from the log. This is the default.

holdoff n

Specifies how many seconds to wait before re-initiating the link after it terminates. This option is effective only if the persist or demand option is used. The holdoff period is not applied if the link is terminated because it was idle.

ident string

Set the LCP Identification string. The default value is a version string similar to that printed by the --version option.

idle n

Specifies that pppd disconnect if the link is idle for *n* seconds. The link is idle when no data packets (i.e. IP packets) are being sent or received. Do not use this option with the persist option without the demand option.

ipcp-accept-local

With this option, pppd accepts the peer's idea of the local IP address, even if the local IP address is specified in an option.

ipcp-accept-remote

With this option, pppd accepts the peer's idea of its remote IP address, even if the remote IP address is specified in an option.

ipcp-max-configure n

Set the maximum number of IPCP Configure-Request transmissions to n (default 10).

ipcp-max-failure n

Set the maximum number of IPCP Configure-NAKs returned before sending Configure-Rejects instead to n (default 10).

ipcp-max-terminate n

Set the maximum number of IPCP terminate-request transmissions to *n* (default 3).

ipcp-restart n

Set the IPCP restart interval (retransmission timeout) to *n* seconds (default 3).

ipparam string

Provides an extra parameter to the ip-up and ip-down scripts. When this option is given, the *string* supplied is given as the sixth parameter to those scripts. See the Scripts section.

ipv6 <local_interface_identifier> , <remote_interface_identifier>

Set the local and/or remote 64-bit interface identifier. Either one may be omitted. The identifier must be specified in standard ASCII notation of IPv6 addresses (for example: dead:beef). If the <code>ipv6cp-use-ipaddr</code> option is given, the local and remote identifiers are derived from the respective IPv4 addresses (see above). The <code>ipv6cp-use-persistent</code> option can be used instead of the <code>ipv6<local></code>, <code><remote></code> option.

ipv6cp-accept-local

Accept peer's interface identifier for the local link identifier.

ipv6cp-max-configure n

Set the maximum number of IPv6CP Configure-Request transmissions to n (default 10).

ipv6cp-max-failure n

Set the maximum number of IPv6CP Configure-NAKs returned before sending Configure-Rejects instead to *n* (default 10).

ipv6cp-max-terminate n

Set the maximum number of IPv6CP terminate-request transmissions to n (default 3).

ipv6cp-restart n

Set the IPv6CP restart interval (retransmission timeout) to *n* seconds (default 3).

ipv6cp-use-ipaddr

If either the local or remote IPv6 address is unspecified, use the corresponding configured IPv4 address as a default interface identifier. (This option uses the configured addresses, not the negotiated addresses. Do not use it with ipcp-accept-local if the local IPv6 identifier is unspecified or with ipcp-accept-remote if the remote IPv6 identifier is unspecified.)

ipv6cp-use-persistent

Use uniquely-available persistent value for link local address.

kdebuq n

Enable debugging code in the kernel-level PPP driver. Argument *n* is the sum of the following values: 1 to enable general debug messages, 2 to request that contents of received packets be printed, and 4 to request contents of transmitted packets be printed. Messages printed by the kernel are logged by syslogd(1M) to a file directed in the /etc/syslog.conf configuration file. Do not use the kdebug option to debug failed links. Use the debug option instead.

lcp-echo-failure n

If this option is given, pppd presumes the peer to be dead if *n* LCP Echo-Requests are sent without receiving a valid LCP Echo-Reply. If this happens, pppd terminates the connection. This option requires a non-zero value for the lcp-echo-interval parameter. This option enables pppd to terminate after the physical connection is broken (for example, if the modem has hung up) in situations where no hardware modem control lines are available.

lcp-echo-interval n

If this option is given, pppd sends an LCP Echo-Request frame to the peer every *n* seconds. Normally the peer responds to the Echo-Request by sending an Echo-Reply. This option can be used with the lcp-echo-failure option to detect that the peer is no longer connected.

lcp-max-configure n

Set the maximum number of LCP Configure-Request transmissions to n (default 10).

lcp-max-failure n

Set the maximum number of LCP Configure-NAKs returned before starting to send Configure-Rejects instead to *n* (default 10).

lcp-max-terminate n

Set the maximum number of LCP Terminate-Request transmissions to *n* (default 3).

lcp-restart n

Set the LCP restart interval (retransmission timeout) to *n* seconds (default 3).

linkname name

Sets the logical name of the link to *name*. pppd creates a file named ppp-*name*.pid in /var/run containing its process ID. This is useful in determining which instance of pppd is responsible for the link to a given peer system. This is a privileged option.

local

Do not use modem control lines. With this option, pppd ignores the state of the CD (Carrier Detect) signal from the modem and changes the state of the DTR (Data Terminal Ready) signal.

logfd n

Send log messages to file descriptor n. pppd sends log messages to (at most) one file or file descriptor (as well as sending the log messages to syslog), so this option and the logfile option are mutually exclusive. By default pppd sends log messages to stdout (file descriptor 1) unless the serial port is open on stdout.

logfile filename

Append log messages to the file *filename* (and send the log messages to syslog). The file is opened in append mode with the privileges of the user who invoked pppd.

logir

Use the system password database for authenticating the peer using PAP, and record the user in the system wtmp file. Note that the peer must have an entry in the /etc/ppp/pap-secrets file and the system password database to be allowed access.

maxconnect n

Terminate the connection after it has been available for network traffic for n seconds (that is, n seconds after the first network control protocol starts). An LCP Time-Remaining message is sent when the first NCP starts, and again when 5, 2, and 0.5 minutes are remaining.

maxfail n

Terminate after *n* consecutive failed connection attempts. A value of 0 means no limit. The default value is 10.

modem

Use the modem control lines. This option is the default. With this option, pppd waits for the CD (Carrier Detect) signal from the modem to be asserted when opening the serial device (unless a connect script is specified), and drops the DTR

(Data Terminal Ready) signal briefly when the connection is terminated and before executing the connect script.

ms-dns <addr>

If pppd is acting as a server for Microsoft Windows clients, this option allows pppd to supply one or two DNS (Domain Name Server) addresses to the clients. The first instance of this option specifies the primary DNS address; the second instance (if given) specifies the secondary DNS address. (This option is present in some older versions of pppd under the name dns-addr.)

ms-lanman

If pppd connects as a client to a Microsoft server and uses MS-CHAPv1 for authentication, this option selects the LAN Manager password style instead of Microsoft NT.

ms-wins <addr>

If pppd acts as a server for Microsoft Windows or "Samba" clients, this option allows pppd to supply one or two WINS (Windows Internet Name Services) server addresses to the clients. The first instance of this option specifies the primary WINS address; the second instance (if given) specifies the secondary WINS address.

name name

Set the name of the local system for authentication purposes to *name*. This is a privileged option. With this option, pppd uses lines in the secrets files that have *name* as the second field to look for a secret to use in authenticating the peer. In addition, unless overridden with the user option, *name* is used as the name to send to the peer when authenticating the local system. (Note that pppd does not append the domain name to *name*.)

no-accm-test

Disable use of asyncmap (ACCM) checking using LCP Echo-Request messages. If the lcp-echo-failure is used on an asynchronous line, pppd includes all control characters in the first *n* LCP Echo-Request messages. If the asyncmap is set incorrectly, the link drops rather than continue operation with random failures. This option disables that feature.

noaccomp

Disable HDLC Address/Control compression in both directions (send and receive).

noauth

Do not require the peer to authenticate itself. This option is privileged.

nobsdcomp

Disables BSD-Compress compression; pppd will not request or agree to compress packets using the BSD-Compress scheme.

noccp

Disable CCP (Compression Control Protocol) negotiation. This option should only be required if the peer has bugs or becomes confused by requests from pppd for CCP negotiation.

nocrtscts

Disable hardware flow control (i.e. RTS/CTS) on the serial port. If the crtscts, nocrtscts, cdtrcts or nocdtrcts options are not given, the hardware flow control setting for the serial port is left unchanged.

nocdtrcts

This option is a synonym for nocrtscts. Either option will disable both forms of hardware flow control.

nodefaultroute

Disable the defaultroute option. You can prevent users from creating default routes with pppd by placing this option in the /etc/ppp/options file.

nodeflate

Disables deflate compression; pppd will not request or agree to compress packets using the deflate scheme.

nodeflatedraft

Do not use Internet Draft (incorrectly assigned) algorithm number for deflate compression.

nodetach

Do not detach from the controlling terminal. Without this option, pppd forks to become a background process if a serial device other than the terminal on the standard input is specified.

noendpoint

Do not send or accept the Multilink Endpoint Discriminator option.

noident

Disable use of LCP Identification. LCP Identification messages will not be sent to the peer, but received messages will be logged. (Specify this option twice to completely disable LCP Identification. In this case, pppd sends LCP Code-Reject in response to received LCP Identification messages.)

noip

Disable IPCP negotiation and IP communication. Use this option only if the peer has bugs or becomes confused by requests from pppd for IPCP negotiation.

noipv6

Disable IPv6CP negotiation and IPv6 communication. Use this option only if the peer has bugs or becomes confused by requests from pppd for IPv6CP negotiation.

noipdefault

Disables the default behaviour when no local IP address is specified, which is to determine (if possible) the local IP address from the hostname. With this option, the peer must supply the local IP address during IPCP negotiation (unless it specified explicitly on the command line or in an options file).

nolog

Do not send log messages to a file or file descriptor. This option cancels the logfd and logfile options. nologfd acts as an alias for this option.

nomagic

Disable magic number negotiation. With this option, pppd cannot detect a looped-back line. Use this option only if the peer has bugs.

nopam

This privileged option disables use of pluggable authentication modules. If this option is specified, pppd reverts to standard authentication mechanisms. The default is not to use PAM.

nopcomp

Disable protocol field compression negotiation in the receive and the transmit direction.

nopersist

Exit once a connection has been made and terminated. This is the default unless the persist or demand option is specified.

noplink

Cause pppd to use I_LINK instead of I_PLINK. This is the default. When I_LINK is used, the system cleans up terminated interfaces (even when SIGKILL is used) but does not allow ifconfig(1M) to unplumb PPP streams or insert or remove modules dynamically. Use the plink option if ifconfig(1M) modinsert, modremove or unplumb support is needed.

nopredictor1

Do not accept or agree to Predictor-1 compression.

noproxyarp

Disable the proxyarp option. If you want to prevent users from creating proxy ARP entries with pppd, place this option in the /etc/ppp/options file.

notty

Normally, pppd requires a terminal device. With this option, pppd allocates itself a pseudo-tty master/slave pair and uses the slave as its terminal device. pppd creates a child process to act as a character shunt to transfer characters between the pseudo-tty master and its standard input and output. Thus, pppd transmits characters on its standard output and receives characters on its standard input even if they are not terminal devices. This option increases the latency and CPU overhead of transferring data over the ppp interface as all of the characters sent and received must flow through the character shunt process. An explicit device name may not be given if this option is used.

nov

Disable Van Jacobson style TCP/IP header compression in both the transmit and the receive direction.

novjccomp

Disable the connection-ID compression option in Van Jacobson style TCP/IP header compression. With this option, pppd does not omit the connection-ID byte from Van Jacobson compressed TCP/IP headers, nor does it ask the peer to do so.

pam

This privileged option enables use of PAM. If this is specified, pppd uses the pam(3PAM) framework for user authentication with a service name of "ppp." The default is not to use PAM.

papcrypt

Indicates that pppd should not accept a password which, before encryption, is identical to the secret from the /etc/ppp/pap-secrets file.

pap-max-authreq n

Set the maximum number of PAP authenticate-request transmissions to n (default 10).

pap-restart n

Set the PAP restart interval (retransmission timeout) to *n* seconds (default 3).

pap-timeout n

Set the maximum time that pppd waits for the peer to authenticate itself with PAP to n seconds (0= no limit).

password string

Password string for authentication to the peer.

persist

Do not exit after a connection is terminated; instead try to reopen the connection.

plink

Cause pppd to use I_PLINK instead of I_LINK. The default is to use I_LINK, which cleans up terminated interface (even if SIGKILL is used), but does not allow ifconfig(1M) to unplumb PPP streams or insert or remove modules dynamically. Use this option if ifconfig(1M) modinsert/modremove/unplumb support is needed. See the plumbed option.

plugin filename

Load the shared library object file *filename* as a plugin. This is a privileged option. Unless the filename specifies an explicit path, /etc/ppp/plugins and /usr/lib/inet/ppp will be searched for the object to loa in that order.

plumbed

This option indicates that pppd should find a plumbed interface and use that for the session. If IPv4 addresses or IPv6 interface IDs or link MTU are otherwise unspecified, they are copied from the interface selected. This mode mimics some of the functionality of the older aspppd implementation and may be helpful when pppd is used with external applications that use ifconfig(1M).

pppmux times

Enable PPP Multiplexing option negotiation and set transmit multiplexing timeout to *timer* microseconds.

privgroup group-name

Allows members of group *group-name* to use privileged options. This is a privileged option. Because there is no guarantee that members of *group-name* cannot use pppd

to become root themselves, you should be careful using this option. Consider it equivalent to putting the members of *group-name* in the kmem or disk group.

proxyarp

Add an entry to the system's Address Resolution Protocol (ARP) table with the IP address of the peer and the Ethernet address of this system. When you use this option, the peer appears to other systems to be on the local Ethernet. The remote address on the PPP link must be in the same subnet as assigned to an Ethernet interface.

pty script

Specifies that the command *script*, and not a specific terminal device is used for serial communication. pppd allocates itself a pseudo-tty master/slave pair and uses the slave as its terminal device. *script* runs in a child process with the pseudo-tty master as its standard input and output. An explicit device name may not be given if this option is used. (Note: if the record option is used in conjunction with the pty option, the child process will have pipes on its standard input and output.)

receive-all

With this option, pppd accepts all control characters from the peer, including those marked in the receive asyncmap. Without this option, pppd discards those characters as specified in *RFC 1662*. This option should be used only if the peer has bugs.

record filename

Directs pppd to record all characters sent and received to a file named *filename*. *filename* is opened in append mode, using the user's user-ID and permissions. Because this option uses a pseudo-tty and a process to transfer characters between the pseudo-tty and the real serial device, it increases the latency and CPU overhead of transferring data over the PPP interface. Characters are stored in a tagged format with timestamps that can be displayed in readable form using the pppdump(1M) program. This option is generally used when debugging the kernel portion of pppd (especially CCP compression algorithms) and not for debugging link configuration problems. See the debug option.

remotename name

Set the assumed name of the remote system for authentication purposes to *name*. Microsoft WindowsNT does not provide a system name in its CHAP Challenge messages, and this option is often used to work around this problem.

refuse-chap

With this option, pppd will not agree to authenticate itself to the peer using standard Challenge Handshake Authentication Protocol (CHAP). (MS-CHAP is not affected.)

refuse-mschap

Do not agree to authenticate to peer with MS-CHAPv1. If this option is specified, requests for MS-CHAPv1 authentication from the peer are declined with LCP Configure-Nak. That option does not disable any other form of CHAP.

refuse-mschapv2

Do not agree to authenticate to peer with MS-CHAPv2. If specified, this option requests that MS-CHAPv2 authentication from the peer be declined with LCP Configure-Nak. That option does not disable any other form of CHAP.

refuse-pap

With this option, pppd will not agree to authenticate itself to the peer using Password Authentication Protocol (PAP).

require-chap

Require the peer to authenticate itself using standard CHAP authentication. MS-CHAP is not affected.

require-mschap

Require the peer to authenticate itself using MS-CHAPv1 authentication.

require-mschapv2

Require the peer to authenticate itself using MS-CHAPv2 authentication.

require-pap

Require the peer to authenticate itself using PAP authentication.

show-password

When logging contents of PAP packets, this option causes pppd to show the password string in the log message.

silent

With this option, pppd will not transmit LCP packets to initiate a connection until a valid LCP packet is received from the peer. This is like the 'passive' option with older versions of pppd.

small-accm-test

When checking the asyncmap (ACCM) setting, pppd uses all 256 possible values by default. See no-accm-test. This option restricts the test so that only the 32 values affected by standard ACCM negotiation are tested. This option is useful on very slow links.

socket host:port

Connect to given host and port using TCP and run PPP over this connection.

sync

Use synchronous HDLC serial encoding instead of asynchronous. The device used by pppd with this option must have sync support. Currently supports zs drivers.

unit 1

Set PPP interface unit number to *n*, if possible.

updetach

With this option, pppd detaches from its controlling terminal after establishing the ppp connection. When this is specified, messages sent to stderr by the connect script, usually chat(1M), are directed to pppd's standard output.

usehostname

Enforce the use of the hostname with domain name appended, if given, as the name of the local system for authentication purposes . This overrides the name option. Because the name option is privileged, this option is normally not needed.

usepeerdns

Ask the peer for up to two DNS server addresses. Addresses supplied by the peer, if any, are passed to the /etc/ppp/ip-up script in the environment variables DNS1 and DNS2. In addition, pppd creates an /etc/ppp/resolv.conf file containing one or two nameserver lines with the address(es) supplied by the peer.

user name

Sets the name used for authenticating the local system to the peer to *name*.

vj-max-slots n

Sets the number of connection slots to be used by the Van Jacobson TCP/IP header compression and decompression code to n, which must be between 2 and 16 (inclusive).

welcome script

Run the executable or shell command specified by *script* before initiating PPP negotiation, after the connect script, if any, has completed. A value for this option from a privileged source cannot be overridden by a non-privileged user.

xonxoff

Use software flow control, that is, XON/XOFF, to control the flow of data on the serial port.

Obsolete Options

The following options are obselete:

+ua name

Read a PAP user name and password from the file *name*. This file must have two lines for name and password. Name and password are sent to the peer when the peer requests PAP authentication.

+ipv6

Enable IPv6 and IPv6CP without specifying interface identifiers.

--version

Show version number and exit.

--help

Show brief help message and exit.

EXTENDED DESCRIPTION Security

The following sections discuss miscellaneous features of pppd:

pppd allows system administrators to provide legitimate users with PPP access to a server machine without fear of compromising the security of the server or the network it runs on. Access control is provided by restricting IP addresses the peer may use based on its authenticated identity (if any), and through restrictions on options a non-privileged user may use. Options that permit potentially insecure configurations

are privileged. Privileged options are only accepted in files that are under the control of the system administrator or when pppd is being run by root.

By default, pppd allows an unauthenticated peer to use a given IP address only if the system does not already have a route to that IP address. For example, a system with a permanent connection to the wider Internet will normally have a default route, meaning all peers must authenticate themselves to set up a connection. On such a system, the auth option is the default. Conversely, a system with a PPP link that comprises the only connection to the Internet probably does not possess a default route, so the peer can use virtually any IP address without authenticating itself.

Security-sensitive options are privileged and cannot be accessed by a non-privileged user running pppd, either on the command line, in the user's \$HOME/.ppprc file, or in an options file read using the file option. Privileged options may be used in /etc/ppp/options file or in an options file read using the call option. If pppd is run by the root user, privileged options can be used without restriction. If the /etc/ppp/options file does not exist, then only root may invoke pppd. The /etc/ppp/options file must be created (but may be empty) to allow ordinary non-root users to access pppd.

When opening the device, pppd uses the invoking user's user ID or the root UID (that is, 0), depending if the device name was specified by the user or the system administrator. If the device name comes from a privileged source, that is, /etc/ppp/options or an options file read using the call option, pppd uses full root privileges when opening the device. Thus, by creating an appropriate file under /etc/ppp/peers, the system administrator can allow users to establish a PPP connection via a device that they would not normally have access to. Otherwise pppd uses the invoking user's real UID when opening the device.

Authentication

During the authentication process, one peer convinces the other of its identity by sending its name and some secret information to the other. During authentication, the first peer becomes the "client" and the second becomes the "server." Authentication names can (but are not required to) correspond to the peer's Internet hostnames.

pppd supports four authentication protocols: the Password Authentication Protocol (PAP) and three forms of the Challenge Handshake Authentication Protocol (CHAP). With the PAP protocol, the client sends its name and a cleartext password to the server to authenticate itself. With CHAP, the server initiates the authentication exchange by sending a challenge to the client who must respond with its name and a hash value derived from the shared secret and the challenge.

The PPP protocol is symmetrical, meaning that each peer may be required to authenticate itself to the other. Different authentication protocols and names can be used for each exchange.

By default, pppd authenticates if requested and does not require authentication from the peer. However, pppd does not authenticate itself with a specific protocol if it has no secrets that can do so. pppd stores authentication secrets in the /etc/ppp/pap-secrets (for PAP), and /etc/ppp/chap-secrets (for CHAP) files. Both files use the same format. pppd uses secrets files to authenticate itself to other systems and to authenticate other systems to itself.

Secrets files contain one secret per line. Secrets are specific to a particular combination of client and server and can only be used by that client to authenticate itself to that server. Each line in a secrets file has a minimum of three fields that display the secret and the client and server names. Often, the fields are followed by IP addresses that are used by clients to connect to a server.

A secrets file is parsed into words, with client name, server name and secrets fields allocated one word each. Embedded spaces or other special characters within a word must be quoted or escaped. Case is significant in all three fields.

A secret beginning with an at sign ("@") is followed by the name of a file containing the secret. An asterisk (*) as the client or server name matches any name. When choosing a match, pppd selects the one with the fewest wildcards. Succeeding words on a line are intrepreted by pppd as acceptable IP addresses for that client. IP Addresses are disallowed if they appear in lines that contain only three words or lines whose first word begins with a hyphen ("-"). To allow any address, use "*". An address starting with an exclamation point ("!") indicates that the specified address is not acceptable. An address may be followed by "/" and a number n to indicate a whole subnet (all addresses that have the same value in the most significant n bits). In this form, the address may be followed by a plus sign ("+") to indicate that one address from the subnet is authorized, based on the ppp network interface unit number in use. In this case, the host part of the address is set to the unit number, plus one.

When authenticating the peer, pppd chooses a secret with the peer's name in the first field of the secrets file and the name of the local system in the second field. The local system name defaults to the hostname, with the domain name appended if the domain option is used. The default can be overridden with the name option unless the usehostname option is used.

When authenticating to the peer, pppd first determines the name it will use to identify itself to the peer. This name is specified with the user option. If the user option is not used, the name defaults to the host name of the local system. pppd then selects a secret from the secrets file by searching for an entry with a local name in the first field and the peer's name in the second field. pppd will know the name of the peer if standard CHAP authentication is used because the peer will have sent it in the Challenge packet. However, if MS-CHAP or PAP is being used, pppd must determine the peer's name from the options specified by the user. The user can specify the peer's name directly with the remotename option. Otherwise, if the remote IP address was specified by a name, rather than in numeric form, that name will be used as the peer's name. If that fails, pppd uses the null string as the peer's name.

When authenticating the peer with PAP, the supplied password is compared with data in the secrets file. If the password and secret do not match, the password is encrypted

using crypt () and checked against the secret again. If the paperypt option is given, the first unencrypted comparison is omitted for better security, and entries must thus be in encrypted crypt(3C) form.

If the login option is specified, the username and password are also checked against the system password database. This allows you to set up the pap-secrets file to enable PPP access only to certain users, and to restrict the set of IP addresses available to users. Typically, when using the login option, the secret in /etc/ppp/pap-secrets would be "", which matches any password supplied by the peer. This makes having the same secret in two places unnecessary.

Authentication must be completed before IPCP (or other network protocol) can be started. If the peer is required to authenticate itself and fails, pppd closes LCP and terminates the link. If IPCP negotiates an unacceptable IP address for the remote host, IPCP is closed. IP packets are sent or received only when IPCP is open.

To enable hosts that cannot authenticate themselves to connect and use one of a restricted set of IP addresses, add a line to the pap-secrets file specifying the empty string for the client and password. Additional pppd options for a given authenticated peer may be specified by placing them at the end of the secrets entry, separated by two dashes (--). For example

peername servername secret ip-address -- novj

Routing

When IPCP negotiation is complete, pppd informs the kernel of the local and remote IP addresses for the PPP interface and creates a host route to the remote end of the link that enables peers to exchange IP packets. Communication with other machines generally requires further modification to routing tables and/or Address Resolution Protocol (ARP) tables. In most cases the defaultroute and/or proxyarp options are sufficient for this, but further intervention may be necessary. If further intervention is required, use the /etc/ppp/ip-up script.

To add a default route through the remote host, use the defaultroute option.

In some cases it is desirable to use proxy ARP, for example on a server machine connected to a LAN, to allow other hosts to communicate with the remote host. proxyarp instructs pppd to look for a network interface on the same subnet as the remote host. That is, an interface supporting broadcast and ARP that is not a point-to-point or loopback interface and that is currently up. If found, pppd creates a permanent, published ARP entry with the IP address of the remote host and the hardware address of the network interface.

When the demand option is used, the interface IP addresses are already set at the time when IPCP comes up. If pppd cannot negotiate the same addresses it used to configure the interface, it changes the interface IP addresses to the negotiated addresses. This may disrupt existing connections. Using demand dialing with peers that perform dynamic IP address assignment is not recommended.

pppd invokes scripts at various stages during processing that are used to perform site-specific ancillary processing. These scripts may be shell scripts or executable code files. pppd does not wait for the scripts to finish. The scripts are executed as root (with the real and effective user-id set to 0), enabling them to update routing tables, run privileged daemons, or perform other tasks. Be sure that the contents of these scripts do not compromise your system's security. pppd runs the scripts with standard input, output and error redirected to /dev/null, and with an environment that is empty except for some environment variables that give information about the link. The pppd environment variables are:

DEVICE	Name of the serial tty device.
IFNAME	Name of the network interface.
IPLOCAL	$\ensuremath{\mathrm{IP}}$ address for the link's local end. This is set only when IPCP has started.
IPREMOTE	IP address for the link's remote end. This is set only when IPCP has started.
PEERNAME	Authenticated name of the peer. This is set only if the peer authenticates itself.
SPEED	Baud rate of the tty device.
ORIG_UID	Real user-id of user who invoked pppd.
PPPLOGNAME	Username of the real user-id who invoked pppd. This is always set.

pppd also sets the following variables for the ip-down and auth-down scripts:

CONNECT_TIME	Number of seconds between the start of PPP negotiation and
	connection termination.

BYTES SENT Number of bytes sent at the level of the serial port during the

connection.

BYTES RCVD Number of bytes received at the level of the serial port during the

connection.

LINKNAME Logical name of the link, set with the linkname option.

If they exist, pppd invokes the following scripts. It is not an error if they do not exist.

/etc/ppp/auth-up	Program or script executed after the remote system successfully authenticates itself. It is executed with the
	parameters interface-name peer-name
	user-name tty-device speed. Note that this script
	is not executed if the peer doesn't authenticate itself,
	for example when the noauth option is used.

/etc/ppp/auth-down Program or script executed when the link goes down if

/etc/ppp/auth-up was previously executed. It is

	executed in the same manner with the same parameters as /etc/ppp/auth-up.
/etc/ppp/ip-up	A program or script that is executed when the link is available for sending and receiving IP packets (that is, IPCP has come up). It is executed with the parameter Iinterface-name tty-device speed local-IP-address remote-IP-address ipparam.
/etc/ppp/ip-down	A program or script which is executed when the link is no longer available for sending and receiving IP packets. This script can be used for undoing the effects of the /etc/ppp/ip-up script It is invoked in the same manner and with the same parameters as the ip-up script.
/etc/ppp/ipv6-up	Similar to /etc/ppp/ip-up, except that it is executed when the link is available for sending and receiving IPv6 packets. Executed with the parameters interface-name tty-device speed local-link-local-address remote-link-local-address ipparam.
/etc/ppp/ipv6-down	Similar to /etc/ppp/ip-down, but executed when IPv6 packets can no longer be transmitted on the link. Executed with the same parameters as the ipv6-up script.

EXAMPLES

EXAMPLE 1 Using the auth Option

The following examples assume that the /etc/ppp/options file contains the auth option.

pppd is commonly used to dial out to an ISP. You can do this using the pppd call isp command where the /etc/ppp/peers/isp file is set up to contain a line similar to the following:

```
cua/a 19200 crtscts connect '/usr/bin/chat -f /etc/ppp/chat-isp' noauth
```

For this example, chat(1M) is used to dial the ISP's modem and process any logon sequence required. The /etc/ppp/chat-isp file is used by chat and could contain the following:

```
ABORT "NO CARRIER"

ABORT "NO DIALTONE"

ABORT "ERROR"

ABORT "NO ANSWER"

ABORT "BUSY"

ABORT "Username/Password Incorrect"
"" "at"

OK "at&f&d2&c1"
```

EXAMPLE 1 Using the auth Option (Continued)

```
OK "atdt2468135"
"name:" "^Umvuserid"
"word:" "\qmypassword"
"ispts" "\q^Uppp"
"~-^Uppp-~"
```

See the chat(1M) man page for details of chat scripts.

EXAMPLE 2 Using pppd with proxyarp

pppd can also provide a dial-in ppp service for users. If the users already have login accounts, the simplest way to set up the ppp service is to let the users log in to their accounts and run pppd as shown in the following example:

```
example% pppd proxyarp
```

EXAMPLE 3 Providing a User with Access to PPP Facilities

To provide a user with access to the PPP facilities, allocate an IP address for the user's machine, create an entry in /etc/ppp/pap-secrets or /etc/ppp/chap-secrets. This enables the user's machine to authenticate itself. For example, to enable user "Joe" using machine "joespc" to dial in to machine "server" and use the IP address "joespc.my.net," add the following entry to the /etc/ppp/pap-secrets or /etc/ppp/chap-secrets files:

```
joespc
          server
                    "joe's secret"
                                       joespc.my.net
```

Alternatively, you can create another username, for example "ppp," whose login shell is /usr/bin/pppd and whose home directory is /etc/ppp. If you run pppd this way, add the options to the /etc/ppp/.ppprc file.

If your serial connection is complex, it may be useful to escape such control characters as XON (^Q) and XOFF (^S), using asyncmap a0000. If the path includes a telnet, escape ^] (asyncmap 200a0000). If the path includes a rlogin command, add escape ff option to the options, because rlogin removes the window-size-change sequence [0xff, 0xff, 0x73, 0x73, followed by any 8 bytes] from the stream.

EXIT STATUS

The pppd exit status indicates errors or specifies why a link was terminated. Exit status values are:

- pppd has detached or the connection was successfully established and terminated at the peer's request.
- An immediately fatal error occurred. For example, an essential system call 1 failed.
- An error was detected in the options given. For example, two mutually 2 exclusive options were used.

	3	pppd is not setuid-root and	d the invoking user is not root.
	4	The kernel does not support P included or cannot be loaded.	PP. For example, the PPP kernel driver is not
	5	pppd terminated because it was signal.	as sent a SIGINT, SIGTERM or SIGHUP
	6	The serial port could not be lo	cked.
	7	The serial port could not be op	pened.
	8	The connect script failed and returned a non-zero exit status.	
	9	The command specified as the argument to the pty option could not be run.	
	10	The PPP negotiation failed bed	ause no network protocols were able to run.
	11	The peer system failed or refus	sed to authenticate itself.
	12	The link was established succe	essfully, but terminated because it was idle.
	The link was established successfully, but terminated because the conne time limit was reached.		essfully, but terminated because the connect
	14	Callback was negotiated and an incoming call should arrive shortly.	
	15	The link was terminated because the peer is not responding to echo requests.	
	16	The link was terminated by the modem hanging up.	
	17	The PPP negotiation failed because serial loopback was detected.	
	18	The init script failed because a	non-zero exit status was returned.
19 Authentication to the peer failed.		ed.	
/var/run/pppn.pid		n/pppn.pid	Process-ID for pppd process on ppp interface unit n .
	/var/rur	n/ppp- <i>name</i> .pid	Process-ID for pppd process for logical link name (see the linkname option).
	/etc/ppp	p/pap-secrets	Usernames, passwords and IP addresses for PAP authentication. This file should be owned by root and not readable or writable by any other user, otherwise pppd will log a warning.
	/etc/ppr	o/chap-secrets	Names, secrets and IP addresses for all forms of CHAP authentication. The /etc/ppp/pap-secrets file should be owned by root should not readable or

FILES

writable by any other user, otherwise, pppd

will log a warning.

/etc/ppp/options System default options for pppd, read

before user default options or

command-line options.

User default options, read before \$HOME/.ppprc

/etc/ppp/options.ttyname.

/etc/ppp/options.ttyname System default options for the serial port in

> use; read after \$HOME/.ppprc. The ttyname component of this filename is formed when the initial /dev/ is stripped from the port name (if present), and slashes (if any) are

converted to dots.

Directory with options files that may /etc/ppp/peers

> contain privileged options, (even if pppd was invoked by a user other than root). The system administrator can create options

files in this directory to permit

non-privileged users to dial out without requiring the peer to authenticate, but only

to certain trusted peers.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpppdu
Interface Stability	evolving

SEE ALSO

chat(1M), ifconfig(1M), crypt(3C), pam(3PAM), attributes(5)

Haskin, D., Allen, E. RFC 2472 – IP Version 6 Over PPP. Network Working Group. December 1998.

Jacobson, V. RFC 1144, Compressing TCP/IP Headers for Low-Speed Serial Links. Network Working Group. February, 1990

Lloyd, B., Simpson, W. RFC 1334, PPP Authentication Protocols. Network Working Group. October 1992.

McGregor, G. RFC 1332, The PPP Internet Protocol Control Protocol (IPCP). Network Working Group. May 1992.

Rivest, R. RFC 1321, The MD5 Message-Digest Algorithm . Network Working Group. April 1992

Simpson, W. RFC 1661, The Point-to-Point Protocol (PPP). Network Working Group. July 1994.

Simpson, W. RFC 1662, HDLC-like Framing . Network Working Group. July 1994.

NOTES

The following signals behave as follows when sent to pppd:

SIGINT, SIGTERM Terminate the link, restore the serial device settings and

exit.

SIGHUP Terminate the link, restore the serial device settings and

close the serial device. If the persist or demand option is specified, pppd attempts to reopen the serial device and start another connection after the holdoff period. Otherwise pppd exits. If received during the holdoff period, SIGHUP causes pppd to end the holdoff

period immediately.

SIGUSR1 Toggles the state of the debug option.

SIGUSR2 Causes pppd to renegotiate compression. This is useful

to re-enable compression after it has been disabled as a

result of a fatal decompression error. (Fatal

decompression errors generally indicate a bug in an

implementation.)

DIAGNOSTICS

Messages are sent to the syslog daemon using facility LOG_DAEMON. To see error and debug messages, edit the /etc/syslog.conf file to direct the messages to the desired output device or file.

The debug option causes the contents of all LCP, PAP, CHAP or IPCP control packets sent or received to be logged. This is useful if PPP negotiation does not succeed or if authentication fails.

Debugging can also be enabled or disabled by sending a SIGUSR1 signal, which acts as a toggle to the pppd process.

NAME

pppoec – PPPoE chat utility

SYNOPSIS

pppoec [-omillisecs] [-v] -i [device]

DESCRIPTION

The pppoec utility implements the client-side negotiation of PPPoE. It is intended to be used with the pppd(1M) connect option, in the same manner as the chat(1M) utility is used for asynchronous dial-up PPP.

When given with the -i flag, pppoec sends out a broadcast query on the given interface named by the *device* parameter. You can specify no other arguments in this mode. All responding PPPoE servers and the offered services are displayed on standard output.

Otherwise, when given without the <code>-i</code> flag, <code>pppoec</code> does the full PPPoE client-side negotiation. The <code>device</code> parameter is the intended Ethernet interface, and must already be plumbed with <code>sppptun(1M)</code>. The optional <code>service</code> parameter specifies a particular service desired; other offered services will be ignored. The optional <code>server</code> parameter specifies a specific server desired. You can specify <code>server</code> as an Ethernet address in the usual <code>x:x:x:x:x:x</code> format (with "*" in any of the six byte positions interpreted to mean "any"), or as a symbolic name resolved through <code>/etc/ethers</code> (or NIS), or as a PPPoE access concentrator name. The sense of the match (true or false) can be inverted by specifying the keyword <code>except</code> before this string. This parameter can be specified more than once, and the first match is taken.

If you specify the *server* parameter, then the selected servers become "preferred." If no preferred server responds, then the first responding server is used instead. To exclude non-matching servers entirely, append the keyword only.

OPTIONS

- -i Sends out broadcast query over interface specified by *device*.
- -o Sets the initial wait time in milliseconds for PADO from the server before PADI is retried. The default is 500 milliseconds for normal operation, or 3000 milliseconds (3 seconds) for inquiry (-i) mode.
- -s Sets the initial wait time in milliseconds for PADS from the server before PADR is retried. The default is 2000 milliseconds (2 seconds).
- -v Displays verbose progress messages, including all PPPoE messages sent, and all state machine transitions.

You normally do not need to adjust the parameters set with $-\circ$ and -s. They are provided for coping with unusually slow servers.

OPERANDS

The following operands are supported:

device plumbed Ethernet interface

server preferred server or, if you specify only, the specified

server

service desired service; other available services are ignored

EXAMPLES

EXAMPLE 1 Connecting to Any Service on hme0

The following command enables you to connect to any PPPoE service on hme0:

```
#/usr/bin/pppd sppptun plugin pppoe.so \
connect "/usr/lib/inet/pppoec hme0" debug
```

Often, a command such as the preceding is specified in an /etc/ppp/peers file instead. For example, enter the following in /etc/ppp/peers/myisp:

```
sppptun
plugin pppoe.so
connect "/usr/lib/inet/pppoec hme0"
debug
```

To invoke the PPP connection described in the file, enter:

```
% /usr/bin/pppd call myisp
```

Note that, because the /etc/ppp/peers files are considered privileged by pppd, you need not be root to invoke the preceding command.

EXAMPLE 2 Connecting to a Particular Service

A more complex example: on hme0, connect to only the internet service offered by PPPoE servers with access concentrator name isp, but not to any Ethernet addresses starting with 40:0:1a.

```
# /usr/lib/inet/pppoec hme0 internet except 40:0:la:*:*:* isp only
```

Note that the except 40:0:1a:*:*:* filter must come before isp, because the filters are first-match.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

FILES

```
/usr/lib/inet/pppoec executable command
```

```
/dev/sppptun
```

Solaris PPP tunneling device driver.

```
/etc/ppp/connect-errors
```

usual location of error output (see DIAGNOSTICS, below)

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpppdt

SEE ALSO

pppd(1M), sppptun(1M), pppoed(1M)

RFC 2516, Method for Transmitting PPP Over Ethernet (PPPoE), Mamakos et al, February 1999

DIAGNOSTICS

Error messages are written to standard error, which is normally redirected by pppd to /etc/ppp/connect-errors. The errors can also be redirected to pppd's standard output by using the updetach option.

If you specify the -v, verbose progress messages are displayed, including all PPPoE messages sent, and all state machine transitions. Specifying the updetach or nodetach pppd option is helpful when using verbose mode.

NAME |

pppoed - PPPoE server daemon

SYNOPSIS

ppoed [options]

DESCRIPTION

The pppoed daemon implements the server-side negotiation of PPPoE. When a client requests service from this daemon, a copy of pppd(1M) is invoked to handle the actual PPP communication.

At startup, options are read from the command line and the /etc/ppp/pppoe file. After these options have been read, options in the per-device /etc/ppp/pppoe. *device* files are read, using the device names specified on the command line or in /etc/ppp/pppoe. (Device names are not permitted in the per-device files.) It is not an error if any of these files are absent; missing files are ignored.

Options are reread in the same order on SIGHUP. Except for the possibility of short delays due to the processing time, SIGHUP does not interfere with any client operations. Current status, including options read, is dumped to /tmp/pppoed.pid on SIGINT.

The options are used to set up a list of services to be offered to PPPoE clients on the broadcast domains (Ethernet subnets) specified by the named devices. Option parsing is always in one of two modes, either global mode or service mode. The initial mode at the beginning of each file (and the command line) is global mode. Options specified in global mode serve as default values for subsequently defined services. Service mode is entered by the service name option. In this mode, the named option is defined. Options that appear in this mode override any global mode definitions for the current service.

The option parsing follows standard shell tokenizing rules, using whitespace to delimit tokens, quotes to enclose strings that can contain whitespace, and escape sequences for special characters. Environment variables are substituted using familiar \$VAR and $\{VAR\}$ syntax and set using Newvarestring. Variables are both usable in subsequent options and provided to the pppd(1M) processes spawned for each client, but they are interpreted as they are encountered during option processing. Thus, all set variables are seen by all processes spawned; position in the configuration files has no effect on this.

OPTIONS

The pppoed daemon supports the following options:

client[except] client-list

This option restricts the clients that may receive the service. If the except keyword is given, then the clients on the list cannot access the service, but others can. If this keyword is not given, then only the listed clients can access the service.

This option can be specified more than once for a given service. For a given client, first match among all listed options encountered specifies the handling. If it matches an option with except specified, then access is denied. Otherwise, it is granted. The client list within a service is prepended to any list specified in the global context.

If no client options are given or if all options are specified with except, then all clients are permitted by default. If any client options without except are specified, then no clients are permitted by default.

The *client-list* is a comma-separated list of client identifiers. The match is made if any client on the list matches; thus, these are logically "ORed" together. Each client identifier can be either a symbolic name (resolved through /etc/ethers or NIS, as defined by /etc/nsswitch.conf) or a hexadecimal Ethernet address in the format x:x:x:x:x. In the latter case, any byte of the address can be "*", which matches any value in that position. For example, 40:0:1a:*:*: matches Ethernet adapters from the manufacturer assigned block 40:0:1a.

Increase debug logging detail level by one. The detail levels are 0 (no logging), 1 (errors only; the default), 2 (warnings), 3 (informational messages), and 4 (debug messages). Log messages are written by default to syslog(3C) using facility *daemon* (see the log option below). When specified on the command line or in the global context of the /etc/ppp/pppoe file, this option also sets the daemon's default (non-service-related) detail level.

Specify the devices on which the service is available. The *device-list* is a comma-separated list of logical device names (without the leading /dev/), such as hme0. This option is ignored if encountered in the per-device /etc/ppp/pppoe. *device* files.

Specifies extra options to pppd(1M). It defaults to "plugin pppoe.so directty" and usually does not need to be overridden.

Suspends parsing of the current file, returns to global mode, and reads options from *path*. This file must be present and readable; if it is not, an error is logged. When the end of that file is reached, processing returns to the current file and the mode is reset to global again.

debug

device device-list

extra string

file path

The global mode options specified in files read by this command use the options set in the current file's global mode; this condition extends to any file included by those files. All files read are parsed as though the command line had specified this option, and thus inherit the command line's global modes.

This option can be used to revert to global mode at any point in an option file by specifying file /dev/null.

group *name* Specifies the group ID (symbolic or numeric) under

which pppd is executed. If pppoed is not run as root,

this option is ignored.

Specifies an alternate debug logging file. Debug messages are sent to this file instead of sysloq. The

special name syslog is recognized to switch logging back to syslog. When specified on the command line or in the global context of the /etc/ppp/pppoe file,

this option also sets the daemon's default

(non-service-related) log file.

nodebug Set debug logging detail level to 0 (no logging). When

specified on the command line or in the global context of the /etc/ppp/pppoe file, this option also sets the daemon's default (non-service-related) detail level.

nowildcard Specifies that the current service should not be

included in response to clients requesting "any" service. The client must ask for this service by name. When specified on the command line or in the global context of the /etc/ppp/pppoe file, this option causes pppoed to ignore all wildcard service requests.

path *path* Specifies the path to the pppd executable. Defaults to

/usr/bin/pppd.

pppd *string* Passes command-line arguments to pppd. It can be

used to set the IP addresses or configure security for the session. The default value is the empty string.

server *string* Specifies the PPPoE Access Concentrator name to be

sent to the client. It defaults to "Solaris PPPoE".

service name Closes any service being defined and begins definition

of a new service. The same service name can be used without conflict on multiple devices. If the same service name is used on a single device, then the last definition encountered during parsing overrides all previous

definitions.

user name Specifies the user ID (symbolic or numeric) under

which pppd is executed. If pppoed is not run as root,

this option is ignored.

wildcard Specifies that the service should be included in

responses to client queries that request "any" service (which is done by requesting a service name of length zero). When specified on the command line or in the global context of the /etc/ppp/pppoe file, this option causes pppoed to ignore all wildcard service requests.

This is the default.

EXAMPLES

EXAMPLE 1 Configuring for Particular Services

In the /etc/ppp/pppoe file:

service internet device \$DEV pppd "proxyarp 192.168.1.1:" service debugging device hme0,\$DEV pppd "debug proxyarp 192.168.1.1:"

You then invoke the daemon with:

% /usr/lib/inet/pppoed DEV=le0

The lines in /etc/ppp/pppoe and the preceding command result in offering services "internet" and "debugging" (and responding to wildcard queries) on interface le0, and offering only service "debugging" on interface hme0.

SIGNALS

The pppoed daemon responds to the following signals:

SIGHUP Causes pppoed to reparse the original command line and all

configuration files, and close and reopen any log files.

SIGINT Causes a snapshot of the state of the pppoed daemon to be written to

/tmp/pppoed.pid (where pid is the decimal process ID of the daemon).

FILES

/usr/lib/inet/pppoed executable command

/dev/sppptun Solaris PPP tunneling device driver

/etc/ppp/pppoe main configuration option file

/etc/ppp/pppoe.device per-device configuration option file
/etc/ppp/pppoe-errors location of output from pppd's stderr

/etc/ppp/pppoe.if list of Ethernet interfaces to be plumbed at boot time

/tmp/pppoed.pid ASCII text file containing dumped pppoed state

information

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpppdt

SEE ALSO

pppd(1M), pppoec(1M), sppptun(1M)

RFC 2516, Method for Transmitting PPP Over Ethernet (PPPoE), Mamakos et al, February 1999

NOTES

Because pppd is installed setuid root, this daemon need not be run as root. However, if it is not run as root, the user and group options are ignored.

The Ethernet interfaces to be used must be plumbed for PPPoE using the sppptun(1M) utility before services can be offered.

The daemon operate runs even if there are no services to offer. If you want to modify a configuration, it is not necessary to terminate the daemon. Simply use pkill -HUP pppoed after updating the configuration files.

The PPPoE protocol is far from perfect. Because it runs directly over Ethernet, there is no possibility of security and the MTU is limited to 1492 (violating RFC 1661's default value of 1500). It is also not possible to run the client and the server of a given session on a single machine with a single Ethernet interface for testing purposes. The client and server portions of a single session must be run on separate Ethernet interfaces with different MAC addresses.

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pppstats – print PPP statistics

SYNOPSIS

pppstats [-a] [-v] [-r] [-z] [-c <count>] [-w <secs>] [interface]

DESCRIPTION

The pppstats utility reports PPP-related statistics at regular intervals for the specified PPP interface. If the interface is unspecified, pppstats defaults to sppp0. The display is split horizontally into input and output sections containing columns of statistics describing the properties and volume of packets received and transmitted by the interface.

The pppstats utility is part of Solaris PPP 4.0, an implementation of the Point-to-Point Protocol (PPP) that is based on the Australian National University PPP. For information on licensing terms, refer to the incorporated materials at /var/sadm/pkg/SUNWpppdu/install/copyright.

OPTIONS

The pppstats options are:

-a	Display absolute values rather than deltas. With this option, all reports show statistics for the time elapsed since the link was initiated. Without this option, the second and subsequent reports show statistics for the time since the last report.
-c count	Repeat the display <i>count</i> times. If this option is not specified, the default repeat count is 1 if the -w option is not specified, otherwise infinity.
-r	Display additional statistics summarizing the compression ratio achieved by the packet compression algorithm in use.
-v	Display additional statistics relating to the performance of the Van Jacobson TCP header compression algorithm.
-w wait	Pause <i>wait</i> seconds between each display. If this option is not specified, the default interval is five seconds.
-z	Instead of the standard display, show statistics indicating the performance of the packet compression algorithm in use.

EXTENDED DESCRIPTION

VJERR

The following fields are printed on the input side when the -z option is not used:

IN	Total number of bytes received by this interface.
PACK	Total number of packets received by this interface.
VJCOMP	Number of header-compressed TCP packets received by this interface.
VJUNC	Number of header-uncompressed TCP packets received by this interface. Not reported when the $-{\tt r}$ option is specified.

Number of corrupted or bogus header-compressed TCP packets received by this interface. Not reported when the -r option is

specified.

pppstats(1M)

| VJTOSS

	reception by this interface because of preceding errors. Only reported when the -v option is specified.
NON-VJ	Total number of non-TCP packets received by this interface. Only reported when the -v option is specified.
RATIO	Compression ratio achieved for received packets by the packet compression scheme in use, defined as the uncompressed size divided by the compressed size. Only reported when the -r option is specified.
UBYTE	Total number of bytes received, after decompression of compressed packets. Only reported when the -r option is specified.
The following field	ls are printed on the output side:
OUT	Total number of bytes transmitted from this interface.
PACK	Total number of packets transmitted from this interface.
VJCOMP	Number of TCP packets transmitted from this interface with VJ-compressed TCP headers.
VJUNC	Number of TCP packets transmitted from this interface with VJ-uncompressed TCP headers. Not reported when the -r option is specified.
NON-VJ	Total number of non-TCP packets transmitted from this interface. Not reported when the -r option is specified.
VJSRCH	Number of searches for the cached header entry for a VJ header compressed TCP packet. Only reported when the -v option is specified.
VJMISS	Number of failed searches for the cached header entry for a VJ header compressed TCP packet. Only reported when the $\neg v$ option is specified.
RATIO	Compression ratio achieved for transmitted packets by the packet compression scheme in use, defined as the size before compression divided by the compressed size. Only reported when the $-r$ option is specified.
UBYTE	Total number of bytes to be transmitted before packet compression is applied. Only reported when the $-r$ option is specified.
When the -z optio	on is specified, populate displays the following fields relating to

Number of VJ header-compressed TCP packets dropped on

When the -z option is specified, pppstats displays the following fields relating to the packet compression algorithm currently in use. If packet compression is not in use, these fields display zeroes. The fields displayed on the input side are:

COMPRESSED BYTE Number of bytes of compressed packets received.

pppstats(1M)

COMPRESSED PACK Number of compressed packets received.

INCOMPRESSIBLE BYTE Number of bytes of incompressible packets (that is,

those which were transmitted in uncompressed form)

received.

INCOMPRESSIBLE PACK Number of incompressible packets received.

COMP RATIO Recent compression ratio for incoming packets, defined

as the uncompressed size divided by the compressed size (including both compressible and incompressible

packets).

The fields displayed on the output side are:

COMPRESSED BYTE Number of bytes of compressed packets transmitted.

COMPRESSED PACK Number of compressed packets transmitted.

INCOMPRESSIBLE BYTE Number of bytes of incompressible packets received;

that is, those that were transmitted by the peer in

uncompressed form.

INCOMPRESSIBLE PACK Number of incompressible packets transmitted.

COMP RATIO Recent compression ratio for outgoing packets.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpppdu
Interface Stability	Evolving

SEE ALSO

pppd(1M), attributes(5)

praudit(1M)

NAME

praudit – print contents of an audit trail file

SYNOPSIS

praudit [-lrs] [-ddel] [filename...]

DESCRIPTION

praudit reads the listed *filenames* (or standard input, if no *filename* is specified) and interprets the data as audit trail records as defined in audit.log(4). By default, times, user and group IDs (UIDs and GIDs, respectively) are converted to their ASCII representation. Record type and event fields are converted to their ASCII representation. A maximum of 100 audit files can be specified on the command line.

OPTIONS

- -1 Prints one line per record. The record type and event fields are always converted to their short ASCII representation as is done for the -s option.
- -r Print records in their raw form. Times, UIDs, GIDs, record types, and events are displayed as integers. This option and the -s option are exclusive. If both are used, a format usage error message is output.
- -s Print records in their short form. All numeric fields are converted to ASCII and displayed. The short ASCII representations for the record type and event fields are used. This option and the -r option are exclusive. If both are used, a format usage error message is output.
- -d*del* Use *del* as the field delimiter instead of the default delimiter, which is the comma. If *del* has special meaning for the shell, it must be quoted. The maximum size of a delimiter is four characters.

FILES

/etc/security/audit event

/etc/security/audit_class

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

bsmconv(1M), audit(2), getauditflags(3BSM), audit.log(4), audit_class(4), audit event(4), group(4), passwd(4), attributes(5)

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME |

printmgr – Solaris Print Manager is a graphical user interface for managing printers in a network

SYNOPSIS

/usr/sadm/admin/bin/printmgr

DESCRIPTION

Solaris Print Manager is a Java-based graphical user interface that enables you to manage local and remote printer access. This tool can be used in the following name service environments: NIS, NIS+, NIS+ with Federated Naming Service (FNS), and files. You must be logged in as superuser to use this tool.

Using Solaris Printer Manager is the preferred method for managing printer access instead of Admintool: Printers because Solaris Print Manager centralizes printer information when it is used in a name service environment.

Adding printer information to a name service makes access to printers available to all systems on the network and generally makes printer administration easier because all the information about printers is centralized.

Solaris Print Manager may be run on a remote system with the display sent to the local system. See *Managing Printing Services* in the *System Administration Guide: Basic Administration*, for instructions on setting the DISPLAY environment variable.

Using Solaris Print Manager to perform printer-related tasks automatically updates the appropriate printer databases. Solaris Print Manager also includes a command-line console that displays the 1p command line for the add, modify, and delete printer operations. Errors and warnings may also be displayed when Printer Manager operations are performed.

Help is available by clicking the Help button.

USAGE

Solaris Print Manager enables you to do the following tasks:

Select a Name Service

Select a name service for retrieving or changing printer information.

Add Access to a Printer

Add printer access on a printer client using Solaris Print Manager.

Add an Attached Printer

After physically attaching the printer to a system, use Solaris Print Manager to install a local printer and make it available for printing.

Add a Network Printer

After physically attaching the printer to a system, use Solaris Print Manager to install a local printer and make it available for printing.

Modify Printer Properties

After adding access to a printer or adding an attached or network printer, you can modify certain printer attributes.

printmgr(1M)

Delete a Printer

Delete access to a printer from the print client or delete a printer from the print server or from the name service environment.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWppm

SEE ALSO

attributes(5)

System Administration Guide: Basic Administration

NAME | prodreg – GUI viewer for Solaris Product Registry

SYNOPSIS | /usr/bin/prodreg [subcommand]

DESCRIPTION The prodreg command is the viewer for the Solaris Product Registry (ProdReg), a

system for maintaining records of the software products installed on a given Solaris

system.

OPERANDS The following operands are supported:

subcommand A ProdReg subcommand name. The subcommand name is

optional; if omitted, it is equivalent to the swing subcommand.

USAGE | The following subcommands are supported:

swing Starts up the viewer using the default Java 2, SDK, Standard

Edition, Swing GUI. This is the same as prodreg with no

arguments.

awt Starts up the viewer using a Java AWT GUI.

help Prints a usage message.

version Prints the current version of the prodreg program.

ENVIRONMENT VARIABLES

The following environment variable affects the operation of prodreg:

PKG_INSTALL_ROOT If present, defines the full path name of a directory to

use as the system's PKG_INSTALL_ROOT path. All product and package information files are then looked for in the directory tree, starting with the specified PKG_INSTALL_ROOT path. If not present, the default

system path of "/" is used.

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWwsrv

SEE ALSO insta

installer(1M), attributes(5)

projadd(1M)

rojadd(1M)			
NAME	projadd – administer a new project on the system		
SYNOPSIS	projadd [-c con [projid]]	nment] [-U user [,user]] [-G group [,group]] [-p projid project	
DESCRIPTION	being used for the	new project entry to the /etc/project file. If the file's back end is project database, the new project is available for use immediately on of the projadd command.	
OPTIONS	The following opti	ions are supported:	
	-c comment	Add a project comment. Comments are stored in the project's entry in the /etc/project file. Generally, comments contain a short description of the project and are used as the field for the project's full name.	
		Specify <i>comment</i> as a text string. <i>comment</i> cannot contain a colon (:) or NEWLINE.	
	-G group	Make group a member group of project.	
		Specify <i>group</i> as a group ID or name.	
	-0	Enable duplication of a project ID.	
	-p projid	Set the project ID of the new project.	
		Specify <i>projid</i> as a non-negative decimal integer below UID_MAX as defined in limits.h. <i>projid</i> defaults to the next available unique number above the highest number currently assigned. For example, if <i>projids</i> 100, 105, and 200 are assigned, the next default <i>projid</i> is 201. <i>projids</i> between 0-99 are reserved by SunOS.	
	-U	Add the existing users (as specified either by user ID or name), to member users of project.	
OPERANDS	The following ope	rands are supported:	
	project	The name of the project to create. The <i>project</i> operand is a string consisting of characters from the set of alphabetic characters, numeric characters, underline (_), and hyphen (-). The period ('.') is reserved for projects with special meaning to the operating system. The first character of the project name must be a letter. A warning message is displayed if these restrictions are not met.	
EXIT STATUS	The following exit	values are returned:	
	0 Success	sful completion.	
	2 The condisplay	mmand syntax was invalid. A usage message for projadd is red.	

An invalid argument was provided to an option.

3

- The *projid* given with the -p option is already in use.
- 5 The project files contain an error. See project(4).
- The project to be modified, group, or user does not exist.
- 9 The project is already in use.
- Cannot update the /etc/project file.

FILES

/etc/project

System project file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWesu

SEE ALSO

$$\label{eq:projects} \begin{split} & \texttt{projects}(1), \texttt{groupadd}(1M), \texttt{groupdel}(1M), \texttt{groupmod}(1M), \texttt{grpchk}(1M), \\ & \texttt{projdel}(1M), \texttt{projmod}(1M), \texttt{useradd}(1M), \texttt{userdel}(1M), \texttt{usermod}(1M), \\ & \texttt{project}(4), \texttt{attributes}(5) \end{split}$$

NOTES

In case of an error, projadd prints an error message and exits with a non-zero status.

projadd adds a project definition only on the local system. If a network name service such as NIS or LDAP is being used to supplement the local /etc/project file with additional entries, projadd cannot change information supplied by the network name service.

projdel(1M)

NAME | projdel – delete a project from the system

SYNOPSIS | projdel project

DESCRIPTION The projdel utility deletes a project from the system and makes the appropriate

changes to the system file.

OPERANDS The following operands are supported:

project The name of the project to be deleted.

EXIT STATUS The following exit values are returned:

O Successful completion.

project was deleted successfully.

1 An error occurred.

2 Invalid command line options

FILES /etc/project System project file

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Av	vailability	SUNWcsu

SEE ALSO

 $\label{eq:projects} $$projects(1), groupadd(1M), groupdel(1M), groupmod(1M), grpchk(1M), logins(1M), projadd(1M), projmod(1M), useradd(1M), userdel(1M), usermod(1M), project(4), attributes(5)$

DIAGNOSTICS

In case of an error, projdel prints an error message and exits with a non-zero status.

NOTES

projdel only deletes a project definition on the local system. If a network name service such as NIS or LDAP is being used to supplement the local /etc/project file with additional entries, projdel cannot change information supplied by the network name service.

NAME

projmod – modify a project's information on the system

SYNOPSIS

DESCRIPTION

The projmod utility modifies a project's definition on the system. projmod changes the definition of the specified project and makes the appropriate project-related system file and file system changes.

OPTIONS

The following options are supported:

-c *comment* Specify *comment* as a text string. Generally, *comment*

contains a short description of the project. This information is stored in the project's /etc/project

entry.

-G group [,group...] Specify a replacement list of member groups of the

project.

-1 *new_projectname* Specify the new project name for the project. The

new_projectname argument is a string consisting of characters from the set of alphabetic characters, numeric characters, period (.), underline (_), and hyphen (-). The first character should be alphabetic and the field should contain at least one lowercase alphabetic character. A warning message is written if these restrictions are not met. A future Solaris release might refuse to accept login fields that do not meet these requirements. The new_projectname argument must contain at least one character and must not

contain a colon (:) or NEWLINE (\n).

-o This option allows the specified project ID to be

duplicated (non-unique).

-p projid Specify a new project ID for the project. It must be a

non-negative decimal integer less than MAXUID as

defined in param.h.

-U user [, user...] Specify a replacement list of member users of the

project.

OPERANDS

The following operands are supported:

project

An existing project name to be modified.

EXIT STATUS

In case of an error, projmod prints an error message and exits with one of the following values:

The following exit values are returned:

O Successful completion.

projmod(1M)

- The command syntax ws invalid. A usage message for projmod is displayed.
- An invalid argument was provided to an option.
- 4 The *projid* given with the -p option is already in use.
- The project files contain an error. See project(4).
- The project to be modified, group, or user does not exist.
- 9 The project is already in use.
- Cannot update the /etc/project file. Other update requests are implemented.

FILES

/etc/group System file containing group definitions

/etc/project System project file /etc/passwd System password file

/etc/shadow System file containing users' encrypted passwords and

related information

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:groupadd} $$\operatorname{groupadd}(1M)$, $\operatorname{groupmod}(1M)$, $\operatorname{projadd}(1M)$, $\operatorname{projdel}(1M)$, $\operatorname{useradd}(1M)$, $\operatorname{usermod}(1M)$, $\operatorname{passwd}(4)$, $\operatorname{project}(4)$, $\operatorname{attributes}(5)$$

NOTES

The projmod utility modifies project definitions only in the local /etc/project file. If a network name service such as NIS or LDAP is being used to supplement the local files with additional entries, *projmod* cannot change information supplied by the network name service. However projmod verifies the uniqueness of project name and project ID against the external name service.

NAME

prstat – report active process statistics

SYNOPSIS

prstat [-acJLmRtTv] [-C psrsetlist] [-j projlist] [-k tasklist] [-n
 ntop[,nbottom]] [-p pidlist] [-P cpulist] [-s key | -S key] [-u euidlist]
 [-U uidlist] [interval [count]]

DESCRIPTION

The prstat utility iteratively examines all active processes on the system and reports statistics based on the selected output mode and sort order. prstat provides options to examine only processes matching specified PIDs, UIDs, CPU IDs, and processor set IDs.

The -j, -k, -C, -p, -P, -u, and -U options accept lists as arguments. Items in a list can be either separated by commas or enclosed in quotes and separated by commas or spaces.

If you do not specify an option, prstat examines all processes and reports statistics sorted by CPU usage.

OPTIONS

The following options are supported:

-a	Report information about processes and users. In this mode prstat displays separate reports about processes and users at the same time.
-c	Print new reports below previous reports instead of overprinting them.
-C psrsetlist	Report only processes or lwps that are bound to processor sets in the given list. Each processor set is identified by an integer as reported by psrset(1M).
-j projlist	Report only processes or lwps whose project ID is in the given list. Each project ID can be specified as either a project name or a numerical project ID. See project(4).
-J	Report information about processes and projects. In this mode prstat displays separate reports about processes and projects at the same time.
-k tasklist	Report only processes or lwps whose task ID is in <i>tasklist</i> .
-L	Report statistics for each light-weight process (LWP). By default, prstat reports only the number of LWPs for each process.
-m	Report microstate process accounting information. In addition to all fields listed in -v mode, this mode also includes the percentage of time the process has spent

prstat(1M)

	processing system traps, text page faults, data page faults, waiting for user locks and waiting for CPU (latency time).
-n ntop[,nbottom]	Restrict number of output lines. The <i>ntop</i> argument determines how many lines of process or lwp statistics are reported, and the <i>nbottom</i> argument determines how many lines of user, task, or projects statistics are reported if the -a, -t, -T, or -J options are specified. By default, prstat can display as many lines of output as will fit within a window or terminal.
-p pidlist	Report only processes whose process ID is in the given list.
-P cpulist	Report only processes or lwps which have most recently executed on a CPU in the given list. Each CPU is identified by an integer as reported by psrinfo(1M).
-R	Put prstat in the real time scheduling class. When this option is used, prstat is given priority over time-sharing and interactive processes. This option is available only for superuser.
-s key	Sort output lines (that is, processes, lwps, or users) by <i>key</i> in descending order. Only one <i>key</i> can be used as an argument.
	There are five possible key values:
	cpu Sort by process CPU usage. This is the default.
	time Sort by process execution time.
	size Sort by size of process image.
	rss Sort by resident set size.
	pri Sort by process priority.
-S key	Sort output lines by <i>key</i> in ascending order. Possible <i>key</i> values are the same as for the -s option. See -s.
-t	Report total usage summary for each user. The summary includes the total number of processes or LWPs owned by the user, total size of process images,

total resident set size, tota	ıl cpu time, and	percentages
-------------------------------	------------------	-------------

of recent cpu time and system memory.

-T Report information about processes and tasks. In this

mode prstat displays separate reports about

processes and tasks at the same time.

-u euidlist Report only processes whose effective user ID is in the

given list. Each user ID may be specified as either a

login name or a numerical user ID.

-U *uidlist* Report only processes whose real user ID is in the

given list. Each user ID may be specified as either a

login name or a numerical user ID.

-v Report verbose process usage. This output format

includes the percentage of time the process has spent in user mode, in system mode, and sleeping. It also includes the number of voluntary and involuntary context switches, system calls and the number of

signals received.

OUTPUT

The following list defines the column headings and the meanings of a prstat report:

PID The process ID of the process.

USERNAME The real user (login) name or real user ID.

SIZE The total virtual memory size of the process, including all mapped

files and devices, in kilobytes (K), megabytes (M), or gigabytes (G). The resident set size of the process (RSS), in kilobytes (K), megabytes

(M), or gigabytes (G).

STATE The state of the process:

cpuN

Process is running on CPU *N*.

sleep

Sleeping: process is witing for an event to complete.

run

Runnable: process in on run queue.

zombie

Zombie state: process terminated and parent not waiting.

stop

Process is stopped.

PRI The priority of the process. Larger numbers mean higher priority.

NICE Nice value used in priority computation. Only processes in certain

scheduling classes have a nice value.

prstat(1M)

TIME	The cumulative	execution time	for the process.

CPU The percentage of recent CPU time used by the process.

PROCESS The name of the process (name of executed file).

LWPID The 1wp ID of the 1wp being reported. **NLWP** The number of lwps in the process.

The following columns are displayed when the -v or -m option is specified

USR The percentage of time the process has spent in user mode.

SYS The percentage of time the process has spent in system mode.

TRP The percentage of time the process has spent in processing system traps.

TFL The percentage of time the process has spent processing text page faults.

The percentage of time the process has spent processing data page faults.. DFL

LCK The percentage of time the process has spent waiting for user locks.

SLP The percentage of time the process has spent sleeping

LAT The percentage of time the process has spent in

VCX The number of voluntary context switches.

ICX The number of involuntary context switches.

SCL The number of system calls.

SIG The number of signals received.

Under the -1 option, one line is printed for each 1wp in the process and some reporting fields show the values for the lwp, not the process.

OPERANDS

The following operands are supported:

count Specifies the number of times that the statistics are repeated. By

default, prstat reports statistics until a termination signal is

received.

interval Specifies the sampling interval in seconds; the default interval is 5

seconds.

EXAMPLES

EXAMPLE 1 Reporting the five most active superuser processes

The following command reports the five most active superuser processes running on CPU1 and CPU2:

```
example% prstat -u root -n 5 -P 1,2 1 1
```

```
PID
      USERNAME SIZE RSS STATE PRI NICE
                                                         TIME CPU PROCESS/LWP
      root 3024K 1448K sleep 58 0 0:00.00 0.3% sendmail/1 root 1600K 592K sleep 59 0 0:00.00 0.1% in.rdisc/1
306
102
```

EXAMPLE 1 Reporting the five most active superuser processes (Continued)

```
250 root 1000K 552K sleep 58 0 0:00.00 0.0% utmpd/1
288 root 1720K 1032K sleep 58 0 0:00.00 0.0% sac/1
1 root 744K 168K sleep 58 0 0:00.00 0.0% init/1
TOTAL: 25, load averages: 0.05, 0.08, 0.12
```

EXAMPLE 2 Displaying verbose process usage information

The following command displays verbose process usage information about processes with lowest resident set sizes owned by users root and john.

EXIT STATUS

The following exit values are returned:

- O Successful completion.
- 1 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

```
proc(1), psrinfo(1M), psrset(1M), sar(1M), proc(4), project(4),
attributes(5)
```

NOTES

The snap-shot of system usage displayed by prstat is true only for a split-second, and it may not be accurate by the time it is displayed. When the -m option is specified, prstat tries to turn on microstate accounting for each process; the original state is restored when prstat exits. See proc(4) for additional information about the microstate accounting facility.

prtconf(1M)

NAME | prtconf – print system configuration

SPARC | /usr/sbin/prtconf [-V] | [-F] | [-x] | [-vpPD]

IA /usr/sbin/prtconf [-V] | [-x] | [-vpPD]

DESCRIPTION

The prtconf command prints the system configuration information. The output includes the total amount of memory, and the configuration of system peripherals formatted as a device tree.

OPTIONS

The following options are supported:

- -D For each system peripheral in the device tree, displays the name of the device driver used to manage the peripheral.
- -F (SPARC only). Returns the device path name of the console frame buffer, if one exists. If there is no frame buffer, prtconf returns a non-zero exit code. This flag must be used by itself. It returns only the name of the console, frame buffer device or a non-zero exit code. For example, if the console frame buffer on a SPARCstation 1 is cgthree in SBus slot #3, the command returns: /sbus@1,f80000000/cgthree@3,0. This option could be used to create a symlink for /dev/fb to the actual console device.
- -p Displays information derived from the device tree provided by the firmware (PROM) on SPARC platforms or the booting system on IA platforms. The device tree information displayed using this option is a snapshot of the initial configuration and may not accurately reflect reconfiguration events that occur later.
- -P Includes information about pseudo devices. By default, information regarding pseudo devices is omitted.
- -v Specifies verbose mode.
- Displays platform-dependent PROM (on SPARC platforms) or booting system (on IA platforms) version information. This flag must be used by itself. The output is a string. The format of the string is arbitrary and platform-dependent.
- -x Reports if the firmware on this system is 64-bit ready. Some existing platforms may need a firmware upgrade in order to run the 64-bit kernel. If the operation is not applicable to this platform or the firmware is already 64-bit ready, it exits silently with a return code of zero. If the operation is applicable to this platform and the firmware is not 64-bit ready, it displays a descriptive message on the standard output and exits with a non-zero return code. The hardware platform documentation contains more information about the platforms that may need a firmware upgrade in order to run the 64-bit kernel.

This flag overrides all other flags and must be used by itself.

EXAMPLES

EXAMPLE 1 Running prtconf on a SPARC Sun4/65 Series Machine

Running prtconf on a Sun4/65 series machine produces the following sample output:

```
example% prtconf
System Configuration: Sun Microsystems sun4c
Memory size: 16 Megabytes
System Peripherals (Software Nodes):
Sun 4_65
   options, instance #0
   zs, instance #0
   zs, instance #1
   fd (driver not attached)
    audio (driver not attached)
    sbus, instance #0
       dma, instance #0
       esp, instance #0
           sd (driver not attached)
            st (driver not attached)
            sd, instance #0
            sd, instance #1 (driver not attached)
           sd, instance #2 (driver not attached)
            sd, instance #3
            sd, instance #4 (driver not attached)
            sd, instance #5 (driver not attached)
            sd, instance #6 (driver not attached)
       le, instance #0
       cgsix (driver not attached)
    auxiliary-io (driver not attached)
    interrupt-enable (driver not attached)
    memory-error (driver not attached)
    counter-timer (driver not attached)
    eeprom (driver not attached)
    pseudo, instance #0
```

EXAMPLE 2 Running prtconf on an IA Machine

Running prtconf on an IA machine produces the following sample output:

```
example% prtconf
System Configuration: Sun Microsystems i86pc
Memory size: 32 Megabytes
System Peripherals (Software Nodes):

186pc
eisa, instance #0
kd, instance #0
ata, instance #0
cmdk, instance #0
aha, instance #0
cmdk, instance #0
cmdk, instance #1 (driver not attached)
cmdk, instance #2 (driver not attached)
cmdk, instance #3 (driver not attached)
cmdk, instance #4 (driver not attached)
cmdk, instance #4 (driver not attached)
cmdk, instance #5 (driver not attached)
```

prtconf(1M)

EXAMPLE 2 Running prtconf on an IA Machine (Continued)

```
cmdk, instance #6 (driver not attached)
           cmdk, instance #7
        chanmux, instance #0
        asy, instance #0
        asy, instance #1
        elx, instance #0
       elx, instance #1 (driver not attached)
        elx, instance #2 (driver not attached)
        elx, instance #3 (driver not attached)
        fdc, instance #0
           fd, instance #0
           fd, instance #1
   options, instance #0
   objmgr, instance #0
   pseudo, instance #0
example%
```

EXIT STATUS

The following exit values are returned:

0 No error occurred.

non-zero With the -F option (SPARC only), a non-zero return value means

that the output device is not a frame buffer. With the -x option, a non-zero return value means that the firmware is not 64–bit ready. In all other cases, a non-zero return value means that an error

occurred.

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWesu (32-bit)	
	SUNWesxu (64-bit)	

SEE ALSO

modinfo(1M), sysdef(1M), attributes(5)

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openprom(7D)

NOTES

The output of the prtconf command is highly dependent on the version of the PROM installed in the system. The output will be affected in potentially all circumstances.

The driver not attached message means that no driver is currently attached to that instance of the device. In general, drivers are loaded and installed (and attached

to hardware instances) on demand, and when needed, and may be uninstalled and unloaded when the device is not in use.	

prtdiag(1M)

NAME

prtdiag – display system diagnostic information

SYNOPSIS

/usr/platform/platform-name/sbin/prtdiag [-v] [-1]

DESCRIPTION

prtdiag displays system configuration and diagnostic information on sun4u and sun4d systems.

The diagnostic information lists any failed Field Replaceable Units (FRUs) in the system.

The interface, output, and location in the directory hierarchy for prtdiag are uncommitted and subject to change in future releases.

platform-name is the name of the platform implementation and can be found using the -i option of uname(1).

Note: prtdiag does not display diagnostic information and environmental status when executed on the Sun Enterprise 10000 server. See the \(\var/opt/SUNWssp/adm/\${SUNW_HOSTNAME} \)/messages file on the System Service Processor (SSP) to obtain such information for this server.

OPTIONS

The following options are supported:

- Verbose mode. Displays the time of the most recent AC Power failure, and the most recent hardware fatal error information, and (if applicable) environmental status. The hardware fatal error information is useful to repair and manufacturing for detailed diagnostics of FRUs.
- -1 Log output. If failures or errors exist in the system, output this information to syslogd(1M) only.

EXIT STATUS

The following exit values are returned:

- No failures or errors are detected in the system.
- Failures or errors are detected in the system.
- 2 An internal prtdiag error occurred, for example, out of memory.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkvm

SEE ALSO

 $\label{eq:modinfo} uname(1), \\ \texttt{modinfo}(1M), \\ \texttt{prtconf}(1M), \\ \texttt{psrinfo}(1M), \\ \texttt{sysdef}(1M), \\ \texttt{syslogd}(1M), \\ \texttt{attributes}(5), \\ \texttt{openprom}(7D)$

NAME

prtfru – print FRUID-specific information about the FRUs on a system or domain

SYNOPSIS

prtfru [container]

DESCRIPTION

The prtfru utility is used to obtain FRUID data from the system or domain. Its output is that of a tree structure echoing the path in the FRU (Field-Replaceable Unit) tree to each container. When a container is found, the data from that container is printed in a tree-like structure as well.

prtfru without any arguments will print the FRU hierarchy and all of the FRUID container data. prtfru prints to stdout which may be redirected to a file.

OPTIONS

The following options are supported:

- -c Prints *only* the containers and their data. This option does not print the FRU tree hierarchy.
- -d Prints a DTD for the current registry to stdout.
- -h Displays a help message and exits.
- -1 Prints *only* the FRU tree hierarchy. This option does not print the container data.
- -x Prints in XML format with a system identifier (SYSTEM) of prtfrureg.dtd.

Options -c and -1 can be used together to obtain a list of the containers.

OPERANDS

The following operand is supported:

container The name of a particular container in the FRU hierarchy, that is,

either the name or path/name of a container as displayed in the

-1 option.

EXIT STATUS

The following exit values are returned:

- O All information was found and printed successfully.
- >0 An error has occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWfruid

SEE ALSO

attributes(5)

prtpicl(1M)

NAME | prtpicl – print PICL tree

SYNOPSIS prtpicl [-c picl_class] [-v]

DESCRIPTION The prtpicl command prints the PICL tree maintained by the PICL daemon. The

output of prtpicl includes the name and PICL class of the nodes.

OPTIONS The following options are supported:

> -c picl_class Print only the nodes of the named PICL class.

-v Print in verbose mode. In verbose mode, prtpicl prints a list of

properties and values for each node. Verbose mode is disabled by

default.

EXIT STATUS The following exit values are returned:

Successful completion.

non-zero An error occurred.

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWpiclu

SEE ALSO | picld(1M), attributes(5)

NAME

prtvtoc – report information about a disk geometry and partitioning

SYNOPSIS

prtvtoc [-fhs] [-t vfstab] [-m mnttab] device

DESCRIPTION

The prtvtoc command allows the contents of the VTOC (volume table of contents) to be viewed. The command can be used only by the super-user.

The *device* name can be the file name of a raw device in the form of /dev/rdsk/c?t?d?s2 or can be the file name of a block device in the form of /dev/dsk/c?t?d?s2.

OPTIONS

The following options are supported:

-f	Report on the disk free space, including the starting block address
	of the free space, number of blocks, and unused partitions.

-h Omit the headers from the normal output.

-s Omit all headers but the column header from the normal output.

-t *vfstab* Use *vfstab* as the list of filesystem defaults, in place of

/etc/vfstab.

-m *mnttab* Use *mnttab* as the list of mounted filesystems, in place of

/etc/mnttab.

EXAMPLES

EXAMPLE 1 The prtvtoc command.

The command line entry and system response shown below are for a 424-megabyte hard disk:

```
example# prtvtoc /dev/rdsk/c0t3d0s2
* /dev/rdsk/c0t3d0s2 partition map
*
* Dimension:
* 512 bytes/sector
* 80 sectors/track
* 9 tracks/cylinder
* 720 sectors/cylinder
* 2500 cylinders
* 1151 accessible cylinders
*
* Flags:
* 1: unmountable
* 10: read-only
```

The data in the Tag column above indicates the type of partition, as follows:

Name	Number
UNASSIGNED	0x00

prtvtoc(1M)

EXAMPLE 1 The prtvtoc command.	(Continued)	
BOOT	0x01	
ROOT	0x02	
SWAP	0x03	
USR	0x04	
BACKUP	0x05	
STAND	0x06	
VAR	0x07	
HOME	0x08	
ALTSCTR	0x09	
CACHE	0x0a	

The data in the Flags column above indicates how the partition is to be mounted, as follows:

Name	Number
MOUNTABLE, READ AND WRITE	0x00
NOT MOUNTABLE	0x01
MOUNTABLE, READ ONLY	0x10

EXAMPLE 2 Output for the -f option.

The following example shows output for the -f option for the same disk as above.

example# prtvtoc -f /dev/rdsk/c0t3d0s2 FREE_START=0 FREE_SIZE=0 FREE_COUNT=0 FREE_PART=34

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

devinfo(1M), fmthard(1M), format(1M), mount(1M), attributes(5)

WARNINGS

The mount command does not check the "not mountable" bit.

NAME

psradm – change processor operational status

SYNOPSIS

DESCRIPTION

The psradm utility changes the operational status of processors. The legal states for the processor are on-line, off-line, and no-intr.

An on-line processor processes LWPs (lightweight processes) and may be interrupted by I/O devices in the system.

An off-line processor does not process any LWPs. Usually, an off-line processor is not interruptible by I/O devices in the system. On some processors or under certain conditions, it may not be possible to disable interrupts for an off-line processor. Thus, the actual effect of being off-line may vary from machine to machine.

A no-intr processor processes LWPs but is not interruptible by I/O devices.

A processor may not be taken off-line if there are LWPs that are bound to the processor. On some architectures, it might not be possible to take certain processors off-line if, for example, the system depends on some resource provided by the processor.

At least one processor in the system must be able to process LWPs. At least one processor must also be able to be interrupted. Since an off-line processor may be interruptible, it is possible to have an operational system with one processor no-intr and all other processors off-line but with one or more accepting interrupts.

If any of the specified processors are powered off, psradm may power on one or more processors.

Only superusers can use the psradm utility.

OPTIONS

The following options are supported:

- Perform the action on all processors, or as many as possible. -a
- -f Take the specified processors off-line.
- -i Set the specified processors no-intr.
- Bring the specified processors on-line. -n
- Output a message giving the results of each attempted operation.

OPERANDS

The following operands are supported:

processor_id

The processor ID of the processor to be set on-line or off-line or no-intr.

Specify *processor_id* as an individual processor number (for example, 3), multiple processor numbers separated by spaces (for

psradm(1M)

example, 1 2 3), or a range of processor numbers (for example, 1-4). It is also possible to combine ranges and (individual or multiple) *processor_ids* (for example, 13 5 78 9).

EXAMPLES

EXAMPLE 1 Examples of psradm.

The following example sets processors 2 and 3 off-line.

psradm -f 2 3

The following example sets processors 1 and 2 no-intr.

psradm -i 1 2

The following example sets all processors on-line.

psradm -a -n

EXIT STATUS

The following exit values are returned:

0 Successful completion.

>0 An error occurred.

FILES

/etc/wtmpx

records logging processor status changes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

psrinfo(1M), psrset(1M), p_online(2), attributes(5)

DIAGNOSTICS

psradm: processor 4: Invalid argument

The specified processor does not exist in the configuration.

psradm: processor 3: Device busy

The specified processor could not be taken off-line because it either has LWPs bound to it, is the last on-line processor in the system, or is needed by the system because it provides some essential service.

psradm: processor 3: Device busy

The specified processor could not be set no-intr because it is the last interruptible processor in the system, or or it is the only processor in the system that can service interrupts needed by the system.

psradm: processor 3: Device busy

The specified processor is powered off, and it cannot be powered on because some platform-specific resource is unavailable.

psradm: processor 0: Not owner

The user does not have permission to change processor status.

psradm: processor 2: Operation not supported

The specified processor is powered off, and the platform does not support power

on of individual processors.

psrinfo(1M)

NAME | psrinfo – displays information about processors

SYNOPSIS

psrinfo [-v] [processor_id...]

psrinfo -s processor_id

DESCRIPTION

psrinfo displays information about processors.

Without the *processor_id* operand, psrinfo displays one line for each configured processor, displaying whether it is on-line, non-interruptible (designated by no-intr), off-line, or powered off, and when that status last changed. Use the processor_id operand to display information about a specific processor. See OPERANDS.

OPTIONS

The following options are supported:

-s processor id

Silent mode. Displays 1 if the specified processor is fully on-line, and 0 if the specified processor is non-interruptible, off-line, or powered off.

Use silent mode when using psrinfo in shell scripts.

-v

Verbose mode. Displays additional information about the specified processors, including: processor type, floating point unit type and clock speed. If any of this information cannot be determined, psrinfo displays unknown.

OPERANDS

The following operands are supported:

processor_id

The processor ID of the processor about which information is to be displayed.

Specify processor_id as an individual processor number (for example, 3), multiple processor numbers separated by spaces (for example, 1 2 3), or a range of processor numbers (for example, 1-4). It is also possible to combine ranges and (individual or multiple) processor_ids (for example, 13 5 78 9).

EXAMPLES

EXAMPLE 1 Displaying information about all configured processors in verbose mode.

The following example displays information about all configured processors in verbose mode.

psrinfo -v

EXAMPLE 2 Determining if a processor is on-line.

The following example uses psrinfo in a shell script to determine if a processor is on-line.

```
if [ "'psrinfo -s 3 2> /dev/null'" -eq 1 ]
then
    echo "processor 3 is up"
fi
```

(Continued) **EXAMPLE 2** Determining if a processor is on-line.

EXIT STATUS

The following exit values are returned:

- Successful completion.
- An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 ${\tt psradm}(1M), {\tt p_online}(2), {\tt processor_info}(2), {\tt attributes}(5)$

DIAGNOSTICS

psrinfo: processor 9: Invalid argument

The specified processor does not exist.

psrset(1M)

NAME

psrset – creation and management of processor sets

SYNOPSIS

```
psrset -a processor_set_id processor_id...
```

psrset -b processor_set_id pid...

psrset -c [processor_id...]

psrset -d processor_set_id

psrset -e processor_set_id command [argument(s)]

psrset -f processor_set_id

psrset [-i] [processor_set_id...]

psrset -n processor_set_id

psrset -p [processor_id...]

psrset -q [pid...]

psrset -r processor_id...

psrset -u pid...

DESCRIPTION

The psrset utility controls the management of processor sets. Processor sets allow the binding of processes to groups of processors, rather than just a single processor. There are two types of processor sets, those created by the user using the psrset command or the pset_create(2) system call, and those automatically created by the system. Processors assigned to user-created processor sets will run only LWPs that have been bound to that processor set, but system processor sets may run other LWPs as well.

System-created processor sets will not always exist on a given machine. When they exist, they will generally represent particular characteristics of the underlying machine, such as groups of processors that can communicate more quickly with each other than with other processors in the system. These processor sets cannot be modified or removed, but processes may be bound to them.

OPTIONS

The following options are supported:

-a Assigns the specified processors to the specified processor set.

Processor sets automatically created by the system cannot have processors assigned to them. However, processors belonging to system processor sets may be assigned to user-created processor sets. This option is restricted to use by the super-user.

-b Binds all the LWPs of the specified processes to the specified processor set.

LWPs bound to a processor set will be restricted to run only on the processors in that set unless they require resources available only on another processor. Processes may only be bound to non-empty processor sets, that is, processor sets that have had processors assigned to them.

Bindings are inherited, so new LWPs and processes created by a bound LWP will have the same binding. Binding an interactive shell to a processor, for example, binds all commands executed by the shell.

- C Creates a new processor set and displays the new processor set ID.

> If a list of processors is given, it also attempts to assign those processors to the processor set. If this succeeds, the processors will be idle until LWPs are bound to the processor set. This option is restricted to use by the super-user.

Only a limited number of processor sets may be active (created and not destroyed) at a given time. This limit will always be greater than the number of processors in the system. If the -c option is used when the maximum number of processor sets is already active, the command will fail.

The following format will be used for the first line of output of the -c option when the LC_MESSAGES locale category specifies the "C" locale. In other locales, the strings created, processor, and set may be replaced with more appropriate strings corresponding to the locale.

"created processor set %d\n" processor set ID

-d Removes the specified processor set, releasing all processors and processes associated with it.

> Processor sets automatically created by the system cannot be removed. This option is restricted to use by the super-user.

Executes a command (with optional arguments) in the specified processor -e set.

> The command process and any child processes are executed only by processors in the processor set.

The super-user may execute a command in any active processor set. Other users may only execute commands in system processor sets.

-f Disables interrupts for all processors within the specified processor set.

> See psradm(1M). If some processors in the set cannot have their interrupts disabled, the other processors will still have their interrupts disabled, and the command will report an error and return non-zero exit status. This option is restricted to use by the super-user.

-i Displays a list of processors assigned to each named processor set. If no argument is given, a list of all processor sets and the processors assigned to them is displayed. This is also the default operation if the psrset command is not given an option.

psrset(1M)

-n Enables interrupts for all processors within the specified processor set.

See psradm(1M). This option is restricted to use by the super-user.

- -p Displays the processor set assignments for the specified list of processors. If no argument is given, the processor set assignments for all processors in the system is given.
- -q Displays the processor set bindings of the specified processes. If a process is composed of multiple LWPs, which have different bindings, the bindings of only one of the bound LWPs will be shown. If no argument is given, the processor set bindings of all processes in the system is displayed.
- -r Removes a list of processors from their current processor sets. Processors that are removed will return to either the system processor set to which they previously belonged, or to the general pool of processors if they did not belong to a system processor set. This option is restricted to use by the super-user.

Processors with LWPs bound to them using pbind(1M) cannot be assigned to or removed from processor sets.

 Removes the processor set bindings from all the LWPs of the specified processes, allowing them to be executed on any on-line processor if they are not bound to individual processors through pbind.

The super-user may bind or unbind any process to any active processor set. Other users may only bind or unbind processes to system processor sets. Furthermore, they may only bind or unbind processes for which they have permission to signal, that is, any process that has the same effective user ID as the user.

OPERANDS

The following operands are supported:

pid Specify pid as a process ID.

processor_id Specify processor_id as an individual processor number (for

example, 3), multiple processor numbers separated by spaces (for example, 1 2 3), or a range of processor numbers (for example, 1-4). It is also possible to combine ranges and (individual or

multiple) *processor_ids* (for example, 13 5 78 9).

processor_set_id Specify processor_set_id as a processor set ID.

EXIT STATUS

The following exit values are returned:

O Successful completion.

non-0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Stability Level	Stable

SEE ALSO

pbind(1M), psradm(1M), psrinfo(1M), processor bind(2), processor info(2), pset bind(2), pset create(2), pset info(2), sysconf(3C), attributes(5)

DIAGNOSTICS

psrset: cannot query pid 31: No such process The process specified did not exist or has exited.

psrset: cannot bind pid 31: Not owner

The user does not have permission to bind the process.

psrset: cannot assign processor 4: Not owner The user does not have permission to assign the processor.

psrset: cannot assign processor 8: Invalid argument The specified processor is not on-line, or the specified processor does not exist.

psrset: cannot bind pid 67: Device busy

An LWP in the specified process is bound to a processor and cannot be bound to a processor set that does not include that processor.

psrset: cannot assign processor 7: Device busy

The specified processor could not be added to the processor set. This may be due to bound LWPs on that processor, or because that processor cannot be combined in the same processor set with other processors in that set, or because the processor is the last one in its current processor set.

psrset: cannot execute in processor set 8: Invalid argument The specified processor set does not exist.

psrset: cannot create processor set: Not enough space The maximum number of processor sets allowed in the system is already active.

putdev(1M)

NAME | putdev – edits device table

SYNOPSIS

putdev -a alias [attribute=value [...]]

putdev -m device attribute=value [attribute = value [...]]

putdev -d device [attribute [...]]

DESCRIPTION

putdev adds a new device to the device table, modifies an existing device description or removes a device entry from the table. The first synopsis is used to add a device. The second synopsis is used to modify existing entries by adding or changing attributes. If a specified attribute is not defined, this option adds that attribute to the device definition. If a specified attribute is already defined, it modifies the attribute definition. The third synopsis is used to delete either an entire device entry or, if the attribute argument is used, to delete an attribute assignment for a device.

OPTIONS

The following options are supported:

- Add a device to the device table using the specified attributes. The device -a must be referenced by its alias.
- -m Modify a device entry in the device table. If an entry already exists, it adds any specified attributes that are not defined. It also modifies any attributes which already have a value with the value specified by this command.
- -d Remove a device from the device table, when executed without the attributes argument. Used with the attribute argument, it deletes the given attribute specification for *device* from the table.

OPERANDS

The following operands are supported:

alias Designates the alias of the device to be added.

device Designates the pathname or alias of the device whose attribute is

to be added, modified, or removed.

attribute Designates a device attribute to be added, modified, or deleted.

> Can be any of the device attributes described under DEVICE ATTRIBUTES except alias. This prevents an accidental modification or deletion of a device's alias from the table.

value Designates the value to be assigned to a device's attribute.

DEVICE **ATTRIBUTES**

The following list shows the standard device attributes, used by applications such as ufsdump(1M) and ufsrestore(1M), which can be defined for a device. You are not limited to this list, you can define any attribute you like.

The unique name by which a device is known. No two devices in alias

> the database may share the same alias name. The name is limited in length to 14 characters and should contain only alphanumeric characters and the following special characters if they are escaped with a backslash: underscore (_), dollar sign (\$), hyphen (-), and

period (.).

putdev(1M)

bdevice The pathname to the block special device node associated with the device, if any. The associated major/minor combination should be unique within the database and should match that associated with the cdevice field, if any. (It is the administrator's responsibility to ensure that these major/minor numbers are unique in the database.) capacity The capacity of the device or of the typical volume, if removable. cdevice The pathname to the character special device node associated with the device, if any. The associated major/minor combination should be unique within the database and should match that associated with the bdevice field, if any. (It is the administrator's responsibility to ensure that these major/minor numbers are unique in the database.) cyl Used by the command specified in the mkfscmd attribute. desc A description of any instance of a volume associated with this device (such as floppy diskette). dpartlist The list of disk partitions associated with this device. Used only if type=disk. The list should contain device aliases, each of which must have type=dpart. The type of disk partition represented by this device. Used only if dparttype type=dpart. It should be either fs (for file system) or dp (for data partition). erasecmd The command string that, when executed, erases the device. fmtcmd The command string that, when executed, formats the device. fsname The file system name on the file system administered on this partition, as supplied to the /usr/sbin/labelit command. This attribute is specified only if type=dpart and dparttype=fs. Used by the command specified in the mkfscmd attribute. gap mkfscmd The command string that, when executed, places a file system on a previously formatted device. mountpt The default mount point to use for the device. Used only if the device is mountable. For disk partitions where type=dpart and dparttype=fs, this attribute should specify the location where the partition is normally mounted. nblocks The number of blocks in the file system administered on this partition. Used only if type=dpart and dparttype=fs.

The number of inodes in the file system administered on this

partition. Used only if type=dpart and dparttype=fs.

ninodes

putdev(1M)

norewind	The name of the character special device node that allows access to the serial device without rewinding when the device is closed.
pathname	Defines the pathname to an i-node describing the device (used for non-block or character device pathnames, such as directories).
type	A token that represents inherent qualities of the device. Standard types include: 9-track, ctape, disk, directory, diskette, dpart, and qtape.
volname	The volume name on the file system administered on this partition, as supplied to the /usr/sbin/labelit command. Used only if type=dpart and dparttype=fs.
volume	A text string used to describe any instance of a volume associated with this device. This attribute should not be defined for devices which are not removable.

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Command syntax was incorrect, an invalid option was used, or an internal error occurred.
- The device table could not be opened for reading, or a new device table could not be created.
- If executed with the -a option, indicates that an entry in the device table with the alias already exits. If executed with the -m or -d options, indicates that no entry exists for device *device*.
- Indicates that -d was requested and one or more of the specified attributes were not defined for the device.

FILES

/etc/device.tab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

devattr(1M), putdgrp(1M), ufsdump(1M), ufsrestore(1M), attributes(5)

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NAME |

putdgrp – edits device group table

SYNOPSIS

putdgrp [-d] dgroup [device...]

DESCRIPTION

putdgrp modifies the device group table. It performs two kinds of modification. It can modify the table by creating a new device group or removing a device group. It can also change group definitions by adding or removing a device from the group definition.

When the command is invoked with only a *dgroup* specification, the command adds the specified group name to the device group table if it does not already exist. If the -d option is also used with only the *dgroup* specification, the command deletes the group from the table.

When the command is invoked with both a *dgroup* and a *device* specification, it adds the given device name(s) to the group definition. When invoked with both arguments and the -d option, the command deletes the device name(s) from the group definition.

When the command is invoked with both a *dgroup* and a *device* specification and the device group does not exist, it creates the group and adds the specified devices to that new group.

OPTIONS

The following options are supported:

Delete the group or, if used with device, delete the device from a group definition.

OPERANDS

The following operands are supported:

Specify a device group name. dgroup

device Specify the pathname or alias of the device that is to be added to, or deleted from, the device group.

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Command syntax was incorrect, an invalid option was used, or an internal error occurred.
- 2 Device group table could not be opened for reading or a new device group table could not be created.
- 3 If executed with the -d option, indicates that an entry in the device group table for the device group *dgroup* does not exist and so cannot be deleted. Otherwise, indicates that the device group *dgroup* already exists and cannot be added.
- If executed with the -d option, indicates that the device group *dgroup* does 4 not have as members one or more of the specified devices. Otherwise, indicates that the device group *dgroup* already has one or more of the specified devices as members.

putdgrp(1M)

EXAMPLES

EXAMPLE 1 Adding a new device group.

The following example adds a new device group:

example# putdgrp floppies

EXAMPLE 2 Adding a device to a device group.

The following example adds a device to a device group:

example# putdgrp floppies diskette2

EXAMPLE 3 Deleting a device group.

The following example deletes a device group:

example# putdgrp -d floppies

EXAMPLE 4 Deleting a device from a device group.

The following example deletes a device from a device group:

example# putdgrp -d floppies diskette2

FILES

/etc/dgroup.tab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
A	Availability	SUNWcsu

SEE ALSO

listdgrp(1M), putdev(1M), attributes(5)

NAME |

pwck, grpck – password/group file checkers

SYNOPSIS

/usr/sbin/pwck [filename]

/usr/sbin/grpck [filename]

DESCRIPTION

pwck scans the password file and notes any inconsistencies. The checks include validation of the number of fields, login name, user ID, group ID, and whether the login directory and the program-to-use-as-shell exist. The default password file is /etc/passwd.

grpck verifies all entries in the group file. This verification includes a check of the number of fields, group name, group ID, whether any login names belong to more than NGROUPS_MAX groups and that all login names appear in the password file. The default group file is /etc/group.

FILES

/etc/group

/etc/passwd

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

getpwent(3C), group(4), passwd(4), attributes(5)

DIAGNOSTICS

Group entries in /etc/group with no login names are flagged.

Group file 'filename' is empty

The /etc/passwd or /etc/group file is an empty file.

cannot open file filename: No such file or directory The /etc/passwd or /etc/group file does not exist.

NOTES

If no filename argument is given, grpck checks the local group file, /etc/group, and also makes sure that all login names encountered in the checked group file are known to the system getpwent(3C) routine. This means that the login names may be supplied by a network name service.

pwconv(1M)

NAME

pwconv – installs and updates /etc/shadow with information from /etc/passwd

SYNOPSIS

pwconv

DESCRIPTION

The pwconv command creates and updates /etc/shadow with information from /etc/passwd.

pwconv relies on a special value of x' in the password field of /etc/passwd. This value of x' indicates that the password for the user is already in /etc/shadow and should not be modified.

If the /etc/shadow file does not exist, this command will create /etc/shadow with information from /etc/passwd. The command populates /etc/shadow with the user's login name, password, and password aging information. If password aging information does not exist in /etc/passwd for a given user, none will be added to /etc/shadow. However, the last changed information will always be updated.

If the /etc/shadow file does exist, the following tasks will be performed:

Entries that are in the /etc/passwd file and not in the /etc/shadow file will be added to the /etc/shadow file.

Entries that are in the /etc/shadow file and not in the /etc/passwd file will be removed from /etc/shadow.

Password attributes (for example, password and aging information) that exist in an /etc/passwd entry will be moved to the corresponding entry in /etc/shadow.

The pwconv command can only be used by the super-user.

FILES

/etc/opasswd

/etc/oshadow

/etc/passwd

/etc/shadow

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availabilit	y	SUNWcsu

SEE ALSO

passwd(1), passmgmt(1M), usermod(1M), passwd(4), attributes(5)

DIAGNOSTICS

pwconv exits with one of the following values:

- 0 SUCCESS.
- 1 Permission denied.

- Invalid command syntax. 2
- Unexpected failure. Conversion not done. 3
- 4 Unexpected failure. Password file(s) missing.
- 5 Password file(s) busy. Try again later.
- 6 Bad entry in /etc/shadow file.

quot(1M)

NAME | quot – summarize file system ownership

SYNOPSIS | quot [-acfhnv] filesystem

quot -a [-cfhnv]

DESCRIPTION

quot displays the number of blocks (1024 bytes) in the named *filesystem* currently owned by each user. There is a limit of 2048 blocks. Files larger than this will be counted as a 2048 block file, but the total block count will be correct.

OPTIONS

The following options are supported:

- -a Generate a report for all mounted file systems.
- -c Display three columns giving a file size in blocks, the number of files of that size, and a cumulative total of blocks containing files of that size or a smaller size.
- -f Display count of number of files as well as space owned by each user. This option is incompatible with the -c and -v options.
- Estimate the number of blocks in the file. This does not account for files with holes in them.
- Attach names to the list of files read from standard input. quot -n cannot be used alone, because it expects data from standard input. For example, the pipeline

ncheck myfilesystem | sort +0n | quot -n myfilesystem

will produce a list of all files and their owners. This option is incompatible with all other options.

-v In addition to the default output, display three columns containing the number of blocks not accessed in the last 30, 60, and 90 days.

OPERANDS

filesystem

mount-point of the filesystem being checked

USAGE

See largefile(5) for the description of the behavior of quot when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

EXIT STATUS

Successful operation.

32 Error condition (bad or missing argument, bad path, or other error).

FILES

/etc/mnttab mounted file systems

/etc/passwd to get user names

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

du(1M), mnttab(4), passwd(4), attributes(5), largefile(5)

NOTES

This command may only be used by the super-user.

quota(1M)

NAME

quota - display a user's ufs file system disk quota and usage

SYNOPSIS

quota [-v] [username]

DESCRIPTION

quota displays users' ufs disk usage and limits. Only the super-user may use the optional username argument to view the limits of other users.

quota without options only display warnings about mounted file systems where usage is over quota. Remotely mounted file systems which do not have quotas turned on are ignored.

username can be the numeric UID of a user.

OPTIONS

Display user's quota on all mounted file systems where quotas exist.

USAGE

See largefile(5) for the description of the behavior of quota when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

FILES

list of currently mounted filesystems /etc/mnttab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availab	lity	SUNWcsu

SEE ALSO

edquota(1M), quotaon(1M), quotacheck(1M), repquota(1M), rquotad(1M), attributes(5), largefile(5)

NOTES

quota will also display quotas for NFS mounted ufs-based file systems if the rquotad daemon is running. See rquotad(1M).

quota may display entries for the same file system multiple times for multiple mount points. For example,

quota -v user1

may display identical quota information for user1 at the mount points /home/user1, /home/user2, and /home/user, if all three mount points are mounted from the same file system with quotas turned on.

NAME

quotacheck – ufs file system quota consistency checker

SYNOPSIS

quotacheck [-fp] [-v] filesystem...

quotacheck -a [-fpv]

DESCRIPTION

quotacheck examines each mounted ufs file system, builds a table of current disk usage, and compares this table against the information stored in the file system's disk quota file. If any inconsistencies are detected, both the quota file and the current system copy of the incorrect quotas are updated.

filesystem is either a file system mount point or the block device on which the file system resides.

quotacheck expects each file system to be checked to have a quota file named quotas in the root directory. If none is present, quotacheck will not check the file system.

quotacheck accesses the character special device in calculating the actual disk usage for each user. Thus, the file systems that are checked should be quiescent while quotacheck is running.

OPTIONS

- -p Check quotas of file systems in parallel. For file systems with logging enabled, no check is performed unless the -f option is also specified.
- -f Force check on file systems with logging enabled. Use in combination with the -p option.
- -v Indicate the calculated disk quotas for each user on a particular file system. quotacheck normally reports only those quotas modified.
- -a Check the file systems which /etc/mnttab indicates are ufs file systems.

 These file systems must be read-write mounted with disk quotas enabled, and have an rg entry in the mntopts field in /etc/vfstab.

USAGE

See largefile(5) for the description of the behavior of quotacheck when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

FILES

/etc/mnttab mounted file systems

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:condition} \begin{split} &\texttt{edquota}(1M), \, \texttt{quota}(1M), \, \texttt{quota}(1M), \, \texttt{attributes}(5), \\ &\texttt{largefile}(5), \, \texttt{quotactl}(7I), \, \texttt{mount_ufs}(1M) \end{split}$$

quotaon(1M)

NAME

quotaon, quotaoff - turn ufs file system quotas on and off

SYNOPSIS

quotaon [-v] filesystem...

quotaon -a [-v]

quotaoff [-v] filesystem...

quotaoff -a [-v]

DESCRIPTION

quotaon turns on disk quotas for one or more ufs file systems.

Before a file system may have quotas enabled, a file named quotas, owned by root, must exist in the root directory of the file system. See edquota(1M) for details on how to modify the contents of this file.

quotaoff turns off disk quotas for one or more ufs file systems.

The file systems specified must already be mounted.

These commands update the mntopts field of the appropriate entries in /etc/mnttab to indicate when quotas are on or off for each file system. If quotas are on, "quota" will be added to mntopts; if quotas are off, mntopts will be marked "noquota".

filesystem must be either the mount point of a file system, or the block device on which the file system resides.

quotaon

- This option is normally used at boot time to enable quotas. It applies only to those file systems in /etc/vfstab which have "rq" in the mntopts field, are currently mounted "rw", and have a quotas file in the root directory.
- -v Display a message for each file system after quotas are turned on.
- quotaoff
- -a Force all file systems in /etc/mnttab to have their quotas disabled.
- -v Display a message for each file system affected.

USAGE

See largefile(5) for the description of the behavior of quotaon and quotaoff when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

FILES

/etc/mnttab mounted file systems

/etc/vfstab list of default parameters for each file system

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

 $\begin{array}{c|c} \textbf{SEE ALSO} & \texttt{edquota}(1M), \texttt{quota}(1M), \texttt{quotacheck}(1M), \texttt{repquota}(1M), \texttt{mnttab}(4), \\ & \texttt{vfstab}(4), \texttt{attributes}(5), \texttt{largefile}(5), \texttt{quotactl}(7I) \end{array}$

rdate(1M)

NAME | rdate – set system date from a remote host

SYNOPSIS | rdate hostname

DESCRIPTION | rdate sets the local date and time from the hostname given as an argument. You

must have the authorization solaris.system.date on the local system. Typically

rdate can be inserted as part of a startup script.

USAGE The rdate command is IPv6-enabled. See ip6(7P).

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO attributes(5), ip6(7P)

NAME

reboot – restart the operating system

SYNOPSIS

/usr/sbin/reboot [-dlnq] [boot arguments]

DESCRIPTION

The reboot utility restarts the kernel. The kernel is loaded into memory by the PROM monitor, which transfers control to the loaded kernel.

Although reboot can be run by the super-user at any time, shutdown(1M) is normally used first to warn all users logged in of the impending loss of service. See shutdown(1M) for details.

The reboot utility performs a sync(1M) operation on the disks, and then a multi-user reboot is initiated. See init(1M) for details.

The reboot utility normally logs the reboot to the system log daemon, syslogd(1M), and places a shutdown record in the login accounting file /var/adm/wtmpx. These actions are inhibited if the -n or -q options are present.

Normally, the system will reboot itself at power-up or after crashes.

OPTIONS

-d	Force a system crash dump before rebooting. See dumpadm(1M) for
	information on configuring system crash dumps.

-1 Suppress sending a message to the system log daemon,

syslogd(1M) about who executed reboot.

Avoid the sync(1M) operation. Use of this option can cause file -n system damage.

Quick. Reboot quickly and ungracefully, without shutting down -q

running processes first.

bootarguments These arguments are accepted for compatibility, and are passed

unchanged to the uadmin(2) function.

EXAMPLES

EXAMPLE 1 Example of the reboot utility.

In the example below, the delimiter '—' (two hyphens) must be used to separate the options of reboot from the arguments of boot(1M).

example# reboot -dl -- -rv

FILES

/var/adm/wtmpx

login accounting file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

reboot(1M)



NAME | rem_drv – remove a device driver from the system

SYNOPSIS

rem drv [-b basedir] device_driver

DESCRIPTION

The rem drv command informs the system that the device driver device_driver is no longer valid. If possible, rem drv unloads device_driver from memory. Entries for the device in the /devices namespace are removed. rem drv also updates the system driver configuration files.

If rem dry has been executed, the next time the system is rebooted it will automatically perform a reconfiguration boot (see kernel(1M)).

OPTIONS

-b basedir

Sets the path to the root directory of the diskless client. Used on the server to execute rem drv for a client. The client machine must be rebooted to unload the driver.

EXAMPLES

EXAMPLE 1 Examples of rem drv.

The following example removes the sd driver from use:

example% rem drv sd

The next example removes the driver from the sun1 diskless client. The driver will not be uninstalled nor unloaded until the client machine is rebooted.

example% rem_drv -b /export/root/sun1 sd

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

add drv(1M), drvconfig(1M), kernel(1M), attributes(5)

removef(1M)

NAME	removef – remove a file from software database		
SYNOPSIS	removef [[-M] -R root_path] [-V fs_file] pkginst path		
	removef [[-M]	-R root_path] [-V fs_file] -f pkginst	
DESCRIPTION	removef informs the system that the user, or software, intends to remove a pathname. Output from removef is the list of input pathnames that may be safely removed (no other packages have a dependency on them).		
OPTIONS	-f	After all files have been processed, removef should be invoked with the -f option to indicate that the removal phase is complete.	
	-M	Instruct removef not to use the \$root_path/etc/vfstab file for determining the client's mount points. This option assumes the mount points are correct on the server and it behaves consistently with Solaris 2.5 and earlier releases.	
	-R root_path Define the full path name of a directory to use as the root_path. A files, including package system information files, are relocated to directory tree starting in the specified root_path. The root_path ma be specified when installing to a client from a server (for example /export/root/client1).		
	-V fs_file	Specify an alternative fs_file to map the client's file systems. For example, used in situations where the $path/etc/vfstab$ file is non-existent or unreliable.	
OPERANDS	pkginst	The package instance from which the pathname is being removed.	
	path	The pathname to be removed.	
EXAMPLES	EXAMPLE 1 The rem	ovef command.	
	The following sho	ws the use of removef in an optional pre-install script:	
	echo "The following files are no longer part of this package and are being removed." removef \$PKGINST /dev/xt[0-9][0-9][0-9] while read pathname do echo "\$pathname" rm -f \$pathname done		
	removef -f \$PKGIN	ST exit 2	
EXIT STATUS	0 Success	sful completion.	
	>0 An erro	or occurred.	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:		

removef(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:pkginfo} \begin{split} & \texttt{pkginfo(1)}, \texttt{pkgmk(1)}, \texttt{pkgparam(1)}, \texttt{pkgproto(1)}, \texttt{pkgtrans(1)}, \texttt{installf(1M)}, \\ & \texttt{pkgadd(1M)}, \texttt{pkgask(1M)}, \texttt{pkgchk(1M)}, \texttt{attributes(5)} \end{split}$$

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repquota(1M)

NAME |

repquota – summarize quotas for a ufs file system

SYNOPSIS

repquota [-v] filesystem...

repquota -a [-v]

DESCRIPTION

repquota prints a summary of the disk usage and quotas for the specified ufs file systems. The current number of files and amount of space (in kilobytes) is printed for each user along with any quotas created with edquota(1M).

The *filesystem* must have the file quotas in its root directory.

Only the super-user may view quotas which are not their own.

OPTIONS

Report on all mounted ufs file systems that have rq in the mntopts field of the /etc/vfstab file.

Report quotas for all users, even those who do not consume resources. -v

USAGE

See largefile(5) for the description of the behavior of repquota when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

edquota(1M), quota(1M), quotacheck(1M), quotaon(1M), attributes(5), largefile(5), quotactl(7I)

NAME

re-preinstall – installs the JumpStart software on a system

SYNOPSIS

cdrom-mnt-pt/Solaris 2.6/Tools/Boot/usr/sbin/install.d/re-preinstall [-m Solaris_boot_dir] [-k platform_name] target-slice

DESCRIPTION

re-preinstall installs the JumpStart software (Preinstall Boot Image) on a system, so you can power-on the system and have it automatically install the Solaris software (perform a JumpStart installation on the system). When you turn on a re-preinstalled system, the system looks for the JumpStart software on the system's default boot disk. All new SPARC systems have the JumpStart software already preinstalled.

There are two ways to use the re-preinstall command. The most common way is to run re-preinstall on a system to install the JumpStart software on its own default boot disk. This is useful if you want to restore a system to its original factory conditions. (See the first procedure described in EXAMPLES.)

You can also run re-preinstall on a system to install JumpStart software on any attached disk (non-boot disk). Once you install the JumpStart software on a disk, you can move the disk to a different system and perform a JumpStart installation on the different system. (See the second procedure described in EXAMPLES.)

re-preinstall creates a standard file system on the specified target-slice (usually slice 0), and re-preinstall makes sure there is enough space on the target-slice for the JumpStart software. If sufficient space is not available, re-preinstall fails with the following message:

re-preinstall: target-slice too small xx Megabytes required

You can use the format(1M) command to create sufficient space on the target-slice for the JumpStart software.

OPTIONS

The following options are supported:

-k platform_name Platform name of the system that will use the disk with

> the JumpStart software. The default is the platform name of the system running re-preinstall. (Use the

uname(1) command (-i option) to determine a

system's platform name.)

-m Solaris boot dir Absolute path to the Solaris 2.6/Tools/Boot

> subdirectory of a mounted Solaris CD or a Solaris CD copied to disk that re-preinstall uses to install the

JumpStart software. The default is

/cdrom/Solaris 2.6/Tools/Boot, which is where

the Solaris CD is mounted in single-user mode.

OPERANDS

The following operands are supported:

target-slice Device name of the disk slice where the JumpStart software will be

installed (usually slice 0). For example, c0t3d0s0.

re-preinstall(1M)

EXAMPLES

EXAMPLE 1 Installing the Jumpstart software.

The following procedure installs the Jumpstart software on a system's own default boot disk:

1. From the "ok" prompt, boot the system from the Solaris CD (local or remote) in single-user mode:

```
ok boot cdrom -s
```

2. With the re-preinstall command, install the JumpStart software on the system's default boot disk, which is a slice on the disk (usually slice 0) where the system automatically boots from. (The system's default boot disk is probably where the current root (/) file system is located, which can be determined with the format(1M) command.)

For example, the following command installs the JumpStart software on the system's default boot disk, c0t3d0s0:

The following procedure installs the JumpStart software on a system's attached disk (non-boot disk):

- 1. Mount the Solaris CD if vold(1M) is not running or CD is not mounted.
- 2. Use the format(1M) command to determine the target-slice where JumpStart will be installed.
- 3. Use the uname(1) command (-i option) to determine the platform name of the system that will use the re-preinstalled disk
- 4. Run re-preinstall with the -m *Solaris_boot_dir* option if the Solaris CD is not mounted on /cdrom.

For example, the following command installs the JumpStart software on the system's attached disk for a system with a Sun4c kernel architecture, and it uses the Solaris CD mounted with vold(1M):

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 An error has occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

re-preinstall(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcdrom (Solaris CD, SPARC Platform Edition)

SEE ALSO

uname(1), eeprom(1M), format(1M), mount(1M), vold(1M), attributes(5)Solaris 8 Advanced Installation Guide

rmmount(1M)

NAME

rmmount – removable media mounter for CD-ROM and floppy

SYNOPSIS

/usr/sbin/rmmount [-D]

DESCRIPTION

The rmmount utility is a removable media mounter that is executed by Volume Management whenever a CD-ROM or floppy is inserted. The Volume Management daemon, vold(1M), manages CD-ROM and floppy devices. rmmount can also be called by using volrmmount(1).

Upon insertion, rmmount determines what type of file system (if any) is on the media. If a file system is present, rmmount mounts the file system in one of the following locations:

Mount Location State of Media

/floppy/floppy0 symbolic link to mounted floppy in local

floppy drive

/floppy/floppy_name mounted named floppy
/floppy/unnamed floppy mounted unnamed floppy

/cdrom/cdrom0 symbolic link to mounted CD-ROM in local

CD-ROM drive

/cdrom/CD-ROM name mounted named CD-ROM

/cdrom/CD-ROM name/partition mounted named CD-ROM with partitioned

file system

/cdrom/unnamed cdrom mounted unnamed CD-ROM

If the media is read-only (either CD-ROM or floppy with write-protect tab set), the file system is mounted read-only.

If a file system is not identified, rmmount does not mount a file system. See the *System Administration Guide*, *Volume 1* for more information on the location of CD-ROM and floppy media without file systems. Also see volfs(7FS).

If a file system type has been determined, it is then checked to see that it is "clean." If the file system is "dirty," fsck -p (see fsck(1M)) is run in an attempt to clean it. If fsck fails, the file system is mounted read-only.

After the mount is complete, "actions" associated with the media type are executed. These actions allow for the notification to other programs that new media are available. These actions are shared objects and are described in the configuration file, /etc/rmmount.conf.

Actions are executed in the order in which they appear in the configuration file. The action function can return either 1 or 0. If it returns 0, no further actions will be executed. This allows the function to control which applications are executed.

rmmount(1M)

In order to execute an action, rmmount performs a dlopen(3DL) on the shared object and calls the action function defined within it. The definition of the interface to actions can be found in /usr/include/rmmount.h.

File systems mounted by rmmount are always mounted with the nosuid flag set, thereby disabling set-uid programs and access to block or character devices in that file system. Upon ejection, rmmount unmounts mounted file systems and executes actions associated with the media type. If a file system is "busy" (that is, it contains the current working directory of a live process), the ejection will fail.

OPTIONS

Turn on the debugging output from the rmmount dprintf calls.

FILES

/etc/rmmount.conf removable media mounter configuration

/usr/lib/rmmount/*.so.1

shared objects used by rmmount.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWvolu

SEE ALSO

volcancel(1), volcheck(1), volmissing(1), volrmmount(1), fsck(1M), vold(1M), dlopen(3DL), rmmount.conf(4), vold.conf(4), attributes(5), volfs(7FS)

System Administration Guide, Volume 1

rmt(1M)

NAME

rmt – remote magtape protocol module

SYNOPSIS

/usr/sbin/rmt

DESCRIPTION

rmt is a program used by the remote dump and restore programs in manipulating a magnetic tape drive through an interprocess communication connection. rmt is normally started up with an rexec(3SOCKET) or rcmd(3SOCKET) call.

The rmt program accepts requests that are specific to the manipulation of magnetic tapes, performs the commands, then responds with a status indication. All responses are in ASCII and in one of two forms. Successful commands have responses of:

 $Anumber \n$

where *number* is an ASCII representation of a decimal number.

Unsuccessful commands are responded to with:

Eerror-number\nerror-message\n

where *error-number* is one of the possible error numbers described in intro(3), and *error-message* is the corresponding error string as printed from a call to perror(3C).

The protocol consists of the following commands:

S\n Return the status of the open device, as obtained with a

MTIOCGET ioctl call. If the operation was successful, an "ack" is sent with the size of the status buffer, then

the status buffer is sent (in binary).

Cdevice\n Close the currently open device. The device specified is

ignored.

Ioperation\ncount\n Perform a MTIOCOP ioctl(2) command using the

specified parameters. The parameters are interpreted as the ASCII representations of the decimal values to place in the *mt_op* and *mt_count* fields of the structure used in the ioctl call. When the operation is successful the return value is the *count* parameter.

Loffset\nwhence\n Perform an lseek(2) operation using the specified

parameters. The response value is returned from the

lseek call.

Odevice\nmode\n Open the specified *device* using the indicated *mode*.

device is a full pathname, and mode is an ASCII

representation of a decimal number suitable for passing to open(9E). If a device is already open, it is closed

before a new open is performed.

Read count bytes of data from the open device. rmt

performs the requested read(9E) and responds with Acount-read\n if the read was successful; otherwise an

error in standard format is returned. If the read was

successful, the data read is sent.

Write data onto the open device. rmt reads *count* bytes *Wcount*\n

> from the connection, aborting if a premature EOF is encountered. The response value is returned from the

write(9E) call.

Any other command causes rmt to exit.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ufsdump(1M), ufsrestore(1M), intro(3), ioctl(2), lseek(2), perror (3C), rcmd(3SOCKET), rexec(3SOCKET), attributes(5), mtio(7I), open(9E), read(9E), write(9E)

DIAGNOSTICS

All responses are of the form described above.

BUGS

Do not use this for a remote file access protocol.

roleadd(1M)

NAME |

roleadd – administer a new role account on the system

SYNOPSIS

roleadd [-c comment] [-d dir] [-e expire] [-f inactive] [-g group]
[-G group [, group...]] [-m [-k skel_dir]] [-u uid [-o]] [-s shell] [-A authorization [, authorization...]] role

roleadd -D [-b base_dir] [-e expire] [-f inactive] [-g group] [-A
 authorization [,authorization...]] [-P profile [,profile...]]

DESCRIPTION

roleadd adds a role entry to the /etc/passwd and /etc/shadow and /etc/user_attr files. The -A and -P options respectively assign authorizations and profiles to the role. Roles cannot be assigned to other roles.

roleadd also creates supplementary group memberships for the role (-G option) and creates the home directory (-m option) for the role if requested. The new role account remains locked until the passwd(1) command is executed.

Specifying roleadd -D with the -g, -b, -f, or -e option (or any combination of these option) sets the default values for the respective fields. See the -D option. Subsequent roleadd commands without the -D option use these arguments.

The system file entries created with this command have a limit of 512 characters per line. Specifying long arguments to several options can exceed this limit.

The role (role) field accepts a string of no more than eight bytes consisting of characters from the set of alphabetic characters, numeric characters, period (.), underscore (_), and hyphen (-). The first character should be alphabetic and the field should contain at least one lower case alphabetic character. A warning message will be written if these restrictions are not met. A future Solaris release may refuse to accept role fields that do not meet these requirements.

The role field must contain at least one character and must not contain a colon (:) or a newline (\n).

OPTIONS

The following options are supported:

-b base_dir	The default base directory for the system if -d <i>dir</i> is not specified. <i>base_dir</i> is concatenated with the account name to define the home directory. If the -m option is not used, <i>base_dir</i> must exist.	
-c comment	Any text string. It is generally a short description of the role. This information is stored in the role's /etc/passwd entry.	
-d <i>dir</i>	The home directory of the new role. It defaults to <code>base_dir/account_name</code> , where <code>base_dir</code> is the base directory for new login home directories and <code>account_name</code> is the new role name.	
-D	Display the default values for <i>group</i> , <i>base_dir</i> , <i>skel_dir</i> , <i>shell</i> , <i>inactive</i> , and <i>expire</i> . When used with the -g, -b, or -f, options, the -D option sets the default values for the specified fields. The default values are:	

	group	other (GID of 1)
	base_dir	/home
	skel_dir	/etc/skel
	shell	/bin/sh
	inactive	0
	expire	Null
	auths	Null
	profiles	Null
-e expire	be able to access the	tion date for a role. After this date, no user will his role. The expire option argument is a date of the date formats included in the template file See getdate(3C).
	If the date format that you choose includes spaces, it must be quoted. For example, you can enter 10/6/90 or "October 6, 1990". A null value (" ") defeats the status of the expired date. This option is useful for creating temporary roles.	
-f inactive	The maximum number of days allowed between uses of a role ID before that ID is declared invalid. Normal values are positive integers. A value of 0 defeats the status.	
-g group	An existing group's integer ID or character-string name. Without the -D option, it defines the new role's primary group membership and defaults to the default group. You can reset this default value by invoking roleadd -D -g group.	
-G group	An existing group's integer ID or character-string name. It defines the new role's supplementary group membership. Duplicates between <i>group</i> with the -g and -G options are ignored. No more than NGROUPS_MAX groups can be specified.	
-k skel_dir	A directory that contains skeleton information (such as .profile) that can be copied into a new role's home directory. This directory must already exist. The system provides the /etc/skel directory that can be used for this purpose.	
-m	the directory alrea	le's home directory if it does not already exist. If day exists, it must have read, write, and execute oup, where group is the role's primary group.
-0	This option allows	s a UID to be duplicated (non-unique).
-s shell	Full pathname of the program used as the user's shell on login. It defaults to an empty field causing the system to use /bin/sh as the default. The value of <i>shell</i> must be a valid executable file.	

roleadd(1M)

-u uid

The UID of the new role. This UID must be a non-negative decimal integer below MAXUID as defined in <sys/param.h>. The UID defaults to the next available (unique) number above the highest number currently assigned. For example, if UIDs 100, 105, and 200 are assigned, the next default UID number will be 201. (UIDs from 0-99 are reserved for possible use in future applications.)

FILES

/etc/datemsk

/etc/passwd

/etc/shadow

/etc/group

/etc/skel

/usr/include/limits.h

/etc/user attr

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWcsu

SEE ALSO

passwd(1)profiles(1)roles(1), users(1B), groupadd(1M), groupdel(1M), groupmod(1M), grpck(1M), logins(1M), pwck(1M), userdel(1M), usermod(1M), getdate(3C), auth attr(4), passwd(4), prof attr(4), user attr(4), attributes(5)

DIAGNOSTICS

In case of an error, roleadd prints an error message and exits with a non-zero status.

The following indicates that login specified is already in use:

UX: roleadd: ERROR: login is already in use. Choose another.

The following indicates that the *uid* specified with the -u option is not unique:

UX: roleadd: ERROR: uid uid is already in use. Choose another.

The following indicates that the *group* specified with the -g option is already in use:

UX: roleadd: ERROR: group group does not exist. Choose another.

The following indicates that the uid specified with the -u option is in the range of reserved UIDs (from 0-99):

UX: roleadd: WARNING: uid uid is reserved.

The following indicates that the *uid* specified with the -u option exceeds MAXUID as defined in <sys/param.h>:

UX: roleadd: ERROR: uid uid is too big. Choose another.

The following indicates that the /etc/passwd or /etc/shadow files do not exist:

UX: roleadd: ERROR: Cannot update system files - login cannot be created.

NOTES

If a network nameservice such as NIS or NIS+ is being used to supplement the local /etc/passwd file with additional entries, roleadd cannot change information supplied by the network nameservice.

roledel(1M)

NAME | roledel – delete a role's login from the system

SYNOPSIS | roledel [-r] role

DESCRIPTION The roledel utility deletes a role account from the system and makes the appropriate

account-related changes to the system file and file system. roledel also removes the

role from each user's list of assumable roles.

OPTIONS The following options are supported:

-r Remove the role's home directory from the system. This directory

must exist. The files and directories under the home directory will no longer be accessible following successful execution of the

ommand

command.

OPERANDS The following operands are supported:

role An existing role name to be deleted.

EXIT STATUS The following exit values are returned:

O Successful completion.

2 Invalid command syntax. A usage message for the roledel

command is displayed.

The account to be removed does not exist.

8 The account to be removed is in use.

10 Cannot update the /etc/group or /etc/user attr file but the

login is removed from the /etc/passwd file.

Cannot remove or otherwise modify the home directory.

FILES / etc/passwd system password file

/etc/shadow system file containing roles' encrypted passwords and

related information

/etc/group system file containing group definitions

/etc/user_attr system file containing additional role attributes

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 useradd(1M), userdel(1M), usermod(1M), passwd(4), $prof_attr(4)$, user_attr(4), attributes(5)

NOTES

The roledel utility only deletes an account definition that is in the local /etc/group, /etc/passwd, /etc/shadow, and /etc/user_attr file. If a network name service such as NIS or NIS+ is being used to supplement the local /etc/passwd file with additional entries, roledel cannot change information supplied by the network name service.

rolemod(1M)

NAME	rolemod – modify a role's logi	in information on the system
SYNOPSIS	rolemod [-u uid [-o]] [-g group] [-G group [, group]] [-d dir [-m]] [-s shell] [-c comment] [-l new_name] [-f inactive] [-e expire] [-A authorization [, authorization]] [-P profile [, profile]] role	
DESCRIPTION	The rolemod utility modifies a role's login information on the system. It change definition of the specified login and makes the appropriate login-related system and file system changes.	
	The system file entries created with this command have a limit of 512 characters per line. Specifying long arguments to several options may exceed this limit.	
OPTIONS	The following options are sup	ported:
	-A authorization	One or more comma separated authorizations as deined in auth_attr(4). Only role with grant rights to the authorization can assign it to an account. This replaces any existing authorization setting.
	-c comment	Specify a comment string. <i>comment</i> can be any text string. It is generally a short description of the login, and is currently used as the field for the user's full name. This information is stored in the user's /etc/passwd entry.
	-ā dir	Specify the new home directory of the role. It defaults to <i>base_dir/login</i> , where <i>base_dir</i> is the base directory for new login home directories, and login is the new login.
	-e expire	Specify the expiration date for a role. After this date, no role will be able to access this login. The expire option argument is a date entered using one of the date formats included in the template file /etc/datemsk. See getdate(3C).
		For example, you may enter 10/6/90 or October 6, 1990. A value of ``'' defeats the status of the expired date.
	-£ inactive	Specify the maximum number of days allowed between uses of a login ID before that login ID is declared invalid. Normal values are positive integers. A value of 0 defeats the status.
	-g group	Specify an existing group's integer ID or character-string name. It redefines the role's primary group membership.
	-G group	Specify an existing group's integer "ID" "," or character string name. It redefines the role's supplementary

	group membership. Duplicates between <i>group</i> with the -g and -G options are ignored. No more than NGROUPS_UMAX groups may be specified as defined in <param.h>.</param.h>		
-1 new_logname	Specify the new login name for the role. The <code>new_logname</code> argument is a string no more than eight bytes consisting of characters from the set of alphabetic characters, numeric characters, period (.), underline (_), and hypen (_). The first character should be alphabetic and the field should contain at least one lower case alphabetic character. A warning message will be written if these restrictions are not met. A future Solaris release may refuse to accept login fields that do not meet these requirements. The <code>new_logname</code> argument must contain at least one character and must not contain a colon (:) or NEWLINE (\n).		
-m	Move the role's home directory to the new directory specified with the -d option. If the directory already exists, it must have permissions read/write/execute by <i>group</i> , where <i>group</i> is the role's primary group.		
-0	This option allows the specified UID to be duplicated (non-unique).		
- ₽ profile	One or more comma-separated execution profiles defined in auth_attr(4). This replaces any existing profile setting.		
-s shell	Specify the full pathname of the program that is used as the role's shell on login. The value of <i>shell</i> must be a valid executable file.		
-u uid	Specify a new UID for the role. It must be a non-negative decimal integer less than MAXUID as defined in <pre><pre>cparam.h></pre>. The UID associated with the role's home directory is not modified with this option; a role will not have access to their home directory until the UID is manually reassigned using chown(1M).</pre>		
The following operands are su	apported:		
login An existing login r	name to be modified.		
In case of an error, rolemod p following values:	prints an error message and exits with one of the		
	The command syntax was invalid. A usage message for the rolemod command is displayed.		

An invalid argument was provided to an option.

OPERANDS

EXIT STATUS

rolemod(1M)

4	The <i>uid</i> given with the -	u option is already in use.
_	THE WWW SIVER WITH THE	a option is uneau, in use.

- 5 The password files contain an error. pwconv(1M) can be used to correct possible errors. See passwd(4).
- The login to be modified does not exist, the *group* does not exist, or the login shell does not exist.
- 8 The login to be modified is in use.
- 9 The *new_logname* is already in use.
- 10 Cannot update the /etc/group or /etc/user_attr file. Other update requests will be implemented.
- Insufficient space to move the home directory (-m option). Other update requests will be implemented.
- Unable to complete the move of the home directory to the new home directory.

FILES

/etc/group	system file containing group definitions
/ CCC/ group	system me containing group demittons

/etc/datemsk system file of date formats

/etc/passwd system password file

/etc/shadow system file containing users' and roles' encrypted

passwords and related information

/etc/usr_attr system file containing additional user and role

attributes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:passwd} passwd(1), users(1B), chown(1M), groupadd(1M), groupdel(1M), groupmod(1M), logins(1M), pwconv(1M), roleadd(1M), roledel(1M), useradd(1M), userdel(1M), usermod(1M), getdate(3C), auth_attr(4), passwd(4), attributes(5)$

NAME

route – manually manipulate the routing tables

SYNOPSIS

```
route [-fnvq] command [ [modifiers] args]
```

route [-fnvq]add | delete [modifiers] destination gateway [args]
route [-fnvq]change | get [modifiers] destination [gateway [args]]

route [-n] monitor [modifiers]

route [-n] flush [modifiers]

DESCRIPTION

route manually manipulates the network routing tables. These tables are normally maintained by the system routing daemon, such as in.routed(1M) and in.ripngd(1M).

This utility supports a limited number of general options, but a rich command language. It enables the user to specify any arbitrary request that could be delivered by means of the programmatic interface discussed in route(7P).

route uses a routing socket and the new message types RTM_ADD, RTM_DELETE, RTM_GET, and RTM_CHANGE. As such, only the superuser may modify the routing tables.

OPTIONS

- -f Flush the routing tables of all gateway entries. If this is used in conjunction with one of the commands described above, route flushes the gateways before performing the command.
- -n Prevent attempts to print host and network names symbolically when reporting actions. This is useful, for example, when all name servers are down on your local net, and you need a route before you can contact the name server.
- -v (Verbose) Print additional details.
- -q Suppress all output.

Commands

route executes one of four *commands* on a route to a *destination*. Two additional *commands* operate globally on all routing information. The six commands are:

add Add a route.

change Change aspects of a route (such as its gateway).

delete Delete a specific route.

flush Remove all gateway entries from the routing table.

get Lookup and display the route for a destination.

monitor Continuously report any changes to the routing information base,

routing lookup misses, or suspected network partitionings.

The add, delete, and change commands have the following syntax:

```
route [ -fnvq ] add | delete [ -net | -host ] destination gateway [args]
```

OI

route [-fnvq] change | get [-net | -host] destination gateway [args] where destination is the destination host or network, and gateway is the next-hop intermediary through which packets should be routed.

OPERANDS

route executes its commands on routes to destinations.

Destinations

By default, a destination is looked up under the AF_INET address family or as an IPv4 address. All symbolic names specified for a destination or gateway are looked up first as a host name, using getipnodebyname(3SOCKET). If this lookup fails in the AF_INET case, getnetbyname(3SOCKET) is used to interpret the name as that of a network.

An optional modifier may be included on the command line before a *destination*, to force how route interprets a destination:

-host	Forces the destination to be interpreted as a host.
-net	Forces the destination to be interpreted as a network.
-inet	Forces the destination to be interpreted under the AF_INET address family or as an $IPv4$ address.
-inet6	Forces the destination to be interpreted under the AF_INET6 address family or as an IPv6 address.

In the case of the AF_INET address family or an IPv4 address, routes to a particular host may be distinguished from those to a network by interpreting the Internet address specified as the *destination*. If the *destination* has a "local address part" of INADDR_ANY, or if the *destination* is the symbolic name of a network, then the route is assumed to be to a network; otherwise, it is presumed to be a route to a host.

For example:

The following route:	Is interpreted as:
128.32	-host 128.0.0.32
128.32.130	-host 128.32.0.130
-net 128.32	128.32.0.0
-net 128.32.130	128.32.130.0

If the destination is directly reachable by way of an interface requiring no intermediary system to act as a gateway, this can be indicated by including one of two optional modifiers after the destination: The -interface modifier can be included or a *metric* of 0 can be specified. These modifiers are illustrated in the following alternative examples:

```
example% route add default hostname -interface
example% route add default hostname 0
```

hostname is the name or IP address associated with the network interface all packets should be sent over. On a host with a single network interface, hostname is normally the same as the *nodename* returned by uname -n (see uname(1)).

In the above examples, the route does not refer to a gateway, but rather to one of the machine's interfaces. Destinations matching such a route are sent out on the interface identified by the gateway address. For interfaces using the ARP protocol, this type of route is used to specify all destinations are local. That is, a host should ARP for all addresses by adding a default route using one of the two commands listed above.

With the AF INET address family or an IPv4 address, the optional -netmask qualifier is intended to manually add subnet routes with netmasks different from that of the implied network interface. The implicit network mask generated in the AF INET case can be overridden by making sure this option, and an ensuing address parameter (to be interpreted as a network mask), follows the destination parameter.

Alternatively, the length of the netmask may be supplied by appending a slash character and the length immediately after the destination. For example:

example% route add 192.0.2.32/27 somegatewayWill create an IPv4 route to the destination 192.0.2.32 with a netmask of 255.255.255.224, and

example% route add -inet6 3ffe::/16 somegatewaywill create an IPv6 route to the destination 33fe:: with a netmask of 16 one-bits followed by 112 zero-bits.

Routing Flags

Routes have associated flags which influence operation of the protocols when sending to destinations matched by the routes. These flags may be set (or sometimes cleared) by including the following corresponding modifiers on the command line:

Modifier	Flag	Description
-cloning	RTF_CLONING	generates a new route on use
-xresolve	RTF_XRESOLVE	emit mesg on use (for external lookup)
-iface	~RTF_GATEWAY	destination is directly reachable
-static	RTF_STATIC	manually added route
-nostatic	~RTF_STATIC	pretend route added by kernel or daemon
-reject	RTF_REJECT	emit an ICMP unreachable when matched
-blackhole	RTF_BLACKHOLE	silently discard pkts (during updates)
-proto1	RTF_PROTO1	set protocol specific routing flag #1

route(1M)

Modifier	Flag	Description
-proto2	RTF_PROTO2	set protocol specific routing flag #2
-private	RTF_PRIVATE	do not adveritse this route

The optional modifiers -rtt, -rttvar, -sendpipe, -recvpipe, -mtu, -hopcount, -expire, and -ssthresh provide initial values to quantities maintained in the routing entry by transport level protocols, such as TCP. These may be individually locked either by preceding each modifier to be locked by the -lock meta-modifier, or by specifying that all ensuing metrics may be locked by the -lockrest meta-modifier.

The optional modifiers are defined as follows:

1	
-expire	Lifetime for the entry. This optional modifier is not currently supported.
-hopcount	Maximum hop count. This optional modifier is not currently supported.
-mtu	Maximum MTU in bytes.
-recvpipe	Receive pipe size in bytes.
-rtt	Round trip time in microseconds.
-rttvar	Round trip time variance in microseconds.
-sendpipe	Send pipe size in bytes.
-ssthresh	Send pipe size threshold in bytes.

Some transport layer protocols may support only some of these metrics.

In a change or add command where the destination and gateway are not sufficient to specify the route (for example, , when several interfaces have the same address), the -ifp or -ifa modifiers may be used to determine the interface or interface address.

FILES

/etc/hosts list of host names and net addresses /etc/networks list of network names and addresses

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

get(1), uname(1), in.rdisc(1M), netstat(1M), routed(1M), ioctl(2), getipnodebyname(3SOCKET), getnetbyname(3SOCKET), hosts(4), networks(4), attributes(5), ARP(7P), route(7P), routing(7P)

DIAGNOSTICS

add[host | network] destination:gateway flags

The specified route is being added to the tables. The values printed are from the routing table entry supplied in the ioctl(2) call. If the gateway address used was not the primary address of the gateway (the first one returned by getipnodebyname(3SOCKET)) the gateway address is printed numerically as well as symbolically.

delete[host | network] destination:gateway flags As above, but when deleting an entry.

destination done

When the -f flag is specified, or in the flush command, each routing table entry deleted is indicated with a message of this form.

Network is unreachable

An attempt to add a route failed because the gateway listed was not on a directly-connected network. Give the next-hop gateway instead.

not in table

A delete operation was attempted for an entry that is not in the table.

routing table overflow

An add operation was attempted, but the system was unable to allocate memory to create the new entry.

NOTES

All destinations are local assumes that the routers implement the protocol, proxy arp. Normally, using router discovery (see in.rdisc(1M)) is more reliable than using proxy arp.

Combining the all destinations are local route with subnet or network routes can lead to unpredictable results: the search order as it relates to the all destinations are local route are undefined and may vary from release to release.

rpcbind(1M)

NAME |

rpcbind - universal addresses to RPC program number mapper

SYNOPSIS

rpcbind [-d] [-w]

DESCRIPTION

rpcbind is a server that converts RPC program numbers into universal addresses. It must be running on the host to be able to make RPC calls on a server on that machine.

When an RPC service is started, it tells rpcbind the address at which it is listening, and the RPC program numbers it is prepared to serve. When a client wishes to make an RPC call to a given program number, it first contacts rpcbind on the server machine to determine the address where RPC requests should be sent.

rpcbind should be started before any other RPC service. Normally, standard RPC servers are started by port monitors, so rpcbind must be started before port monitors are invoked.

When rpcbind is started, it checks that certain name-to-address translation-calls function correctly. If they fail, the network configuration databases may be corrupt. Since RPC services cannot function correctly in this situation, rpcbind reports the condition and terminates.

rpcbind can only be started by the super-user.

OPTIONS

The following options are supported:

- -d Run in debug mode. In this mode, rpcbind will not fork when it starts, will print additional information during operation, and will abort on certain errors. With this option, the name-to-address translation consistency checks are shown in detail.
- -w Do a warm start. If rpcbind aborts or terminates on SIGINT or SIGTERM, it will write the current list of registered services to /tmp/portmap.file and /tmp/rpcbind.file. Starting rpcbind with the -w option instructs it to look for these files and start operation with the registrations found in them. This allows rpcbind to resume operation without requiring all RPC services to be restarted.

FILES

/tmp/portmap.file

/tmp/rpcbind.file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

rpcinfo(1M), rpcbind(3NSL), attributes(5)

NOTES

Terminating rpcbind with SIGKILL will prevent the warm-start files from being written.

All RPC servers must be restarted if the following occurs: rpcbind crashes (or is killed with SIGKILL) and is unable to to write the warm-start files; rpcbind is started without the -w option after a graceful termination; or, the warm-start files are not found by rpcbind.

rpc.bootparamd(1M)

NAME

rpc.bootparamd, bootparamd – boot parameter server

SYNOPSIS

/usr/sbin/rpc.bootparamd [-d]

DESCRIPTION

rpc.bootparamd is a server process that provides information from a bootparams database to diskless clients at boot time. See bootparams(4)

The source for the bootparams database is determined by the nsswitch.conf(4) file (on the machine running the rpc.bootparamd process).

The ${\tt rpc.bootparamd}$ program can be invoked either by ${\tt inetd}(1M)$ or directly from the command line.

OPTIONS

-d Display debugging information.

FILES

/etc/bootparams boot parameter data base

/etc/nsswitch.conf

configuration file for the name-service switch

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

inetd(1M), bootparams(4), nsswitch.conf(4), attributes(5)

NOTES

A diskless client requires service from at least one rpc.bootparamd process running on a server that is on the same IP subnetwork as the diskless client.

Some routines that compare hostnames use case-sensitive string comparisons; some do not. If an incoming request fails, verify that the case of the hostname in the file to be parsed matches the case of the hostname called for, and attempt the request again.

NAME | rpcinfo – report RPC information

SYNOPSIS

```
rpcinfo [-m | -s] [host]
```

rpcinfo -p [host]

rpcinfo -T transport host prognum [versnum]

rpcinfo -1 [-T transport] host prognum versnum

rpcinfo [-n portnum] -u host prognum [versnum]

rpcinfo [-n portnum] -t host prognum [versnum]

rpcinfo -a serv_address -T transport prognum [versnum]

rpcinfo -b [-T transport] prognum versnum

rpcinfo -d [-T transport] prognum versnum

DESCRIPTION

rpcinfo makes an RPC call to an RPC server and reports what it finds.

In the first synopsis, rpcinfo lists all the registered RPC services with rpcbind on host. If host is not specified, the local host is the default. If -s is used, the information is displayed in a concise format.

In the second synopsis, rpcinfo lists all the RPC services registered with rpcbind, version 2. Note that the format of the information is different in the first and the second synopsis. This is because the second synopsis is an older protocol used to collect the information displayed (version 2 of the rpcbind protocol).

The third synopsis makes an RPC call to procedure 0 of prognum and versnum on the specified host and reports whether a response was received. transport is the transport which has to be used for contacting the given service. The remote address of the service is obtained by making a call to the remote rpcbind.

The prognum argument is a number that represents an RPC program number (see rpc(4)).

If a versnum is specified, rpcinfo attempts to call that version of the specified prognum. Otherwise, rpcinfo attempts to find all the registered version numbers for the specified *prognum* by calling version 0, which is presumed not to exist; if it does exist, rpcinfo attempts to obtain this information by calling an extremely high version number instead, and attempts to call each registered version. Note that the version number is required for -b and -d options.

The EXAMPLES section describe other ways of using rpcinfo.

OPTIONS

-T transport

Specify the transport on which the service is required. If this option is not specified, rpcinfo uses the transport specified in the NETPATH environment variable, or if that is unset or NULL, the transport in the netconfig(4) database is used. This is a generic

rpcinfo(1M)

	option, and can be used in conjunction with other options as shown in the SYNOPSIS.
-a serv_address	Use <i>serv_address</i> as the (universal) address for the service on <i>transport</i> to ping procedure 0 of the specified <i>prognum</i> and report whether a response was received. The -T option is required with the -a option.
	If <i>versnum</i> is not specified, rpcinfo tries to ping all available version numbers for that program number. This option avoids calls to remote rpcbind to find the address of the service. The <i>serv_address</i> is specified in universal address format of the given transport.
-b	Make an RPC broadcast to procedure 0 of the specified <i>prognum</i> and <i>versnum</i> and report all hosts that respond. If <i>transport</i> is specified, it broadcasts its request only on the specified transport. If broadcasting is not supported by any transport, an error message is printed. Use of broadcasting should be limited because of the potential for adverse effect on other systems.
-d	Delete registration for the RPC service of the specified <i>prognum</i> and <i>versnum</i> . If <i>transport</i> is specified, unregister the service on only that transport, otherwise unregister the service on all the transports on which it was registered. Only the owner of a service can delete a registration, except the superuser who can delete any service.
-1	Display a list of entries with a given <i>prognum</i> and <i>versnum</i> on the specified <i>host</i> . Entries are returned for all transports in the same protocol family as that used to contact the remote rpcbind.
-m	Display a table of statistics of rpcbind operations on the given <i>host</i> . The table shows statistics for each version of rpcbind (versions 2, 3 and 4), giving the number of times each procedure was requested and successfully serviced, the number and type of remote call requests that were made, and information about RPC address lookups that were handled. This is useful for monitoring RPC activities on <i>host</i> .
-n portnum	Use <i>portnum</i> as the port number for the -t and -u options instead of the port number given by rpcbind. Use of this option avoids a call to the remote rpcbind to find out the address of the service. This option is made obsolete by the -a option.

rpcinfo(1M)

-p	Probe rpcbind on <i>host</i> using version 2 of the rpcbind protocol, and display a list of all registered RPC programs. If <i>host</i> is not specified, it defaults to the local host. Note that version 2 of the rpcbind protocol was previously known as the portmapper protocol.
-s	Display a concise list of all registered RPC programs on <i>host</i> . If <i>host</i> is not specified, it defaults to the local host.
-t	Make an RPC call to procedure 0 of <i>prognum</i> on the specified <i>host</i> using TCP, and report whether a response was received. This option is made obsolete by the -T option as shown in the third synopsis.
-u	Make an RPC call to procedure 0 of <i>prognum</i> on the specified <i>host</i> using UDP, and report whether a response was received. This option is made obsolete by the -T option as shown in the third synopsis.

EXAMPLES

EXAMPLE 1 RPC services.

To show all of the RPC services registered on the local machine use:

example% rpcinfo

To show all of the RPC services registered with rpcbind on the machine named klaxon use:

example% rpcinfo klaxon

The information displayed by the above commands can be quite lengthy. Use the -s option to display a more concise list:

example% rpcinfo -s klaxon

programversion	netid(s)	service	owner
100000 2,3,4	tcp,udp,ticlts,ticots,ticotsord	rpcbind	superuser
100008 1	ticotsord, ticots, ticlts, udp, tcp	walld	superuser
100002 2,1	ticotsord, ticots, ticlts, udp, tcp	rusersd	superuser
100001 2,3,4	ticotsord, ticots, tcp, ticlts, udp	rstatd	superuser
100012 1	ticotsord, ticots, ticlts, udp, tcp	sprayd	superuser
100007 3	ticotsord, ticots, ticlts, udp, tcp	ypbind	superuser
100029 1	ticotsord, ticots, ticlts	keyserv	superuser
100078 4	ticotsord, ticots, ticlts	kerbd	superuser
100024 1	ticotsord, ticots, ticlts, udp, tcp	status	superuser

rpcinfo(1M)

EXAMPLE 1 RPC services. (Continued)

100021 2,1	ticotsord, ticots, ticlts, udp, tcp	nlockmgr	superuser
100020 1	ticotsord, ticots, ticlts, udp, tcp	llockmgr	superuser

To show whether the RPC service with program number prognum and version versuum is registered on the machine named klaxon for the transport TCP use:

```
example% rpcinfo -T tcp klaxon prognum versnum
```

To show all RPC services registered with version 2 of the rpcbind protocol on the local machine use:

```
example% rpcinfo -p
```

To delete the registration for version 1 of the walld (program number 100008) service for all transports use:

```
example# rpcinfo -d 100008 1
```

or

example# rpcinfo -d walld 1

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

rpcbind(1M), rpc(3NSL), netconfig(4), rpc(4), attributes(5)

NAME

rpc.nisd, nisd – NIS+ service daemon

SYNOPSIS

/usr/sbin/rpc.nisd [-ACDFhlv] [-Y [-B [-t netid]]] [-d dictionary] [-L load] [-S level]

DESCRIPTION

The rpc.nisd daemon is an RPC service that implements the NIS+ service. This daemon must be running on all machines which serve a portion of the NIS+ namespace.

rpc.nisd is usually started from a system startup script.

The -B option causes rpc.nisd to start an auxiliary process, rpc.nisd resolv, which provides ypserv compatible DNS forwarding for NIS host requests. rpc.nisd resolv can also be started independently. See rpc.nisd resolv(1M) for more information on using rpc.nisd resolv independently.

OPTIONS

- Authentication verbose mode. The daemon logs all the -A authentication related activities to syslogd(1M) with LOG INFO priority.
- C Open diagnostic channel on /dev/console.
- Debug mode (don't fork). -D
- F Force the server to do a checkpoint of the database when it starts up. Forced checkpoints may be required when the server is low on disk space. This option removes updates from the transaction log that have propagated to all of the replicas.
- Print list of options. -h
- Verbose. With this option, the daemon sends a running narration - 77 of what it is doing to the syslog daemon (see syslogd(1M)) at LOG INFO priority. This option is most useful for debugging problems with the service (see also -A option).
- Put the server into NIS (YP) compatibility mode. When operating - Y in this mode, the NIS+ server will respond to NIS Version 2 requests using the version 2 protocol. Because the YP protocol is not authenticated, only those items that have read access to nobody (the unauthenticated request) will be visible through the V2 protocol. It supports only the standard Version 2 maps in this mode (see -B option and NOTES in ypfiles(4)).
- Provide ypserv compatible DNS forwarding for NIS host requests. -B The DNS resolving process, rpc.nisd resolv, is started and controlled by rpc.nisd. This option requires that the /etc/resolv.conf file be setup for communication with a DNS nameserver. The nslookup utility can be used to verify communication with a DNS nameserver. See resolv.conf(4) and

nslookup(1M).

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-t netid	Use <i>netid</i> as the transport for communication between and rpc.nisd_resolv. The default transport is top on SunOS 4.x systems).	
-d dictionary	Specify an alternate dictionary for the NIS+ databas use of this option is for testing. Note that the string interpreted, rather it is simply passed to the db_infunction.>	is not
-L number	Specify the "load" the NIS+ service is allowed to plaserver. The load is specified in terms of the <i>number of</i> processes that the server may spawn. This <i>number m</i> 1 for the callback functions to work correctly. The definition of the callback functions to work correctly.	of child oust be at least
-S level	Set the authorization security level of the service. The a number between 0 and 2. By default, the daemon level 2.	
	O Security level 0 is designed to be used fo initial setup of the NIS+ namespace. Who level 0, the daemon does not enforce any controls. Any client is allowed to perform operation, including updates and deletion	en running at access n any
	At security level 1, the daemon accepts be and AUTH_DES credentials for authentical and authorizing them to perform NIS+ of its not a secure mode of operation since Accredentials are easily forged. It should not networks in which any untrusted users that access.	nting clients perations. This UTH_SYS of be used on
	At security level 2, the daemon only access authentication using the security mechan configured by nisauthconf(1M). The di mechanism is AUTH_DES. Security level 2 if the -S option is not used.	nisms lefault security
EXAMPLE 1 Setting	up the NIS+ service.	

EXAMPLES

EXAMPLE 1 Setting up the NIS+ service.

The following example sets up the NIS+ service.

example% rpc.nisd

EXAMPLE 2 Setting Up NIS+ Service Emulating YP With DNS Forwarding

The following example sets up the NIS+ service, emulating YP with DNS forwarding.

example% rpc.nisd -YB

	EXAMPLE 2 Setting Up NIS-	Service Emulating	YP With DNS Forwarding	(Continued)
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ENVIRONMENT VARIABLES

The transports that the NIS+ service will use can be limited by NETPATH

setting this environment variable (see netconfig(4)).

FILES /var/nis/data/parent.object This file describes the namespace that is logically above the NIS+ namespace. The most common type of parent object is a

DNS object. This object contains contact information for a server of that domain.

/var/nis/data/root.object This file describes the root object of the

NIS+ namespace. It is a standard

XDR-encoded NIS+ directory object that can be modified by authorized clients using the

nis modify(3NSL) interface.

/etc/init.d/rpc Initialization script for NIS+.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

nis cachemgr(1M), nisauthconf(1M), nisinit(1M), nissetup(1M), nslookup(1M), rpc.nisd resolv(1M), rpc.nispasswdd(1M), syslogd(1M), $nis_{modify}(3NSL)$, netconfig(4), nisfiles(4), resolv.conf(4), ypfiles(4), attributes(5), ticots(7D)

rpc.nisd_resolv(1M)

NAME

rpc.nisd_resolv, nisd_resolv - NIS+ service daemon

SYNOPSIS

rpc.nisd resolv $[-v \mid -V]$ [-F [-C fd]] [-t xx] [-p yy]

DESCRIPTION

rpc.nisd resolv is an auxiliary process which provides DNS forwarding service for NIS hosts requests to both ypserv and rpc.nisd that are running in the NIS compatibility mode. It is generally started by invoking rpc.nisd(1M) with the -B option or ypserv(1M) with the -d option. Although it is not recommended, rpc.nisd resolv can also be started independently with the following options.

OPTIONS

Run in foreground.

-C fd Use fd for service xprt (from nisd).

Verbose. Send output to the syslog daemon. -v

-V Verbose. Send output to stdout.

-t *xx* Use transport xx.

Use transient program# yy. -р уу

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

nslookup(1M), rpc.nisd(1M), resolv.conf(4), attributes(5)

NOTES

This command requires that the /etc/resolv.conf file be setup for communication with a DNS nameserver. The nslookup utility can be used to verify communication with a DNS nameserver. See resolv.conf(4) and nslookup(1M).

NAME

rpc.nispasswdd, nispasswdd - NIS+ password update daemon

SYNOPSIS

/usr/sbin/rpc.nispasswdd [-a attempts] [-c minutes] [-D] [-g] [-v]

DESCRIPTION

rpc.nispasswdd daemon is an ONC+ RPC service that services password update requests from nispasswd(1) and yppasswd(1). It updates password entries in the NIS+ passwd table.

rpc.nispasswdd is normally started from a system startup script after the NIS+ server (rpc.nisd(1M)) has been started.rpc.nispasswdd will determine whether it is running on a machine that is a master server for one or more NIS+ directories. If it discovers that the host is not a master server, then it will promptly exit. It will also determine if rpc.nisd(1M) is running in NIS(YP) compatibility mode (the -Yoption) and will register as yppasswdd for NIS(YP) clients as well.

rpc.nispasswdd will syslog all failed password update attempts, which will allow an administrator to determine whether someone was trying to "crack" the passwords.

rpc.nispasswdd has to be run by a superuser.

OPTIONS

-a attempts	Set the maximum number of attempts allowed to authenticate the
•	caller within a password update request session. Failed attempts
	are syslogd(1M) and the request is cached by the daemon. After
	the maximum number of allowed attempts the daemon severs the
	connection to the client. The default value is set to 3.

-c minutes Set the number of minutes a failed password update request should be cached by the daemon. This is the time during which if the daemon receives further password update requests for the same user and authentication of the caller fails, then the daemon will simply not respond. The default value is set to 30minutes.

Debug. Run in debugging mode. -D

Generate DES credential. By default the DES credential is not -g generated for the user if they do not have one. By specifying this option, if the user does not have a credential, then one will be generated for them and stored in the NIS+ cred table.

Verbose. With this option, the daemon sends a running narration of what it is doing to the syslog daemon. This option is useful for debugging problems.

EXIT STATUS

success

-v

an error has occurred.

FILES

/etc/init.d/rpc initialization script for NIS+

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

rpc.nispasswdd(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

 $\label{eq:nispasswd} \verb|(1), passwd|(1), ppasswd|(1), rpc.nisd|(1M), syslogd|(1M), nsswitch.conf|(4), attributes|(5)$

NAME

rpc.rexd, rexd – RPC-based remote execution server

SYNOPSIS

/usr/sbin/rpc.rexd [-s]

DESCRIPTION

rpc.rexd is the Sun RPC server for remote program execution. This daemon is started by inetd(1M) whenever a remote execution request is made.

For non-interactive programs, the standard file descriptors are connected directly to TCP connections. Interactive programs involve pseudo-terminals, in a fashion that is similar to the login sessions provided by rlogin(1). This daemon may use NFS to mount file systems specified in the remote execution request.

SECURITY

rpc.rexd uses pam(3PAM) for account and session management. The PAM configuration policy, listed through /etc/pam.conf, specifies the modules to be used for rpc.rexd. Here is a partial pam. conf file with rpc.rexd entries for account and session management using the UNIX module.

n_unix.so.1	/usr/lib/security/pam	required	account	rpc.rexd
n_unix.so.1	/usr/lib/security/pam	required	session	rpc.rexd

If there are no entries for the rpc.rexd service, then the entries for the "other" service will be used. rpc.rexd uses the getpwuid() call to determine whether the given user is a legal user.

OPTIONS

Secure. When specified, requests must have valid DES credentials. If the request does not have a DES credential it is rejected. The default publickey credential is rejected. Only newer on(1) commands send DES credentials.

> If access is denied with an authentication error, you may have to set your publickey with the chkey(1) command.

> Specifying the -s option without presenting secure credentials will result in an error message: Unix too weak auth (DesONly)!

FILES

/dev/ptsn pseudo-terminals used for interactive mode

/etc/passwd authorized users

/tmp rex/rexd?????? temporary mount points for remote file systems.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

rpc.rexd(1M)

SEE ALSO	SEE ALSO chkey(1), on(1), rlogin(1), inetd(1M), pam(3PAM), inetd.conf(4), pam.conf(4),	
	<pre>publickey(4), attributes(5), pam_unix(5)</pre>	
D. 1. 0. 1. 0. 0. 0. 0. 0. 0. 0. 0. 0. 0. 0. 0. 0.		

Diagnostic messages are normally printed on the console, and returned to the DIAGNOSTICS requestor.

NOTES Root cannot execute commands using rexd client programs such as on(1).

NAME | rpc.rstatd, rstatd – kernel statistics server

SYNOPSIS

/usr/lib/netsvc/rstat/rpc.rstatd

DESCRIPTION

rpc.rstatd is a server which returns performance statistics obtained from the kernel. rup(1) uses rpc.rstatd to collect the uptime information that it displays.

rpc.rstatd is an RPC service.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

rup(1), inetd(1M), services(4), attributes(5)

rpc.rusersd(1M)

NAME | rpc.rusersd, rusersd – network username server

SYNOPSIS /usr/lib/netsvc/rusers/rpc.rusersd

DESCRIPTION rpc.rusersd is a server that returns a list of users on the host. The rpc.rusersd

daemon may be started by inetd(1M) or listen(1M).

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO inetd(1M), listen(1M), pmadm(1M), sacadm(1M), attributes(5)

rpc.rwalld, rwalld – network rwall server NAME |

SYNOPSIS /usr/lib/netsvc/rwall/rpc.rwalld

DESCRIPTION rpc.rwalld is a server that handles rwall(1M) requests. It is implemented by

calling wall(1M) on all the appropriate network machines. The rpc.rwalld daemon

may be started by inetd(1M) or listen(1M).

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO inetd(1M), listen(1M), rwall(1M), wall(1M), attributes(5)

rpc.sprayd(1M)

NAME |

rpc.sprayd, sprayd – spray server

SYNOPSIS

/usr/lib/netsvc/spray/rpc.sprayd

DESCRIPTION

rpc. sprayd is a server that records the packets sent by spray(1M). The rpc.sprayd daemon may be started by inetd(1M) or listen(1M).

The service provided by rpc. sprayd is not useful as a networking benchmark as it uses unreliable connectionless transports, (udp for example). It can report a large number of packets dropped when the drops were caused by the program sending packets faster than they can be buffered locally (before the packets get to the network medium).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

inetd(1M) listen(1M), pmadm(1M), sacadm(1M), spray(1M), attributes(5)

NAME

rpc.yppasswdd, yppasswdd – server for modifying NIS password file

SYNOPSIS

```
/usr/lib/netsvc/yp/rpc.yppasswdd [-D directory] [-nogecos]
     [-noshell] [-nopw] [-m argument1 argument2...]
```

/usr/lib/netsvc/yp/rpc.yppasswdd [passwordfile [adjunctfile]] [-nogecos] [-noshell] [-nopw] [-m argument1 argument2...]

DESCRIPTION

rpc.yppasswdd is a server that handles password change requests from yppasswd(1). It changes a password entry in the passwd, shadow, and security/passwd.adjunct files. The passwd and shadow files provide the basis for the passwd.byname and passwd.byuid maps. The passwd.adjunct file provides the basis for the passwd.adjunct.byname and passwd.adjunct.byuid maps. Entries in the passwd, shadow or passwd. adjunct files are only changed if the password presented by yppasswd(1) matches the encrypted password of the entry. All password files are located in the PWDIR directory.

If the -D option is given, the passwd, shadow, or passwd.adjunct files are located under the directory path specified with -D.

If the -noshell, -nogecos or -nopw options are given, these fields may not be changed remotely using chfn, chsh, or passwd(1).

If the -m option is given, a make(1) is performed in /var/yp after any of the passwd, shadow, or passwd.adjunct files are modified. Any arguments following the flag are passed to make.

The second of the listed syntaxes is provided only for backward compatibility. If the second syntax is used the passwordfile is the full pathname of the password file and adjunctfile is the full pathname of the optional passwd.adjunct file. If a shadow file is found in the same directory as passwordfile the shadowfile is used as described above. Use of this syntax and the discovery of a shadowfile file generates diagnostic output. The daemon, however, starts normally.

The first and second syntaxes are mutually exclusive. You cannot specify the full pathname of the passwd, passwd.adjunct files and use the -D option at the same time.

The daemon is started automatically on the master server of the passwd map by the /etc/init.d/rpc script (see makedbm(1M))

The server does not insist on the presence of a shadow file unless there is no -D option present or the directory named with the -D option is /etc. In addition, a passwd.adjunct file is not necessary. If the -D option is given, the server attempts to find a passwd.adjunct file in the security subdirectory of the named directory. For example, in the presence of "-D /var/yp" the server checks for a "/var/yp/security/passwd.adjunct" file.

If there is only a passwd file, then the encrypted password is expected in the second field. If there is a passwd and a passwd.adjunct file, the encrypted password is

rpc.yppasswdd(1M)

expected in the second field of the adjunct file with ##username in the second field of the passwd file. If all three files are in use, the encrypted password is expected in the shadow file. Any deviation causes a password update to fail.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availab	lity	SUNWypu

SEE ALSO

make(1), passwd(1), yppasswd(1), inetd(1M), ypmake(1M), passwd(4), shadow(4), ypfiles(4), attributes(5)

NOTES

If make has not been installed and the -m option is given, the daemon outputs a warning and proceeds, effectively ignoring the -m flag.

When using the -D option, you should make sure that the PWDIR of the /var/yp/Makefile is set accordingly.

The second listed syntax is supplied only for backwards compatibility and may be removed in a future release of this daemon.

The Network Information Service (NIS) was formerly known as Sun Yellow Pages (YP). The functionality of the two remains the same; only the name has changed. The name Yellow Pages is a registered trademark in the United Kingdom of British Telecommunications plc, and may not be used without permission.

NAME

rpc.ypupdated, ypupdated - server for changing NIS information

SYNOPSIS

/usr/lib/netsvc/yp/rpc.ypupdated [-is]

DESCRIPTION

ypupdated is a daemon that updates information in the Network Information Service (NIS). ypupdated consults the updaters(4) file in the /var/yp directory to determine which NIS maps should be updated and how to change them.

By default, the daemon requires the most secure method of authentication available to it, either DES (secure) or UNIX (insecure).

OPTIONS

- i Accept RPC calls with the insecure AUTH_UNIX credentials. This allows programmatic updating of the NIS maps in all networks.
- Accept only calls authenticated using the secure RPC mechanism -s (AUTH_DES authentication). This disables programmatic updating of the NIS maps unless the network supports these calls.

FILES

/var/yp/updaters

Configuration file for rpc.updated command.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWypu

SEE ALSO

keyserv(1M), updaters(4), attributes(5)

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NOTES

The Network Information Service (NIS) was formerly known as Sun Yellow Pages (YP). The functionality of the two remains the same; only the name has changed. The name Yellow Pages is a registered trademark in the United Kingdom of British Telecommunications plc, and may not be used without permission.

rpld(1M)

NAME |

rpld – IA Network Booting RPL (Remote Program Load) Server

SYNOPSIS

/usr/sbin/rpld [-fdDMblgz] interface

/usr/sbin/rpld -a [-fdDMblgz]

DESCRIPTION

The RPL server provides network booting functionality to IA clients by listening to boot requests from them according to the RPL protocol specifications. Boot requests can be generated by clients using the boot floppy supplied in the IA distribution. Once the request has been received, the server validates the client and adds it to its internal service list. Subsequent requests from the client to download bootfiles will result in the sending of data frames from the server to the client specifying where to load the boot program in memory. When all the bootfiles have been downloaded, the server specifies where to start execution to initiate the boot process.

In the first synopsis, the interface parameter names the network interface upon which rpld is to listen for requests. For example:

/usr/sbin/rpld /dev/le0

/usr/sbin/rpld /dev/smc0

In the second synopsis, rpld locates all of the network interfaces present on the system and starts a daemon process for each one.

The server starts by reading the default configuration file, or an alternate configuration file if one is specified. If no configuration file can be found, internal default values will be used. Alternatively, command line options are available to override any of the values in the configuration file. After the configuration options are set, it then opens the network interface as specified in the command line and starts listening to RPL boot requests.

Network boot IA clients have to have information pre-configured on a server for the RPL server to validate and serve them. This involves putting configuration information in both the ethers(4) and the bootparams(4) databases. The ethers database contains a translation from the physical node address to the IP address of the clients and is normally used by the RARP server. The bootparams database stores all other information needed for booting off this client, such as the number of bootfiles and the file names of the various boot components. Both databases can be looked up by the RPL server through NIS. See the sub-section Client Configuration for information on how to set up these databases.

To assist in the administration and maintenance of the network boot activity, there are two run-time signals that the server will accept to change some run-time parameters and print out useful status information. See the sub-section Signals for details.

The RPL server is not limited to the ability to boot only IA clients. If properly configured, the server should be able to download any bootfiles to the clients.

Client Configuration

The following configuration information is specific to booting IA clients.

In order to allow clients to boot IA from across the network, the client's information has to be pre-configured in two databases: ethers(4) and bootparams(4). Both databases can be accessed through NIS. Refer to *Solaris 8 Advanced Installation Guide* for information on how to configure a diskless IA client. The discussion contained in the rest of this section is provided for your information only and should not be performed manually.

The ethers database contains a translation table to convert the physical node address to the IP address of the client. Therefore, an IP address must be assigned to the client (if this has not been done already), the node address of the client must be obtained, and then this information needs to be entered in the ethers database.

The bulk of the configuration is done in the bootparams database. This is a free-format database that essentially contains a number of keyword-value string pairs. A number of keywords have been defined for specific purposes, like the bootparams RPC in bootparamd(1M). Three more keywords have been defined for the RPL server. They are numbootfiles, bootfile, and bootaddr. All three keywords must be in lowercase letters with no spaces before or after the equals symbol following the keyword.

numbootfiles

Specifies the number of files to be downloaded to the network boot client. The format of this option is:

numbootfiles=n

Always use numbootfiles=3 to boot IA across the network.

bootfile

Specifies the path name of the bootfile to be downloaded and where in memory to start loading the bootfile. A complete path name should be used. For example, assuming the client's IP address is 129.181.32.15:

```
bootfile=/rplboot/129.181.32.15.hw.com:45000
bootfile=/rplboot/129.181.32.15.glue.com:35000
bootfile=/rplboot/129.181.32.15.inetboot=8000
```

The path name following the equals symbol specifies the bootfile to be downloaded, and the hex address following the colon (:) is the absolute address of the memory location to start loading that bootfile. These addresses should be in the range of 7c00 to a0000 (i.e., the base 640K range excluding the interrupt vector and BIOS data areas). Address 45000 for this hw.com bootfile is also a suggested value and if possible should not be changed. The address of 35000 for glue.com is a suggested value that, if possible, should not be changed. The address of 8000 for inetboot is an absolute requirement and should never be changed.

rpld(1M)

These files, when created following the procedures in the *Solaris 8 Advanced Installation Guide* are actually symbolic links to to the real file to be downloaded to the client. hw.com is linked to a special driver that corresponds to the network interface card of the client. glue.com and inetboot are generic to all network boot clients.

The order of these bootfile lines is not significant, but because problems have been found with certain boot PROMs, it is highly recommended that the bootfile lines be ordered in descending order of the load addresses.

bootaddr

The absolute address in memory to start executing after all the bootfiles have been downloaded. This address should always correspond to the address where glue.com is being loaded. If possible, always use:

bootaddr=35000

OPTIONS

-f config filename. Use this to specify a configuration file name other than

the system default /etc/rpld.conf file.

-d debug level. Specify a level of 0 if you do not want any error or

warning messages to be generated, or a level from 1 to 9 for increasing amounts of messages. This option corresponds to the *DebugLevel* setting in the

configuration file. The default value is 0. Note that it is

best to limit the level to 8 or below; use of level 9 may

generate so many debug messages that the performance of the RPL server may be impacted.

-D debug destination. Specify 0 to send error or warning messages to

standard output, 1 to syslogd, and 2 to the log file. This option corresponds to the *DebugDest* setting in the

configuration file. The default value is 2.

-M maximum clients. Specify the maximum number of simultaneous

network boot clients to be served. This option corresponds to the *MaxClients* setting in the

configuration file. A value of -1 means unlimited, and the actual number will depend on available system

resources. The default value is -1.

-b background mode. Specify 1 to run the server in the background and

relinquish the controlling terminal, or 0 to run in the foreground without relinquishing the controlling terminal. This option corresponds to the *BackGround* setting in the configuration file. If you have specified that the error or warning messages be sent to standard output in the configuration file or by using the -D option above, the server cannot be run in background

mode. Doing so will cause the server to exit after announcing the error.

-1 log filename.

Specify an alternate log file name to hold the error or warning messages in connection with the -D 2 option or the configuration file DebugDest = 2 setting. This option corresponds to the LogFile setting in the configuration file. The default is /var/spool/rpld.log.

-s start delay count.

This option corresponds to the StartDelay setting in the configuration file. Specify the number of delay units between outgoing data frames sent to clients to avoid retransmission requests from them. Using the LLC type 1 protocol, data transfer is a one-way, best-effort delivery mechanism. The server, without any type of delay mechanism, can overrun the client by sending data frames too quickly. Therefore, a variable delay is built into the server to limit the speed of sending data to the clients, thus avoiding the clients sending back retransmission requests. This value should be machine environment specific. If you have a fast server machine but slow client machines, you may want to set a large start delay count. If you have comparable server and client machines, the delay count may be set to 1. The delay is only approximate and should not be taken as an accurate measure of time. There is no specific correlation between the delay unit and the actual time of delay. The default value is 20.

-g delay granularity.

This corresponds to the *DelayGran* setting in the configuration file. If retransmission requests from clients do occur, the delay granularity factor will be used to adjust the delay count for this client upwards or downwards. If the retransmission request is caused by data overrun, the delay count will be incremented by delay granularity units to increase the delay between data frames. If the retransmission request is caused by sending data too slowly, this will be used to adjust the delay count downwards to shorten the delay. Eventually the server will settle at the delay count value that works best with the speed of the client and no retransmission request will be needed. The default value is 2.

-z frame size.

This option corresponds to the *FrameSize* setting in the configuration file. This specifies the size of the data frames used to send data to the clients. This is limited by the underlying physical medium. For

ethernet/802.3, the maximum physical frame size is 1500 octets. The default value is 1500. Note that the protocol overhead of LLC1 and RPL is 32 octets, resulting in a maximum data length of 1468 octets.

Signals

The RPL server accepts two signals to change run-time parameters and display status information, respectively:

HANGUP

This will cause the RPL server to reread the default configuration file /etc/rpld.conf or an alternate configuration file if one is specified when the server is started. New values of certain parameters can be used immediately, such as <code>DebugLevel</code>, <code>DebugDest</code>, <code>LogFile</code>, <code>DelayGran</code>, and <code>FrameSize</code>. For <code>MaxClients</code>, if the server is already serving more than the new value, the server will not accept additional boot requests until the number has fallen below the <code>MaxClients</code> parameter. For <code>StartDelay</code>, this will only affect new boot requests. All the existing delay counts for the various clients in service will not be affected. Finally, the <code>BackGround</code> parameter will have no effect once the server has been running. You cannot change the mode of service without first killing the server and then restarting it.

USR1

This signal will cause the server to dump all the parameter values and the status of each individual boot client to the destination specified by *DebugDest*.

FILES

/usr/sbin/rpld

/etc/rpld.conf

/var/spool/rpld.log

/etc/ethers

/etc/bootparams

/rplboot

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA
Availability	SUNWcsu

SEE ALSO

 $\verb|bootparamd(1M)|, \verb|in.rarpd(1M)|, \verb|bootparams(4)|, \verb|ethers(4)|, \verb|nsswitch.conf(4)|, \\ \verb|rpld.conf(4)|, \verb|attributes(5)|$

Solaris 8 Advanced Installation Guide

 ${f NAME} \ | \ rquotad$ – remote quota server

SYNOPSIS /usr/lib/nfs/rquotad

 ${\tt rquotad}$ is an ${\tt rpc}(4)$ server which returns quotas for a user of a local file system **DESCRIPTION**

which is mounted by a remote machine over the NFS. The results are used by quota(1M) to display user quotas for remote file systems. The rquotad daemon is

normally invoked by inetd(1M).

FILES quotas quota file at the file system root

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO inetd(1M), quota(1M), rpc(4), services(4), attributes(5)

Solaris 8 Advanced Installation Guide

rsh(1M)

NAME

rsh, restricted_shell - restricted shell command interpreter

SYNOPSIS

/usr/lib/rsh [-acefhiknprstuvx] [argument...]

DESCRIPTION

rsh is a limiting version of the standard command interpreter sh, used to restrict logins to execution environments whose capabilities are more controlled than those of sh (see sh(1) for complete description and usage).

When the shell is invoked, it scans the environment for the value of the environmental variable, SHELL. If it is found and rsh is the file name part of its value, the shell becomes a restricted shell.

The actions of rsh are identical to those of sh, except that the following are disallowed:

- changing directory (see cd(1)),
- setting the value of \$PATH,
- pecifying path or command names containing /,
- redirecting output (> and >>).

The restrictions above are enforced after *.profile* is interpreted.

A restricted shell can be invoked in one of the following ways:

- 1. rsh is the file name part of the last entry in the /etc/passwd file (see passwd(4));
- 2. the environment variable SHELL exists and rsh is the file name part of its value; the environment variable SHELL needs to be set in the .login file;
- 3. the shell is invoked and rsh is the file name part of argument 0;
- 4. the shell is invoke with the -r option.

When a command to be executed is found to be a shell procedure, rsh invokes sh to execute it. Thus, it is possible to provide to the end-user shell procedures that have access to the full power of the standard shell, while imposing a limited menu of commands; this scheme assumes that the end-user does not have write and execute permissions in the same directory.

The net effect of these rules is that the writer of the .profile (see profile(4)) has complete control over user actions by performing guaranteed setup actions and leaving the user in an appropriate directory (probably *not* the login directory).

The system administrator often sets up a directory of commands (that is, /usr/rbin) that can be safely invoked by a restricted shell. Some systems also provide a restricted editor, red.

EXIT STATUS

Errors detected by the shell, such as syntax errors, cause the shell to return a non-zero exit status. If the shell is being used non-interactively execution of the shell file is abandoned. Otherwise, the shell returns the exit status of the last command executed.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

intro(1), cd(1), login(1), rsh(1), sh(1), exec(2), passwd(4), profile(4), attributes(5)

NOTES

The restricted shell, /usr/lib/rsh, should not be confused with the remote shell, /usr/bin/rsh, which is documented in rsh(1).

rtc(1M)

NAME

rtc – provide all real-time clock and GMT-lag management

SYNOPSIS

/usr/sbin/rtc [-c] [-z zone-name]

DESCRIPTION

The rtc command reconciles the difference in the way that time is established between UNIX and MS-DOS systems. UNIX systems utilize Greenwich Mean Time (GMT), while MS-DOS systems utilize local time.

Without arguments, rtc displays the currently configured time zone string. The currently configured time zone string is based on what was last recorded by rtc-z zone-name.

The rtc command is not normally run from a shell prompt; it is generally invoked by the system. Commands such as date(1) and rdate(1M), which are used to set the time on a system, invoke /usr/sbin/rtc -c to ensure that daylight savings time (DST) is corrected for properly.

OPTIONS

-c This option checks for DST and makes corrections if necessary. It is

normally run once a day by a cron job.

If there is no RTC time zone or /etc/rtc_config file, this

option will do nothing.

- z *zone-name* This option, which is normally run by the system at software

installation time, is used to specify the time zone in which the RTC

is to be maintained. It updates the configuration file

/etc/rtc_config with the name of the specified zone and the current GMT lag for that zone. If there is an existing rtc_config file, this command will update it. If not, this command will create

it.

FILES

/etc/rtc config

The data file used to record the time zone and GMT

lag. This file is completely managed by

/usr/sbin/rtc, and it is read by the kernel.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA
Availability	SUNWcsu

SEE ALSO

date(1), rdate(1M), attributes(5)

NAME | runacct – run daily accounting

SYNOPSIS

/usr/lib/acct/runacct [mmdd [state]]

DESCRIPTION

runacct is the main daily accounting shell procedure. It is normally initiated using cron. runacct processes connect, fee, disk, and process accounting files. It also prepares summary files for prdaily or billing purposes. runacct is distributed only to source code licensees.

runacct takes care not to damage active accounting files or summary files in the event of errors. It records its progress by writing descriptive diagnostic messages into active. When an error is detected, a message is written to /dev/console, mail (see mail(1)) is sent to root and adm, and runacct terminates. runacct uses a series of lock files to protect against re-invocation. The files lock and lock1 are used to prevent simultaneous invocation, and lastdate is used to prevent more than one invocation per day.

runacct breaks its processing into separate, restartable states using statefile to remember the last state completed. It accomplishes this by writing the state name into statefile. runacct then looks in statefile to see what it has done and to

determine what to	process next. states are executed in the following order:
SETUP	Move active accounting files into working files.

Verify integrity of wtmpx file, correcting date changes if necessary. WTMPFIX

CONNECT Produce connect session records in tacct.h format.

PROCESS Convert process accounting records into tacct.h format.

MERGE Merge the connect and process accounting records.

FEES Convert output of chargefee into tacct. h format, merge with

connect, and process accounting records.

Merge disk accounting records with connect, process, and fee DISK

accounting records.

Merge the daily total accounting records in daytacct with the MERGETACCT

> summary total accounting records in /var/adm/acct/sum/tacct.

CMS Produce command summaries.

USEREXIT Any installation dependent accounting programs can be included

here.

Clean up temporary files and exit. To restart runacct after a CLEANUP

> failure, first check the active file for diagnostics, then fix any corrupted data files, such as pacct or wtmpx. The lock, lock1, and lastdate files must be removed before runacct can be restarted. The argument *mmdd* is necessary if runacct is being restarted. mmdd specifies the month and day for which runacct

runacct(1M)

will rerun the accounting. The entry point for processing is based on the contents of statefile; to override this, include the desired *state* on the command line to designate where processing should begin.

EXAMPLES

EXAMPLE 1 A sample display of using runacct command.

The following example starts runacct:

example% nohup runacct 2> /var/adm/acct/nite/fd2log &

The following example restarts runacct:

example% nohup runacct 0601 2>> /var/adm/acct/nite/fd2log &

The following example restarts runacct at a specific *state*:

example% nohup runacct 0601 MERGE 2>> /var/adm/acct/nite/fd2log &

FILES

/var/adm/wtmpx

histroy of user access and administration information

/var/adm/pacctincr

/var/adm/acct/nite/active

/var/adm/acct/nite/daytacct

/var/adm/acct/nite/lock

/var/adm/acct/nite/lock1

/var/adm/acct/nite/lastdate

/var/adm/acct/nite/statefile

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaccu

SEE ALSO

acctcom(1), mail(1), acct(1M), acctcms(1M), acctcon(1M), acctmerg(1M), acctprc(1M), acctsh(1M), cron(1M), fwtmp(1M), acct(2), acct(3HEAD), utmpx(4), attributes(5)

NOTES

It is not recommended to restart runacct in the SETUP *state*. Run SETUP manually and restart using:

runacct mmdd WTMPFIX

If runacct failed in the PROCESS state, remove the last ptacct file because it will not be complete.

The runacct command can process a maximum of

```
6000 distinct sessions
1000 distinct terminal lines
2000 distinct login names
```

during a single invocation of the command. If at some point the actual number of any one of these items exceeds the maximum, the command will not succeed.

Do not invoke runacct at the same time as ckpacct, as there may be a conflict if both scripts attempt to execute turnacct switch simultaneously.

rwall(1M)

NAME |

rwall – write to all users over a network

SYNOPSIS

/usr/sbin/rwall hostname...

/usr/sbin/rwall -n netgroup...

/usr/sbin/rwall -h hostname -n netgroup

DESCRIPTION

rwall reads a message from standard input until EOF. It then sends this message, preceded by the line:

Broadcast Message . . .

to all users logged in on the specified host machines. With the -n option, it sends to the specified network groups.

OPTIONS

-n *netgroup* Send the

Send the broadcast message to the specified network groups.

-h hostname

Specify the hostname, the name of the host machine.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTR	IIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWcsu

SEE ALSO

inetd(1M), listen(1M), pmadm(1M), sacadm(1M), wall(1M), attributes(5)

NOTES

The timeout is fairly short to allow transmission to a large group of machines (some of which may be down) in a reasonable amount of time. Thus the message may not get through to a heavily loaded machine.

NAME | sac – service access controller

SYNOPSIS

sac -t sanity_interval

/usr/lib/saf/sac

DESCRIPTION

The Service Access Controller (SAC) is the overseer of the server machine. It is started when the server machine enters multiuser mode. The SAC performs several important functions as explained below.

Customizing the SAC Environment When sac is invoked, it first looks for the per-system configuration script /etc/saf/ sysconfig. sac interprets sysconfig to customize its own environment. The modifications made to the SAC environment by sysconfig are inherited by all the children of the SAC. This inherited environment may be modified by the children.

Starting Port Monitors

After it has interpreted the sysconfig file, the sac reads its administrative file /etc/saf/ sactab. sactab specifies which port monitors are to be started. For each port monitor to be started, sac forks a child (see fork(2)) and creates a utmpx entry with the type field set to LOGIN PROCESS. Each child then interprets its per-port monitor configuration script /etc/saf/pmtag/ config, if the file exists. These modifications to the environment affect the port monitor and will be inherited by all its children. Finally, the child process execs the port monitor, using the command found in the sactab entry. (See sacadm; this is the command given with the -c option when the port monitor is added to the system.)

Polling Port Monitors to Detect **Failure** The -t option sets the frequency with which sac polls the port monitors on the system. This time may also be thought of as half of the maximum latency required to detect that a port monitor has failed and that recovery action is necessary.

Administrative functions

The Service Access Controller represents the administrative point of control for port monitors. Its administrative tasks are explained below.

When queried (sacadm with either -1 or -L), the Service Access Controller returns the status of the port monitors specified, which sacadm prints on the standard output. A port monitor may be in one of six states:

ENABLED	The port monitor is currently running and is accepting connections. See $\mathtt{sacadm}(1M)$ with the -e option.
DISABLED	The port monitor is currently running and is not accepting connections. See sacadm with the -d option, and see NOTRUNNING, below.
STARTING	The port monitor is in the process of starting up. STARTING is an intermediate state on the way to ENABLED or DISABLED.
FAILED	The port monitor was unable to start and remain running.
STOPPING	The port monitor has been manually terminated but has not completed its shutdown procedure. STOPPING is an intermediate state on the way to NOTRUNNING.

sac(1M)

NOTRUNNING

The port monitor is not currently running. (See sacadm with -k.) This is the normal "not running" state. When a port monitor is killed, all ports it was monitoring are inaccessible. It is not possible for an external user to tell whether a port is not being monitored or the system is down. If the port monitor is not killed but is in the DISABLED state, it may be possible (depending on the port monitor being used) to write a message on the inaccessible port telling the user who is trying to access the port that it is disabled. This is the advantage of having a DISABLED state as well as the NOTRUNNING state.

When a port monitor terminates, the SAC removes the utmpx entry for that port monitor.

The SAC receives all requests to enable, disable, start, or stop port monitors and takes the appropriate action.

The SAC is responsible for restarting port monitors that terminate. Whether or not the SAC will restart a given port monitor depends on two things:

- The restart count specified for the port monitor when the port monitor was added by sacadm; this information is included in /etc/saf/pmtag/ sactab.
- The number of times the port monitor has already been restarted.

SECURITY

sac uses pam(3PAM) for session management. The PAM configuration policy, listed through /etc/pam.conf, specifies the session management module to be used for sac. Here is a partial pam.conf file with entries for sac using the UNIX session management module.

```
sac session required /usr/lib/security/pam_unix.so.1
```

If there are no entries for the sac service, then the entries for the "other" service will be used.

OPTIONS

-t sanity_interval

Sets the frequency (*sanity_interval*) with which sac polls the port monitors on the system.

FILES | /etc/saf/_sactab

/etc/saf/_sysconfig

/var/adm/utmpx

/var/saf/_log

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

pmadm(1M), sacadm(1M), fork(2) pam(3PAM), pam.conf(4), attributes(5), pam_unix(5)

sacadm(1M)

NAME |

sacadm – service access controller administration

SYNOPSIS

DESCRIPTION

sacadm is the administrative command for the upper level of the Service Access Facility hierarchy (port monitor administration). sacadm performs the following functions:

- adds or removes a port monitor
- starts or stops a port monitor
- enables or disables a port monitor
- installs or replaces a per-system configuration script
- installs or replaces a per-port monitor configuration script
- prints requested port monitor information

Requests about the status of port monitors (-1 and -L) and requests to print per-port monitor and per-system configuration scripts (-g and -G without the -z option) may be executed by any user on the system. Other sacadm commands may be executed only by the super-user.

OPTIONS

-a

Add a port monitor. When adding a port monitor, sacadm creates the supporting directory structure in /etc/saf and /var/saf and adds an entry for the new port monitor to /etc/saf/_sactab. The file _sactab already exists on the delivered system. Initially, it is empty except for a single line, which contains the version number of the Service Access Controller. Unless the command line that adds the new port monitor includes the -f option with the -x argument, the new port monitor will be started. Because of the complexity of the options and arguments that follow the - a option, it may be convenient to use a command script or the menu system to add port monitors.

-c cmd	Execute the command string <i>cmd</i> to start a port monitor. The -c option may be used only with a -a. A -a option requires a -c.	
-d	Disable the port monitor <i>pmtag</i> .	
-е	Enable the port monitor <i>pmtag</i> .	
-f dx	The -f option specifies one or both of the following two flags which are then included in the flags field of the _sactab entry for the new port monitor. If the -f option is not included on the command line, no flags are set and the default conditions prevail. By default, a port monitor is started. A -f option with no following argument is illegal.	
	d Do not enable the new port monitor.	
	x Do not start the new port monitor.	
-g	The -g option is used to request output or to install or replace the per-port monitor configuration script /etc/saf/pmtag/_configg requires a -p option. The -g option with only a -p option prints the per-port monitor configuration script for port monitor pmtag. The -g option with a -p option and a -z option installs the file script as the per-port monitor configuration script for port monitor pmtag. Other combinations of options with -g are invalid.	
-G	The -G option is used to request output or to install or replace the per-system configuration script /etc/saf/_sysconfig. The -G option by itself prints the per-system configuration script. The -G option in combination with a -z option installs the file script as the per-system configuration script. Other combinations of options with a -G option are invalid.	
-k	Stop port monitor pmtag.	
-1	The -1 option is used to request port monitor information. The -1 by itself lists all port monitors on the system. The -1 option in combination with the -p option lists only the port monitor specified by <i>pmtag</i> . A -1 in combination with the -t option lists all port monitors of type type. Any other combination of options with the -1 option is invalid.	
-L	The -L option is identical to the -l option except that the output appears in a condensed format.	
-n count	Set the restart count to <i>count</i> . If a restart count is not specified, count is set to 0. A count of 0 indicates that the port monitor is not to be restarted if it fails.	
-p pmtag	Specifies the tag associated with a port monitor.	
-r	Remove port monitor <i>pmtag</i> . sacadm removes the port monitor entry from /etc/saf/_sactab. If the removed port monitor is	

sacadm(1M)

	not running, then no further action is taken. If the removed port monitor is running, the Service Access Controller (SAC) sends it SIGTERM to indicate that it should shut down. Note that the port monitor's directory structure remains intact.
- S	Start a port monitor. The SAC starts the port monitor <i>pmtag</i> .
-t type	Specifies the port monitor type.
-v ver	Specifies the version number of the port monitor. This version number may be given as
	where <code>pmspec</code> is the special administrative command for port monitor <code>pmtag</code> . This special command is <code>ttyadm</code> for <code>ttymon</code> and <code>nlsadmin</code> for <code>listen</code> . The version stamp of the port monitor is known by the command and is returned when <code>pmspec</code> is invoked with a <code>-V</code> option.
-x	The -x option by itself tells the SAC to read its database file (_sactab). The -x option with the -p option tells port monitor <i>pmtag</i> to read its administrative file.
-y comment	Include <i>comment</i> in the _sactab entry for port monitor <i>pmtag</i> .
-z script	Used with the -g and -G options to specify the name of a file that contains a configuration script. With the -g option, script is a per-port monitor configuration script; with -G it is a per-system configuration script. Modifying a configuration script is a three-step procedure. First a copy of the existing script is made (-g or -G). Then the copy is edited. Finally, the copy is put in place over the existing script (-g or -G with -z).

OUTPUT

If successful, sacadm will exit with a status of 0. If sacadm fails for any reason, it will exit with a nonzero status. Options that request information will write the information on the standard output. In the condensed format (-L), port monitor information is printed as a sequence of colon-separated fields; empty fields are indicated by two successive colons. The standard format (-1) prints a header identifying the columns, and port monitor information is aligned under the appropriate headings. In this format, an empty field is indicated by a hyphen. The comment character is #.

EXAMPLES

EXAMPLE 1 A sample output of the sacadm command.

The following command line adds a port monitor. The port monitor tag is npack; its type is listen; if necessary, it will restart three times before failing; its administrative command is nlsadmin; and the configuration script to be read is in the file script:

```
sacadm -a -p npack -t listen -c /usr/lib/saf/listen npack
-v `nlsadmin -V` -n 3 -z script
```

Remove a port monitor whose tag is pmtag:

```
sacadm -r -p pmtag
```

EXAMPLE 1 A sample output of the sacadm command. (Continued)

Start the port monitor whose tag is pmtag:

sacadm -s -p pmtag

Stop the port monitor whose tag is pmtag:

sacadm -k -p pmtag

Enable the port monitor whose tag is pmtag:

sacadm -e -p pmtag

Disable the port monitor whose tag is pmtag:

sacadm -d -p pmtag

List status information for all port monitors:

sacadm -1

List status information for the port monitor whose tag is pmtag:

sacadm -1 -p pmtag

List the same information in condensed format:

sacadm -L -p pmtag

List status information for all port monitors whose type is listen:

sacadm -1 -t listen

Replace the per-port monitor configuration script associated with the port monitor whose tag is pmtag with the contents of the file file.config:

sacadm -g -p pmtag -z file.config

FILES

/etc/saf/ sactab

/etc/saf/ sysconfig

/etc/saf/pmtag/_config

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

pmadm(1M), sac(1M), doconfig(3NSL), attributes(5)

sadmind(1M)

NAME

sadmind – distributed system administration daemon

SYNOPSIS

```
sadmind [-c keywords] [-i secs] [-1 [logfile]] [-0 OW_path_name]
[-S security_level] [-v]
```

DESCRIPTION

sadmind is the daemon used by Solstice AdminSuite applications to perform distributed system administration operations.

The sadmind daemon is started automatically by the inetd daemon whenever a request to invoke an operation is received. The sadmind daemon process continues to run for 15 minutes after the last request is completed, unless a different idle-time is specified with the -i command line option. The sadmind daemon may be started independently from the command line, for example, at system boot time. In this case, the -i option has no effect; sadmind continues to run, even if there are no active requests.

The sadmind daemon process can be configured to write tracing information into a log file by specifying the -c and -1 command line options. The -c option specifies a comma-separated list of keywords indicating the types of information to be logged. The following keywords may be useful to you as an administrator:

System-Info Includes messages about when the sadmind daemon was started

and stopped.

Requests Includes messages about which operations sadmind invoked and

when.

Errors Includes messages about errors that occurred during the daemon

execution.

* Includes all possible log messages.

The -1 option enables logging and optionally specifies the path and file name of the log file. If no log file is specified, the default log file /var/adm/admin.log is used.

OPTIONS

The following options are supported:

-c *keywords* Specify the types of information to be logged as a

comma-separated list of keywords. The default is to log

all types of messages.

-i secs Specify the number of seconds for sadmind to stay up

after the last request is completed. The default is 15 minutes (900 seconds). If secs is 0 or over 10,000,000, sadmind stays up forever. -i only applies when sadmind is started by the inetd daemon. You may want sadmind to run permanently (or for extended durations) on systems that are frequently administered by applications using sadmind (for example, a server

managed through Host Manager) to improve

application performance.

-1 [logfile]

Enable logging and optionally define the path name to the distributed system administration log file. The default log file is:

/var/adm/admin.log

-0 OW_path_name

Define the path name to the OpenWindows home directory. If this option is not specified, the sadmind daemon will use the OpenWindows home directory defined in the OPENWINHOME environment variable, if defined; the home directory specified in the /etc/OPENWINHOME file, if it exists; or the default directory /usr/openwin. When the sadmind daemon is started by the inetd daemon, the environment variable OPENWINHOME is typically not defined. If the OpenWindows home directory is not one of the path names specified (/usr/openwin or in the file /etc/OPENWINHOME), the -O option must be added to the sadmind entry in the inetd.conf(4) configuration file.

-S security_level

Define the level of security to be used by the sadmind daemon when checking a client's right to perform an operation on the server system. Security level specifies the authentication mechanism used to provide and check the client's identity. The client's identity must be authenticated by the specified mechanism for sadmind to accept his or her request. The system-wide authentication requirements set by the security level may take precedence over any operation-specific requirements. Consequently, the security level can be used system-wide to ensure that all operations meet minimum authentication requirements, regardless of the requirements assigned specifically to an operation. In addition, the security level determines whether sadmind will perform authorization access control checking.

Security level may be one of the following:

Set authentication type to NONE. All clients' user and group identities are set to the nobody identity by sadmind (see *Solstice AdminSuite 2.1 User's Guide*). If access is granted to nobody, sadmind executes the operation. Use this level only for testing.

- Set authentication type to WEAK. Clients' user and group identities are set by sadmind from their authentication credentials. Client identities are accepted by sadmind when they have satisfied either AUTH SYS or AUTH DES authentication mechanisms. The authenticated client identity is checked by sadmind for authorization to execute the operation. If an operation calls for a stronger security level, sadmind demotes the user identity to nobody, and then checks whether nobody is authorized to execute the operation. Since AUTH SYS client credentials are easily forged, this level should be used only in relatively secure environments. No check is done that the user ID of the client represents the same user on the server system as on the client system. It is assumed that user and group identities are set up consistently on the network. This security level is the default.
- Set authentication type to STRONG. Clients' 2 user and group identities are set by sadmind from their authentication credential mappings (effectively, user and group IDs from netid.byname for NIS, or cred table for NIS+). Client identities are accepted by sadmind only when they have satisfied the AUTH DES authentication mechanism. The sadmind daemon checks whether the client identity is authorized to execute the operation. This level provides the most secure environment for executing distributed administration operations. It overrides any weaker level specific to an operation. A DES credential must exist for the host running the sadmind daemon and all administration client user identities.

Enable the writing of log messages to the system logger, syslogd. Messages logged include fatal errors encountered while attempting to start the sadmind daemon process and those specified by the -c trace message keywords.

-v

EXAMPLES

EXAMPLE 1 Using the sadmind command

By default, the line in /etc/inetd.conf that starts sadmind appears as follows:

```
rpc/udp
                                    wait root
/usr/sbin/sadmind sadmind
```

To make a network as secure as possible, change the line to:

```
tli
                         rpc/udp
                                    wait root
/usr/sbin/sadmind sadmind -S 2
```

To minimize delays due to starting up sadmind, change the line to include the -i option:

```
100232/10
                tli
                        rpc/udp
                                   wait root
/usr/sbin/sadmind sadmind -i 86400
```

In this example, the duration that sadmind remains up after the last operation request was completed is extended to 24 hours (86,400 seconds). Extending the timeout period may enhance performance on servers and workstations that frequently run or are administered by applications that use the sadmind daemon (for example, Solstice AdminSuite applications such as Host Manager).

FILES

/var/adm/admin.log distributed system administration default log file

/etc/inetd.conf internet servers database file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWadmfw

SEE ALSO

inetd(1M), rpcbind(1M), inetd.conf(4), attributes(5)

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NOTES

Whenever inetd fails to start sadmind, re-register the RPC number for sadmind, 100232, with rpcbind by sending the inetd process a SIGHUP signal:

```
example% kill -HUP pid
example% kill -1
```

Sometimes inetd does not start sadmind in response to system administration requests, even though the inetd.conf file has the correct entry for the sadmind daemon. This can happen when sadmind is started manually from the command line and takes over the previous registration of the sadmind RPC number, 100232, by inetd. When the manually-started sadmind daemon is terminated, the sadmind

RPC number, 100232, is de-registered with rpcbind. Consequently, system administration requests are ignored by inetd.

sadmind(1M)

NAME | saf – Service Access Facility

DESCRIPTION

The SAF generalizes the procedures for service access so that login access on the local system and network access to local services are managed in similar ways. Under the SAF, systems may access services using a variety of port monitors, including ttymon, the listener, and port monitors written expressly for a user's application. The manner in which a port monitor observes and manages access ports is specific to the port monitor and not to any component of the SAF. Users may therefore extend their systems by developing and installing their own port monitors. One of the important features of the SAF is that it can be extended in this way by users.

Relative to the SAF, a service is a process that is started. There are no restrictions on the functions a service may provide. The SAF consists of a controlling process, the service access controller (SAC), and two administrative levels corresponding to two levels in the supporting directory structure. The top administrative level is concerned with port monitor administration, the lower level with service administration. The SAC is documented in the sac(1M) man page. The administrative levels and associated utilities are documented in the System Administration Guide - Volume II. The requirements for writing port monitors and the functions a port monitor must perform to run under the SAF and the SAC are documented here.

Port Monitors

A port monitor is a process that is responsible for monitoring a set of homogeneous, incoming ports on a machine. A port monitor's major purpose is to detect incoming service requests and to dispatch them appropriately.

A port is an externally seen access point on a system. A port may be an address on a network (TSAP or PSAP), a hardwired terminal line, an incoming phone line, etc. The definition of what constitutes a port is strictly a function of the port monitor itself.

A port monitor performs certain basic functions. Some of these are required to conform to the SAF; others may be specified by the requirements and design of the port monitor itself. Port monitors have two main functions: managing ports and monitoring ports for indications of activity.

Port Management

The first function of a port monitor is to manage a port. The actual details of how a port is managed are defined by the person who defines the port monitor. A port monitor is not restricted to handling a single port; it may handle multiple ports simultaneously.

Some examples of port management are setting the line speed on incoming phone connections, binding an appropriate network address, reinitializing the port when the service terminates, outputting a prompt, etc.

Activity Monitoring

The second function of a port monitor is to monitor the port or ports for which it is responsible for indications of activity. Two types of activity may be detected.

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The first is an indication to the port monitor to take some port monitor-specific action. Pressing the break key to indicate that the line speed should be cycled is an example of a port monitor activity. Not all port monitors need to recognize and respond to the same indications. The indication used to attract the attention of the port monitor is defined by the person who defines the port monitor.

The second is an incoming service request. When a service request is received, a port monitor must be able to determine which service is being requested from the port on which the request is received. The same service may be available on more than one port.

Other Port **Monitor Functions**

This section briefly describes other port monitor functions.

Restricting Access to the System

A port monitor must be able to restrict access to the system without disturbing services that are still running. In order to do this, a port monitor must maintain two internal states: enabled and disabled. The port monitor starts in the state indicated by the ISTATE environment variable provided by the sac. See sac(1M) for details. Enabling or disabling a port monitor affects all ports for which the port monitor is responsible. If a port monitor is responsible for a single port, only that port will be affected. If a port monitor is responsible for multiple ports, the entire collection of ports will be affected. Enabling or disabling a port monitor is a dynamic operation: it causes the port monitor to change its internal state. The effect does not persist across new invocations of the port monitor. Enabling or disabling an individual port, however, is a static operation: it causes a change to an administrative file. The effect of this change will persist across new invocations of the port monitor.

Creating utmpx Entries

Port monitors are responsible for creating utmpx entries with the type field set to USER_PROCESS for services they start. If this action has been specified, by using the -fu option in the pmadm command line that added the service, these utmpx entries may in turn be modified by the service. When the service terminates, the utmpx entry must be set to DEAD_PROCESS.

Port Monitor Process IDs and Lock Files

When a port monitor starts, it writes its process id into a file named pid in the current directory and places an advisory lock on the file.

Changing the Service Environment: Running

doconfig(3NSL) Before invoking the service designated in the port monitor administrative file, _pmtab, a port monitor must arrange for the per-service configuration script to be run, if one exists, by calling the library function doconfig(3NSL). Because the per-service configuration script may specify the execution of restricted commands, as well as for other security reasons, port monitors are invoked with root permissions. The details of how services are invoked are specified by the person who defines the port monitor.

Terminating a Port Monitor

A port monitor must terminate itself gracefully on receipt of the signal SIGTERM. The termination sequence is the following:

- 1. The port monitor enters the stopping state; no further service requests are accepted.
- 2. Any attempt to re-enable the port monitor will be ignored.
- 3. The port monitor yields control of all ports for which it is responsible. It must be possible for a new instantiation of the port monitor to start correctly while a previous instantiation is stopping.
- 4. The advisory lock on the process id file is released. Once this lock is released, the contents of the process id file are undefined and a new invocation of the port monitor may be started.

SAF Files

This section briefly covers the files used by the SAF.

The Port Monitor Administrative File

A port monitor's current directory contains an administrative file named pmtab; pmtab is maintained by the pmadm command in conjunction with a port monitor-specific administrative command.

The port monitor administrative command for a listen port monitor is nlsadmin(1M); the port monitor administrative command for ttymon is ttyadm(1M). Any port monitor written by a user must be provided with an administrative command specific to that port monitor to perform similar functions.

Per-Service Configuration Files

A port monitor's current directory also contains the per-service configuration scripts, if they exist. The names of the per-service configuration scripts correspond to the service tags in the pmtab file.

Private Port Monitor Files

A port monitor may create private files in the directory /var/saf/tag, where tag is the name of the port monitor. Examples of private files are log files or temporary files.

The SAC/Port **Monitor Interface**

The SAC creates two environment variables for each port monitor it starts:PMTAG and ISTATE.

This variable is set to a unique port monitor tag by the SAC. The port monitor uses this tag to identify itself in response to sac messages. ISTATE is used to indicate to the port monitor what its initial internal state should be. ISTATE is set to "enabled" or "disabled" to indicate that the port monitor is to start in the enabled or disabled state respectively.

The SAC performs a periodic sanity poll of the port monitors. The SAC communicates with port monitors through FIFOs. A port monitor should open _pmpipe, in the current directory, to receive messages from the SAC and ../ sacpipe to send return messages to the SAC.

Message Formats

This section describes the messages that may be sent from the SAC to a port monitor (sac messages), and from a port monitor to the SAC (port monitor messages). These messages are sent through FIFOs and are in the form of C structures.

sac Messages

The format of messages from the SAC is defined by the structure sacmsg:

```
struct sacmsg
{
   int sc_size; /* size of optional data portion */
   char sc_type; /* type of message */
};
```

The SAC may send four types of messages to port monitors. The type of message is indicated by setting the sc_type field of the sacmsg structure to one of the following:

SC_STATUS status request
SC_ENABLE enable message
SC_DISABLE disable message

SC_READDB message indicating that the port monitor's _pmtab file should be

read

The sc_size field indicates the size of the optional data part of the message. See "Message Classes." For Solaris, sc_size should always be set to 0. A port monitor must respond to every message sent by the sac.

Port Monitor Messages

The format of messages from a port monitor to the SAC is defined by the structure pmmsq:

Port monitors may send two types of messages to the SAC. The type of message is indicated by setting the pm_type field of the pmmsg structure to one of the following:

PM_STATUS

state information

PM UNKNOWN

negative acknowledgment

For both types of messages, the pm_tag field is set to the port monitor's tag and the pm_state field is set to the port monitor's current state. Valid states are:

PM_STARTING starting
PM_ENABLED enabled
PM_DISABLED disabled

PM_STOPPING

stopping

The current state reflects any changes caused by the last message from the SAC. The status message is the normal return message. The negative acknowledgment should be sent only when the message received is not understood. pm_size indicates the size of the optional data part of the message. pm_maxclass is used to specify a message class. Both are discussed under "Message Classes." In Solaris, always set pm_maxclass to 1 and sc_size to 0. Port monitors may never initiate messages; they may only respond to messages that they receive.

Message Classes

The concept of message class has been included to accommodate possible SAF extensions. The messages described above are all class 1 messages. None of these messages contains a variable data portion; all pertinent information is contained in the message header. If new messages are added to the protocol, they will be defined as new message classes (for example, class 2). The first message the SAC sends to a port monitor will always be a class 1 message. Since all port monitors, by definition, understand class 1 messages, the first message the SAC sends is guaranteed to be understood. In its response to the SAC, the port monitor sets the pm_maxclass field to the maximum message class number for that port monitor. The SAC will not send messages to a port monitor from a class with a larger number than the value of pm_maxclass. Requests that require messages of a higher class than the port monitor can understand will fail. For Solaris, always set pm_maxclass to 1.

For any given port monitor, messages of class pm_maxclass and messages of all classes with values lower than pm_maxclass are valid. Thus, if the pm_maxclass field is set to 3, the port monitor understands messages of classes 1, 2, and 3. Port monitors may not generate messages; they may only respond to messages. A port monitor's response must be of the same class as the originating message. Since only the SAC can generate messages, this protocol will function even if the port monitor is capable of dealing with messages of a higher class than the SAC can generate. pm_size (an element of the pmmsg structure) and sc_size (an element of the sacmsg structure) indicate the size of the optional data part of the message. The format of this part of the message is undefined. Its definition is inherent in the type of message. For Solaris, always set both sc_size and pm_size to 0.

Administrative Interface The SAC Administrative File _sactab This section discusses the port monitor administrative files available under the SAC.

The service access controller's administrative file contains information about all the port monitors for which the SAC is responsible. This file exists on the delivered system. Initially, it is empty except for a single comment line that contains the version number of the SAC. Port monitors are added to the system by making entries in the SAC's administrative file. These entries should be made using the administrative command sacadm(1M) with a -a option. sacadm(1M) is also used to remove entries from the SAC's administrative file. Each entry in the SAC's administrative file contains the following information.

PMTAG

A unique tag that identifies a particular port monitor. The system administrator is responsible for naming a port monitor. This tag is then used by the SAC to identify the port monitor for all administrative purposes. PMTAG may consist of up to 14 alphanumeric characters.

PMTYPE

The type of the port monitor. In addition to its unique tag, each port monitor has a type designator. The type designator identifies a group of port monitors that are different invocations of the same entity. ttymon and listen are examples of valid port monitor types. The type designator is used to facilitate the administration of groups of related port monitors. Without a type designator, the system administrator has no way of knowing which port monitor tags correspond to port monitors of the same type. PMTYPE may consist of up to 14 alphanumeric characters.

FLGS

The flags that are currently defined are:

- d When started, do not enable the port monitor.
- x Do not start the port monitor.

If no flag is specified, the default action is taken. By default a port monitor is started and enabled.

RCNT

The number of times a port monitor may fail before being placed in a failed state. Once a port monitor enters the failed state, the SAC will not try to restart it. If a count is not specified when the entry is created, this field is set to 0. A restart count of 0 indicates that the port monitor is not to be restarted when it fails.

COMMAND

A string representing the command that will start the port monitor. The first component of the string, the command itself, must be a full path name.

The Port Monitor Administrative File _pmtab

Each port monitor will have two directories for its exclusive use. The current directory will contain files defined by the SAF (_pmtab, _pid) and the per-service configuration scripts, if they exist. The directory /var/saf/pmtag, where pmtag is the tag of the port monitor, is available for the port monitor's private files. Each port monitor has its own administrative file. The pmadm(1M) command should be used to add, remove, or modify service entries in this file. Each time a change is made using pmadm(1M), the corresponding port monitor rereads its administrative file. Each entry in a port monitor's administrative file defines how the port monitor treats a specific port and what service is to be invoked on that port. Some fields must be present for all types of port monitors. Each entry must include a service tag to identify the service uniquely and an identity to be assigned to the service when it is started (for example, root).

The combination of a service tag and a port monitor tag uniquely define an instance of a service. The same service tag may be used to identify a service under a different port

monitor. The record must also contain port monitor specific data (for example, for a ttymon port monitor, this will include the prompt string which is meaningful to ttymon). Each type of port monitor must provide a command that takes the necessary port monitor-specific data as arguments and outputs these data in a form suitable for storage in the file. The ttyadm(1M) command does this for ttymon and nlsadmin(1M) does it for listen. For a user-defined port monitor, a similar administrative command must also be supplied. Each service entry in the port monitor administrative file must have the following format and contain the information listed below:

svctag:flgs:id:reserved:reserved:pmspecific# comment

SVCTAG is a unique tag that identifies a service. This tag is unique only for the port monitor through which the service is available. Other port monitors may offer the same or other services with the same tag. A service requires both a port monitor tag and a service tag to identify it uniquely. SVCTAG may consist of up to 14 alphanumeric characters. The service entries are defined as:

FLGS

Flags with the following meanings may currently be included in this field:

- Do not enable this port. By default the port is enabled.
- Create a utmpx entry for this service. By default no utmpx entry is u created for the service.

The identity under which the service is to be started. The identity has the form of a login name as it appears in /etc/passwd.

PMSPECIFIC

Examples of port monitor information are addresses, the name of a process to execute, or the name of a STREAMS pipe to pass a connection through. This information will vary to meet the needs of each different type of port monitor.

COMMENT

A comment associated with the service entry. Port monitors may ignore the u flag if creating a utmpx entry for the service is not appropriate to the manner in which the service is to be invoked. Some services may not start properly unless utmpx entries have been created for them (for example, login). Each port monitor administrative file must contain one special comment of the form:

VERSION=value

where *value* is an integer that represents the port monitor's version number. The version number defines the format of the port monitor administrative file. This comment line is created automatically when a port monitor is added to the system. It appears on a line by itself, before the service entries.

saf(1M)

Monitor-Specific Administrative Command

Previously, two pieces of information included in the _pmtab file were described: the port monitor's version number and the port monitor part of the service entries in the port monitor's _pmtab file. When a new port monitor is added, the version number must be known so that the _pmtab file can be correctly initialized. When a new service is added, the port monitor part of the _pmtab entry must be formatted correctly. Each port monitor must have an administrative command to perform these two tasks. The person who defines the port monitor must also define such an administrative command and its input options. When the command is invoked with these options, the information required for the port monitor part of the service entry must be correctly formatted for inclusion in the port monitor's _pmtab file and must be written to the standard output. To request the version number the command must be invoked with a -V option; when it is invoked in this way, the port monitor's current version number must be written to the standard output. If the command fails for any reason during the execution of either of these tasks, no data should be written to standard output.

The Port Monitor/Service Interface

The interface between a port monitor and a service is determined solely by the service. Two mechanisms for invoking a service are presented here as examples.

New Service Invocations

The first interface is for services that are started anew with each request. This interface requires the port monitor to first fork(2) a child process. The child will eventually become the designated service by performing an exec(1). Before the exec(1) happens, the port monitor may take some port monitor-specific action; however, one action that must occur is the interpretation of the per-service configuration script, if one is present. This is done by calling the library routine doconfig(3NSL).

Standing Service Invocations

The second interface is for invocations of services that are actively running. To use this interface, a service must have one end of a stream pipe open and be prepared to receive connections through it.

Port Monitor Requirements

To implement a port monitor, several generic requirements must be met. This section summarizes these requirements. In addition to the port monitor itself, an administrative command must be supplied.

Initial Environment

When a port monitor is started, it expects an initial execution environment in which:

- It has no file descriptors open
- It cannot be a process group leader
- It has an entry in /etc/utmpx of type LOGIN_PROCESS
- An environment variable, ISTATE, is set to "enabled" or "disabled" to indicate the port monitor's correct initial state
- An environment variable, PMTAG, is set to the port monitor's assigned tag
- The directory that contains the port monitor's administrative files is its current directory

- pThe port monitor is able to create private files in the directory /var/saf/tag, where tag is the port monitor's tag
- The port monitor is running with user id 0 (root)

Important Files

Relative to its current directory, the following key files exist for a port monitor.

```
config
```

The port monitor's configuration script. The port monitor configuration script is run by the SAC. The SAC is started by init(1M) as a result of an entry in /etc/inittab that calls sac(1M).

The file into which the port monitor writes its process id.

pmtab

The port monitor's administrative file. This file contains information about the ports and services for which the port monitor is responsible.

The FIFO through which the port monitor will receive messages from the SAC.

svctag

The per-service configuration script for the service with the tag *svctag*.

../ sacpipe

The FIFO through which the port monitor will send messages to sac(1M).

Port Monitor Responsibilities

A port monitor is responsible for performing the following tasks in addition to its port monitor function:

- Write its process id into the file pid and place an advisory lock on the file
- Terminate gracefully on receipt of the signal SIGTERM
- Follow the protocol for message exchange with the SAC

A port monitor must perform the following tasks during service invocation:

- Create a utmpx entry if the requested service has the u flag set in pmtab
- Port monitors may ignore this flag if creating a utmpx entry for the service does not make sense because of the manner in which the service is to be invoked. On the other hand, some services may not start properly unless utmpx entries have been created for them.
- Interpret the per-service configuration script for the requested service, if it exists, by calling the doconfig(3NSL) library routine

Configuration Files and Scripts

The library routine doconfig(3NSL), defined in libnsl.so, interprets the configuration scripts contained in the files /etc/saf/ sysconfig (the per-system configuration file), and /etc/saf/pmtag/ config (per-port monitor configuration files); and in /etc/saf/pmtag/svctag (per-service configuration files). Its syntax is:

```
#include <sac.h>
int doconfig (int fd, char *script, long rflag);
```

script is the name of the configuration script; fd is a file descriptor that designates the stream to which stream manipulation operations are to be applied; rflag is a bitmask that indicates the mode in which script is to be interpreted. rflag may take two values, NORUN and NOASSIGN, which may be or'd. If rflag is zero, all commands in the configuration script are eligible to be interpreted. If rflag has the NOASSIGN bit set, the assign command is considered illegal and will generate an error return. If rflag has the NORUN bit set, the run and runwait commands are considered illegal and will generate error returns. If a command in the script fails, the interpretation of the script ceases at that point and a positive integer is returned; this number indicates which line in the script failed. If a system error occurs, a value of -1 is returned. If a script fails, the process whose environment was being established should not be started. In the example, doconfig(3NSL) is used to interpret a per-service configuration script.

```
if ((i = doconfig (fd, svctag, 0)) != 0){
  error ("doconfig failed on line %d of script %s",i,svctag);
}
```

The Per-System Configuration File

The per-system configuration file, /etc/saf/_sysconfig, is delivered empty. It may be used to customize the environment for all services on the system by writing a command script in the interpreted language described in this chapter and on the doconfig(3NSL) manpage. When the SAC is started, it calls the doconfig(3NSL) function to interpret the per-system configuration script. The SAC is started when the system enters multiuser mode.

Per-Port Monitor Configuration Files

Per-port monitor configuration scripts (/etc/saf/pmtag/_config) are optional. They allow the user to customize the environment for any given port monitor and for the services that are available through the ports for which that port monitor is responsible. Per-port monitor configuration scripts are written in the same language used for per-system configuration scripts. The per-port monitor configuration script is interpreted when the port monitor is started. The port monitor is started by the SAC after the SAC has itself been started and after it has run its own configuration script, /etc/saf/_sysconfig. The per-port monitor configuration script may override defaults provided by the per-system configuration script.

Per-Service Configuration Files

Per-service configuration files allow the user to customize the environment for a specific service. For example, a service may require special privileges that are not available to the general user. Using the language described in the doconfig(3NSL) manpage, you can write a script that will grant or limit such special privileges to a particular service offered through a particular port monitor. The per-service configuration may override defaults provided by higher-level configuration scripts. For example, the per-service configuration script may specify a set of STREAMS modules other than the default set.

The Configuration Language

The language in which configuration scripts are written consists of a sequence of commands, each of which is interpreted separately. The following reserved keywords are defined: assign, push, pop, runwait, and run. The comment character is #. Blank lines are not significant. No line in a command script may exceed 1024 characters.

assign *variable=value*

Used to define environment variables; *variable* is the name of the environment variable and *value* is the value to be assigned to it. The value assigned must be a string constant; no form of parameter substitution is available. *value* may be quoted. The quoting rules are those used by the shell for defining environment variables. assign will fail if space cannot be allocated for the new variable or if any part of the specification is invalid.

push module1[, module2, module3, . . .]

Used to push STREAMS modules onto the stream designated by fd; *module1* is the name of the first module to be pushed, *module2* is the name of the second module to be pushed, and so on. The command will fail if any of the named modules cannot be pushed. If a module cannot be pushed, the subsequent modules on the same command line will be ignored and modules that have already been pushed will be popped.

pop [module]

Used to pop STREAMS modules off the designated stream. If pop is invoked with no arguments, the top module on the stream is popped. If an argument is given, modules will be popped one at a time until the named module is at the top of the stream. If the named module is not on the designated stream, the stream is left as it was and the command fails. If *module* is the special keyword ALL, then all modules on the stream will be popped. Only modules above the topmost driver are affected.

runwait command

The runwait command runs a command and waits for it to complete; command is the path name of the command to be run. The command is run with /bin/sh -c prepended to it; shell scripts may thus be executed from configuration scripts. The runwait command will fail if command cannot be found or cannot be executed, or if command exits with a nonzero status.

run command

The run command is identical to runwait except that it does not wait for command to complete; command is the path name of the command to be run. run will not fail unless it is unable to create a child process to execute the command. Although they are syntactically indistinguishable, some of the commands available to run and runwait are interpreter built-in commands. Interpreter built-ins are used when it is necessary to alter the state of a process within the context of that process. The doconfig interpreter built-in commands are similar to the shell special commands and, like these, they do not spawn another process for execution. See the sh(1) man page. The initial set of built-in commands is: cd, ulimit, umask.

Sample Port **Monitor Code**

This example shows an example of a "null" port monitor that simply responds to messages from the SAC.

```
# include <stdlib.h>
# include <stdio.h>
# include <unistd.h>
# include <fcntl.h>
# include <signal.h>
# include <sac.h>
char Scratch[BUFSIZ]; /* scratch buffer */
char Tag[PMTAGSIZE + 1]; /* port monitor's tag */
FILE *Fp; /* file pointer for log file */
FILE *Tfp; /* file pointer for pid file */
char State; /* portmonitor's current state*/
main(argc, argv)
   int argc;
    char *argv[];
    char *istate;
    strcpy(Tag, getenv("PMTAG"));
* open up a log file in port monitor's private directory
   sprintf(Scratch, "/var/saf/%s/log", Tag);
    Fp = fopen(Scratch, "a+");
    if (Fp == (FILE *)NULL)
       exit(1);
    log(Fp, "starting");
* retrieve initial state (either "enabled" or "disabled") and set
* State accordingly
   istate = getenv("ISTATE");
   sprintf(Scratch, "ISTATE is %s", istate);
    log(Fp, Scratch);
    if (!strcmp(istate, "enabled"))
       State = PM_ENABLED;
    else if (!strcmp(istate, "disabled"))
       State = PM_DISABLED;
    else {
        log(Fp, "invalid initial state");
       exit(1):
    sprintf(Scratch, "PMTAG is %s", Tag);
    log(Fp, Scratch);
* set up pid file and lock it to indicate that we are active
    Tfp = fopen("_pid", "w");
    if (Tfp == (FILE *)NULL) {
        log(Fp, "couldn't open pid file");
        exit(1);
    if (lockf(fileno(Tfp), F_TEST, 0) < 0) {</pre>
        log(Fp, "pid file already locked");
```

```
exit(1);
    }
    log(Fp, "locking file");
    if (lockf(fileno(Tfp), F_LOCK, 0) < 0) {</pre>
        log(Fp, "lock failed");
        exit(1);
    fprintf(Tfp, "%d", getpid());
    fflush(Tfp);
 \boldsymbol{\star} handle poll messages from the sac ... this function never returns
   handlepoll();
    pause();
    fclose(Tfp);
    fclose(Fp);
}
handlepoll()
    int pfd; /* file descriptor for incoming pipe */
    int sfd; /* file descriptor for outgoing pipe */
    struct sacmsg sacmsg; /* incoming message */
    struct pmmsg pmmsg; /* outgoing message */
\boldsymbol{\star} open pipe for incoming messages from the sac
    pfd = open(" pmpipe", O RDONLY O NONBLOCK);
    if (pfd < 0) {
        log(Fp, "_pmpipe open failed");
        exit(1);
 \boldsymbol{\star} open pipe for outgoing messages to the sac
    sfd = open("../_sacpipe", O_WRONLY);
    if (sfd < 0) {
        log(Fp, "_sacpipe open failed");
        exit(1);
 * start to build a return message; we only support class 1 messages
    strcpy(pmmsg.pm_tag, Tag);
    pmmsg.pm size = 0;
    pmmsg.pm_maxclass = 1;
 \star keep responding to messages from the sac
         if (read(pfd, &sacmsg, sizeof(sacmsg)) != sizeof(sacmsg)) {
             log(Fp, "_pmpipe read failed");
             exit(1);
         }
```

```
\star determine the message type and respond appropriately
         switch (sacmsg.sc_type) {
             case SC STATUS:
                 log(Fp, "Got SC STATUS message");
                 pmmsg.pm_type = PM_STATUS;
                 pmmsg.pm_state = State;
                 break;
             case SC_ENABLE:
                 /*note internal state change below*/
                 log(Fp, "Got SC_ENABLE message");
                 pmmsg.pm_type = PM_STATUS;
                 State = PM_ENABLED;
                 pmmsg.pm_state = State;
                 break;
             case SC DISABLE:
                 /*note internal state change below*/
                 log(Fp, "Got SC_DISABLE message");
                 pmmsg.pm_type = PM_STATUS;
                 State = PM_DISABLED;
                 pmmsg.pm_state = State;
                 break;
             case SC_READDB:
                /*
                 * if this were a fully functional port
                 * monitor it would read _pmtab here
                 * and take appropriate action
                 log(Fp, "Got SC_READDB message");
                 pmmsg.pm type = PM STATUS;
                 pmmsg.pm_state = State;
                 break;
             default:
                 sprintf(Scratch, "Got unknown message <%d>",
                 sacmsg.sc_type);
                 log(Fp, Scratch);
                 pmmsg.pm_type = PM_UNKNOWN;
                 pmmsg.pm_state = State;
                 break;
         }
* send back a response to the poll
* indicating current state
         if (write(sfd, &pmmsg, sizeof(pmmsg)) != sizeof(pmmsg))
             log(Fp, "sanity response failed");
}
* general logging function
log(fp, msg)
   FILE *fp;
    char *msg;
    fprintf(fp, "%d; %s\n", getpid(), msg);
```

```
The sac.h Header
```

The following example shows the sac.h header file.

fflush(fp);

```
/* length in bytes of a utmpx id */
# define IDLEN 4
/* wild character for utmpx ids */
# define SC WILDC 0xff
/* max len in bytes for port monitor tag */
# define PMTAGSIZE 14
 * values for rflag in doconfig()
*/
/* don't allow assign operations */
# define NOASSIGN 0x1
/* don't allow run or runwait operations */
# define NORUN 0x2
* message to SAC (header only). This header is forever fixed. The
* size field (pm_size) defines the size of the data portion of the
 * message, which follows the header. The form of this optional data
 * portion is defined strictly by the message type (pm type).
 * /
struct pmmsq {
   char pm type;
                                /* type of message */
   unchar_t pm_state;
                                /* current state of pm */
                                /* max message class this port monitor
   char pm maxclass;
                                   understands */
    char pm_tag[PMTAGSIZE + 1]; /* pm's tag */
                                 /* size of opt data portion */
    int pm size;
};
 * pm_type values
# define PM STATUS 1 /* status response */
# define PM UNKNOWN 2 /* unknown message was received */
 * pm_state values
*/
* Class 1 responses
# define PM_STARTING 1 /* monitor in starting state */
# define PM_ENABLED 2 /* monitor in enabled state */
# define PM_DISABLED 3 /* monitor in disabled state */
# define PM STOPPING 4 /* monitor in stopping state */
 * message to port monitor
struct sacmsg {
                       /* size of optional data portion */
   int sc size;
    char sc type;
                       /* type of message */
};
 * sc_type values
 * These represent commands that the SAC sends to a port monitor.
```

```
* These commands are divided into "classes" for extensibility. Each
 * subsequent "class" is a superset of the previous "classes" plus
\star the new commands defined within that "class". The header for all
* commands is identical; however, a command may be defined such that
* an optional data portion may be sent in addition to the header.
\star The format of this optional data piece is self-defining based on
\boldsymbol{\star} the command. The first message sent by the SAC
* will always be a class 1 message. The port monitor response
\boldsymbol{\star} indicates the maximum class that it is able to understand. Another
* note is that port monitors should only respond to a message with
* an equivalent class response (i.e. a class 1 command causes a
 * class 1 response).
/*
* Class 1 commands (currently, there are only class 1 commands)
# define SC STATUS 1
                         /* status request *
# define SC ENABLE 2
                         /* enable request */
                       /* disable request */
# define SC DISABLE 3
# define SC_READDB 4
                         /* read pmtab request */
* 'errno' values for Saferrno, note that Saferrno is used by both
* pmadm and sacadm and these values are shared between them
# define E BADARGS 1 /* bad args/ill-formed cmd line */
\mbox{\tt\#} define E_NOPRIV 2 \mbox{\tt/*} user not priv for operation \mbox{\tt*/}
                     /* generic SAF error */
# define E SAFERR 3
                       /* system error */
# define E_SYSERR 4
                      /* invalid specification */
# define E NOEXIST 5
# define E DUP 6
                       /* entry already exists */
                       /* port monitor is running */
# define E_PMRUN 7
\# define E_PMNOTRUN 8 \ /\star port monitor is not running \star/
# define E RECOVER 9
   /* in recovery */
```

Directory Structure

This section gives a description of the SAF files and directories.

/etc/saf/_sysconfig	The per-system configuration script.
/etc/saf/_sactab	The SAC's administrative file. Contains information about the port monitors for which the SAC is responsible.
/etc/saf/pmtag	The home directory for port monitor <i>pmtag</i> .
/etc/saf/pmtag/_config	The per-port monitor configuration script for port monitor pmtag. /etc/saf/pmtag/_pmtab Port monitor pmtag's administrative file. Contains information about the services for which pmtag is responsible. /etc/saf/pmtag/svctag The file in which the per-service configuration script for service svctag (available through port monitor pmtag) is placed.

/etc/saf/pmtag/_pid The file in which a port monitor writes its process id in the current directory and places an advisory lock on the file. /etc/saf/pmtag/_pmpipe The file in which the port monitor receives messages from the SAC and ../_sacpipe and sends return messages to the SAC. /var/saf/_log The SAC's log file. /var/saf/pmtag The directory for files created by port monitor pmtag, for example its log file.

LIST OF COMMANDS

The following administrative commands relate to SAF.

sacadm(1M) port monitor administrative command

pmadm(1M) service administration command

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

exec(1), sh(1), init(1M), nlsadmin(1M), pmadm(1M), sac(1M), sacadm(1M), ttyadm(1M), fork(2), doconfig(3NSL), attributes(5)

```
NAME |
```

sar, sa1, sa2, sadc – system activity report package

SYNOPSIS

```
/usr/lib/sa/sadc [t n] [ofile]
```

```
/usr/lib/sa/sa1 [t n]
```

```
/usr/lib/sa/sa2 [-aAbcdgkmpqruvwy] [-e time] [-f filename] [-i sec] [-s time]
```

DESCRIPTION

System activity data can be accessed at the special request of a user (see sar(1)) and automatically, on a routine basis, as described here. The operating system contains several counters that are incremented as various system actions occur. These include counters for CPU utilization, buffer usage, disk and tape I/O activity, TTY device activity, switching and system-call activity, file-access, queue activity, inter-process communications, and paging. For more general system statistics, use iostat (1M), sar(1), or vmstat(1M).

See Solaris Transition Guide for device naming conventions for disks.

sadc and two shell procedures, sa1 and sa2, are used to sample, save, and process this data.

sadc, the data collector, samples system data n times, with an interval of t seconds between samples, and writes in binary format to ofile or to standard output. The sampling interval t should be greater than 5 seconds; otherwise, the activity of sadc itself may affect the sample. If t and n are omitted, a special record is written. This facility can be used at system boot time, when booting to a multi-user state, to mark the time at which the counters restart from zero. For example, when accounting is enabled, the /etc/init.d/perf file writes the restart mark to the daily data file using the command entry:

```
su sys -c "/usr/lib/sa/sadc /var/adm/sa/sa'date +%d'"
```

The shell script sal, a variant of sadc, is used to collect and store data in the binary file /var/adm/sa/sadd, where dd is the current day. The arguments t and n cause records to be written n times at an interval of t seconds, or once if omitted. The following entries in /var/spool/cron/crontabs/sys will produce records every 20 minutes during working hours and hourly otherwise:

```
0 * * * 0-6 /usr/lib/sa/sa1
20,40 8-17 * * 1-5 /usr/lib/sa/sa1
```

See crontab(1) for details.

The shell script sa2, a variant of sar, writes a daily report in the file /var/adm/sa/sardd. See the OPTIONS section in sar(1) for an explanation of the various options. The following entry in /var/spool/cron/crontabs/sys will report important activities hourly during the working day:

```
5 18 * * 1-5 /usr/lib/sa/sa2 -s 8:00 -e 18:01 -i 1200 -A
```

FILES | /etc/init.d/perf

/tmp/sa.adrfl address file
/var/adm/sa/sadd daily data file
/var/adm/sa/sardd daily report file

/var/spool/cron/crontabs/sys

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWaccu	

SEE ALSO

 $\verb|crontab|(1), \verb|sag|(1), \verb|sar|(1), \verb|timex|(1), \verb|iostat|(1M), \verb|vmstat|(1M), \verb|attributes|(5)|$

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savecore(1M)

NAME

savecore – save a crash dump of the operating system

SYNOPSIS

/usr/bin/savecore [-Lvd] [-f dumpfile] directory

DESCRIPTION

The savecore utility saves a crash dump of the kernel (assuming that one was made) and writes a reboot message in the shutdown log. It is invoked by the /etc/init.d/savecore file after the system boots, if savecore is enabled by way of dumpadm(1M). savecore is enable on reboot by default.

The savecore utility checks the crash dump to be certain it corresponds with the version of the operating system currently running. If it does, savecore saves the crash dump data in the file *directory*/vmcore. n and the kernel's namelist in *directory*/unix. n. The trailing . n in the pathnames is replaced by a number which grows every time savecore is run in that directory.

Before writing out a crash dump, savecore reads a number from the file <code>directory/minfree</code>. This is the minimum number of kilobytes that must remain free on the file system containing <code>directory</code>. If after saving the crash dump the file system containing <code>directory</code> would have less free space the number of kilobytes specified in <code>minfree</code>, the crash dump is not saved. If the <code>minfree</code> file does not exist, <code>savecore</code> assumes a <code>minfree</code> value of 1 megabyte.

The savecore utility also logs a reboot message using facility LOG_AUTH (see syslog(3C)). If the system crashed as a result of a panic, savecore logs the panic string too.

OPTIONS

The following options are supported:

-L	Save a crash dump of the live running Solaris system, without actually rebooting or altering the system in any way. This option forces savecore to save a live snapshot of the system to the dump device, and then immediately to retrieve the data and to write it out to a new set of crash dump files in the specified directory. Live system crash dumps may only be performed if you have configured your system to have a dedicated dump device using dumpadm(1M).
-v	Verbose. Enables verbose error messages from savecore.
-d	Disregard dump header valid flag. Force savecore to attempt to save a crash dump even if the header information stored on the dump device indicates the dump has already been saved.
-£ dumpfile	Attempt to save a crash dump from the specified file instead of from the system's current dump device. This option may be useful if the information stored on the dump device has been copied to an on-disk file by means of the dd(1M) command.
directory	Save the crash dump files to the specified directory. If no directory argument is present on the command line, savecore saves the crash dump files to the default savecore <i>directory</i> , configured by

the dumpadm(1M) command.

FILES | directory/vmcore.n

directory/unix.n
directory/bounds
directory/minfree

/dev/ksyms the kernel namelist

/etc/init.d/savecore

/var/crash/'uname -n' default crash dump directory

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWcsu (32-bit)	
	SUNWcsxu (64-bit)	

SEE ALSO

adb(1), crash(1M),dd(1M), dumpadm(1M), syslog(3C), attributes(5)

BUGS

If the dump device is also being used as a swap device, you must run savecore very soon after booting, before the swap space containing the crash dump is overwritten by programs currently running.

sckmd(1M)

NAME |

sckmd – Sun Fire 15000 key management daemon

SYNOPSIS

/platform/SUNW,Sun-Fire-15000/lib/sckmd

DESCRIPTION

sckmd is a server process that resides on a Sun Fire 15000 domain. sckmd maintains the Internet Protocol Security (IPsec) Security Associations (SAs) needed to secure the communication between the Sun Fire 15000 System Controller (SC) and the cvcd(1M) and dcs(1M) daemons running on a Sun Fire 15000 domain. See ipsec(7P) for a description of Security Associations.

sckmd receives SAs from the SC and provides these SAs to the Security Association Databases (SADBs) using pf key(7P).

sckmd normally starts up at system boot time. Each domain supports only one running sckmd process at a time.

FILES

/etc/inet/ipsecinit.conf

Configuration file for default system-wide IPsec policies

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Architecture	Sun Fire 15000 systems	
Availability	SUNWsckmx.u, SUNWsckmu.u, SUNWsckmr	

SEE ALSO

cvcd(1M), dcs(1M), ipsecconf(1M), attributes(5), authmd5h(7M), encr3des(7M), ipsec(7P), pf key(7P)

Sun Enterprise 10000 SSP Reference Manual

Sun System Management Services (SMS) Reference Manual

NOTES

IPsec is used by Sun Fire 15000 systems to secure the communication between the SC, and the cvcd(1M) and dcs(1M) daemons running on a domain. System-wide IPsec policies for these daemons are configured on a domain with ipsecconf(1M). Default policies are defined when the SUNWsckmr package is installed on a Sun Fire 15000 domain at OS install time.

Package SUNWsckmr configures default system-wide policies for cvcd(1M) and dcs(1M) by adding the following entries in /etc/inet/ipsecinit.conf:

```
dport sun-dr ulp tcp } permit { auth_alg md5 }
 sport sun-dr ulp tcp } apply { auth_alg md5 sa unique }
 dport cvc_hostd ulp tcp } permit { auth_alg md5 }
{ sport cvc hostd ulp tcp } apply { auth alg md5 sa unique }
```

The cvc hostd service represents cvcd(1M) and the sun-dr service represents dcs(1M) in the preceding entries.

These policies conform to the format defined by ipsec(7P) and require HMAC-MD5 authentication. See authmd5h(7M).

System-wide policies for cvcd(1M) and dcs(1M) configured on a domain using ipsecconf(1M) must match the IPsec policies defined for these services on the SC. On an SC, IPsec policies for these services are defined by the SMS key management daemon. Refer to thekmd (1M) man page in the Sun System Management Services (SMS) Reference Manual.

IPsec encryption or authentication with encryption can be enabled on the domain using the encr algs and encr auth algs properties, as described in the ipsecconf(1M) manual page. For example, the following ipsecconf(1M) entries require Triple-DES and HMAC-MD5 authentication for the network console cvcd(1M) service:

```
{ dport cvc hostd ulp tcp } permit { encr algs 3des encr auth algs md5 }
{ sport cvc_hostd ulp tcp } apply { encr_algs 3des encr_auth_algs md5 sa unique }
```

See encr3des(7M) for Triple-DES authentication and authmd5h(7M) for HMAC-M5 authentication.

NAME |

sendmail – send mail over the internet

SYNOPSIS

```
/usr/lib/sendmail [-ba] [-bD] [-bd] [-bi] [-bm] [-bp] [-bs] [-bt] [-bv] [-B type] [-C file] [-d X] [-F fullname] [-f name] [-G] [-h N] [-L tag] [-M xvalue] [-Nnotifications] [-n] [-Ooption =value] [-o xvalue] [-p protocol] [-q [time]] [-q Xstring] [-R ret] [-r name] [-t] [-U] [-V envid] [-v] [-X logfile] [ address...]
```

DESCRIPTION

sendmail sends a message to one or more people, routing the message over whatever networks are necessary. sendmail does internetwork forwarding as necessary to deliver the message to the correct place.

sendmail is not intended as a user interface routine; other programs provide user-friendly front ends. sendmail is used only to deliver pre-formatted messages.

With no flags, sendmail reads its standard input up to an EOF, or a line with a single dot, and sends a copy of the letter found there to all of the addresses listed. It determines the network to use based on the syntax and contents of the addresses.

Local addresses are looked up in the local aliases(4) file, or in a name service as defined by the nsswitch.conf(4) file, and aliased appropriately. In addition, if there is a .forward file in a recipient's home directory, sendmail forwards a copy of each message to the list of recipients that file contains. Refer to the NOTES section for more information about .forward files. Aliasing can be prevented by preceding the address with a backslash. Normally the sender is not included in alias expansions. For example, if "john" sends to "group", and "group" includes "john" in the expansion, then the message will not be delivered to "john". See the MeToo Processing Option for more information.

There are several conditions under which the expected behavior is for the alias database to be either built or rebuilt. It is important to note that this cannot occur under any circumstances unless root owns *and* has exclusive write permission to the /etc/mail/aliases* files.

If a message is found to be undeliverable, it is returned to the sender with diagnostics that indicate the location and nature of the failure; or, the message is placed in a dead.letter file in the sender's home directory.

OPTIONS

-ba	Go into ARPANET mode. All input lines must end with a RETURN-LINEFEED, and all messages will be generated with a RETURN-LINEFEED at the end. Also, the From: and Sender: fields are examined for the name of the sender.
-bd	Run as a daemon in the background, waiting for incoming SMTP connections.
-bD	Run as a daemon in the foreground, waiting for incoming SMTP connections.

	-bi	Initialize the aliases(4) database. Root must own and have exclusive write permission to the /etc/mail/aliases* files for successful use of this option.	
	-bm	Deliver mail in the usual way (default).	
	-bp	Print a summary of the mail queue.	
	-bs	Use the SMTP protocol as described in RFC 821. This flag implies all the operations of the -ba flag that are compatible with SMTP.	
	-bt	Run in address test mode. This mode reads addresses and shows the steps in parsing; it is used for debugging configuration tables.	
	-bv	Verify names only; do not try to collect or deliver a message. Verify mode is normally used for validating users or mailing lists.	
	-B <i>type</i>	Indicate body <i>type</i> (7BIT or 8BITMIME).	
	-C file	Use alternate configuration file.	
	-dX	Set debugging value to <i>X</i> .	
-F <i>fullname</i> Set the full name of the sender.		Set the full name of the sender.	
	-G	When accepting messages via the command line, indicate that they are for relay (gateway) submission. When this flag is set, sendmail might complain about syntactically invalid messages, for example, unqualified host names, rather than fixing them. sendmail does not do any canonicalization in this mode.	
	-f name	Sets the name of the "from" person (that is, the sender of the mail).	
	-h <i>N</i>	Set the hop count to N . The hop count is incremented every time the mail is processed. When it reaches a limit, the mail is returned with an error message, the victim of an aliasing loop.	
	-L tag	Set the identifier used in syslog messages to the supplied <i>tag</i> .	
	-Mxvalue	Set macro <i>x</i> to the specified <i>value</i> .	
	-n	Do not do aliasing.	
	-N notifications	Tag all addresses being sent as wanting the indicated <i>notifications</i> , which consists of the word "NEVER" or a comma-separated list of "SUCCESS", "FAILURE", and "DELAY" for successful delivery, failure and a message that is stuck in a queue somwhere. The default is "FAILURE, DELAY".	
	-oxvalue	Set option x to the specified $value$. Processing Options are described below.	
	-0option=value	Set <i>option</i> to the specified <i>value</i> (for long from names). Processing Options are described below.	

-p protocol	Set the sending protocol. The <i>protocol</i> field can be in form $protocol:host$ to set both the sending protocol and the sending host. For example: -pUUCP: uunet sets the sending $protocol$ to UUCP and the sending host to uunet. (Some existing programs use -oM to set the r and s macros; this is equivalent to using -p).		
-q[time]	Process saved messages in the queue at given intervals. If <i>time</i> is omitted, process the queue once. <i>time</i> is given as a tagged number, with s being seconds, m being minutes, h being hours, d being days, and w being weeks. For example, $-q1h30m$ or $-q90m$ would both set the timeout to one hour thirty minutes.		
-q Xstring	Run the queue once, limiting the jobs to those matching <i>Xstring</i> . The key letter <i>X</i> can be:		
	I to limit based on queue identifier.		
	R to limit based on recipient.		
	s to limit based on sender.		
	A particular queued job is accepted if one of the corresponding addresses contains the indicated <i>string</i> .		
-r name	An alternate and obsolete form of the -f flag.		
-R ret	Identify the information you want returned if the message bounces; <i>ret</i> can be "HDRS" for headers only or "FULL" for headers plus body.		
-t	Read message for recipients. To:, Cc:, and Bcc: lines will be scanned for people to send to. The Bcc: line will be deleted before transmission. Any addresses in the argument list will be suppressed. The NoRecipientAction Processing Option can be used to change the behaviour when no legal recipients are included in the message.		
-U	Initial (user) submission. This should always be set when called from a user agent such as Mail or exmh and never be set when called by a network delivery agent such as rmail.		
- V	Go into verbose mode. Alias expansions will be announced, and s forth.		
-V envid	The indicated <i>envid</i> is passed with the envelope of the message and returned if the message bounces.		
-X logfile	Log all traffic in and out of sendmail in the indicated <i>logfile</i> for debugging mailer problems. This produces a lot of data very quickly and should be used sparingly.		

Processing Options

There are a number of "random" options that can be set from a configuration file. Options are represented by a single character or by multiple character names. The syntax for the single character names of is:

Oxvalue

This sets option x to be *value*. Depending on the option, *value* may be a string, an integer, a boolean (with legal values t, T, f, or F; the default is TRUE), or a time interval.

The multiple character or long names use this syntax:

○ Longname=argument

This sets the option *Longname* to be *argument*. The long names are beneficial because they are easier to interpret than the single character names.

Not all processing options have single character names associated with them. In the list below the multiple character name is presented first followed by the single character syntax enclosed in parentheses.

AliasFile (Afile)

Specify possible alias file(s).

AliasWait (a N)

If set, wait up to N minutes for an "@:@" entry to exist in the aliases(4) database before starting up. If it does not appear in N minutes, rebuild the database (if the AutoRebuildAliases option is also set) or issue a warning. Defaults to 10 minutes.

AllowBogusHELO

Allow a HELO SMTP command that does not include a host name. By default this option is disabled.

AutoRebuildAliases (D)

If set, rebuild the /etc/mail/aliases database if necessary and possible. If this option is not set, sendmail will never rebuild the aliases database unless explicitly requested using -bi, or newaliases(1) is invoked. Note that in order for the database to be rebuilt, root must own *and* have exclusive write permission to the /etc/mail/aliases* files.

BlankSub (Bc

Set the blank substitution character to *c*. Unquoted spaces in addresses are replaced by this character. Defaults to SPACE (that is, no change is made).

CheckAliases (n)

Validate the RHS of aliases when rebuilding the aliases(4) database.

CheckpointInterval (CN)

Checkpoints the queue every N (default 10) addresses sent. If your system crashes during delivery to a large list, this prevents retransmission to any but the last N recipients.

ClassFactor (zfact)

The indicated factor *fact* is multiplied by the message class (determined by the Precedence: field in the user header and the P lines in the configuration file) and subtracted from the priority. Thus, messages with a higher Priority: will be favored. Defaults to 1800.

ClientPortOptions

Set client SMTP options. The options are key=value pairs. Known keys are:

Address Mask Address Mask defaults to INADDR ANY. The address

mask can be a numeric address in dot notation or a

network name.

Family Address family (defaults to INET).

Listen Size of listen queue (defaults to 10).

Port Name/number of listening port (defaults to smtp).

RcvBufSize The size of the TCP/IP receive buffer.

SndBufSize The size of the TCP/IP send buffer.

Modifier Options (flags) for the daemon. Can be:

h Use name of interface for HELO

command.

If h is set, the name corresponding to the outgoing interface address (whether chosen by means of the Connection parameter or the default) is used for

the HELO/EHLO command.

ColonOkInAddr

If set, colons are treated as a regular character in addresses. If not set, they are treated as the introducer to the RFC 822 "group" syntax. This option is on for version 5 and lower configuration files.

ConnectionCacheSize (kN)

The maximum number of open connections that will be cached at a time. The default is 1. This delays closing the current connection until either this invocation of sendmail needs to connect to another host or it terminates. Setting it to 0 defaults to the old behavior, that is, connections are closed immediately.

ConnectionCacheTimeout (Ktimeout)

The maximum amount of time a cached connection will be permitted to idle without activity. If this time is exceeded, the connection is immediately closed. This value should be small (on the order of ten minutes). Before sendmail uses a

cached connection, it always sends a NOOP (no operation) command to check the connection; if this fails, it reopens the connection. This keeps your end from failing if the other end times out. The point of this option is to be a good network neighbor and avoid using up excessive resources on the other end. The default is five minutes.

ConnectionRateThrottle

The maximum number of connections permitted per second. After this many connections are accepted, further connections will be delayed. If not set or ≤ 0 , there is no limit.

ControlSocketName

Name of the control socket for daemon management. A running sendmail daemon can be controlled through this Unix domain socket. Available commands are: help, restart, shutdown, and status. The status command returns the current number of daemon children, the free disk space (in blocks) of the queue directory, and the load average of the machine expressed as an integer. If not set, no control socket will be available. Note: for the sake of security, this Unix domain socket must be in a directory which is accessible only by root;

/var/spool/mqueue/.smcontrol is recommended for the socket name.

DaemonPortOptions (Ooptions)

Set server SMTP options. The options are *key=value* pairs. Known keys are:

Name	User-definable name for the daemon (defaults to "Daemon#"); used for error messages and logging.		
Addr	Address mask (defaults INADDR_ANY)		
	The address mask may be a numeric address in dot notation or a network name.		
Family	Address family (defaults to INET)		
Listen	Size of listen queue (defaults to 10)		
Modifier	Options (flags) for the daemon; can be a sequence (without any delimiters) of:		
	a	Require authentication.	
	b	Bind to interface through which mail has been received.	
	С	Perform hostname canonification (.cf).	
	f	Require fully qualified hostname (.cf).	
	h	Use name of interface for HELO command.	
	u	Allow unqualified addresses (.cf).	
	C	Do not perform hostname canonification.	
	E	Disallow ETRN (see RFC 2476).	

Name User-definable name for the daemon (defaults to Daemon#);

used for error messages and logging.

Port Name/number of listening port (defaults to smtp)

ReceiveSize The size of the TCP/IP receive buffer.

SendSize The size of the TCP/IP send buffer.

Note: sendmail will listen on a new socket for each occurrence of the DaemonPortOptions option in a configuration file.

DataFileBufferSize

Set the threshold, in bytes, before a memory-bases queue data file becomes disk-based. The default is 4096 bytes

DeadLetterDrop

Defines the location of the system-wide dead.letter file, formerly hard-coded to /var/tmp/dead.letter. If this option is not set (the default), sendmail does not attempt to save to a system-wide dead.letter file in the event it cannot bounce the mail to the user or postmaster. Instead, it renames the qf file as it has in the past when the dead.letter file could not be opened.

DefaultCharSet

Set the default character set to use when converting unlabeled 8 bit input to MIME.

```
DefaultUser (ggid) or (uuid)
```

Set the default group ID for mailers to run in to *gid* or set the default userid for mailers to *uid*. Defaults to 1. The value can also be given as a symbolic group or user name.

DeliveryMode (dx)

Deliver in mode *x*. Legal modes are:

- Deliver interactively (synchronously).
- b Deliver in background (asynchronously).
- d Deferred mode database lookups are deferred until the actual queue run.
- q Just queue the message (deliver during queue run).

Defaults to b if no option is specified, i if it is specified but given no argument (that is, Od is equivalent to Odi).

DialDelay

If a connection fails, wait this many seconds and try again. Zero means "do not retry".

DontBlameSendmail

If set, override the file safety checks. This compromises system security and should not be used. See http://www.sendmail.org/tips/DontBlameSendmail.html for more information.

DontExpandCnames

If set, \$[... \$] lookups that do DNS-based lookups do not expand CNAME records.

DontInitGroups

If set, the initgroups(3C) routine will never be invoked. If you set this, agents run on behalf of users will only have their primary (/etc/passwd) group permissions.

DontProbeInterfaces

If set, sendmail will not insert the names and addresses of any local interfaces into the \$=w class. If set, you must also include support for these addresses, otherwise mail to addresses in this list will bounce with a configuration error.

DontPruneRoutes (R)

If set, do not prune route-addr syntax addresses to the minimum possible.

DoubleBounceAddress

If an error occurs when sending an error message, send that "double bounce" error message to this address.

EightBitMode (8)

Use 8-bit data handling. This option requires one of the following keys. The key can selected by using just the first character, but using the full word is better for clarity.

mimify Do any necessary conversion of 8BITMIME to 7-bit.

pass Pass unlabeled 8-bit input through as is.

strict Reject unlabeled 8-bit input.

ErrorHeader (Efile/message)

Append error messages with the indicated message. If it begins with a slash, it is assumed to be the pathname of a file containing a message (this is the recommended setting). Otherwise, it is a literal message. The error file might contain the name, email address, and/or phone number of a local postmaster who could provide assistance to end users. If the option is missing or NULL, or if it names a file which does not exist or which is not readable, no message is printed.

ErrorMode (ex)

Dispose of errors using mode *x*. The values for *x* are:

- e Mail back errors and give 0 exit status always.
- m Mail back errors.
- p Print error messages (default).
- q No messages, just give exit status.
- w Write back errors (mail if user not logged in).

FallbackMXhost (Vfallbackhost)

If specified, the *fallbackhost* acts like a very low priority MX on every host. This is intended to be used by sites with poor network connectivity.

ForkEachJob (Y)

If set, deliver each job that is run from the queue in a separate process. Use this option if you are short of memory, since the default tends to consume considerable amounts of memory while the queue is being processed.

ForwardPath (Jpath)

Set the path for searching for users' . forward files. The default is \$z/.forward. Some sites that use the automounter may prefer to change this to /var/forward/\$u to search a file with the same name as the user in a system directory. It can also be set to a sequence of paths separated by colons; sendmail stops at the first file it can successfully and safely open. For example, /var/forward/\$u:\$z/.forward will search first in /var/forward/ username and then in ~username/.forward (but only if the first file does not exist). Refer to the NOTES section for more information.

HelpFile (Hfile)

Specify the help file for SMTP.

HoldExpensive (c)

If an outgoing mailer is marked as being expensive, don't connect immediately.

HostsFile

Set the file to use when doing "file" type access of host names.

HostStatusDirectory

If set, host status is kept on disk between sendmail runs in the named directory tree. If a full path is not used, then the path is interpreted relative to the queue directory.

IgnoreDots (i)

Ignore dots in incoming messages. This is always disabled (that is, dots are always accepted) when reading SMTP mail.

LogLevel (Ln)

Set the default log level to *n*. Defaults to 9.

(Mx value)

Set the macro *x* to *value*. This is intended only for use from the command line.

MatchGECOS (G)

Try to match recipient names using the GECOS field. This allows for mail to be delivered using names defined in the GECOS field in /etc/passwd as well as the login name.

MaxDaemonChildren

The maximum number of children the daemon will permit. After this number, connections are rejected. If not set or <=0, there is no limit.

MaxHopCount (hN)

The maximum hop count. Messages that have been processed more than *N* times are assumed to be in a loop and are rejected. Defaults to 25.

MaxMessageSize

The maximum size of messages that will be accepted (in bytes).

MaxMimeHeaderLength=M[/N]

Sets the maximum length of certain MIME header field values to *M* characters. For some of these headers which take parameters, the maximum length of each parameter is set to N if specified. If /N is not specified, one half of M will be used. By default, these values are 0, meaning no checks are done.

MaxQueueRunSize

If set, limit the maximum size of any given queue run to this number of entries. This stops reading the queue directory after this number of entries is reached; job priority is not used. If not set, there is no limit.

MeToo (M)

Send to me too, even if I am in an alias expansion.

MaxRecipientsPerMessage

If set, allow no more than the specified number of recipients in an SMTP envelope. Further recipients receive a 452 error code and are deferred for the next delivery attempt.

MinFreeBlocks (bN/M)

Insist on at least N blocks free on the file system that holds the queue files before accepting email via SMTP. If there is insufficient space, sendmail gives a 452 response to the MAIL command. This invites the sender to try again later. The optional M is a maximum message size advertised in the ESMTP EHLO response. It is currently otherwise unused.

MinQueueAge

The amount of time a job must sit in the queue between queue runs. This allows you to set the queue run interval low for better responsiveness without trying all jobs in each run. The default value is 0.

MustOuoteChars

Characters to be quoted in a full name phrase. &, ;:\() [] are quoted automatically.

NoRecipientAction

Set action if there are no legal recipient files in the message. The legal values are:

add-apparently-to	Add an Apparently-to: header with all the known recipients (which may expose blind recipients).
add-bcc	Add an empty Bcc: header.
add-to	Add a To: header with all the known recipients (which may expose blind recipients).
add-to-undisclosed	Add a To: undisclosed-recipients: header.
none	Do nothing, leave the message as it is.

OldStyleHeaders (o)

Assume that the headers may be in old format, that is, spaces delimit names. This actually turns on an adaptive algorithm: if any recipient address contains a comma, parenthesis, or angle bracket, it will be assumed that commas already exist. If this flag is not on, only commas delimit names. Headers are always output with commas between the names.

OperatorChars or \$0

Defines the list of characters that can be used to separate the components of an address into tokens.

PidFile

Filename of the pid file. The default is /var/run/sendmail.pid. The filename is macro-expanded before it is opened.

PostmasterCopy (Ppostmaster)

If set, copies of error messages will be sent to the named *postmaster*. Only the header of the failed message is sent. Since most errors are user problems, this is probably not a good idea on large sites, and arguably contains all sorts of privacy violations, but it seems to be popular with certain operating systems vendors.

PrivacyOptions (popt,opt,...)

Set privacy options. Privacy is really a misnomer; many of these are just a way of insisting on stricter adherence to the SMTP protocol.

The goaway pseudo-flag sets all flags except restrictmailq and restrictqrun. If mailq is restricted, only people in the same group as the queue directory can print the queue. If queue runs are restricted, only root and the owner of the queue directory can run the queue. authwarnings add warnings about various conditions that may indicate attempts to spoof the mail system, such as using a non-standard queue directory.

The options can be selected from:

authwarnings	Put X-Authentication-Warning:	headers in messages.
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goaway Disallow essentially all SMTP status queries.

needexpnhelo Insist on HELO or EHLO command before EXPN.

needmailhelo Insist on HELO or EHLO command before MAIL.

needvrfyhelo Insist on HELO or EHLO command before VRFY.

noetrn Disallow ETRN entirely.

noexpn Disallow EXPN entirely.

noreceipts Prevent return receipts.

nobodyreturn Do not return the body of a message with DSNs.

novrfy Disallow VRFY entirely.

public Allow open access.

restrictmailq Restrict mailg command.

restrictgrun Restrict -q command line flag.

ProcessTitlePrefix string

Prefix the process title shown on "/usr/ucb/ps auxww" listings with string. The string will be macro processed.

QueueDirectory (Qdir)

Use the named *dir* as the queue directory.

QueueFactor (qfactor)

Use factor as the multiplier in the map function to decide when to just queue up jobs rather than run them. This value is divided by the difference between the current load average and the load average limit (xflag) to determine the maximum message priority that will be sent. Defaults to 600000.

QueueLA (xLA)

When the system load average exceeds LA, just queue messages (that is, do not try to send them). Defaults to eight times the number of processors online when sendmail starts.

OueueSortOrder

Select the queue sort algorithm. The default value is Priority. Other values are Host, Time, or Filename.

QueueTimeout (Trtime/wtime)

Set the queue timeout to *rtime*. After this interval, messages that have not been successfully sent will be returned to the sender. Defaults to five days (5d). The optional wtime is the time after which a warning message is sent. If it is missing or 0, then no warning messages are sent.

RecipientFactor (yfact)

The indicated factor fact is added to the priority (thus lowering the priority of the job) for each recipient, that is, this value penalizes jobs with large numbers of recipients. Defaults to 30000.

RefuseLA (XLA)

When the system load average exceeds *LA*, refuse incoming SMTP connections. Defaults to 12 times the number of processors online when sendmail starts.

RemoteMode (>[RemoteMboxHost])

If RemoteMboxHost is specified, then remote-mode is enabled using this host. If RemoteMboxHost is not specified, and if /var/mail is remotely mounted, then remote-mode is enabled using the remote mount host. If RemoteMboxHost is not specified and /var/mail is locally mounted, then remote-mode is disabled.

When remote-mode is enabled, all outgoing messages are sent through that server.

ResolverOptions (I)

Tune DNS lookups.

RetryFactor (Zfact)

The indicated factor *fact* is added to the priority every time a job is processed. Thus, each time a job is processed, its priority will be decreased by the indicated value. In most environments this should be positive, since hosts that are down are all too often down for a long time. Defaults to 90000.

RrtImpliesDsn

If this option is set, a "Return-Receipt-To:" header causes the request of a DSN, which is sent to the envelope sender as required by RFC 1891, not to the address given in the header.

RunAsUser

If set, become this user when reading and delivering mail. Intended for use of firewalls where users do not have accounts.

SafeFileEnvironment

If set, sendmail will do a chroot into this directory before writing files.

SaveFromLine (f)

Save Unix-style From lines at the front of headers. Normally they are assumed redundant and discarded.

SendMimeErrors (j)

If set, send error messages in MIME format (see RFC 2045 and RFC 1344 for details). If disabled, sendmail does not return the DSN keyword in response to an EHLO and does not do Delivery Status Notification processing as described in RFC 1891.

ServiceSwitchFile

Defines the path to the service-switch file. Since the service-switch file is defined in the Solaris operating environment this option is ignored.

SevenBitInput (7)

Strip input to seven bits for compatibility with old systems. This should not be necessary.

${\tt SingleLineFromHeader}$

If set, From: lines that have embedded newlines are unwrapped onto one line.

SingleThreadDelivery

If this option and the HostStatusDirectory option are both set, use single thread deliveries to other hosts.

SmtpGreetingMessage or \$e

The initial SMTP greeting message.

StatusFile (Sfile)

Log statistics in the named file.

SuperSafe (s)

Be super-safe when running things, that is, always instantiate the queue file, even if you are going to attempt immediate delivery. sendmail always instantiates the queue file before returning control to the client under any circumstances.

```
TempFileMode (Fmode)
  The file mode for queue files.
Timeout (rtimeouts)
  Timeout reads after time interval. The timeouts argument is a list of keyword=value
  pairs. All but command apply to client SMTP. For backward compatibility, a timeout
  with no keyword= part will set all of the longer values. The recognized timeouts and
  their default values, and their minimum values specified in RFC 1123 section 5.3.2
  are:
  command
     command read [1h, 5m]
  connect
     initial connect [0, unspecified]
  control
     complete control socket transaction [2m, none]
     data block read [1h, 3m]
  datafinal
     reply to final "." in data [1h, 10m]
  datainit
     reply to DATA command [5m, 2m]
  fileopen
     file open [60sec, none]
     reply to HELO or EHLO command [5m, none]
     host retry [30m, unspecified]
  iconnect
     first attempt to connect to a host [0, unspecified]
     IDENT protocol timeout [30s, none]
     wait for initial greeting message [5m, 5m]
     reply to MAIL command [10m, 5m]
     reply to NOOP and VERB commands [2m, none]
  queuereturn
     undeliverable message returned [5d]
```

```
queuewarn
     deferred warning [4h]
     reply to QUIT command [2m, none]
     reply to RCPT command [1h, 5m]
  resolver.retrans
     Resolver's retransmission time interval (in seconds) [varies]. Sets both
     Timeout.resolver.retrans.first and
     Timeout.resolver.retrans.normal.
  resolver.retrans.first
     Resolver's retransmission time interval (in seconds) for the first attempt to
     deliver a message [varies].
  resolver.retrans.normal
     Resolver's retransmission time interval (in seconds) for all look-ups except the
     first delivery attempt [varies].
  resolver.retry
     Number of times to retransmit a resolver query [varies]. Sets both
     Timeout.resolver.retry.first and
     Timeout.resolver.retry.normal.
  resolver.retry.first
     Number of times to retransmit a resolver query for the first attempt to deliver a
     message [varies].
  resolver.retry.normal
     Number of times to retransmit a resolver query for all look-ups except the first
     delivery attempt [varies].
     reply to RSET command [5m, none]
TimeZoneSpec (ttzinfo)
  Set the local time zone info to tzinfo, for example, "PST8PDT". Actually, if this is not
  set, the TZ environment variable is cleared (so the system default is used); if set but
  null, the user's TZ variable is used, and if set and non-null, the TZ variable is set to
  this value.
TrustedUser
  The user parameter can be a user name (looked up in the passwd map) or a
  numeric user id. Trusted user for file ownership and starting the daemon. If set,
  generated alias databases and the control socket (if configured) are automatically
  owned by this user.
TryNullMXList (w)
  If you are the "best" (that is, lowest preference) MX for a given host, you should
```

normally detect this situation and treat that condition specially, by forwarding the

mail to a UUCP feed, treating it as local, or whatever. However, in some cases (such as Internet firewalls) you may want to try to connect directly to that host as though it had no MX records at all. Setting this option causes sendmail to try this. The downside is that errors in your configuration are likely to be diagnosed as "host unknown" or "message timed out" instead of something more meaningful. This option is deprecated.

UnixFromLine or \$1

The "From " line used when sending to files or programs.

UnsafeGroupWrites

If set, group-writable :include: and .forward files are considered "unsafe", that is, programs and files cannot be directly referenced from such files.

UseErrorsTo (1)

If there is an Errors-To: header, send error messages to the addresses listed there. They normally go to the envelope sender. Use of this option causes sendmail to violate RFC 1123.

UserDatabaseSpec (U)

Defines the name and location of the file containing User Database information.

Verbose (v)

Run in verbose mode. If this is set, sendmail adjusts the HoldExpensive and DeliveryMode options so that all mail is delivered completely in a single job so that you can see the entire delivery process. The Verbose option should *never* be set in the configuration file; it is intended for command line use only.

XscriptFileBufferSize

Set the threshold, in bytes, before a memory-bases queue transcript file becomes disk-based. The default is 4096 bytes.

All options can be specified on the command line using the -oflag, but most will cause sendmail to relinquish its setuid permissions. The options that will not cause this are b, d, e, E, i, L, m, o, p, r, s, v, C, and 7. Also considered "safe" is M (define macro) when defining the r or s macros.

If the first character of the user name is a vertical bar, the rest of the user name is used as the name of a program to pipe the mail to. It may be necessary to quote the name of the user to keep sendmail from suppressing the blanks from between arguments.

If invoked as newaliases, sendmail rebuilds the alias database, so long as the /etc/mail/aliases* files are owned by root and root has exclusive write permission. If invoked as mailq, sendmail prints the contents of the mail queue.

OPERANDS

address

address of an intended recipient of the message being sent.

USAGE

See largefile(5) for the description of the behavior of sendmail when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

EXIT STATUS

sendmail returns an exit status describing what it did. The codes are defined in /usr/include/sysexits.h.

EX OK Successful completion on all addresses.

EX NOUSER User name not recognized.

EX UNAVAILABLE Catchall. Necessary resources were not available.

EX SYNTAX Syntax error in address.

EX SOFTWARE Internal software error, including bad arguments.

EX OSERR Temporary operating system error, such as "cannot

fork".

EX NOHOST Host name not recognized.

EX TEMPFAIL Message could not be sent immediately, but was

queued.

FILES | dead.letter unmailable text

/etc/mail/aliases mail aliases file (ASCII)

/etc/mail/aliases.dir
database of mail aliases (binary)
/etc/mail/aliases.pag
database of mail aliases (binary)
/etc/mail/sendmail.cf
defines environment for sendmail
/etc/mail/sendmail.cf
defines environment for sendmail

/var/spool/mqueue/* temp files and queued mail

~/.forward list of recipients for forwarding messages

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmu

SEE ALSO

 $\label{eq:biff(1B),mail(1),mailx(1),newaliases(1),check-hostname(1M),} \\ \text{check-permissions}(1M), \\ \text{getusershell(3C), resolver(3RESOLV), aliases(4),} \\ \text{hosts(4), shells(4), attributes(5), largefile(5)} \\$

Postel, Jon, *Simple Mail Transfer Protocol*, RFC 821, Network Information Center, SRI International, Menlo Park, Calif., August 1982.

Crocker, Dave, Standard for the Format of ARPA-Internet Text Messages, RFC 822, Network Information Center, SRI International, Menlo Park, Calif., August 1982.

Costales, Bryan with Eric Allman, sendmail, Second Edition, O'Reilly & Associates, Inc., 1997.

NOTES

The sendmail program requires a fully qualified host name when starting. A script has been included to help verify if the host name is defined properly (see check-hostname(1M)).

The permissions and the ownership of several directories have been changed in order to increase security. In particular, access to /etc/mail and /var/spool/mqueue has been restricted.

Security restrictions have been placed users using .forward files to pipe mail to a program or redirect mail to a file. The default shell (as listed in /etc/passwd) of these users must be listed in /etc/shells. This restriction does not affect mail that is being redirected to another alias.

Additional restrictions have been put in place on .forward and :include: files. These files and the directory structure that they are placed in cannot be group- or world-writable (seecheck-permissions(1M)).

If you have interfaces that map to domains that have MX records that point to non-local destinations, you might need to enable the <code>DontProbeInterfaces</code> option to enable delivery to those destinations. In its default startup behavior, <code>sendmail</code> probes each interface and adds an interface's IP address(es), as well as any domains that those addresses map to, to its list of domains that are considered local. For domains thus added, being on the list of local domains is equivalent to having a <code>O-preference MX</code> record, with <code>localhost</code> as the MX value. If this is not the result you want, enable <code>DontProbeInterfaces</code>.

setuname(1M)

NAME

setuname – change machine information

SYNOPSIS

setuname [-t] [-n node] [-s name]

DESCRIPTION

The setuname utility changes the parameter value for the system name and node name. Each parameter can be changed using setuname and the appropriate option.

Either or both the -s and -n options must be given when invoking setuname.

The system architecture may place requirements on the size of the system and network node name. The command will issue a fatal warning message and an error message if the name entered is incompatible with the system requirements.

OPTIONS

The following options are supported:

Temporary change. No attempt will be made to create a permanent -t

change.

-n node Changes the node name. *node* specifies the new network node

name and can consist of alphanumeric characters and the special

characters dash, underbar, and dollar sign.

-s name Changes the system name. name specifies new system name and

can consist of alphanumeric characters and the special characters

dash, underbar, and dollar sign.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu (32-bit)
	SUNWcsxu (64-bit)

SEE ALSO

attributes(5)

NOTES

setuname attempts to change the parameter values in two places: the running kernel and, as necessary per implementation, to cross system reboots. A temporary change changes only the running kernel.

NAME

sf880drd – Sun Fire 880 Dynamic Reconfiguration daemon

SYNOPSIS

sf880drd

DESCRIPTION

The Sun Fire 880 Dynamic Reconfiguration daemon, sf880drd, is part of the PCI and system bus hotplug framework. sf880drd starts at boot time. It has no configuration options and does not report any system status.

sf880drd implements the Sun Fire 880 console-less system administration (per-slot pushbuttons and LED status indicators). It also manages various aspects of CPU/memory hotplug.

FILES

/usr/platform/SUNW,Sun-Fire-880/lib/sf880drd

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsfdr.u

SEE ALSO

cfgadm(1M), cfgadm pci(1M), cfgadm sbd(1M), attributes(5)

share(1M)

NAME | share – make local resource available for mounting by remote systems

SYNOPSIS | **share** [-F FSType] [-0 specific_options] [-d description] [pathname]

DESCRIPTION The share command exports, or makes a resource available for mounting, through a

remote file system of type *FSType*. If the option -F *FSType* is omitted, the first file system type listed in /etc/dfs/fstypes is used as default. For a description of NFS specific options, see share_nfs(1M). *pathname* is the pathname of the directory to be shared. When involved with no example to the readdisplays all shared file systems.

shared. When invoked with no arguments, share displays all shared file systems.

OPTIONS -F *FSType* Specify the filesystem type.

-o specific_options The specific_options are used to control access of the

shared resource. (See share_nfs(1M) for the NFS specific options.) They may be any of the following:

rw pathname is shared

read/write to all clients. This is also the default

behavior.

rw=client[:client]... pathname is shared

read/write only to the listed clients. No other systems can access

pathname.

ro pathname is shared

read-only to all clients.

ro=client[:client]... pathname is shared

read-only only to the listed clients. No other systems can access

pathname.

-d description The -d flag may be used to provide a description of the

resource being shared.

EXAMPLES | **EXAMPLE 1** A sample of using share command.

This line will share the /disk file system read-only at boot time.

share -F nfs -o ro /disk

FILES / /etc/dfs/dfstab list of share commands to be executed at boot time

/etc/dfs/fstypes list of file system types, NFS by default /etc/dfs/sharetab system record of shared file systems

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:mountd} \verb|mountd|(1M)|, \verb|mfsd|(1M)|, \verb|share_nfs|(1M)|, \verb|shareall|(1M)|, \verb|unshare|(1M)|, \\ \verb|attributes|(5)|$

NOTES

Export (old terminology): file system sharing used to be called exporting on SunOS 4.x, so the share command used to be invoked as exportfs(1B) or /usr/sbin/exportfs.

If share commands are invoked multiple times on the same filesystem, the last share invocation supersedes the previous—the options set by the last share command replace the old options. For example, if read-write permission was given to usera on /somefs, then to give read-write permission also to userb on /somefs:

example% share -F nfs -o rw=usera:userb /somefs

This behavior is not limited to sharing the root filesystem, but applies to all filesystems.

shareall(1M)

NAME | sha

shareall, unshareall – share, unshare multiple resources

SYNOPSIS

shareall [-F FSType [,FSType...]] [-| file]

unshareall [-F FSType [,FSType...]]

DESCRIPTION

When used with no arguments, shareall shares all resources from file, which contains a list of share command lines. If the operand is a hyphen (–), then the share command lines are obtained from the standard input. Otherwise, if neither a file nor a hyphen is specified, then the file /etc/dfs/dfstab is used as the default.

Resources may be shared by specific file system types by specifying the file systems in a comma-separated list as an argument to -F.

unshareall unshares all currently shared resources. Without a -F flag, it unshares resources for all distributed file system types.

OPTIONS

-F FSType

Specify file system type. Defaults to the first entry in

/etc/dfs/fstypes.

FILES

/etc/dfs/dfstab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

share(1M), unshare(1M), attributes(5)

NAME

share_nfs – make local NFS file systems available for mounting by remote systems

SYNOPSIS

share [-d description] [-F nfs] [-o specific_options] pathname

DESCRIPTION

The share utility makes local file systems available for mounting by remote systems.

If no argument is specified, then share displays all file systems currently shared, including NFS file systems and file systems shared through other distributed file system packages.

OPTIONS

The following options are supported:

-d description Provide a com

Provide a comment that describes the file system to be

shared.

-F nfs

Share NFS file system type.

-o specific_options

Specify *specific_options* in a comma-separated list of keywords and attribute-value-assertions for interpretation by the file-system-type-specific command. If *specific_options* is not specified, then by default sharing will be read-write to all clients. *specific_options* can be any combination of the following:

aclok

Allows the NFS server to do access control for NFS Version 2 clients (running SunOS 2.4 or earlier). When aclok is set on the server, maximal access is given to all clients. For example, with aclok set, if anyone has read permissions, then everyone does. If aclok is not set, minimal access is given to all clients.

anon=uid

Set *uid* to be the effective user ID of unknown users. By default, unknown users are given the effective user ID UID_NOBODY. If *uid* is set to -1, access is denied.

index=file

Load file rather than a listing of the directory containing this file when the directory is referenced by an NFS URL.

kerberos

This option has been deprecated in favor of the sec=*krb4* option.

log=tag

Enables NFS server logging for the specified file system. The optional tag determines the location of the related log files. The tag is defined in

etc/nfs/nfslog.conf. If no tag is specified, the default values associated with the "global" tag in etc/nfs/nfslog.conf will be used.

nosub

Prevents clients from mounting subdirectories of shared directories. For example, if /export is shared with the nosub option on server *fooey* then a NFS client will not be able to do:

mount -F nfs fooey:/export/home/mnt

nosuid

By default, clients are allowed to create files on the shared file system with the setuid or setgid mode enabled. Specifying nosuid causes the server file system to silently ignore any attempt to enable the setuid or setgid mode bits.

public

Moves the location of the public file handle from root (/) to the exported directory for WebNFS-enabled browsers and clients. This option does not enable WebNFS service; WebNFS is always on. Only one file system per server may use this option. Any other option, including the -ro=list and -rw=list options can be included with the public option.

ro

Sharing will be read-only to all clients.

ro=access_list

Sharing will be read-only to the clients listed in *access_list*; overrides the rw suboption for the clients specified. See *access_list* below.

root=access_list

Only root users from the hosts specified in *access_list* will have root access. See *access_list* below. By default, no host has root access, so root users are mapped to an anonymous user ID (see the anon=*uid* option described above). Netgroups can be used if the file system shared is using UNIX authentication (AUTH SYS).

rw

Sharing will be read-write to all clients.

rw=access_list

Sharing will be read-write to the clients listed in *access_list*; overrides the ro suboption for the clients specified. See *access_list* below.

sec=mode[:mode]...

Sharing will use one or more of the specified security modes. The *mode* in the <code>sec=mode</code> option must be a node name supported on the client. If the <code>sec=</code> option is not specified, the default security mode used is <code>AUTH_SYS</code>. Multiple <code>sec=</code> options can be specified on the command line, although each mode can appear only once. The security modes are defined in <code>nfssec(5)</code>.

Each sec= option specifies modes that apply to any subsequent window=, rw, ro, rw=, ro= and root= options that are provided before another sec=option. Each additional sec= resets the security mode context, so that more window=, rw, ro, rw=, ro= and root= options can be supplied for additional modes.

sec=none

If the option <code>sec=none</code> is specified when the client uses <code>AUTH_NONE</code>, or if the client uses a security mode that is not one that the file system is shared with, then the credential of each NFS request is treated as unauthenticated. See the <code>anon=uid</code> option for a description of how unauthenticated requests are handled.

secure

This option has been deprecated in favor of the $\sec = dh$ option.

window=value

When sharing with sec=dh or sec=krb4 set the maximum life time (in seconds) of the RPC request's credential (in the authentication header) that the NFS server will allow. If a credential arrives with a life time larger than what is allowed, the NFS server will reject the request. The default value is 30000 seconds (8.3 hours).

access list

The *access_list* argument is a colon-separated list whose components may be any number of the following:

share nfs(1M)

hostname The name of a host. With a server configured for DNS

or LDAP naming in the nsswitch "hosts" entry, any hostname must be represented as a fully qualified DNS

or LDAP name.

netgroup A netgroup contains a number of hostnames. With a

server configured for DNS or LDAP naming in the nsswitch "hosts" entry, any hostname in a netgroup must be represented as a fully qualified DNS or LDAP

name.

domain name suffix

To use domain membership the server must use DNS

or LDAP to resolve hostnames to IP addresses; that is, the "hosts" entry in the /etc/nsswitch.conf must specify "dns" or "ldap" ahead of "nis" or "nisplus", since only DNS and LDAP return the full domain name of the host. Other name services like NIS or NIS+cannot be used to resolve hostnames on the server because when mapping an IP address to a hostname they do not return domain information. For example,

NIS or NIS+ 129.144.45.9 --> "myhost

DNS or LDAP 129.144.45.9 -->

"myhost.mydomain.mycompany.com"

The domain name suffix is distinguished from hostnames and netgroups by a prefixed dot. For example,

rw=.mydomain.mycompany.com

A single dot can be used to match a hostname with no suffix. For example,

rw=.

will match "mydomain" but not

"mydomain.mycompany.com". This feature can be used to match hosts resolved through NIS and NIS+ rather

than DNS and LDAP.

network The network or subnet component is preceded by an

at-sign (@). It can be either a name or a dotted address. If a name, it will be converted to a dotted address by

getnetbyname(3SOCKET). For example,

=@mynetwould be equivalent to:

=@129.144 or =@129.144.0.0The network prefix assumes an octet aligned netmask determined from the zero octets in the low-order part of the address. In the case where network prefixes are not byte-aligned, the syntax will allow a mask length to be specified explicitly following a slash (/) delimiter. For example,

=@mynet/17 or rw=@129.144.132/17where the mask is the number of leftmost contiguous significant bits in the corresponding IP address.

A prefixed minus sign (–) denies access to that component of <code>access_list</code>. The list is searched sequentially until a match is found that either grants or denies access, or until the end of the list is reached. For example, if host "terra" is in the "engineering" netgroup, then

rw=-terra:engineeringwill deny access to terra but rw=engineering:-terrawill grant access to terra.

OPERANDS

The following operands are supported:

pathname The pathname of the file system to be shared.

EXAMPLES

EXAMPLE 1 Sharing A File System With Logging Enabled

The following example shows the /export file system shared with logging enabled:

example% share -o log /export

The default global logging parameters are used since no tag identifier is specified. The location of the log file, as well as the necessary logging work files, is specified by the global entry in /etc/nfs/nfslog.conf. Note that the nfslogd(1M) daemon will run only if at least one file system entry in /etc/dfs/dfstab is shared with logging enabled upon starting or rebooting the system. Simply sharing a file system with logging enabled from the command line will not start the nfslogd(1M).

EXIT STATUS

The following exit values are returned:

O Successful completion.

>0 An error occurred.

FILES

/etc/dfs/fstypes list of system types, NFS by default
/etc/dfs/sharetab system record of shared file systems
/etc/nfs/nfslogtab system record of logged file systems

/etc/nfs/nfslog.conf logging configuration file

share nfs(1M)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mount(1M), mountd(1M), nfsd(1M), nfslogd(1M), share(1M), unshare(1M), getnetbyname(3SOCKET), nfslog.conf(4), netgroup(4), attributes(5), nfssec(5)

NOTES

If the sec= option is presented at least once, all uses of the window=, rw, ro, rw=, ro= and root= options must come after the first sec= option. If the sec= option is not presented, then sec=sys is implied.

If one or more explicit sec= options are presented, sys must appear in one of the options mode lists for accessing using the AUTH_SYS security mode to be allowed. For example:

share -F nfs /var share -F nfs -o sec=sys /varwill grant read-write access to any host using AUTH SYS, but

share -F nfs -o sec=dh /varwill grant no access to clients that use AUTH_SYS.

Unlike previous implementations of share_nfs(1M), access checking for the window=, rw, ro, rw=, and ro= options is done per NFS request, instead of per mount request.

Combining multiple security modes can be a security hole in situations where the ro= and rw= options are used to control access to weaker security modes. In this example,

share -F nfs -o sec=dh,rw,sec=sys,rw=hosta /varan intruder can forge the IP address for hosta (albeit on each NFS request) to side-step the stronger controls of AUTH DES. Something like:

share -F nfs -o sec=dh,rw,sec=sys,ro /varis safer, because any client (intruder or legitimate) that avoids AUTH_DES will only get read-only access. In general, multiple security modes per share command should only be used in situations where the clients using more secure modes get stronger access than clients using less secure modes.

If rw=, and ro= options are specified in the same sec= clause, and a client is in both lists, the order of the two options determines the access the client gets. If client hosta is in two netgroups - group1 and group2 - in this example, the client would get read-only access:

share -F nfs -o ro=group1,rw=group2 /var

In this example hosta would get read-write access:

```
share -F nfs -o rw=group2,ro=group1 /var
```

If within a sec= clause, both the ro and rw= options are specified, for compatibility, the order of the options rule is not enforced. All hosts would get read-only access, with the exception to those in the read-write list. Likewise, if the ro= and rw options are specified, all hosts get read-write access with the exceptions of those in the read-only list.

The ro= and rw= options are guaranteed to work over UDP and TCP but may not work over other transport providers.

The root= option with AUTH SYS is guaranteed to work over UDP and TCP but may not work over other transport providers.

The root = option with AUTH DES and AUTH KERB is guaranteed to work over any transport provider.

There are no interactions between the root= option and the rw, ro, rw=, and ro= options. Putting a host in the root list does not override the semantics of the other options. The access the host gets is the same as when the root = options is absent. For example, the following share command will deny access to hostb:

```
share -F nfs -o ro=hosta,root=hostb /var
```

The following will give read-only permissions to hostb:

share -F nfs -o ro=hostb, root=hostb /varThe following will give read-write permissions to hostb:

```
share -F nfs -o ro=hosta,rw=hostb,root=hostb /var
```

If the file system being shared is a symbolic link to a valid pathname, the canonical path (the path which the symbolic link follows) will be shared. For example, if /export/foo is a symbolic link to /export/bar (/export/foo -> /export/bar), the following share command will result in /export/bar as the shared pathname (and not /export/foo).

example# share -F nfs /export/fooNote that an NFS mount of server:/export/foo will result in server:/export/bar really being mounted.

This line in the /etc/dfs/dfstab file will share the /disk file system read-only at boot time:

share -F nfs -o ro /diskNote that the same command entered from the command line will not share the /disk file system unless there is at least one file system entry in the /etc/dfs/dfstab file. The mountd(1M) and nfsd(1M) daemons only run if

share_nfs(1M)	
	there is a file system entry in /etc/dfs/dfstab when starting or rebooting the system.

NAME

showmount – show all remote mounts

SYNOPSIS

/usr/sbin/showmount [-ade] [hostname]

DESCRIPTION

showmount lists all the clients that have remotely mounted a filesystem from *host*. This information is maintained by the mountd(1M) server on *host*, and is saved across crashes in the file /etc/rmtab. The default value for *host* is the value returned by hostname(1).

OPTIONS

-a Print all remote mounts in the format:

hostname : directory

where hostname is the name of the client, and directory is the root of the file system that has been mounted.

- -d List directories that have been remotely mounted by clients.
- -e Print the list of shared file systems.

FILES

/etc/rmtab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

hostname(1), mountd(1M), attributes(5)

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If a client crashes, its entry will not be removed from the list of remote mounts on the server.

showrev(1M)

NAME

showrev – show machine and software revision information

SYNOPSIS

/usr/bin/showrev [-a] [-p] [-w] [-c command] [-s hostname]

DESCRIPTION

showrev displays revision information for the current hardware and software. With no arguments, showrev shows the system revision information including hostname, hostid, release, kernel architecture, application architecture, hardware provider, domain, and kernel version.

If a command is supplied with the -c option, showrev shows the PATH and LD_LIBRARY_PATH and finds out all the directories within the PATH that contain it. For each file found, its file type, revision, permissions, library information, and checksum are printed as well.

OPTIONS

The following options are supported:

-a Print all system revision information available. Window system

and patch information are added.

-p Print only the revision information about patches.

-w Print only the OpenWindows revision information.

-c *command* Print the revision information about *command*.

-s hostname Perform this operation on the specified hostname. The -s operation

completes correctly only when hostname is running Solaris 2.5 or

compatible versions.

OUTPUT

Varies, based on flags passed. If no flags are passed, output similar to the following appears:

Hostname: system1 Hostid: 7233808e Release: 5.4

Kernel architecture: sun4m Application architecture: sparc Hardware provider: Sun_Microsystems

Domain: a.network.COM

Kernel version: SunOS 5.4 generic July 1994

EXIT STATUS

The following error values are returned:

0 Successful completion.

>0 An error occurred.

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWadmc

| arch(1), 1dd(1), mcs(1), sum(1), patchadd(1M), attributes(5)**SEE ALSO**

BUGS For the -s option to work when hostname is running a version of Solaris prior to 2.5, the Solstice AdminSuite must be installed on hostname.

shutdown(1M)

NAME

shutdown – shut down system, change system state

SYNOPSIS

/usr/sbin/shutdown [-y] [-g grace-period] [-i init-state] [message]

DESCRIPTION

shutdown is executed by the super user to change the state of the machine. In most cases, it is used to change from the multi-user state (state 2) to another state.

By default, shutdown brings the system to a state where only the console has access to the operating system. This state is called single-user.

Before starting to shut down daemons and killing processes, shutdown sends a warning message and, by default, a final message asking for confirmation. *message* is a string that is sent out following the standard warning message "The system will be shut down in . . ." If the string contains more than one word, it should be contained within single (') or double (") quotation marks.

The warning message and the user provided *message* are output when there are 7200, 3600, 1800, 1200, 600, 300, 120, 60, and 30 seconds remaining before shutdown begins. See EXAMPLES.

System state definitions are:

	state 0	Stop the operating system.	
	state 1	State 1 is referred to as the administrative state. In state 1 file systems required for multi-user operations are mounted, and logins requiring access to multi-user file systems can be used. When the system comes up from firmware mode into state 1, only the console is active and other multi-user (state 2) services are unavailable. Note that not all user processes are stopped when transitioning from multi-user state to state 1.	
	state s, S	State s (or S) is referred to as the single-user state. All user processes are stopped on transitions to this state. In the single-user state, file systems required for multi-user logins are unmounted and the system can only be accessed through the console. Logins requiring access to multi-user file systems cannot be used.	
	state 5	Shut the machine down so that it is safe to remove the power. Have the machine remove power, if possible. The rc0 procedure is called to perform this task.	
	state 6	Stop the operating system and reboot to the state defined by the initdefault entry in /etc/inittab. The rc6 procedure is called to perform this task.	
	- y	Pre-answer the confirmation question so the command can be run without user intervention.	
	-g grace-period	Allow the super user to change the number of seconds from the 60-second default.	
Į			

OPTIONS

-i init-state

If there are warnings, *init-state* specifies the state init is to be in. By default, system state 's' is used.

EXAMPLES

EXAMPLE 1 Using shutdown

In the following example, shutdown is being executed on host foo and is scheduled in 120 seconds. The warning message is output 2 minutes, 1 minute, and 30 seconds before the final confirmation message.

```
example# shutdown -i S -g 120 "===== disk replacement ====="
Shutdown started. Tue Jun 7 14:51:40 PDT 1994

Broadcast Message from root (pts/1) on foo Tue Jun 7 14:51:41. . . The system will be shut down in 2 minutes ===== disk replacement ===== Broadcast Message from root (pts/1) on foo Tue Jun 7 14:52:41. . . The system will be shut down in 1 minutes ===== disk replacement ==== Broadcast Message from root (pts/1) on foo Tue Jun 7 14:53:41. . . The system will be shut down in 30 seconds ===== disk replacement ===== Do you want to continue? (y or n):
```

FILES

/etc/inittab controls process dispatching by init

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

boot(1M), halt(1M), init(1M), killall(1M), reboot(1M), ufsdump(1M), init.d(4), inittab(4), nologin(4), attributes(5)

slpd(1M)

NAME

slpd - Service Location Protocol Daemon

SYNOPSIS

/usr/lib/inet/slpd [-f configuration-file]

DESCRIPTION

The slpd daemon provides common server functionality for the Service Location Protocol ("SLP") versions 1 and 2, as defined by IETF in *RFC 2165* and *RFC 2608*. SLP provides a scalable framework for the discovery and selection of network services.

slpd provides the following framework services:

Directory Agent This service automatically caches service

advertisements from service agents to provide them to user agents, and makes directory agent advertisements of its services. This service is optional. slpd does not provide directory agent service by default. Directory agents are not databases, and they do not need to be maintained.

Service Agent Server All service agents on the local host register

and deregister with this server. This service responds to all requests for services, and forwards registrations to directory agents. By default, slpd is a service agent server.

Passive Directory Agent Discovery This service listens for directory agent

advertisements and maintains a table of active directory agents. When a user agent wishes to discover a directory agent, it can simply query slpd, obviating the need to perform discovery by means of multicast. By default, slpd performs this service.

Proxy Registration This service can act as a proxy service agent

for services that cannot register themselves. slpd reads the proxy registration file for information on services it is to proxy. By default, no services are registered by proxy.

All configuration options are available from the configuration file. slpd reads its configuration file upon startup.

Stop and start the slpd daemon by using the startup script: /etc/init.d/slpd. Use the command /etc/init.d/slpd stop to stop the slpd daemon. Use the command /etc/init.d/slpd start to start it.

The file /etc/inet/slp.conf must exist before the startup script can start the daemon. Only the example file /etc/inet/slp.conf.example is present by default. To enable SLP, copy /etc/inet/slp.conf.example to /etc/inet/slp.conf.

OPTIONS

The following options are supported:

- £ configuration-file

Specify an alternate configuration file

EXAMPLES

EXAMPLE 1 Stopping the slpd daemon

The following command stops the slpd daemon:

example# /etc/init.d/slpd stop

EXAMPLE 2 Restarting the slpd daemon

The following command restarts the slpd daemon:

example# /etc/init.d/slpd start

FILES

/etc/inet/slp.conf The default configuration file

slpd.reg The proxy registration file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWslpu, SUNWslpr
CSI	Enabled
Interface Stability	Evolving

SEE ALSO

slp_api(3SLP), slp.conf(4), slpd.reg(4), attributes(5), slp(7P)

Service Location Protocol Administration Guide

Guttman, E., Perkins, C., Veizades, J., and Day, M., RFC 2608, Service Location Protocol, Version 2, The Internet Society, June 1999.

NAME

smartcard – configure and administer a smartcard

SYNOPSIS

```
smartcard -c admin [-a application] [propertyname...]
smartcard -c admin [-a application] [-x { add|delete|modify}
    propertyname=value...]
smartcard -c admin -t service -j classname -x { add|delete|modify}
smartcard -c admin -t terminal -j classname -d device -r
    userfriendlyreadername -n readername -x { add|delete|modify} [-R]
smartcard -c admin -t debug -j classname -l level -x {
     add | delete | modify }
smartcard -c admin -t override -x { add|delete|modify}
    propertyname=value
smartcard -c admin -I -k keytype -i filename
smartcard -c admin -E -k keytype -o filename
smartcard -c load -A aid [-r userfriendlyreadername] -P pin [-s slot] [-i
    inputfile] [-p propfile] [-v] [propertyname=value...]
smartcard -c load -u -P pin [-A aid] [-r userfriendlyreadername] [-s slot]
smartcard -c bin2capx -T cardname [-i inputfile] [-o outputfile] [-p
    propfile] [-I anothercapxfile] [-v] [propertyname=value...]
smartcard -c init -A aid [-r readername] [-s slot] -L
smartcard -c init -A aid [-r readername] -P pin [-s slot]
     [propertyname=value...]
smartcard -c enable
smartcard -c disable
```

DESCRIPTION

The smartcard utility is used for all configurations related to a smartcard. It comprises various subcommands descibed below:

1. Administration of OCF properties. (-c admin)

This subcommand is used to list and modify any of the OCF properties. With no arguments it will list all the current properties. It can only be executed by root. Some OCF properies are:

```
defaultcard
                    # default card for an application
                    # default reader for an application
defaultreader
                    # authentication mechanism to
authmechanism
                    # list of cards valid for an application A complete listing can
validcards
be obtained by using the smartcard command as described in the EXAMPLES
```

section below.

2. Loading and Unloading of applets from the smartcard (-c load) and performing initial configuration of a non-Java card.

This subcommand administers the applets or properties on a smartcard. It can be used to load or unload applets and/or properites to and from a smartcard. The applet is a Java class file that has been run through a convertor to make the byte code JavaCard-compliant. This command can be used to load both an applet file in the standard format or a file converted to the capx format. If no -r option is specified, the loader tries to load to any connected reader, provided it has already been inserted using the smartcard -c admin command.

3. Converting card applets or properties to the capx format (-c bin2capx)

This subcommand is used to convert a Java card applet or properties into a new format called capx before downloading it onto the smartcard. Converting to this format enables the applet developer to add applet-specific information that is useful during the downloading process and identifies the applet.

In the following example,

```
smartcard -c bin2capx -i cyberflex.bin \
-T CyberFlex aidto-000102030405060708090A0B0C0D0E0F fileID=2222 \
instanceID=2223 and more.if no output file is specified, a default file with the name
input_filename.capx is created in the current directory. The mandatory -T option
requires the user to specify the card name for which the capx file is being
generated. The following example
```

smartcard -c bin2capx -T IButtontells the loader eventually that the capx file contains the binary for IButton. A single capx file can hold binaries for multiple cards (1 per card.) Users can, for example, hold binary files for both CyberFlex and IButton in the same capx file as follows:

smartcard -c bin2capx -T IButton -i IButton.jib -o file.capxIn the following example,

```
smartcard -c bin2capx -T CyberFlex -i cyberflex.bin \
-1 file.capx -o file.capxthe -1 option is used to provide an already-generated
```

capx file. The output is directed to the same capx file, resulting in capx file holding binaries for both cards.

4. Personalizing the smartcard (-c init)

This subcommand is used to set user-specific information required by an applet on a smartcard. For example, the Sun applet requires a user name to be set on the card. This subcommand is also used to personalize information for non-Java cars.

5. Enabling and disabling the host for smartcard (-c {enable | disable)

OPTIONS

The following options are supported:

-a application

Specify application name for the configuration parameter. Parameters may differ depending on the

	application. If no application name is specified, then ocf is the default application.
-A aid	Specify a unique alphanumeric string that identifies the applet. The <i>aid</i> argument must be a minimum of 5 characters and can be a maximum of 16 characters in length. If an applet with an identical <i>aid</i> already exists on the card, a load will result in an error.
- C	Specify subcommand name. Valid options are: admin, load, bin2capx, init, enable and disable.
- d device	Specify device on which the reader is connected (for example, /dev/cua/a).
-D	Disable a system from using smartcards.
- E	Export the keys to a file.
- i filename	Specify input file name.
-I	Import from a file.
-j classname	Specify fully-qualified class name.
-k keytype	Specify type of key (for example, challenge_response, pki.)
-1	Specify debug level (0–9), signifying level of debug information displayed.
-L	List all properties configurable in an applet.
-n readername	Specify reader name as required by the driver.
-0 filename	Specify output file name.
-p propfile	Specify properties file name. This file could contain a list of property names and value pairs, in the format propertyname=value.
-P pin	Specify pin used to validate to the card.
-r userfriendlyreadername	Specify user-defined reader name where the card to be initialized is inserted.
-R	Restart the ocf server.
-s slot	Specify slot number. If a reader has multiple slots, this option specifies which slot to use for initialization. If a reader has only one slot, this option is not required. If no slot number is specified, by default the fist slot of the reader is used.
-t	Specify type of property being updated. The valid values are:

details.

terminal Updating a card reader provider

details.

debug OCF trace level.

override Override a system property of the

same name.

-T *cardname* Specify card name.

-u Unload the applet specified by the application ID from

the card. If no application ID is specified, all applets are

unloaded from the card.

-v Verbose mode (displays helpful messages).

-x Specify action to be taken. Valid values are: add,

delete, or modify.

EXAMPLES

EXAMPLE 1 Viewing the Values of All Properties

Enter the following command to view the values of all the properties that are set:

```
% smartcard -c admin
```

EXAMPLE 2 Viewing the Values of Specific Properties

Enter the following command to view the values of specific properties:

```
% smartcard -c admin language country
```

EXAMPLE 3 Adding a Card Service

Enter the following command to add a card service factory for a CyberFlex card, available in the package com.sun.services.cyberflex, to the properties:

```
% smartcard -c admin -t service \
-j com.sun.services.cyberflex.CyberFlexCardServiceFactory -x add
```

EXAMPLE 4 Adding a Reader

Enter the following command to add a SCM reader, available in the package com.sun.services.scm, to the properties on device /dev/cua/a and assign it a name of SCM:

```
% smartcard -c admin -t terminal \
-j com.sun.opencard.terminal.scm.SCMstc.SCMstcCardTerminalFactory \
-x add -d /dev/cua/a -r SCM -n SunSCRI
```

EXAMPLE 5 Deleting a Reader

Enter the following command to delete the SCM reader, added in the previous example, from the properties:

```
% smartcard -c admin -t terminal -r SCM -x delete
```

EXAMPLE 6 Changing the Debug Level

Enter the following command to change the debug level for all of the com.sun package to 9:

```
% smartcard -c admin -t debug -j com.sun -l 9 -x modify
```

EXAMPLE 7 Setting the Default Card for an Application

Enter one of the following commands to set the default card for an application (dtlogin) to be CyberFlex.

If the property default card does not exist, enter the following command:

```
% smartcard -c admin -a dtlogin -x add defaultcard=CyberFlex
```

If the property default card exists, enter the following command:

```
% smartcard -c admin -a dtlogin -x modify defaultcard=CyberFlex
```

EXAMPLE 8 Exporting Keys for a User into a File

Enter the following command to export the challege-response keys for a user into a file:

```
% smartcard -c admin -k challenge response -E -o /tmp/mykeys
```

EXAMPLE 9 Importing Keys from a File

Enter the following command to import the challege-response keys for a user from a file:

```
% smartcard -c admin -k challenge_response -I -i /tmp/mykeys
```

EXAMPLE 10 Downloading an Applet into a Java Card

Enter the following command to download an applet into a Java card or to configure a PayFlex (non-Java) card inserted into a SCM reader for the capx file supplied in the /usr/share/lib/smartcard directory:

```
% smartcard -c load -r SCM \
   -i /usr/share/lib/smartcard/SolarisAuthApplet.capx
```

EXAMPLE 11 Downloading an Applet Binary

Enter the following command to download an applet binary from some place other that the capx file supplied with Solaris8 into an IButton (the AID and input file are mandatory, the remaining parameters are optional):

```
% smartcard -c load -A A000000062030400 -i newapplet.jib
```

EXAMPLE 12 Downloading an Applet on a CyberFlex Access Card

On a CyberFlex Access Card, enter the following command to download an applet newapplet.bin at fileID 2222, instanceID 3333 using the specified verifyKey and a heap size of 2000 bytes:

```
% smartcard -c load -A newAID -i newapplet.bin \
fileID=2222 instanceID=3333 verifyKey=newKey \
MAC=newMAC heapsize=2000
```

EXAMPLE 13 Configuring a PayFlex Card

Enter the following command to configure a PayFlex (non-Java) card with specific AID, transport key, and initial pin:

```
% smartcard -c load aid-A00000006203400 \
pin=242424246A617661 transportKey=4746584932567840
```

EXAMPLE 14 Unloading an Applet from a Card

Enter the following command to unload an applet from iButton:

```
% smartcard -c load -u
```

EXAMPLE 15 Displaying Usage of smartcard -c load

Enter the following command to display the usage of the smartcard -c load command:

```
% smartcard -c load
```

EXAMPLE 16 Displaying All Configurable Parameters for an Applet

Enter the following command to display all the configurable parameters for an applet with aid 123456 residing on a card inserted into an SM reader:

```
% smartcard -c init -r SM -A 123456 -L
```

EXAMPLE 17 Changing the Pin

Enter the following command to change the pin for the SolarisAuthApplet residing on a card or to change the pin for a PayFlex (non-Java) card inserted into an SM reader:

EXAMPLE 17 Changing the Pin (*Continued*)

```
% smartcard -c init -A A000000062030400 -P oldpin pin=newpin
```

EXAMPLE 18 Displaying All Configurable Parameters for the Solaris Auth Applet.

Enter the following command to display all the configurable parameters for the SolarisAuthApplet residing on a card inserted into an SM reader:

```
% smartcard -c init -A A000000062030400 -L
```

EXAMPLE 19 Setting a Property to a Value on a Smartcard

Enter the following command to set properties called "user" to the value "james" and "application" to the value "login" on a card inserted into an SM reader that has a pin "testpin":

```
% smartcard -c init -A A000000062030400 -r CyberFlex -P testpin \
application=login user=james
```

EXAMPLE 20 Converting an Applet for the CyberFlex Card into capx Format.

Enter the following command to convert an applet for the CyberFlex card into the capx format required for downloading the applet into the card:

```
% smartcard -c bin2capx \
-i /usr/share/lib/smartcard/SolarisAuthApplet.bin \
-T CyberFlex -o /home/CorporateCard.capx -v memory=128 heapsize=12
```

EXAMPLE 21 Converting an Applet for the IButton Card into capx Format

Enter the following command to convert an applet for the IButton card into the capx format required for downloading the applet into the button:

```
% smartcard -c bin2capx -i /usr/share/lib/smartcard/SolarisAuthApplet.jib \
-T IButton -o /home/CorporateCard.capx -v
```

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWocf

SEE ALSO ocfserv(1M), attributes(5), smartcard(5)

NOTES The command line options contain only alphanumeric input.

smattrpop(1M)

NAME

smattrpop – populate security attribute databases in a name service

SYNOPSIS

smattrpop [-c] [-f] [-m] [-p policy] [-r] -s scope -t scope [-v] database

DESCRIPTION

The smattrpop command updates the auth-attr(4), exec_attr(4), prof_attr(4), and user_attr(4) role-based access control databases in a target NIS, NIS+, LDAP, or local /etc files name service from the corresponding databases in a source name service or files.

This command processes the table entries from the source database and merges each source entry field into the same field in the corresponding table entry in the target database. If a source entry does not exist in the target database, the entry is created. If the source entry exists in the target database, the fields are merged or replaced according to the command options.

Any errors encountered while updating the target entry are reported to stdout, and the command continues with the next source database entry.

OPTIONS

The following options are supported:

- C

Performs cross-table checking. If you specify this option and a check error occurs, a message identifying the check error is written to stdout.

The target entry values are checked against entries in related databases:

- auths values Each value must exist as the name of an authorization in the auth-attr(4) database.
- profiles values Each value must exist as a name of a profile in the prof attr(4) database.
- roles values Each value must exist as the name of a role identity in the user attr(4) database.
- For each exec_attr(4) entry in the source database, the name must exist as the name of a profile in the prof_attr(4) database.

-f

Specifies that the value in each field in the source entry replaces the value in the corresponding field in the target entry, if the source entry field has a non-empty value.

- m

For the auths, profiles, and roles attributes, specifies that the values in each field in the source entry are merged with the values in the corresponding target entry field. If a source value does not exist in the target field, the value is appended to the set of target values. If the target field is empty, the source values replace the target field. The attribute values that merge depend on the database being updated:

prof_attr(4) — the auths and profiles attribute values are merged.

- user_attr(4) the auths, profiles, and roles attribute values are merged.
- exec_attr(4) the uid, gid, euid, and egid values are merged.

-p policy

Specifies the value of the policy field in the exec_attr(4) database. Valid values are suser (standard Solaris superuser) and tsol (Trusted Solaris). If you specify this option, only the entries in the source exec_attr database with the specified policy are processed. If you omit this option, all entries in the source exec attr database are processed.

-r

Specifies that role identities in the user_attr(4) database in the source name service are processed. If you omit this option, only the normal user entries in the user_attr source database are processed.

-s scope

Specifies the source name service or local file directory for database updates, using the following syntax:

type:/server/domain

where *type* indicates the type of name service. Valid values for *type* are:

- file local files
- nis NIS name service
- nisplus NIS+ name service
- ldap LDAP name service

server indicates the local host name of the Solaris system on which the smattrpop command is executed, and on which both the source and target databases exist.

domain specifies the management domain name for the name service.

You can use two special cases of *scope* values:

- To indicate the databases in the /etc/security local system directory, use the scope file:/server, where server is the name of the local system.
- To load from databases in an arbitrary directory on the Solaris server, use the scope file:/server/pathname, where where server is the name of the local system and pathname is the fully-qualified directory path name to the database files.

-t scope

Specifies the target name service or local file directory for database updates, using the following syntax:

type:/server/domain

smattrpop(1M)

where *type* indicates the type of name service. Valid values for *type* are:

- file local files
- nis NIS name service
- nisplus NIS+ name service
- 1dap LDAP name service

server indicates the local host name of the Solaris system on which the smattrpop command is executed, and on which both the source and target databases exist.

domain specifies the management domain name for the name service.

You can use two special cases of *scope* values:

- To indicate the databases in the /etc/security local system directory, use the scope file:/server, where server is the name of the local system.
- To update to databases in an arbitrary directory on the Solaris server, use the scope file:/server/pathname, where where server is the name of the local system and pathname is the fully-qualified directory path name to the database files.

-v

Specifies that verbose messages are written. A message is written to stdout for each entry processed.

OPERANDS

The following operands are supported:

database

Populates one or all databases. You can specify either the name of the database you want to process (for example, auth_attr), or all to process all databases. If you specify all, the databases are processed in the following order:

- 1. auth attr(4)
- 2. prof_attr(4)
- 3. exec attr(4)
- 4. user attr(4)

EXAMPLES

EXAMPLE 1 Populating all tables in the NIS name service

The following example merges the values from all four attribute databases in the /etc/security directory of the local system into the corresponding tables in the NIS domain, east.sun.com. The command is executed on the master server, hoosier, for the NIS domain and the source files are in the /etc and /etc/security directories on the NIS master server. No cross-table checking is performed. A summary message indicating the number of entries processed and updated for each table is written to stdout.

EXAMPLE 1 Populating all tables in the NIS name service (Continued)

```
/usr/sadm/bin/smattrpop -s file:/hoosier \
-t nis:/hoosier/east.sun.com all
```

EXAMPLE 2 Updating the authorization table in the NIS+ name service

This example merges new authorization data from a local system file in the auth_attr text format into the existing auth_attr database in the NIS+ domain, east.sun.com. The command is executed on the NIS+ master server, foobar. Values from the source auth_attr file replace the corresponding field values in the NIS+ tables for each entry. A message is written to stdout for each entry processed. Database cross-checking is performed and any check error is written to stdout. A summary message indicating the number of entries processed and updated for the auth_attr database is written to stdout.

```
/usr/sadm/bin/smattrpop -c -f -v -s file:/foobar/var/temp \
-t nisplus:/foobar/East.Sun.COM auth_attr
```

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smattrpop command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

Any errors encountered while updating the target entry are reported to stdout. The following exit values are returned:

- The specified tables were updated. Individual entries may have encountered checking errors.
- 1 A syntax error occurred in the command line.
- 2 A fatal error occurred and the tables were not completely processed. Some entries may have been updated before the failure.

FILES

/etc/security/auth_attr	Authorization description database. See auth-attr(4).
/etc/security/exec_attr	Execution profiles database. See exec_attr(4).
/etc/security/prof_attr	Profile description database. See prof_attr(4).
/etc/user_attr	Extended user attribute database. See user_attr(4).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

smattrpop(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmga

SEE ALSO

 $\verb|smc(1M)|, \verb|smexec(1M)|, \verb|smprofile(1M)|, \verb|auth_attr(4)|, \verb|exec_attr(4)|, \\ \verb|prof_attr(4)|, \verb|user_attr(4)|, \verb|attributes(5)|, environ(5)|$

NAME | smc – start the Solaris Management Console

SYNOPSIS

```
smc [ subcommand] [ args]
smc [ subcommand] [ args] -T tool_name [ - - tool_args]
```

DESCRIPTION

The smc command starts the Solaris Management Console. The Solaris Management Console is a graphical user interface that provides access to Solaris system administration tools. It relies on Solaris Management Console servers running on one or more computers to perform modifications and report data. Each of these servers is a repository for code which the console can retrieve after the user of the console has authenticated himself or herself to the server.

The console can also retrieve toolboxes from the server. These toolboxes are descriptions of organized collections of tools available on that and possibly other servers. Once one of these toolboxes is loaded, the console will display it and the tools referenced in it.

The console can also run in a terminal (non-graphically), for use over remote connections or non-interactively from a script.

For information on the use of the graphical console, and for more detailed explanations of authentication, tools, and toolboxes, please refer to the Solaris Management Console online help available under the "Help" menu in the Solaris Management Console. To enable an NIS/NIS+ map to be managed from the Solaris Management Console, you must use the smc edit command to create a new toolbox for that map and enter the information about your NIS/NIS+ server where necessary. For instructions on creating a new toolbox, in the Solaris Management Console Help menu, select "Contents," then "About the Solaris Management Console Editor," then "To Create a Toolbox."

subcommands

smc subcommands are:

The default subcommand for the Solaris Management Console is open. open This will launch the console and allow you to run tools from the toolboxes you load. It does not need to be specified explicitly on the command line.

The edit subcommand will also launch the console, like the open edit subcommand. However, after loading a toolbox, you will not be able to run the referenced tools. Instead, you will be able to edit that toolbox, that is, add, remove, or modify any tools or folders in that toolbox.

OPTIONS

The following options are supported. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either -D or - -domain with the *domain* argument.

If tool_args are specified, they must be preceded by the - - option and separated from the double dashes by a space.

- -auth-data file

Specifies a file which the console can read to collect authentication data. When running the Solaris Management Console non-interactively, the console will still need to authenticate itself with the server to retrieve tools. This data can either be passed on the command line using the -u, -p, -r, and -1 options (which is insecure, because any user can see this data), or it can be placed in a file for the console to read. For security reasons, this file should be readable only by the user running the console, although the console does not enforce this restriction.

The format of *file* is:

hostname=host name
username=user name
password=password for user name
rolename=role name
rolepassword=password for role name

Only one set of hostname-username-password-rolename-rolepassword may be specified in any one file. If the rolename is not specified, no role will be assumed.

-B | - -toolbox toolbox

Loads the specified toolbox. *toolbox* can be either a fully-qualified URL or a filename. If you specify an HTTP URL as, for example,

```
http://host_name:port/. . .
```

it must point to a *host_name* and *port* on which an Solaris Management Console server is running. If you omit *port*, the default port, 898, is used. This option overrides the -H option.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of *domain* is *type:/host_name/domain_name*, where *type* is nis, nisplus, dns, ldap, or file; *host_name* is the name of the machine that serves the domain; and *domain_name* is the name of the domain you want to manage. (*Note*: Do *not* use nis+ for nisplus.) This option applies only to a single tool run in the terminal console.

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-h | - -help

Prints a usage statement about the smc command and its subcommands to the terminal window. To print a usage statement for one of the subcommands, enter -h after the subcommand.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a *port*, the system connects to the default port, 898. If you do not specify

host name:port, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the -B option (see above), or set your console preferences to load a "home toolbox" by default.

-Jjava_option

Specifies an option that can be passed directly to the Java runtime (see java(1). Do not enter a space between -J and the argument. This option is most useful for developers.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - rolename role_name

Specifies a role name for authentication. If you are running the Solaris Management Console in a terminal and you do not specify this option, no role is assumed. The GUI console may prompt you for a role name, although you may not need to assume a role.

-s | - -silent

Disables informational messages printed to the terminal.

Runs the Solaris Management Console in terminal mode. If this option is not given, the Solaris Management Console will automatically run in terminal mode if it cannot find a graphical display.

-trust

Trusts all downloaded code implicitly. Use this option when running the terminal console non-interactively and you cannot let the console wait for user input.

-T | - -tool tool_name

Runs the tool with the Java class name that corresponds to tool_name. If you do not specify this option and the Solaris Management Console is running in terminal mode, the system prompts you. If the Solaris Management Console is running in graphical mode, the system either loads a toolbox or prompts you for one (see options -H and -B).

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

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-v | - -version

Prints the version of the Solaris Management Console to the terminal. In the graphical console, this information can be found in the About box, available from the Help menu.

-yl- -yes

Answers yes to all yes/no questions. Use this option when running the terminal console non-interactively and you cannot let the console wait for user input.

EXAMPLES

EXAMPLE 1 Printing a Usage Statement

The following prints a usage statement about the smc command to the terminal window:

smc --help

EXAMPLE 2 Passing an Option to Java

The following passes an option through to the Java VM, which sets the com.example.boolean system property to true. This system property is only an example; the Solaris Management Console does not use it.

smc -J-Dcom.example.boolean=true

ENVIRONMENT VARIABLES

See environ(5) for a description of the following environment variable that affects the execution of the smc command:

JAVA HOME

If you do not specify this environment variable, the /usr/java1.2 location is used.

EXIT STATUS

The following exit values are returned. Other error codes may be returned if you specify a tool (using -T *tool_name*) that has its own error codes. See the documentation for the appropriate tool.

- Successful completion.
- 1 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmcc

SEE ALSO

auths(1), java(1), profiles(1), roles(1), smcconf(1M), attributes(5), environ(5), X(7)

NAME

smcconf – configure the Solaris Management Console

SYNOPSIS

DESCRIPTION

The smcconf command configures the Solaris Management Console. See smc(1M). This command enables you to add to, remove from, and list the contents of the toolboxes and bean repository.

Using smcconf to edit toolboxes is not as feature-rich as using the Solaris Management Console's graphical editor. The command line interface is intended for use in packaging scripts that do not require user interaction. To edit all the properties of a toolbox or to modify the hierarchy of folders in a toolbox, you must use the specialized graphical editor, that is, smc edit. See smc(1M).

OPTIONS

The following options are supported:

- -h Prints out a usage summary for the command.
- -v Verbose option. Displays the debugging output at any time.

Toolbox Configuration

action Legal values are:

add

Adds a *target* to the toolbox. Specify the path to the toolbox using the -B *toolboxpath* option and, optionally, provide locale information with the -L *locale* option.

remove

Removes a *target* from the toolbox. Specify the path to the toolbox using the -B *toolboxpath* option and, optionally, provide locale information with the -L *locale* option.

create

Creates a new toolbox with no tools in it. The only *target* recognized is toolbox.

list

Lists the contents of the toolbox. No *target* is recognized. If you specify a *parameter*, it is taken as the path to a toolbox and the contents of that toolbox are listed. If you do not specify a *parameter*, the contents of the default toolbox are listed.

target Legal values are:

tool

If the *action* is specified as add, this target adds a native Solaris Management Console tool from the toolbox. The required *parameter* is the full Java classname of the tool you are adding. If

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you specify a folder name with the -F option, the tool is placed inside that folder (the folder will not be created if it does not already exist). Otherwise, the tool is appended to the end of the toolbox and not placed inside any folder.

If the *action* is specified as remove, this target removes a native Solaris Management Console tool from the toolbox. The required *parameter* is the full Java classname of the tool you wish to remove. If you specify a folder name with the -F option, any tool with the given name in that folder will be removed. If no folder name is specified, all tools with the given name in the toolbox will be removed.

For the tool to show up in the console, the tool must also be registered in the repository. See the repository configuration section below for more information. If a tool is referenced in a toolbox but is not registered, it will not appear in the console when the toolbox is loaded.

Removing a tool from a toolbox does not remove the tool from the server repository.

tbxURL

If the *action* is specified as add or remove, this target adds to or removes from the toolbox a link to another toolbox. The required *parameter* is the URL to the other toolbox.

The properties of addition and removal are the same as for the tool *target*.

toolbox

If the *action* is specified as create, this target creates a skeleton toolbox with no tools. There are four required *parameters*: the toolbox name, description, and small and large icon paths. These must be followed by the -B *toolboxpath* and -D *scope* options.

legacy

If the *action* is specified as add or remove, this target adds or removes legacy applications (command-line, X-windows, and web-based) to or from the toolbox. The -N, -T, -E, and -B options are required, and the -A option is optional. Placement in the toolbox with the -F option follows the same rules as for the tool and tbxurl targets. See NOTES for more information about legacy applications.

folder

If the *action* is specified as add, this target adds a folder to the toolbox. There are four required *parameters*: the folder name, description, and small and large icon paths.

If the *action* is specified as remove, this target removes a folder from the toolbox. If the folder to be removed is itself inside a folder, the containing folder must be specified with the -F option.

parameters

Specifies values that may be required depending on the combination of *action* and *target*.

options

Supported options for various *action* and *target* combinations for the toolbox configuration are:

- A parameters

Specifies the parameters to pass to the legacy application. This option is available only for the legacy target.

-В toolboxpath

Specifies the path of the toolbox that is being modified. If this option is not given, the modifications will be performed on the default toolbox, "This Computer".

-D scope

Specifies the scope (domain) in which the tool should be run. The legal values for *scope* are file, nis, nisplus, dns, and ldap. This may also be specified for a folder or a toolbox. In the former case, all tools in that folder and its subfolders will be run in that scope; in the latter, all tools in the toolbox will be run in that scope.

-E appPath

Specifies the absolute executable path of the legacy application. This option is available only for the legacy target.

- F folder

Specifies the full path of the container folder. If this option is not given, the default folder is the 'root' folder of the toolbox.

-H [host_name][:port]

Specifies the host and port from which a tool should be loaded. If <code>host_name</code> is not given, the default host (localhost, if the toolbox is loaded from the local filesystem, or the host from which the toolbox is loaded if loaded from a remote Solaris Management Console server) will be used. If <code>:port</code> is not given, the default port will be used. If this option is not given at all, both the default host and the default port will be used.

-∟ locale

Specifies the locale of the toolbox which is being modified. The default is the C locale.

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-N appName

Specifies the name of the legacy application being registered. This is the name that will appear in the console. This option is available only for the legacy target.

- P key:value

Specifies the key/value pairs that define parameters to a tool. Multiple key/value pairs can be specified at a time.

-*Т* арр*Туре*

Specifies the legacy application type. Legal values are CLI, XAPP, or HTML. This option is available only for the legacy target.

Repository Configuration

The Solaris Management Console repository stores information about the registered tools and services, as well as libraries (for instance, resource jars) and properties attached to tools or services.

action

Legal values are:

add

Adds information to the repository. If the -f option is given to add, the information will overwrite any information of the same name already in the repository. If the -f option is not given, an error may be returned if the information is already in the repository.

remove

Removes information from the repository.

ligt

Lists the contents of the repository:

- all registered tools
- all registered services
- all libraries attached to all tools
- all libraries attached to all services
- all libraries attached to all tools and services

target

Legal values are:

bean

If the *action* is specified as add, this target will add a tool or service bean (which kind is determined by the contents of the bean) to the repository. The required *parameter* is the path to the jar file that contains the bean to be added.

If the *action* is specified as remove, this target will remove a tool or service bean from the repository. The required *parameter* is the full Java classname of the desired bean.

library

If the *action* is specified as add, this target adds a "library" jar file to a tool or service bean. The two required *parameters* are the full Java classname of the desired bean and the path to the jar file to be attached. The bean name can also be one of the "pseudo-beans", ALL, ALLTOOL, or ALLSERVICE, in which case the library will be attached, respectively, to all beans, all tools, or all services in the repository.

If the *action* is specified as remove, this target detaches a "library" jar file from a tool or service bean. The two required *parameters* are the full Java classname of the desired bean and the name of the jar file that is attached. As with the add action, the three "pseudo-beans" ALL, ALLTOOL, or ALLSERVICE can be used.

property

If the *action* is specified as add, this target defines a property on a tool or service. One or more key/value pairs must be specified in the form,

-P key=valueFollowing this property list is a "pseudo-bean name", pseudoBeanName, as defined for the library target, on which the properties will be defined. Optionally, a library name may follow the "pseudo-bean" name, in which case the properties are defined on the library that is attached to the named bean.

If the *action* is specified as remove, this target undefines a property on a tool or service. The key/value pairs, "pseudo-bean" name, and optional library are specified as for the add action.

EXAMPLES

EXAMPLE 1 Adding Legacy Applications to a Toolbox

The following command adds to the default toolbox the Command Line Interface (CLI) application, /usr/bin/ls with arguments —al —R, giving it the name, Directory Listing:

```
/usr/sadm/bin/smcconf toolbox add legacy -N "Directory Listing" \
-T CLI -E /usr/bin/ls -A "-al -R"
```

EXAMPLE 2 Adding a Folder to a Toolbox

The following command adds to the standard "Management Tools" toolbox a folder with the name, New Folder, the description, This is a new folder, and the small and large icons, folder_s.gif and folder_l.gif:

```
/usr/sadm/bin/smcconf toolbox add folder "New Folder" \
"This is a new folder" folder_s.gif folder _1.gif \
```

EXAMPLE 2 Adding a Folder to a Toolbox (Continued)

-B /var/sadm/smc/toolboxes/smc/smc.tbx

EXAMPLE 3 Adding a Native Solaris Management Console Tool to a Toolbox

The following command adds a native Solaris Management Console tool to the default toolbox. The Java classname of the tool is HelloWorld.client.HelloTool (the name, description, and icons visible in the console are provided by the tool itself). When loaded, it will be run in the NIS domain, syrinx, which is hosted by the machine, temple, and will be retrieved from port 2112 on the machine from which the toolbox was loaded.

/usr/sadm/bin/smcconf toolbox add tool HelloWorld.client.HelloTool \
-D nis:/temple/syrinx -H :2112

EXAMPLE 4 Adding a Solaris Management Console Tool to the Repository

The following command adds the Java bean found in HelloWorld.jar to the repository. The jar file contains information that the bean is a tool.

/usr/sadm/bin/smcconf repository add bean HelloWorld.jar

EXAMPLE 5 Removing a Solaris Management Console Service from the Repository

The following command removes a Java bean from the repository. Although the name of the bean implies that it is a service, that is merely convention; the repository knows whether a particular registered bean is a tool or a service.

/usr/sadm/bin/smcconf repository remove bean \
HelloWorld.server.HelloService

EXAMPLE 6 Attaching a Library to a Tool

The following command adds the library jar file, HelloWorld_fr.jar (probably a French localized version of the HelloTool's resources) to the bean, HelloWorld.client.HelloTool:

/usr/sadm/bin/smcconf repository add library \
HelloWorld.client.HelloTool HelloWorld fr.jar

EXAMPLE 7 Attaching a Library to all Tools

The following command adds the library jar file, widgets.jar, to all tools in the repository. The library probably contains a widget set which might be useful to any registered tools.

/usr/sadm/bin/smcconf repository add library ALLTOOL widgets.jar $\,$

ENVIRONMENT VARIABLES

See environ(5) for descriptions of the following environment variables that affect the execution of the smcconf command:

JAVA HOME If you do not specify this environment variable, the

/usr/java1.2 location is used.

DISPLAY If you do not set this environment variable, set it to null, or set it to

an X(7) display to which you are not authorized to connect, the Solaris Management Console starts in terminal mode instead of

graphical mode.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

1 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmc

SEE ALSO

jar(1), java(1), javac(1), smc(1M), attributes(5), environ(5)

NOTES

All standard shell quoting rules apply.

Legacy applications (X-windows, command-line, and web-based applications) are handled differently from "native" Solaris Management Console tools. Legacy tools are handled by an instantiation of a native Solaris Management Console tool, LegacyAppLauncher, which, through the toolbox, is given the necessary information to run the legacy application: path, options, and so forth. Thus, you do not register a legacy application into the repository as you would a native Solaris Management Console tool. Instead, legacy applications appear only in toolboxes.

smcron(1M)

NAME	smcron – manage jobs in the crontab database		
SYNOPSIS	/usr/sadm/bin/smcron subcommand [auth_args] [subcommand_args]		
DESCRIPTION	The smcron command manages jobs in the crontab(1) database.		
subcommands	ands smcron subcommands are:		
	add	Adds a job to the crontab(1) database. To add a job, the administrator must have the solaris.jobs.user authorization. To add a job to another user's crontab file, the administrator must have the solaris.jobs.admin authorization.	
	delete	Deletes a job from the crontab(1) database. To delete a job, the administrator must have the solaris.jobs.user authorization. To delete a job from another user's crontab file, the administrator must have the solaris.jobs.admin authorization.	
	list	Lists one or more jobs in the crontab(1) database. To list all jobs, the administrator must have the solaris.jobs.user authorization. To list a job in another user's crontab file, the administrator must have the solaris.jobs.admin authorization. No authorization is needed to list a user's own jobs.	
	modify	Modifies a job in the crontab(1) database. To modify a job, the administrator must have the solaris.jobs.user authorization. To modify a job in another user's crontab file, the administrator must have the solaris.jobs.admin authorization.	
OPTIONS	set and are the san command requires to succeed (see sm	thentication arguments, <i>auth_args</i> , are derived from the smc(1M) arg same regardless of which subcommand you use. The smcron ires the Solaris Management Console to be initialized for the commar smc(1M)). After rebooting the Solaris Management Console server, the nagement Console connection might time out, so you might need to and.	
	The subcommand-specific options, <i>subcommand_args</i> , must come after the <i>auth_args</i> and must be separated from them by the option.		
auth_args	The valid <i>auth_args</i> are -D, -H, -1, -p, -r, and -u; they are all optional. If no are specified, certain defaults will be assumed and the user may be prompted additional information, such as a password for authentication purposes. Thes options can also be specified by their equivalent option words preceded by a dash. For example, you can use either -D ordomain with the <i>domain</i> argu		
		domain fault domain that you want to manage. smcron accepts only file file is also the default value.	

The file default domain means that changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the <code>host_name</code> and <code>port</code> to which you want to connect. If you do not specify a <code>port</code>, the system connects to the default port, 898. If you do not specify <code>host_name:port</code>, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the <code>smc(1M)</code> -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - rolename role_name

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

- -

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

■ For subcommand add:

-c *command* Specifies the command that you want to run.

-h (Optional) Displays the command's usage statement.

-m day_of_month (Optional) Specifies the day of the month you want to run the

job. Valid values are 1–31. If you specify both -t and -m options, the job executes one day per month at the time

specified by -t.

smcron(1M)

-M *month* (Optional) Specifies the month that you want to run the job.

Valid values are 1–12. If you specify both -t and -M options, the job executes during the specified month at the time

specified by -t.

-n *name* Specifies the unique name of the job.

-o *owner* (Optional) Specifies the user name that is the owner of the job. If you do not specify this option, the user name specified by

the -U option is assumed.

-t *time_of_day* Specifies the time (in *hh:mm*) that you want to execute the

command. If no other time-related options are specified (-m, -M, or -w), the job executes every day at the time specified by -t. If you specify both -t and -w options, the job executes one day per week at the time specified by -t. If you specify both -t and -m options, the job executes one day per month at the time specified by -t. If you specify both -t and -M options, the job executes each day during the specified month at the

time specified by -t.

-w day_of_week (Optional) Specifies the day of the week you want to execute the command. Valid values are as follows:

■ 0=Sunday

■ 1=Monday

■ 2=Tuesday

■ 3=Wednesday

■ 4=Thursday

■ 5=Friday

■ 6=Saturday

If you specify both -t and -w options, the job executes one day per week at the time specified by -t.

■ For subcommand delete:

-h (Optional) Displays the command's usage statement.

-n *name* Specifies the unique name of the job.

-o owner (Optional) Specifies the user name that is the owner of the job. If you do not specify this option, the user name specified by the -U option is

assumed.

■ For subcommand list:

-f $n \mid s \mid v$ (Optional) Specifies the format of the output. See EXAMPLES for examples of each output type.

■ n — Displays the data in native format, as it appears in the crontab(1) database.

■ *s* — Default format. Displays the data in summary format.

• v — Displays the data in verbose format.

-h (Optional) Displays the command's usage statement.

-o *owner* (Optional) Lists all jobs for the specified owner (user name). If you do not specify this option, all jobs in the crontab(1) database are listed.

■ For subcommand modify:

-c *command* (Optional) Specifies the command that you want to run.

-h (Optional) Displays the command's usage statement.

-m day_of_month (Optional) Specifies the day of the month you want to run the

job. Valid values are 1–31. If you specify both -t and -m options, the job executes one day per month at the time

specified by -t.

-M *month* (Optional) Specifies the month that you want to run the job.

Valid values are 1–12. If you specify both -t and -M options, the job executes during the specified month at the time

specified by -t.

-n *name* Specifies the current unique name of the job.

-N new_name (Optional) Specifies the new unique name of the job.

-o *owner* (Optional) Specifies the user name that is the owner of the job.

If you do not specify this option, the user name specified by

the -U option is assumed.

-O *new_owner* (Optional) Specifies the new owner of the job.

-t *time_of_day* (Optional) Specifies the time (in *hh:mm*) that you want to

execute the command. If no other time-related options are specified (-m, -M, or -w), then the job executes every day at the time specified by -t. If you specify both -t and -w options, the job executes one day per week at the time specified by -t. If you specify both -t and -m options, the job executes one day per month at the time specified by -t. If you specify both -t and -M, then the job executes each day during the specified

month at the time specified by -t.

-w day_of_week (Optional) Specifies the day of the week you want to execute the command. Valid values are as follows:

■ 0=Sunday

■ 1=Monday

■ 2=Tuesday

■ 3=Wednesday

■ 4=Thursday

■ 5=Friday

■ 6=Saturday

If you specify both -t and -w options, the job executes one day per week at the time specified by -t.

EXAMPLES

EXAMPLE 1 Adding a job

The following adds a new job, owned by root, that removes the old log files from /tmp daily at 1:30 AM.

```
./smcron add -H myhost -u root -p mypassword -- -n "Remove old logs" \
-t 1:30 -c "rm /tmp/*.log" -o root
```

EXAMPLE 2 Deleting a job

The following deletes the job Remove old logs owned by root:

```
./smcron delete -H myhost -u root -p mypassword -- \
-n "Remove old logs" -o root
```

EXAMPLE 3 Listing jobs in native format

The following lists all jobs in native, or crontab(1), format:

```
./smcron list -H myhost -u root -p mypassword -- -f n
MINUTE HOUR DATE MONTH DAY COMMAND

10 3 * * 0,4 /etc/cron.d/logchecker
10 3 * * 0 /usr/lib/newsyslog
15 3 * * 0 /usr/lib/fs/nfs/nfsfind
1 2 * * * [-x /usr/sbin/rtc ] && /usr/sbin/rtc -c > /dev/null 2>&1
```

EXAMPLE 4 Listing jobs in standard format

The following lists all jobs owned by 1p in standard format:

```
./smcron list -H myhost -u root -p mypassword -- -f s -o lp
NAME::OWNER::SCHEDULE::COMMAND

NoName_1765663371::lp::Weekly on Sundays at 3:13 AM::cd /var/lp/logs;
   if [ -f requests ]; then if [ -f requests.1 ]; then /bin/mv requests.1
   requests.2; fi; /usr/bin/cp requests requests.1; > requests; fi
NoName_512822673::lp::Weekly on Sundays at 4:15 AM::cd /var/lp/logs;
   if [ -f lpsched ]; then if [ -f lpsched.1 ]; then /bin/mv lpsched.1
   lpsched.2; fi; /usr/bin/cp lpsched lpsched.1; >lpsched; fi
```

EXAMPLE 5 Listing jobs in verbose format

The following lists all jobs in verbose format:

```
./smcron list -H myhost -u root -p mypassword -- -f v

NAME::OWNER::SCHEDULE::NEXT_RUN::STATUS::COMMAND

NoName_1075488942::root::Advanced::::Finished on Feb 10 3:10 with code 1
::/etc/cron.d/logchecker

databackup::root::Weekly on Sundays at 3:10 AM::3/19/00 3:10 AM
::Finished on Sep 19 3:10::/usr/lib/newsyslog
runlog::root::Daily at 2:01 AM::3/14/00 2:01 AM::Finished on Feb 11
```

EXAMPLE 5 Listing jobs in verbose format (*Continued*)

```
2:01 AM::/usr/sbin/rtc
```

EXAMPLE 6 Changing a job

The following modifies the job Remove old logs owned by root to execute daily at 2:00 AM:

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smcron command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Invalid command syntax. A usage message displays.
- An error occurred while executing the command. An error message displays.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmga

SEE ALSO

crontab(1), cron(1M), smc(1M), attributes(5), environ(5)

smdiskless(1M)

NAME

smdiskless – manage diskless client support for a server

SYNOPSIS

/usr/sadm/bin/smdiskless subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smdiskless command manages diskless client support for a server.

smdiskless subcommands are:

add Adds a new diskless client to a server. There are two usages for

this command. The user can either specify all the optional arguments directly on the command line, or provide a

sysidcfg(4) formatted file as input. A future enhancement will allow specifying both a sysidcfg(4) formatted file and optional arguments, which will override the values in the sysidcfg(4) file.

delete Deletes an existing diskless client from the system databases and

removes any server support associated with the host, depending

on the os_server type.

list Lists existing diskless clients served by *os_server*.

modify Modifies the specified attributes of the diskless client *os_server*.

OPTIONS

The smdiskless authentication arguments, <code>auth_args</code>, are derived from the smc(1M) arg set and are the same regardless of which subcommand you use. The smdiskless command requires the Solaris Management Console to be initialized for the command to succeed (see smc(1M)). After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid *auth_args* are -D, -H, -1, -p, -r, and -u; they are all optional. If no *auth_args* are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either -D or - -domain.

Note – smdiskless supports the --auth-data *file* option, which enables you to specify a file the console can read to collect authentication data. See smc(1M) for a description of this option.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of *domain* is *type:/host_name/domain_name*, where *type* is nis, nis+, dns, ldap, or file; *host_name* is the name of the machine that serves the domain; and *domain_name* is the name of the domain you want to manage. (*Note*: Do *not* use nis+ for nisplus.)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that

changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a *port*, the system connects to the default port, 898. If you do not specify *host_name:port*, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M) -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - -password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - rolename *role_name*

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

- -

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

■ For subcommand add:

-h	(Optional) Displays the command's usage statement.
-i IP_address	Specifies the IP address for the host in the form of 129.9.200.1.
-e ethernet_addr	Specifies the Ethernet address.
-n <i>host</i>	Specifies the client name.
-0 os_server	(optional) Specifies the name of the host where the OS service filesystems reside. If this option is not specified, the host will be the same as that specified in the $smc(1M)$ -D option. This option is useful in

	server are not the same machine.
-x platform=platform	Specifies the operating system. The syntax for <i>platform</i> is as follows:
	$instruction_set.implementation. Solar is_version$
	where
	 instruction_set is one of sparc or i386 implementation is the implementation architecture, that is, i86pc, sun4c (for Solaris 2.6 and 7 only), sun4d, sun4m, and sun4u. version is the Solaris version number. The supported version numbers are 2.6, 2.7 (for Solaris 7), and 8 (for Solaris 8). Examples are:
	sparc.sun4c.Solaris_2.7 sparc.sun4d.Solaris_8
-x root=pathname	(Optional) Specifies the absolute path of the directory in which to create the root directory for diskless clients. The default (and recommended) pathname is /export/root/client_name.
-x swap=pathname	(Optional) Specifies the absolute path of the directory in which to create the swap file for diskless clients. The default (and recommended) pathname is /export/swap/client_name.
-x swapsize= <i>size</i>	(Optional) Specifies the size, in megabytes, of the swap file for diskless clients. The default swap sizes 24M.
-x dump=pathname	(Optional) Specifies the absolute path of the dum directory for diskless clients. The default (and recommended) <i>pathname</i> is /export/dump/client_name.
-x dumpsize= <i>size</i>	(Optional) Specifies the size, in megabytes, of the dump file for diskless clients. The default swap sis 24M.
-x pw=Y	(Optional) Prompts for the system's root passwor The default is not to prompt. The following option
	kstations on first boot by sysidtool(1M). They can command line, or in a sysidcfg(4) formatted file. <i>Not</i>

- Add a DNS client.
- Specify use of the LDAP name service.
- Specify a security policy.

The keywords and functions supported by sysidtool and sysidcfg vary among Solaris releases. Consult the man pages for your operating system release (uname -r) to determine the level of support available.

-x tz=timezone

(Optional) Specifies the path of a timezone file, relative to /usr/share/lib/zoneinfo. The default is the server's timezone.

-x ns=NIS | NIS+ | NONE

(Optional) Specifies the client's nameservice. This is one of NIS, NIS+, or NONE. Use a sysidcfg(4) file to specify DNS or LDAP. The default ns value is NONE, which results in the use of the files source in nsswitch.conf. See nsswitch.conf(4) for a description of the files source.

-x nameserver=hostname

(Optional) Specifies the nameserver's hostname. The default is the server's nameserver.

-x domain=domain

(Optional) Specifies the client's domain. The default is the server's domain.

-x nameserver_ipaddress=*ip_address* (Optional) Specifies the nameserver's IP address.

-x netmask=*ip_address*

(Optional) Specifies the client's IP address netmask. The default is the server's netmask.

-x locale=locale

(Optional) Specifies the client's system locale. The default is the C locale.

-x terminal=*term*

(Optional) Specifies the workstation's terminal type, typically, sun or xterms.

-x passwd=root_password

(Optional) Specifies the system's root password. The default is no password.

-x sysidcfg=path_to_sysidcfg_file

(Optional) Specifies the file to be placed in the /etc directory of the diskless client. On first boot, /etc/.UNCONFIGURED exists and sysidtool(1M) will run. If a file called /etc/sysidcfg exists, sysidtool(1M) reads this file and uses the information for system configuration.

■ For subcommand delete:

- -h (Optional) Displays the command's usage statement.
- -n host
 Specifies the hostname of the diskless client to delete. This host is deleted from relevant tables and OS Services for this client are deleted.

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-o *os_server* (Optional) Specifies the name of the host where the OS service

filesystems reside. If this option is not specified, the host will be the same as that specified in the smc(1M) -D option. This option is useful in the event that the name service server and the OS server

are not the same machine.

■ For subcommand list:

-h (Optional) Displays the command's usage statement.

-o *os_server* (Optional) Specifies the name of the host where the OS service

filesystems reside. If this option is not specified, the host will be the same as that specified in the smc(1M) -D option. This option is useful in the event that the name service server and the OS server

are not the same machine.

■ For subcommand modify:

-e ethernet_addr	Changes the specified diskless client's ethernet address to
------------------	---

ethernet_addr.

-h (Optional) Displays the command's usage statement.

-n *host* Specifies the host name of the diskless client to modify.

-o os_server (Optional) Specifies the name of the host where the OS service

filesystems reside. If this option is not specified, the host will be the same as that specified in the smc(1M) -D option. This option is useful in the event that the name service server and

the OS server are not the same machine.

-x tz=*timezone* (Optional) Changes the specified diskless client's timezone.

EXAMPLES

EXAMPLE 1 Creating a new diskless client

The following command adds a new diskless client named client1 which will run Solaris 8 on a sun4u machine:

EXAMPLE 2 Deleting an existing diskless client

The following command deletes the diskless client named client1 from the OS server named osserver, where the OS server is using NIS+ and the NIS+ server is nisplusserve:

```
example% /usr/sadm/bin/smdiskless delete \
    -D nisplus:/nisplusserver/my.domain.com -- \
    -o osserver -n client1
```

EXAMPLE 3 Listing the diskless clients served by a host

The following command lists the diskless clients running on the OS server, osserver:

EXAMPLE 4 Modifying the attributes of the diskless client host

The following command modifies the ethernet address for the client named client1 on the OS server, osserver, to be 8:0:11:12:13:15:

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smdiskless command. If this environment variable is not specified, the /usr/javal.2 location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Invalid command syntax. A usage message displays.
- An error occurred while executing the command. An error message displays.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdclnt

SEE ALSO

smc(1M), smosservice(1M), sysidtool(1M), nsswitch.conf(4), sysidcfg(4), attributes(5), environ(5)

smexec(1M)

NAME

smexec – manage entries in the exec_attr database

SYNOPSIS

/usr/sadm/bin/smexec subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smexec command manages an entry in the exec_attr(4) database in the local /etc files name service or a NIS or NIS+ name service.

subcommands

smexec subcommands are:

add Adds a new entry to the exec_attr(4) database. To add an entry

to the exec_attr database, the administrator must have the

solaris.profmgr.execattr.write authorization.

delete Deletes an entry from the exec attr(4) database. To delete an

entry from the exec_attr database, the administrator must have

the solaris.profmgr.execattr.write authorization.

modify Modifies an entry in the exec attr(4) database. To modify an

entry in the exec_attr database, the administrator must have the

solaris.profmgr.execattr.write authorization.

OPTIONS

The smexec authentication arguments, *auth_args*, are derived from the smc(1M) arg set and are the same regardless of which subcommand you use. The smexec command requires the Solaris Management Console to be initialized for the command to succeed (see smc(1M)). After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid $auth_args$ are -D, -H, -1, -p, -r, and -u; they are all optional. If no $auth_args$ are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either -D or - -domain with the *domain* argument.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of *domain* is *type:/host_name/domain_name*, where *type* is nis, nisplus, dns, ldap, or file; *host_name* is the name of the machine that serves the domain; and *domain_name* is the name of the domain you want to manage. (*Note*: Do *not* use nis+ for nisplus.)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a *port*, the system connects to the default port, 898. If you do not specify

<code>host_name:port</code>, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M)-B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - −password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - -rolename *role_name*

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

■ For subcommand add:

-c command_path	Specifies the full path to the command associated with the new exec_attr entry.
-g egid	(Optional) Specifies the effective group ID that executes with the command.
-G gid	(Optional) Specifies the real group ID that executes with the command.
-h	(Optional) Displays the command's usage statement.
-n profile_name	Specifies the name of the profile associated with the new exec_attr entry.
-t type	Specifies the type for the command. Currently, the only acceptable value for <i>type</i> is cmd.
-u euid	(Optional) Specifies the effective user ID that executes with the command.

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	-∪ uid	(Optional) Specifies the real user ID that executes with the command.		
■ For subcommand delete:		elete:		
	-c command_path	Specifies the full path to the command associated with the exec_attr entry.		
	-h	(Optional) Displays the command's usage statement.		
	-n profile_name	Specifies the name of the profile associated with the exec_attr entry.		
	-t type	Specifies the type cmd for command. Currently, the only acceptable value for <i>type</i> is cmd.		
-	For subcommand mo	For subcommand modify:		
	-c command_path	Specifies the full path to the command associated with the exec_attr entry that you want to modify.		
	-g egid	(Optional) Specifies the new effective group ID that executes with the command.		
	-G gid	(Optional) Specifies the new real group ID that executes with the command.		
	-h	(Optional) Displays the command's usage statement.		
	-n profile_name	Specifies the name of the profile associated with the exec_attr entry.		
	-t type	Specifies the type cmd for command. Currently, the only acceptable value for <i>type</i> is cmd.		
	-u euid	(Optional) Specifies the new effective user ID that executes with the command.		
	-U uid	(Optional) Specifies the new real user ID that executes with		

EXAMPLES

EXAMPLE 1 Creating an exec_attr database entry

The following creates a new exec attrentry for the User Manager profile on the local file system. The entry type is cmd for the command /usr/bin/cp. The command has an effective user ID of 0 and an effective group ID of 0.

```
./smexec add -H myhost -p mypasswd -u root -- -n "User Manager" \
         -t cmd -c /usr/bin/cp -u 0 -g 0
```

the command.

EXAMPLE 2 Deleting an exec_attr database entry

The following example deletes an exec_attr database entry for the User Manager profile from the local file system. The entry designated for the command /usr/bin/cp is deleted.

EXAMPLE 2 Deleting an exec_attr database entry (Continued)

```
./smexec delete -H myhost -p mypasswd -u root -- -n "User Manager" \
         -t cmd -c /usr/bin/cp
```

EXAMPLE 3 Modifying an exec_attr database Entry

The following modifies the attributes of the exec attr database entry for the User Manager profile on the local file system. The /usr/bin/cp entry is modified to execute with the real user ID of 0 and the real group ID of 0.

```
./smexec modify -H myhost -p mypasswd -u root -- -n "User Manager" \
         -t cmd -c /usr/bin/cp -U 0 -G 0
```

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA HOME environment variable, which affects the execution of the smexec command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- Successful completion.
- Invalid command syntax. A usage message displays. 1
- An error occurred while executing the command. An error message displays.

FILES

The following file is used by the smexec command:

```
/etc/security/exec attr
                                     Execution profiles database. See
                                     exec attr(4).
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmga

SEE ALSO

smc(1M), exec attr(4), attributes(5), environ(5)

smgroup(1M)

NAME

smgroup - manage group entries

SYNOPSIS

/usr/sadm/bin/smgroup subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smgroup command manages one or more group definitions in the group database for the appropriate files in the local /etc files name service or a NIS or NIS+ name service.

subcommands

smgroup subcommands are:

Adds a new group entry. To add an entry, the administrator must

have the solaris.admin.usermgr.write authorization.

delete Deletes a group entry. You can delete only one entry at a time. To

delete an entry, the administrator must have the

solaris.admin.usermgr.write authorization. Note: You cannot delete the system groups with IDs less than 100, or the

groups 60001, 60002, or 65534.

list Lists one or more group entries in the form of a three-column list,

> containing the group name, group ID, and group members, separated by colons (:). To list entries, the administrator must have the solaris.admin.usermgr.read authorization.

modify Modifies a group entry. To modify an entry, the administrator must

have the solaris.admin.usermgr.write authorization.

OPTIONS

The smgroup authentication arguments, *auth_args*, are derived from the smc(1M) arg set and are the same regardless of which subcommand you use. The smgroup command requires the Solaris Management Console to be initialized for the command to succeed (see smc(1M)). After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid *auth_args* are -D, -H, -1, -p, -r, and -u; they are all optional. If no *auth_args* are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either -D or - -domain.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of domain is type:/host_name/domain_name, where type is nis, nisplus, dns, ldap or file; host_name is the name of the machine that serves the domain; and domain_name is the name of the domain you want to manage. (*Note:* Do *not* use nis+ for nisplus.)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that

changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a port, the system connects to the default port, 898. If you do not specify host_name:port, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M) -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the role name. If you specify a role name but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - -password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - rolename *role_name*

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

For subcommand add:

-g gid

(Optional) Specifies the group ID for the new group. The group ID must be a non-negative decimal integer with a maximum value of 2MB (2,147,483,647). Group IDs 0-99 are reserved for the system and should be used with care. If you do not specify a gid, the system automatically assigns the next available gid. To maximize interoperability and compatibility, administrators are recommended to assign groups using the range of GIDs below 60000 where possible.

(Optional) Displays the command's usage statement.

smgroup(1M)

- -m group_member1 -m group_member2 . . . (Optional) Specifies the new members to add to the group.
- -n group_name

Specifies the name of the new group. The group name must be unique within a domain, contain 2–32 alphanumeric characters, begin with a letter, and contain at least one lowercase letter.

- For subcommand delete:
 - -h (Optional) Displays the command's usage statement.
 - -n *group_name* Specifies the name of the group you want to delete.
- For subcommand list:
 - -h (Optional) Displays the command's usage statement.
 - -n *group_name* (Optional) Specifies the name of the group you want to list. If you do not specify a group name, all groups are listed.
- For subcommand modify:
 - -h

(Optional) Displays the command's usage statement.

- -m *group_member1* -m *group_member2* . . . (Optional) Specifies the new members to add to the group.
- -n *group_name*Specifies the name of the group you want to modify.
- -N new_group

(Optional) Specifies the new group name. The group name must be unique within a domain, contain 2–32 alphanumeric characters, begin with a letter, and contain at least one lowercase letter.

EXAMPLES

EXAMPLE 1 Creating a test group

The following creates the test_group group entry with a group ID of 123 and adds test member1 and test member2 to the group:

```
./smgroup add -H myhost -p mypasswd -u root -- -n test_group \
-m test_member1 -m test_member2 -g 123
```

EXAMPLE 2 Deleting a group

The following deletes test group:

```
./smgroup delete -H myhost -p mypasswd -u root -- -n test_group
```

EXAMPLE 3 Displaying all groups

The following displays all groups in a three-column list showing the group name, group ID, and group members:

EXAMPLE 3 Displaying all groups (Continued)

```
./smgroup list -H myhost -p mypasswd -u root --
```

EXAMPLE 4 Displaying a group

The following displays the group 1 data in a three-column list showing the group name, group ID, and group members:

```
./smgroup list -H myhost -p mypasswd -u root -- -n group_1
```

EXAMPLE 5 Renaming a group

The following renames a group from finance to accounting:

```
./smgroup modify -H myhost -p mypasswd -u root -- \
         -n finance -N accounting
```

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smgroup command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- Successful completion.
- 1 Invalid command syntax. A usage message displays.
- 2 An error occurred while executing the command. An error message displays.

FILES

The following files are used by the smgroup command:

/etc/group Group file. See group(4).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmga

SEE ALSO

smc(1M), group(4), attributes(5), environ(5)

smmaillist(1M)

NAME

smmaillist – manage email alias entries

SYNOPSIS

/usr/sadm/bin/smmaillist subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smmaillist command manages one or more email alias entries for the appropriate files in the local /etc files name service or a NIS or NIS+ name service.

subcommands

smmaillist *subcommands* are:

add Creates a new email alias definition and adds it to the appropriate

files. To add an entry, the administrator must have the solaris.admin.usermgr.write authorization.

delete Deletes an email alias entry. You can delete only one entry at a

time. To delete an entry, the administrator must have the solaris.admin.usermgr.write authorization. *Note:* You

cannot delete Postmaster or Mailer-Daemon aliases.

list Lists one or more email alias entries. To list an entry, the

administrator must have the solaris.admin.usermgr.read

authorization.

modify Modifies an email alias entry. To modify an entry, the

administrator must have the solaris.admin.usermgr.write

authorization.

OPTIONS

The smmaillist authentication arguments, <code>auth_args</code>, are derived from the <code>smc(1M)</code> arg set and are the same regardless of which subcommand you use. The <code>smmaillist</code> command requires the Solaris Management Console to be initialized for the command to succeed (see <code>smc(1M)</code>). After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid *auth_args* are -D, -H, -1, -p, -r, and -u; they are all optional. If no *auth_args* are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either -D or - -domain with the *domain* argument.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of *domain* is *type:/host_name/domain_name*, where *type* is nis, nisplus, dns, ldap, or file; *host_name* is the name of the machine that serves the domain; and *domain_name* is the name of the domain you want to manage. (*Note:* Do *not* use nis+ for nisplus.)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that

changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a port, the system connects to the default port, 898. If you do not specify host_name:port, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M) -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the role name. If you specify a role name but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - rolename *role_name*

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

For subcommand add:

-a address1 -a address2 . . . (Optional) Specifies the new email address. See

sendmail(1M).

-h (Optional) Displays the command's usage statement.

-n alias_name Specifies the name of the alias you want to add. See sendmail(1M).

For subcommand delete:

(Optional) Displays the command's usage statement. -h

-n alias_name Specifies the alias you want to delete.

For subcommand list:

smmaillist(1M)

-h (Optional) Displays the co	ommand's usage statement.
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-n alias_name (Optional) Specifies the name of the alias you want to display. If

you do not specify an alias, all aliases are listed.

■ For subcommand modify:

-a address1 -a address2 . . . (Optional) Specifies new email address(es) to replace

the existing one(s). See sendmail(1M).

-h (Optional) Displays the command's usage statement.

-n alias_name (Optional) Specifies the name of the alias you want

to modify.

-N new_alias_name Specifies the new alias name. Use only when

renaming an alias. See sendmail(1M).

EXAMPLES

EXAMPLE 1 Creating an alias

The following creates the coworkers alias and adds the following member list: bill@machine1, sue@machine2, and me@machine3 to the alias.

```
./smmaillist add -H myhost -p mypasswd -u root -- -n coworkers \
-a bill@machine1 -a sue@machine2 -a me@machine3
```

EXAMPLE 2 Deleting a mail alias

The following deletes the my alias alias:

```
./smmaillist delete -H myhost -p mypasswd -u root -- -n my_alias
```

EXAMPLE 3 Displaying members of a mail alias

The following displays the list of members belonging to the my alias alias:

```
./smmaillist list -H myhost -p mypasswd -u root -- -n my_alias
```

EXAMPLE 4 Displaying members of all mail aliases

The following displays the list of members belonging to all mail aliases:

```
./smmaillist list -H myhost -p mypasswd -u root --
```

EXAMPLE 5 Renaming a mail alias

The following renames the current name mail alias to new name:

```
./smmaillist modify -H myhost -p mypasswd -u root -- \
-n current_name -N new_name
```

EXAMPLE 6 Redefining an address list

The following changes the recipients of the alias my_alias to bill@machine1. Any previous recipients are deleted from the alias.

```
./smmaillist modify -H myhost -p mypasswd -u root -- \
-n my_alias -a bill@machinel
```

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smmaillist command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Invalid command syntax. A usage message displays.
- An error occurred while executing the command. An error message displays.

FILES

The following files are used by the smmaillist command:

 $\label{eq:continuous} \mbox{\sc Aliases for sendmail} (1M). See \\ \mbox{\sc aliases} (4).$

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmga

SEE ALSO

sendmail(1M), smc(1M), aliases(4), attributes(5), environ(5)

smmultiuser(1M)

NAME

smmultiuser – manage bulk operations on user accounts

SYNOPSIS

/usr/sadm/bin/smmultiuser subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smmultiuser command allows bulk operations on user entries in the local /etc filesystem or a NIS or NIS+ name service, using either an input file or piped input. *Note:* Both input files and piped input contain a cleartext (non-encrypted) password for each new user entry.

subcommands

smmultiuser subcommands are:

add Adds multiple user entries to the appropriate files. To add an

entry, the administrator must have the

solaris.admin.usermgr.write authorization.

delete Deletes one or more user entries from the appropriate files. To

delete an entry, the administrator must have the solaris.admin.usermgr.write authorization.

modify Modifies existing user entries in the user account database. To

modify an entry, the administrator must have the

solaris.admin.usermgr.write authorization. Here is the list of what can be modified using the modify subcommand:

- UserName (only under certain conditions; see Note 2 in NOTES).
- 2. Password (only under certain conditions; see Note 3 in NOTES). To modify a password, the administrator must have the solaris.admin.usermgr.pswd authorization.
- 3. Description.
- 4. Primary Group ID.
- 5. Shell type.
- 6. FullName.

OPTIONS

The smmultiuser authentication arguments, <code>auth_args</code>, are derived from the <code>smc(1M)</code> arg set and are the same regardless of which subcommand you use. The <code>smmultiuser</code> command requires the Solaris Management Console to be initialized for the command to succeed (see <code>smc(1M))</code>. After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid <code>auth_args</code> are -D, -H, -1, -p, -r, - -trust, and -u; they are all optional. If no <code>auth_args</code> are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either -D or - -domain.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of domain is type:/host_name/domain_name, where type is nis, nisplus, dns, ldap, or file; host name is the name of the machine that serves the domain; and domain name is the name of the domain you want to manage. (*Note*: Do *not* use nis+ for nisplus.)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a port, the system connects to the default port, 898. If you do not specify host_name:port, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M) -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - -password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - -rolename role name

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

Trusts all downloaded code implicitly. Use this option when running the terminal console non-interactively and you cannot let the console wait for user input.

If using piped input into any of the smmultiuser subcommands, it will now be necessary to use the - -trust option with the -L logfile option. See EXAMPLES.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

smmultiuser(1M)

■ For subcommand add:

-h (Optional) Displays the command's usage statement.

-i *input_file* Specifies the input file containing the user account information.

After the command is executed, the input file is removed. The input file must follow the /etc/passwd file format. If you do not specify the -i <code>input_file</code> option, you must include a <code>piped_input</code> operand immediately before the command. See EXAMPLES.

-L logfile (Optional) Specifies the full pathname to the text file that stores the

command's success/failure data. *Note:* This text file is an ASCII—formatted log file; it is different from and unrelated to the output of the normal logging mechanism that also occurs within

the Log Viewer tool. The -L *logfile* option is used to dump additional logging information to a text file.

■ For subcommand delete:

-h (Optional) Displays the command's usage statement.

-i *input_file* Specifies the input file containing the user account information.

After the command is executed, the input file is removed. The input file must follow the /etc/passwd file format. If you do not specify the -i *input_file* option, you must include a *piped_input* operand immediately before the command. See EXAMPLES.

-L *logfile* (Optional) Specifies the full pathname to the text file that stores the

command's success/failure data.

■ For subcommand modify:

-h (Optional) Displays the command's usage statement.

-i *input_file* Specifies the input file containing the user account information.

After the command is executed, the input file is removed. The input file must follow the /etc/passwd file format. If you do not specify the -i <code>input_file</code> option, you must include a <code>piped_input</code> operand immediately before the command. See EXAMPLES. *Note:* When modifying passwords, use the piped input, since it is more secure than keeping passwords in a file. See Note 1 in NOTES.

-L logfile (Optional) Specifies the full pathname to the text file that stores the

command's success/failure data.

OPERANDS | The following operands are supported:

piped_input You must include piped_input if you do not specify an input_file.

Include the piped input immediately before the command. The piped input must follow the /etc/passwd file format. See EXAMPLES. *Note:* Use the - -trust option when using piped input with the -L *logfile* option to avoid the user prompt from the Security Alert Manager, which normally asks the user whether the log file should be created. Without the - -trust option, the

piped input is improperly taken as the answer to the prompt before the user can answer "Y" or "N", and the logging operation will probably fail.

EXAMPLES

EXAMPLE 1 Creating multiple user accounts

The following reads in user account data from the /tmp/foo file and creates new user accounts on the local file system. The input file is formatted in the /etc/passwd format.

./smmultiuser add -H myhost -p mypasswd -u root -- -i /tmp/foo

EXAMPLE 2 Deleting multiple user accounts

The following reads in user account data from the /tmp/foo file and deletes the named user accounts from the local file system:

./smmultiuser delete -H myhost -p mypasswd -u root -- -i /tmp/foo

EXAMPLE 3 Creating a log file with piped input

The following example shows the use of the smc(1M) - -trust option that is required when creating a log file. It is applicable to the delete and modify subcommands also.

cat /tmp/users.txt | smmultiuser add --trust -- -L /tmp/mylog.txt

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smprofile command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- Successful completion.
- 1 Invalid command syntax. A usage message displays.
- 2 An error occurred while executing the command. An error message displays.

FILES

The following files are used by the smprofile command:

/etc/passwd Contains the file format to use for the <code>input_file</code> and <code>piped_input</code>. See <code>passwd(4)</code>.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmga

smmultiuser(1M)

SEE ALSO

smc(1M), passwd(4), attributes(5), environ(5)

NOTES

1. The file format used by both the add and modify subcommands is the /etc/passwd format. But there is an allowance for a mutated version of this file format that contains an extra field at the end of each line to be used for the Full Name. If the extra field is appended to the end of each line, it will be used for the Full Name value, but if it is omitted, it will be assumed that no FullName modification is being done. The extra field is separated with a colon (:), just like all the other fields.

Example of regulation /etc/passwd entry:

rick2:x:101:10:description1:/home/rick2:/bin/shExample of /etc/passwd
variant entry:

rick2:x:101:10:description1:/home/rick2:/bin/sh:Ricks fullname

- 2. The modifies are all done based on lookups of the user name in the user tables. If a user name can not be found in this lookup, a secondary check will be made to see if the uid *and* FullName can be found in the user tables. If they are both found, assume that a user rename has occurred. If neither can be found, assume that the user account does not exist and cannot be modified.
- 3. If no password is supplied, assume that there is no change to the password information. If a password is being changed, it should be supplied in cleartext as piped input, although this is not required. The password can be supplied in the input file also. Once read in, the password will be changed accordingly.

NAME

smosservice – manage OS services

SYNOPSIS

/usr/sadm/bin/smosservice subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smosservice command manages OS services.

smosservice *subcommands* are:

add Adds the specified OS services.delete Deletes the specified OS services.

list Either lists all the installed OS services for the server if you do not

specify a hostname, or lists the OS services for the specified

diskless client if you do specify a hostname.

patch Manages patches on all existing diskless clients. For example, you

can use this subcommand to initially establish a patch spool directory on an OS server. Then, you can apply the patch to the spool area, verifying the patch as needed. Once the patch exists in the spool area, you can apply the patch to the clone area. In addition, you can migrate the patched clone area to clients.

OPTIONS

The smosservice authentication arguments, *auth_args*, are derived from the smc(1M) arg set and are the same regardless of which subcommand you use. The smosservice command requires the Solaris Management Console to be initialized for the command to succeed (see smc(1M)). After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid <code>auth_args</code> are <code>-D</code>, <code>-H</code>, <code>-l</code>, <code>-p</code>, <code>-r</code>, and <code>-u</code>; they are all optional. If no <code>auth_args</code> are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either <code>-D</code> or <code>-domain</code>.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of *domain* is *type:/host_name/domain_name*, where *type* is nis, nis+, dns, ldap, or file; *host_name* is the name of the machine that serves the domain; and *domain_name* is the name of the domain you want to manage. (*Note:* Do *not* use nis+ for nisplus.)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

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-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a *port*, the system connects to the default port, 898. If you do not specify *host_name:port*, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M) -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - -password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - rolename role_name

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

- -

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

■ For subcommand add:

-h (Optional) Displays the command's usage statement.
-o os_server (Optional) Specifies the name of the host where the OS service filesystems reside. If this option is not specified, the host will be the same as that specified in the smc(1M) -D option. This option is useful in the event that the name service server and the OS server are not the same machine.

-x mediapath=*path* Specifies the full path to the Solaris CD image.

-x platform=platform Specifies the OS service to add. The instruction

architecture, machine class, OS, and version are

given in the form:

instruction_set.machine_class.Solaris_os_versionfor

example, sparc.sun4m.Solaris 8

-x cluster=cluster Specifies the Solaris cluster to install. For example,

SUNWCall.

-x locale=locale[locale, . . .] (Optional) Specifies the locales to install from the

specified cluster. A comma-delimited list of locales

can be specified.

■ For subcommand delete:

-h (Optional) Displays the command's usage statement.

-o os_server (Optional) Specifies the name of the host where the OS

service filesystems reside. If this option is not specified, the host will be the same as that specified in the smc(1M) -D option. This option is useful in the

event that the name service server and the OS server

are not the same machine.

-x rmplatform=*platform* Specifies the OS service to remove. The instruction

architecture, machine class, OS, and version are given

in the form:

instruction_set.machine_class.Solaris_os_versionfor
example, sparc.all.Solaris 8. Note: Only a

machine class of all is supported.

■ For subcommand list:

-h (Optional) Displays the command's usage statement.

-o os_server (Optional) Specifies the name of the host where the OS service

filesystems reside. If this option is not specified, the host will be the same as that specified in the smc(1M) -D option. This option is useful in the event that the name service server and the OS server

are not the same machine.

■ For subcommand patch:

-h

-a patch_directory/patch_ID Adds the specified patch, patch_ID, to the spool

directory. *patch_directory* specifies the source path of the patch to be spooled which includes the patchid

directory name. Patches are spooled to

/export/diskless/Patches/. If the patch being added obsoletes an existing patch in the spool, the obsolete patch is moved to the archive area, /export/diskless/Patches/Archive (to be restored if this new patch is ever removed).

(Optional) Displays the command's usage

statement.

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(Optional) Synchronizes spooled patches with -m offline copies of each diskless client OS service on the server. Spooled patches and applied patches are compared so that newly spooled patches can be installed and patches recently removed from the spool can be backed out. This option does not apply to patches directly to diskless client OS services or diskless clients; the -u option must be used to update the services and clients with the changes. Clients are not required to be down at this time, as all patching is done off line. Note: The server is fully available during this operation. - P Lists all currently spooled patches with an associated synopsis. The list is split up into sections

detailing the patches for each OS and architecture in this format:

```
Solaris os rell architecture1:
patchid Synopsis
patchid Synopsis
Solaris os rell architecture2:
patchid Synopsis
. . . . . .
```

-r patchid

Removes the specified patchid from the spool if it is not a requirement for any of the other patches in the spool. All archived patches that were obsoleted by the removed patch are restored to the spool.

-U

(Optional) Updates all diskless client OS services and diskless clients with any changes after synchronizing patches with the -m option. Clients must be brought down during this operation. Once execution has completed, each client should be booted again.

EXAMPLES

EXAMPLE 1 Creating a new OS service

The following command adds an OS service for Solaris 8 for the sun4u machine class where the OS server is *not* using a name service:

```
example% /usr/sadm/bin/smosservice add -- \
           -x mediapath=/net/imageserver/5.8/sparc \
            -x platform=sparc.sun4u.Solaris 8 \
            -x cluster=SUNWCXall -x locale=en US
```

The following command adds an OS service for Solaris 8 for the sun4u machine class where the OS server is using NIS, the NIS server is nisserver, the OS server is osserver, and the port to which you connect on osserver is 898:

```
example% /usr/sadm/bin/smosservice add -D nis:/nisserver/my.domain.com -- \
    -H osserver:898 -- \
    -x mediapath=/net/imageserver/5.8/sparc \
    -x platform=sparc.sun4u.Solaris_8 \
    -x cluster=SUNWCXall -x locale=en_US \
    -o osserver
```

In the preceding example, the OS service is placed in /export on osserver, while the hosts.byaddr, ethers, and bootparams maps are updated on the NIS server.

EXAMPLE 2 Deleting an OS service

The following command deletes the OS service for Solaris 8 for the sun4u machine class where the OS server is using NIS, the NIS server is nisserver, and the OS server is osserver:

```
example% /usr/sadm/bin/smosservice delete\
    -D nis:/nisserver/my.domain.com -- \
    -x rmplatform=sparc.all.Solaris_8 \
    -o osserver
```

EXAMPLE 3 Listing installed OS services

The following command lists the OS services installed on the machine, osserver:

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smosservice command. If this environment variable is not specified, the /usr/javal.2 location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Invalid command syntax. A usage message displays.
- 2 An error occurred while executing the command. An error message displays.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

smosservice(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdclnt

SEE ALSO

smc(1M), smdiskless(1M), attributes(5), environ(5)

NAME

| smprofile – manage profiles in the prof_attr and exec_attr databases

SYNOPSIS

/usr/sadm/bin/smprofile subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smprofile command manages one or more profiles in the prof_attr(4) or exec_attr(4) databases in the local /etc files name service or a NIS or NIS+ name service.

subcommands

smprofile subcommands are:

add Adds a new profile (right) to the prof attr(4) database. To add a

profile, the administrator must have the solaris.profmgr.write authorization.

delete Deletes a profile from the prof attr(4) database, deletes all

associated entries from the exec_attr(4) database, and deletes the assigned profile from the user attr(4) database. To delete a

profile, the administrator must have the solaris.profmgr.execattr.write and solaris.profmgr.write authorization.

list Lists one or more profiles from the prof_attr(4) or

exec attr(4) databases. To list a profile, the administrator must

have the solaris.profmgr.read authorization.

modify Modifies a profile in the prof attr(4) database. To modify a

profile, the administrator must have the solaris.profmgr.write authorization.

OPTIONS

The smprofile authentication arguments, $auth_args$, are derived from the smc(1M) arg set and are the same regardless of which subcommand you use. The smprofile command requires the Solaris Management Console to be initialized for the command to succeed (see smc(1M)). After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid <code>auth_args</code> are <code>-D</code>, <code>-H</code>, <code>-l</code>, <code>-p</code>, <code>-r</code>, and <code>-u</code>; they are all optional. If no <code>auth_args</code> are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either <code>-D</code> or <code>-domain</code> with the <code>domain</code> argument.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of *domain* is *type:/host_name/domain_name*, where *type* is nis, nisplus, dns, ldap, or file; *host_name* is the name of the machine that serves the domain; and *domain_name* is the name of the domain you want to manage. (*Note:* Do *not* use nis+ for nisplus.)

smprofile(1M)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a *port*, the system connects to the default port, 898. If you do not specify *host_name:port*, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M) -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - rolename role_name

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

- -

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

■ For subcommand add:

-a addauth1 -a addauth2...

(Optional) Specifies the authorization name(s) to add to the new profile. The administrator must have the solaris.profmgr.write authorization and must have the corresponding "grant" authorization. A "grant" authorization is one in which the lowest component of the authorization name is replaced by the word grant. For example, to grant some profile the solaris.role.write authorization, the administrator needs that authorization and also the

solaris.role.grant authorization. For more information on granting authorizations, see

auth attr(4).

-d *description* Specifies the description of the new profile.

-h (Optional) Displays the command's usage

statement.

-m html_help Specifies the HTML help file name for the new

profile. The help file name must be put in the /usr/lib/help/profiles/locale/C

directory.

-n *name* Specifies the name of the new profile.

-p addprof1 -p addprof2 . . . (Optional) Specifies the supplementary profile

name(s) to add to the new profile.

■ For subcommand delete:

-h (Optional) Displays the command's usage statement.

-n *name* Specifies the name of the profile you want to delete.

■ For subcommand list:

-h (Optional) Displays the command's usage statement.

-1 (Optional) Displays the detailed output for each profile

in a block of *key:value* pairs, followed by a blank line that delimits each profile block. Each *key:value* pair is displayed on a separate line. All the attributes associated with a profile from the prof_attr and exec_attr databases are displayed. If you do not specify this option, only the specified profile name(s) and associated profile description(s) are displayed.

-n name1 -n name2 . . . (Optional) Specifies the profile(s) that you want to

display. If you do not specify a profile name, all profiles

are displayed.

■ For subcommand modify:

-a addauth1 -a addauth2 . . . (Optional) Specifies the authorization name(s) to

add to the profile. The administrator must currently have been granted each of the specified authorizations and must have the ability to grant each of those authorizations to other users or roles. For more information on granting authorizations,

see auth attr(4).

-d description (Optional) Specifies the new description of the

profile.

smprofile(1M)

	-h	(Optional) Displays the command's usage statement.
	-m html_help	(Optional) Specifies the new HTML help file name of the profile. If you change this name, you must accordingly rename the help file name entered in the /usr/lib/help/profiles/locale/C directory.
	-n name	Specifies the name of the profile you want to modify.
	-р addprof1 -р addprof2	(Optional) Specifies the supplementary profile name(s) to add to the profile. The administrator must have the solaris.profmgr.assign authorization to add any profile and the solaris.profmgr.delegate authorization to add any profile that has been assigned to the authenticated user.
	-q delprof1 -q delprof2	(Optional) Specifies the supplementary profile name(s) to delete from the profile. The administrator must have the solaris.profmgr.assign authorization to delete any profile and the solaris.profmgr.delegate authorization to delete any profile that has been assigned to the authenticated user.
	-r delauth1 -r delauth2	(Optional) Specifies the authorization name(s) to delete from the profile. The administrator must have the solaris.profmgr.write authorization and must have the corresponding "grant" authorization. For more information about "grant" authorizations, see the -a option description for the add subcommand above.
Y	MDI F 1 Creating a new profile	

EXAMPLES

EXAMPLE 1 Creating a new profile

The following creates a new User Manager profile on the local file system. The new profile description is Manage users and groups, and the authorizations assigned are solaris.admin.usermgr.write and solaris.admin.usermgr.read. The supplementary profile assigned is Operator. The help file name is RtUserMgmt.html.

```
./smprofile add -H myhost -p mypasswd -u root -- -n "User Manager" \
-d "Manage users and groups" -a solaris.admin.usermgr.write \
-a solaris.admin.usermgr.read -p Operator -m RtUserMgmt.html
```

EXAMPLE 2 Deleting a profile

The following deletes the User Manager profile from the local file system:

```
./smprofile delete -H myhost -p mypasswd -u root -- -n "User Manager"
```

EXAMPLE 3 Listing all profiles

The following lists all profiles and their associated profile descriptions on the local file system.

```
./smprofile list -H myhost -p mypasswd -u root --
```

EXAMPLE 4 Modifying a profile

The following modifies the User Manager profile on the local file system. The new profile description is Manage world, the new authorization assignment is solaris.admin.usermgr.* authorizations, and the new supplementary profile assignment is All. (The -a option argument must be enclosed in double quotes when the wildcard character (*) is used.)

```
./smprofile modify -H myhost -p mypasswd -u root -- -n "User Manager" \
-d "Manage world" -a "solaris.admin.usermgr.*" -p All
```

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smprofile command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 Invalid command syntax. A usage message displays.
- 2 An error occurred while executing the command. An error message displays.

FILES

The following files are used by the smprofile command:

/etc/security/exec_attr	Execution profiles database. See exec_attr(4).
/etc/security/prof_attr	Profile description database. See prof_attr(4).
/etc/user_attr	Extended user attribute database. See

user attr(4).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

smprofile(1M)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmga

SEE ALSO

 $\verb|smc(1M)|, \verb|auth_attr(4)|, \verb|exec_attr(4)|, \verb|prof_attr(4)|, \verb|user_attr(4)|, \\ \verb|attributes(5)|, \verb|environ(5)|$

NAME |

smrole – manage roles and users in role accounts

SYNOPSIS

/usr/sadm/bin/smrole subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smrole command manages roles and adds or deletes users in role accounts.

subcommands

smrole *subcommands* are:

add	Adde a new role	entry To add an	entry, the adminis	trator must
auu	Adds a new role	e entry. To add an	entry, the adminis	strator must

have the solaris.role.write authorization.

delete Deletes one or more roles. To delete an entry, the administrator

must have the solaris.role.write authorization.

list Lists one or more roles. If you do not specify a role name, all roles

are listed. To list an entry, the administrator must have the

solaris.admin.usermgr.read authorization.

modify Adds or deletes users from a role account. To modify an entry, the

administrator must have the solaris.role.write

authorization.

OPTIONS

The smrole authentication arguments, <code>auth_args</code>, are derived from the <code>smc(1M)</code> arg set and are the same regardless of which subcommand you use. The <code>smrole</code> command requires the Solaris Management Console to be initialized for the command to succeed (see <code>smc(1M)</code>). After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid <code>auth_args</code> are <code>-D</code>, <code>-H</code>, <code>-l</code>, <code>-p</code>, <code>-r</code>, and <code>-u</code>; they are all optional. If no <code>auth_args</code> are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either <code>-D</code> or <code>-domain</code> with the <code>domain</code> argument.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of *domain* is *type:/host_name/domain_name*, where *type* is nis, nisplus, dns, ldap, or file; *host_name* is the name of the machine that serves the domain; and *domain_name* is the name of the domain you want to manage. (*Note:* Do *not* use nis+ for nisplus.)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a *port*, the system connects to the default port, 898. If you do not specify

<code>host_name:port</code>, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M) -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - -rolename role_name

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

■ For subcommand add:

-a adduser1 -a adduser2	(Optional) Specifies the user name(s) to add to the new role. The administrator must have the solaris.role.assign authorization.
-c comment	(Optional) Includes a short description of the role. Consists of a string of up to 256 printable characters, excluding the colon (:).
-d dir	(Optional) Specifies the home directory of the new role, limited to 1024 characters.
-F full_name	(Optional) Specifies the full, descriptive name of the role. The <i>full_name</i> must be unique within a domain, and can contain alphanumeric characters and spaces. If you use spaces, you must enclose the <i>full_name</i> in double quotes.
-G group1 -G group2	(Optional) Specifies the new role's supplementary group membership in the system group database

	with the character string names of one or more existing groups. <i>Note:</i> You cannot assign a primary
	group to a role. A role's primary group is always sysadmin (group 14).
-h	(Optional) Displays the command's usage statement.
-n rolename	Specifies the name of the role you want to create.
-р addprof1 -р addprof2	(Optional) Specifies the profile(s) to add to the role. To assign a profile to a role, the administrator must have the solaris.profmgr.assign or solaris.profmgr.delegate authorization.
- P password	(Optional) Specifies the role's password. The <i>password</i> can contain up to eight characters. If you do not specify a password, the system prompts you for one. To set the password, the administrator must have the solaris.admin.usermgr.pswd authorization. <i>Note:</i> When you specify a password using the -P option, you type the password in plain text. Specifying a password using this method introduces a security gap while the command is running. However, if you do not specify a password (and the system prompts you for one), the echo is turned off when you type in the password.
-s shell	(Optional) Specifies the full pathname of the program used as the role's shell on login. Valid entries are /bin/pfcsh (C shell), /bin/pfksh (Korn shell), and /bin/pfsh (Bourne shell), the default.
-u <i>uid</i>	(Optional) Specifies the ID of the role you want to add. If you do not specify this option, the system assigns the next available unique ID greater than 100.
-x autohome=Y N	(Optional) Sets the role's home directory. The home directory path in the password entry is set to /home/login name.
-x perm=home_perm	(Optional) Sets the permissions on the role's home directory. <i>perm</i> is interpreted as an octal number, and the default is 0775.
-x serv=homedir_server	(Optional) If -D is nis, nisplus, or ldap, use this option to specify the name of the server where the user's home directory resides. Users created in a

local scope must have their home directory server created on their local machines.

■ For subcommand delete:

-h (Optional) Displays the command's usage

statement.

-n rolename1 -n rolename2 . . . Specifies the name of the role(s) you want to

delete.

■ For subcommand list:

-h (Optional) Displays the command's usage statement.

-1 (Optional) Displays the output for each user in a block of *key:value* pairs (for example, user name:root), followed

by a blank line that delimits each user block. Each *key:value* pair is displayed on a separate line. The keys are:

autohome setup, comment, home directory, login shell, primary group, secondary groups, server,

user ID (UID), and user name.

-n role1 -n role2 . . . (Optional) Specifies the role(s) that you want to list. If you

do not specify a role name, all roles are listed.

■ For subcommand modify:

-d dir

-a adduser1 -a adduser2 . . . (Optional) Specifies the user name(s) to add to the

new role. The administrator must have the solaris.role.assign authorization, or must have the solaris.role.delegate authorization

and be a member of the role being modified.

-c *comment* (Optional) Includes a short description of the role.

Consists of a string of up to 256 printable characters, excluding the colon (:).

characters, exchange the colon (1).

role, limited to 1024 characters.

-F *full_name* (Optional) Specifies the full, descriptive name of the

role. The *full_name* must be unique within a domain, and can contain alphanumeric characters and spaces. If you use spaces, you must enclose the

(Optional) Specifies the home directory of the new

full_name in double quotes.

-G group1 -G group2 . . . (Optional) Specifies the new role's secondary group

membership in the system group database with the character string names of one or more existing groups. *Note:* You cannot assign a primary group to a role. A role's primary group is always sysadmin

(group 14).

-h	(Optional) Displays the command's usage statement.
-n rolename	Specifies the name of the role you want to modify.
-N new_rolename	(Optional) Specifies the new name of the role.
-р addprof1 -р addprof2	(Optional) Specifies the profile(s) to add to the role. To assign a profile to a role, the administrator must have the solaris.profmgr.assign or solaris.profmgr.delegate authorization.
- P password	(Optional) Specifies the role's password. The password can contain up to eight characters. To set the password, the administrator must have the solaris.admin.usermgr.pswd authorization. Note: When you specify a password, you type the password in plain text. Specifying a password using this method introduces a security gap while the command is running.
-q delprof1 -q delprof2	(Optional) Specifies the profile(s) to delete from the role.
-r deluser1 -r deluser2	(Optional) Specifies the user name(s) to delete from the role.
-s shell	(Optional) Specifies the full pathname of the program used as the role's shell on login. Valid entries are /bin/pfcsh (C shell), /bin/pfksh (Korn shell), and /bin/pfsh (Bourne shell), the default.
-× autohome=Y N	(Optional) Sets the role's home directory. The home directory path in the password entry is set to /home/login_name.
-x perm=home_perm	(Optional) Sets the permissions on the role's home directory. <i>perm</i> is interpreted as an octal number, and the default is 0775.

EXAMPLES

EXAMPLE 1 Creating a role account

The following creates the role1 account with a full name of Engineering Admin and a password of abc123 on the local file system, and assigns user1 and user2 to the role. This role has Name Service Security and Audit Review rights. The system assigns the next available unique UID greater than 100.

```
./smrole add -H myhost -p mypasswd -u root -- -n role1 \setminus
          -F "Engineering Admin" -P abc123 -a user1 -a user2 \
          -p "Name Service Security" -p "Audit Review"
```

EXAMPLE 2 Deleting role accounts

The following deletes the role1 and role2 accounts from the local file system.

```
./smrole delete -H myhost -p mypasswd -u root -- -n role1 -n role2
```

EXAMPLE 3 Listing role accounts

The following lists all role accounts on the local file system in summary form.

```
./smrole list -H myhost -p mypasswd -u root --
```

EXAMPLE 4 Modifying a role account

The following modifies the role1 account so the role defaults to the Korn shell, includes the user3 account, and does not include the user2 account.

```
./smrole modify -H myhost -p mypasswd -u root -- -n role1 \
         -s /bin/pfksh -a user3 -r user2
```

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA HOME environment variable, which affects the execution of the smrole command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- Successful completion. 0
- Invalid command syntax. A usage message displays. 1
- 2 An error occurred while executing the command. An error message displays.

FILES

The following files are used by the smrole command:

/etc/aliases Mail aliases. See aliases(4). /etc/auto home Automatic mount points. See

automount(1M).

/etc/group Group file. See group(4).

Password file. See passwd(4). /etc/passwd

/etc/security/policy.conf Configuration file for security policy. See

policy.conf(4).

/etc/shadow Shadow password file. See shadow(4). /etc/user attr Extended user attribute database. See

user attr(4).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWmga

SEE ALSO

 $\verb|automount(1M)|, \verb|smc(1M)|, \verb|aliases(4)|, \verb|group(4)|, \verb|passwd(4)|, \verb|policy.conf(4)|, \\ \verb|shadow(4)|, \verb|user_attr(4)|, \verb|attributes(5)|, environ(5)|$

smrsh(1M)

NAME |

smrsh – restricted shell for sendmail

SYNOPSIS

smrsh -c command

DESCRIPTION

The smrsh program is intended as a replacement for the sh command in the prog mailer in sendmail(1M) configuration files. The smrsh program sharply limits commands that can be run using the |program syntax of sendmail. This improves overall system security. smrsh limits the set of programs that a programmer can execute, even if sendmail runs a program without going through an alias or forward file.

Briefly, smrsh limits programs to be in the directory /var/adm/sm.bin, allowing system administrators to choose the set of acceptable commands. It also rejects any commands with the characters: , , <, >, | , ; , &, \$, \r (RETURN), or \n (NEWLINE) on the command line to prevent end run attacks.

Initial pathnames on programs are stripped, so forwarding to /usr/ucb/vacation, /usr/bin/vacation, /home/server/mydir/bin/vacation, and vacation all actually forward to/var/adm/sm.bin/vacation.

System administrators should be conservative about populating /var/adm/sm.bin. Reasonable additions are utilities such as vacation(1) and procmail. Never include any shell or shell-like program (for example, perl) in the sm.bin directory. This does not restrict the use of shell or perl scrips in the sm.bin directory (using the #! syntax); it simply disallows the execution of arbitrary programs.

OPTIONS

The following options are supported:

-c *command* Where *command* is a valid command, executes *command*.

FILES

/var/adm/sm.bin

directory for restricted programs

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE	TYPE	ATTRIBUTE VALUE
Availability		SUNWcsr, SUNWcsu

SEE ALSO

sendmail(1M),, attributes(5)

NAME

smuser - manage user entries

SYNOPSIS

/usr/sadm/bin/smuser subcommand [auth_args] - - [subcommand_args]

DESCRIPTION

The smuser command manages one or more user entries in the local /etc filesystem or a NIS or NIS+ target name service.

subcommands

smuser subcommands are:

add	Adds a new user entry to the appropriate files. You can use a
	template and input file instead of supplying the additional
	command line options. If you use a template and command line
	options, the command line options take precedence and override
	any conflicting template values. To add an entry, the administrator
	must have the solaris, admin, usermor, write authorization.

delete Deletes one or more user entries from the appropriate files. To

delete an entry, the administrator must have the

solaris.admin.usermgr.write authorization. *Note:* You cannot delete the system accounts with IDs less than 100, or 60001,

60002, or 65534.

list Lists one more user entries from the appropriate files. To list

entries, the administrator must have the

solaris.admin.usermgr.read authorization.

modify Modifies a user entry in the appropriate files. To modify an entry,

the administrator must have the

solaris.admin.usermgr.write authorization.

OPTIONS

The smuser authentication arguments, <code>auth_args</code>, are derived from the <code>smc(1M)</code> arg set and are the same regardless of which subcommand you use. The <code>smuser</code> command requires the Solaris Management Console to be initialized for the command to succeed (see <code>smc(1M))</code>. After rebooting the Solaris Management Console server, the first Solaris Management Console connection might time out, so you might need to retry the command.

The subcommand-specific options, *subcommand_args*, must come after the *auth_args* and must be separated from them by the - - option.

auth_args

The valid <code>auth_args</code> are <code>-D</code>, <code>-H</code>, <code>-l</code>, <code>-p</code>, <code>-r</code>, and <code>-u</code>; they are all optional. If no <code>auth_args</code> are specified, certain defaults will be assumed and the user may be prompted for additional information, such as a password for authentication purposes. These letter options can also be specified by their equivalent option words preceded by a double dash. For example, you can use either <code>-D</code> or <code>-domain</code> with the <code>domain</code> argument.

-D | - -domain domain

Specifies the default domain that you want to manage. The syntax of *domain* is *type:/host_name/domain_name*, where *type* is nis, nisplus, dns, ldap, or file; *host_name* is the name of the machine that serves the domain; and *domain_name* is the name of the domain you want to manage. (*Note:* Do *not* use nis+ for nisplus.)

smuser(1M)

If you do not specify this option, the Solaris Management Console assumes the file default domain on whatever server you choose to manage, meaning that changes are local to the server. Toolboxes can change the domain on a tool-by-tool basis; this option specifies the domain for all other tools.

-H | - -hostname host_name:port

Specifies the *host_name* and *port* to which you want to connect. If you do not specify a *port*, the system connects to the default port, 898. If you do not specify *host_name:port*, the Solaris Management Console connects to the local host on port 898. You may still have to choose a toolbox to load into the console. To override this behavior, use the smc(1M) -B option, or set your console preferences to load a "home toolbox" by default.

-1 | - -rolepassword role_password

Specifies the password for the *role_name*. If you specify a *role_name* but do not specify a *role_password*, the system prompts you to supply a *role_password*. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-p | - password password

Specifies the password for the *user_name*. If you do not specify a password, the system prompts you for one. Passwords specified on the command line can be seen by any user on the system, hence this option is considered insecure.

-r | - rolename role_name

Specifies a role name for authentication. If you do not specify this option, no role is assumed.

-u | - -username user_name

Specifies the user name for authentication. If you do not specify this option, the user identity running the console process is assumed.

- -

This option is required and must always follow the preceding options. If you do not enter the preceding options, you must still enter the - - option.

subcommand_args

Note: Descriptions and other arg options that contain white spaces must be enclosed in double quotes.

■ For subcommand add:

-c comment	(Optional) Includes a short description of the login, which is typically the user's name. Consists of a string of up to 256 printable characters, excluding the colon (:).
-d dir	(Optional) Specifies the home directory of the new user, limited to 1024 characters.
-e ddmmyyyy	(Optional) Specifies the expiration date for a login. After this date, no user can access this login. This option is useful for creating temporary logins. Specify a

	null value (" ") to indicate that the login is always valid. The administrator must have the solaris.admin.usermgr.pswd authorization.
-f inactive	(Optional) Specifies the maximum number of days allowed between uses of a login ID before that ID is declared invalid. Normal values are positive integers. Enter zero to indicate that the login account is always active.
-F full_name	(Optional) Specifies the full, descriptive name of the user. The <i>full_name</i> must be unique within a domain and can contain alphanumeric characters and spaces. If you use spaces, you must enclose the <i>full_name</i> in double quotes.
-g group	(Optional) Specifies the new user's primary group membership in the system group database with an existing group's integer ID.
-G group1 -G group2	(Optional) Specifies the new user's supplementary group membership in the system group database with the character string names of one or more existing groups. Duplicates of groups specified with the -g and -G options are ignored.
-h	(Optional) Displays the command's usage statement.
-n login	Specifies the new user's login name. The login name must be unique within a domain, contain 2–32 alphanumeric characters, begin with a letter, and contain at least one lowercase letter.
- P password	(Optional) Specifies up to an eight-character password assigned to the user account. <i>Note:</i> When you specify a password, you type the password in plain text. Specifying a password using this method introduces a security gap while the command is running. To set the password, the administrator must have the solaris.admin.usermgr.pswd authorization.
-s shell	(Optional) Specifies the full pathname (limited to 1024 characters) of the program used as the user's shell on login. Valid entries are a user-defined shell, /bin/csh (C shell), bin/ksh (Korn shell), and the default, /bin/sh (Bourne shell).
-t template	(Optional) Specifies a template, created using the User Manager tool, that contains a set of pre-defined user attributes. You may have entered a name service server in the template. However, when a user is actually

			added with this template, if a name service is unavailable, the user's local server will be used for both the Home Directory Server and Mail Server.
	-u <i>uid</i>		(Optional) Specifies the user ID of the user you want to add. If you do not specify this option, the system assigns the next available unique user ID greater than 100.
	-x autohome=Y	N	(Optional) Sets the home directory to automount if set to Y. The user's home directory path in the password entry is set to /home/login name.
	-x mail=mail_se	rver	(Optional) Specifies the host name of the user's mail server, and creates a mail file on the server. Users created in a local scope must have a mail server created on their local machines.
	-x perm=home_p	oerm	(Optional) Sets the permissions on the user's home directory. <i>perm</i> is interpreted as an octal number, and the default is 0775.
	-x pwmax=days		(Optional) Specifies the maximum number of days that the user's password is valid. The administrator must have the solaris.admin.usermgr.pswd authorization.
	-x pwmin=days		(Optional) Specifies the minimum number of days between user password changes. The administrator must have the solaris.admin.usermgr.pswd authorization.
	-x pwwarn=days	5	(Optional) Specifies the number of days relative to <i>pwmax</i> that the user is warned about password expiration prior to the password expiring. The administrator must have the solaris.admin.usermgr.pswd authorization.
	-x serv=homedir	_server	(Optional) Specifies the name of the server where the user's home directory resides. Users created in a local scope must have their home directory server created on their local machines.
■ For subcommand delete:		nd delete:	then local machines.
	-h	(Optional)	Displays the command's usage statement.
	-n login1	Specifies t	he login name of the user you want to delete.
	-n login2	(Optional) want to de	Specifies the additional login name(s) of the user(s) you elete.
-	For subcommand list:		
	-h	(Optional)	Displays the command's usage statement.

Displays the output for each user in a block of key:value pairs (for example, user name:root) followed by a blank line to delimit each user block. Each key:value pair is displayed on a separate line. The keys are: autohome setup, comment, days to warn, full name,home directory, home directory permissions, login shell, mail server, max days change, max days inactive, min days change, password expires, password type, primary group, rights, roles, secondary groups, server, user ID (UID), and user name.

-n *login1* Specifies the login name of the user you want to list.

-n *login2* . . . (Optional) Specifies the additional login name(s) of the user(s) you want to list.

■ For subcommand modify:

-e ddmmyyyy

-f inactive

-F full_name

-q group

-a addrole1 -a addrole2 . . . (Optional) Specifies the role(s) to add to the user account. To assign a role to a user, the administrator must have the solaris.role.assign authorization or must have the solaris.role.delegate authorization and be a member of each of the roles specified.

-c *comment* (Optional) Describes the changes you made to the user account. Consists of a string of up to 256 printable characters, excluding the colon (:).

-d *description* (Optional) Specifies the user's home directory, limited to 1024 characters.

(Optional) Specifies the expiration date for a login in a format appropriate to the locale. After this date, no user can access this login. This option is useful for creating temporary logins. Specify a null value (" ") to indicate that the login is always valid.

(Optional) Specifies the maximum number of days allowed between uses of a login ID before the ID is declared invalid. Normal values are positive integers. Specify zero to indicate that the login account is always active.

(Optional) Specifies the full, descriptive name of the user. The *full_name* must be unique within a domain and can contain alphanumeric characters and spaces. If you use spaces, you must enclose the *full_name* in double quotes.

(Optional) Specifies the new user's primary group membership in the system group database with an existing group's integer ID.

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smuser(1M)

-G group1 -G group2	(Optional) Specifies the new user's supplementary group membership in the system group database with the character string names of one or more existing groups. Duplicates of groups specified with the -g and -G options are ignored.
-h	(Optional) Displays the command's usage statement.
-n name	Specifies the user's current login name.
-N new_name	(Optional) Specifies the user's new login name. The login name must be unique within a domain, contain 2–32 alphanumeric characters, begin with a letter, and contain at least one lowercase letter.
-р addprof1 -р addprof2	(Optional) Specifies the profile(s) to add to the user account. To assign a profile to a user, the administrator must have the solaris.profmgr.assign or solaris.profmgr.delegate authorization.
-P password	(Optional) Specifies up to an eight-character password assigned to the user account.
	When you specify a password, you type the password in plain text. Specifying a password using this method introduces a security gap while the command is running.
- q delprof1 - q delprof2	(Optional) Specifies the profile(s) to delete from the user account.
-r delrole1 -r delrole2	(Optional) Specifies the role(s) to delete from the user account.
-s shell	(Optional) Specifies the full pathname (limited to 1024 characters) of the program used as the user's shell on login. Valid entries are a user-defined shell, /bin/csh (C shell), bin/ksh (Korn shell), and the default, /bin/sh (Bourne shell).l)
-x autohome=Y N	(Optional) Sets up the home directory to automount if set to Y. The user's home directory path in the password entry is set to /home/login name.
-x pwmax=days	(Optional) Specifies the maximum number of days that the user's password is valid.
-x pwmin=days	(Optional) Specifies the minimum number of days between password changes.
-x pwwarn=days	(Optional) Specifies the number of days relative to <i>pwmax</i> that the user is warned about password

expiration before the password expires.

EXAMPLES

EXAMPLE 1 Creating a new user account

The following creates a new user account on the local file system. The account name is user1, and the full name is Joe Smith. The comment field verifies that the account is for Joe Smith. The system will assign the next available user ID greater than 100 to this account. There is no password set for this account, so when Joe Smith logs in for the first time, he will be prompted to enter a password.

```
./smuser add -H myhost -p mypasswd -u root -- -F "Joe Smith" \
-n user1 -c "Joe's account"
```

EXAMPLE 2 Deleting a user account

The following deletes the user1 account from the local file system:

```
./smuser delete -H myhost -p mypasswd -u root -- -n user1
```

EXAMPLE 3 Listing all user accounts

The following lists all user accounts on the local file system in summary form:

```
./smuser list -H myhost -p mypasswd -u root --
```

EXAMPLE 4 Modifying a user account

The following modifies the user1 account to default to a Korn shell, and assigns the account to the qa group secondary group.

```
./smuser modify -H myhost -p mypasswd -u root -- -n user1 \
-s /bin/ksh -G qa group
```

ENVIRONMENT VARIABLES

See environ(5) for a description of the JAVA_HOME environment variable, which affects the execution of the smuser command. If this environment variable is not specified, the /usr/java location is used. See smc(1M).

EXIT STATUS

The following exit values are returned:

- O Successful completion.
- 1 Invalid command syntax. A usage message displays.
- 2 An error occurred while executing the command. An error message displays.

FILES

The following files are used by the smuser command:

```
/etc/aliases Mail aliases. See aliases(4).
```

smuser(1M)

/etc/auto_home Automatic mount points. See

automount(1M).

Group file. See group(4). /etc/group

/etc/passwd Password file. See passwd(4).

/etc/security/policy.conf Configuration file for security policy. See

policy.conf(4).

/etc/shadow Shadow password file. See shadow(4). /etc/user attr

Extended user attribute database. See

user_attr(4).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWmga

SEE ALSO

automount(1M), smc(1M), aliases(4), group(4), passwd(4), policy.conf(4), shadow(4), user attr(4), attributes(5), environ(5)

NAME |

snmpdx – Sun Solstice Enterprise Master Agent

SYNOPSIS

/usr/lib/snmp/snmpdx [-hy] [-a filename] [-c config-dir] [-d debug-level] [-i filename] [-m GROUP -m SPLIT] [-o filename] [-p port] [-r filename]

DESCRIPTION

The Master Agent, snmpdx, is the main component of Solstice Enterprise Agent technology. It runs as a daemon process and listens to User Datagram Protocol (UDP) port 161 for SNMP requests. The Master Agent also opens another port to receive SNMP trap notifications from various subagents. These traps are forwarded to various managers, as determined by the configuration file.

Upon invocation, snmpdx reads its various configuration files and takes appropriate actions by activating subagents, determining the subtree Object Identifier (OID) for various subagents, populating its own Management Information Bases (MIBs), and so forth. The Master Agent invokes subagents, registers subagents, sends requests to subagents, receives responses from subagents, and traps notifications from subagents.

OPTIONS

The following options are supported:

0 I	-		
- a filename	the Maste	e full path of the access control file used by r Agent. The default access control file is mp/conf/snmpdx.acl.	
-c config-dir	Master Ag	e full path of the directory containing the gent configuration files. The default directory snmp/conf.	
- d debug-level	various le	evels from 0 to 4 are supported, giving vels of debug information. The default is 0 ans no debug information is given.	
-h	Help. Prir	nt the command line usage.	
-i filename	This file c recovery a process II	Specify the full path of the enterprise-name OID map. This file contains the PID used by the Master Agent for recovery after a crash. It contains tuples of the UNIX process ID, port number, resource name, and agent name. The default file is /var/snmp/snmpdx.st.	
-m GROUP -m SPLIT	Specify th requests.	e mode to use for forwarding of SNMP	
	GROUP	Multiple variables can be included in each request from the Master Agent to the subagents. This results in, at mose, one send-request per agent.	
	SPLIT	Each variable in the incoming request results in one send-request to each subagent.	

snmpdx(1M)

The default is GROUP.

-o *filename* Specify the full path of the file containing the tuple

(enterprise-name, OID). For example, (Sun

Microsystems, 1.3.1.6.1.4.32). The Master Agent uses this file as a base for look-up in the trap-filtering and

forwarding process. The default file is /etc/snmp/conf/enterprises.oid.

-p *port* Specify the port number. The default port number is

161.

-r *filename* Specify the full path of the resource file to be used by

the Master Agent. This file stores information about the subagents that the Master Agent invokes and manages.

The default resource file is

/etc/snmp/conf/snmpdx.rsrc.

-y Set a recovery indicator to invoke the recovery module.

The recovery process discovers which subagents in the previous session are still active; those subagents not

active are re-spawned by the Master Agent.

FILES

/var/snmp/conf/enterprises.oid

Enterprise-name OID map

/var/snmp/conf/snmpdx.acl

Access control file

/var/snmp/conf/snmpdx.rsrc Resource configuration file

/var/snmp/snmpdx.st Master Agent status file

/var/snmp/mib/snmpdx.mib Master Agent MIB file

EXIT STATUS

The following error values are returned:

O Successful completion.

non-zero An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsasnm

SEE ALSO

snmpXdmid(1M), attributes(5)

NAME

snmpXdmid – Sun Solstice Enterprise SNMP-DMI mapper subagent

SYNOPSIS

/usr/lib/dmi/snmpXdmid -s hostname [-h] [-c config-dir] [-d debug-level]

DESCRIPTION

The snmpXdmid utility is a subagent in the Solstice Enterprise Agent Desktop Management Interface package. It maps the SNMP requests forwarded by the Master Agent (snmpdx(1M)) into one or more equivalent DMI requests. Further, it remaps the DMI response into SNMP response back to snmpdx. By default, snmpXdmid also forwards the DMI indications as SNMP traps to snmpdx. The feature is configurable and can be disabled by setting TRAP_FORWARD_TO_MAGENT=0 in the snmpXdmid configuration file, snmpXdmid.conf.

This subagent runs as a daemon in the system. The subagent uses a set of .MAP files located in /var/dmi/map to map the SNMP Object Identifier (OID) into a corresponding DMI component. The map files are generated using the MIF-to-MIB utility, miftomib. They are read by snmpXdmid when a corresponding MIF file gets registered with the DMI Service Provider (dmispd(1M)).

The snmpXdmid.conf file is used for configuration information. Each entry in the file consists of a keyword followed by an equal sign (=), followed by a parameter string. The keyword must begin in the first position. A line beginning with a pound sign (#) is treated as a comment and the subsequent characters on that line are ignored. The keywords currently supported are:

WARNING TIMESTAMP Indication subscription expiration, warning

time.

EXPIRATION TIMESTAMP Indication subscription expiration

timestamp.

FAILURE THRESHOLD DMISP retries before dropping indication

due to comm errors.

TRAP FORWARD TO MAGENT

0 Drop indication at the

subagent level.

non-zero Forward indications as

SNMP traps to snmpdx.

By default, the configuration file snmpXdmid.conf is located in the /etc/dmi/conf directory. You can specify an alternative directory with the -c option.

OPTIONS

The following options are supported:

-c config-dir Specify the directory where snmpXdmid.conf file is located.

-d debug-level Debug. Levels from 1 to 5 are supported, giving various levels of

debug information.

-h Help. Print the command line usage.

snmpXdmid(1M)

-s *hostname* Specify the host on which dmispd is running.

FILES /etc/dmi/conf/snmpXdmid.conf DMI mapper configuration file

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsadmi

SEE ALSO dmispd(1M), snmpdx(1M), attributes(5)

NAME |

snoop – capture and inspect network packets

SYNOPSIS

snoop [-aqrCDNPSvV] [-t [r | a | d]] [-c maxcount] [-d device] [-i filename] [-n filename] [-o filename] [-p first [, last]] [-s snaplen] [-x offset [, length]] [expression]

DESCRIPTION

snoop captures packets from the network and displays their contents. snoop uses both the network packet filter and streams buffer modules to provide efficient capture of packets from the network. Captured packets can be displayed as they are received, or saved to a file (which is RFC 1761–compliant) for later inspection.

snoop can display packets in a single-line summary form or in verbose multi-line forms. In summary form, only the data pertaining to the highest level protocol is displayed. For example, an NFS packet will have only NFS information displayed. The underlying RPC, UDP, IP, and ethernet frame information is suppressed but can be displayed if either of the verbose options are chosen.

List the code generated from the filter expression for

snoop requires an interactive interface.

OPTIONS

-C

	either the kernel packet filter, or snoop's own filter.
-D	Display number of packets dropped during capture on the summary line.
-N	Create an IP address-to-name file from a capture file. This must be set together with the -i option that names a capture file. The address-to-name file has the same name as the capture file with .names appended. This file records the IP address to hostname mapping at the capture site and increases the portability of the capture file. Generate a .names file if the capture file is to be analyzed elsewhere. Packets are not displayed when this flag is used.
-P	Capture packets in non-promiscuous mode. Only broadcast, multicast, or packets addressed to the host machine will be seen.
-S	Display size of the entire ethernet frame in bytes on the summary line.
-V	Verbose summary mode. This is halfway between summary mode and verbose mode in degree of verbosity. Instead of displaying just the summary line for the highest level protocol in a packet, it displays a summary line for each protocol layer in the packet. For instance, for an NFS packet it will display a line each for the ETHER, IP, UDP, RPC and NFS layers. Verbose summary mode output may be easily piped through grep to extract packets of interest. For example, to

snoop(1M)

	view only RPC summary lines, enter the following: example# snoop -i rpc.cap -V grep RPC
-a	Listen to packets on /dev/audio (warning: can be noisy).
-c maxcount	Quit after capturing <i>maxcount</i> packets. Otherwise keep capturing until there is no disk left or until interrupted with Control-C.
-d device	Receive packets from the network using the interface specified by <i>device</i> , for example, le0 or hme0. The program netstat(1M), when invoked with the -i flag, lists all the interfaces that a machine has. Normally, snoop will automatically choose the first non-loopback interface it finds.
-i filename	Display packets previously captured in <i>filename</i> . Without this option, snoop reads packets from the network interface. If a <i>filename</i> .names file is present, it is automatically loaded into the snoop IP address-to-name mapping table (See -N flag).
-n filename	Use <i>filename</i> as an IP address-to-name mapping table. This file must have the same format as the /etc/hosts file (IP address followed by the hostname).
-0 filename	Save captured packets in <i>filename</i> as they are captured. (This <i>filename</i> is referred to as the "capture file".) The format of the capture file is RFC 1761–compliant. During packet capture, a count of the number of packets saved in the file is displayed. If you wish just to count packets without saving to a file, name the file /dev/null.
-p first [, last]	Select one or more packets to be displayed from a capture file. The <i>first</i> packet in the file is packet number 1.
-d	When capturing network packets into a file, do not display the packet count. This can improve packet capturing performance.
-r	Do not resolve the IP address to the symbolic name. This prevents snoop from generating network traffic while capturing and displaying packets. However, if the -n option is used, and an address is found in the mapping file, its corresponding name will be used.
-s snaplen	Truncate each packet after <i>snaplen</i> bytes. Usually the whole packet is captured. This option is useful if only

certain packet header information is required. The packet truncation is done within the kernel giving better utilization of the streams packet buffer. This means less chance of dropped packets due to buffer overflow during periods of high traffic. It also saves disk space when capturing large traces to a capture file. To capture only IP headers (no options) use a *snaplen* of 34. For UDP use 42, and for TCP use 54. You can capture RPC headers with a *snaplen* of 80 bytes. NFS headers can be captured in 120 bytes.

-t[rlald]

Time-stamp presentation. Time-stamps are accurate to within 4 microseconds. The default is for times to be presented in d (delta) format (the time since receiving the previous packet). Option a (absolute) gives wall-clock time. Option \mathbf{r} (relative) gives time relative to the first packet displayed. This can be used with the $-\mathbf{p}$ option to display time relative to any selected packet.

- V

Verbose mode. Print packet headers in lots of detail. This display consumes many lines per packet and should be used only on selected packets.

-x offset [, length]

Display packet data in hexadecimal and ASCII format. The *offset* and *length* values select a portion of the packet to be displayed. To display the whole packet, use an *offset* of 0. If a *length* value is not provided, the rest of the packet is displayed.

OPERANDS

expression

Select packets either from the network or from a capture file. Only packets for which the expression is true will be selected. If no expression is provided it is assumed to be true.

Given a filter expression, snoop generates code for either the kernel packet filter or for its own internal filter. If capturing packets with the network interface, code for the kernel packet filter is generated. This filter is implemented as a streams module, upstream of the buffer module. The buffer module accumulates packets until it becomes full and passes the packets on to snoop. The kernel packet filter is very efficient, since it rejects unwanted packets in the kernel before they reach the packet buffer or snoop. The kernel packet filter has some limitations in its implementation; it is possible to construct filter expressions that it cannot handle. In this event, snoop tries to split the filter and do as much filtering in the kernel as possible. The remaining filtering is done by the packet filter for snoop. The -C flag can be used to view generated code for either the packet filter for the kernel or the packet filter for

snoop. If packets are read from a capture file using the -i option, only the packet filter for snoop is used.

A filter *expression* consists of a series of one or more boolean primitives that may be combined with boolean operators (AND, OR, and NOT). Normal precedence rules for boolean operators apply. Order of evaluation of these operators may be controlled with parentheses. Since parentheses and other filter expression characters are known to the shell, it is often necessary to enclose the filter expression in quotes. Refer to Example 2 for information about setting up more efficient filters.

The primitives are:

host hostname

True if the source or destination address is that of hostname. The *hostname* argument may be a literal address. The keyword host may be omitted if the name does not conflict with the name of another expression primitive. For example, "pinky" selects packets transmitted to or received from the host pinky, whereas "pinky and dinky" selects packets exchanged between hosts pinky AND dinky.

The type of address used depends on the primitive which precedes the host primitive. The possible qualifiers are "inet", "inet6", "ether", or none. These three primitives are discussed below. Having none of the primitives present is equivalent to "inet host hostname or inet6 host hostname". In other words, snoop tries to filter on all IP addresses associated with hostname.

inet or inet6

A qualifier that modifies the host primitive that follows. If it is *inet*, then snoop tries to filter on all IPv4 addresses returned from a name lookup. If it is *inet6*, snoop tries to filter on all IPv6 addresses returned from a name lookup.

ipaddr or etheraddr

Literal addresses, both IP dotted and ethernet colon are recognized. For example,

- "129.144.40.13" matches all packets with that IP;
- "2::9255:a00:20ff:fe73:6e35" matches all packets with that IPv6 address as source or destination;
- "8:0:20:f:b1:51" matches all packets with the ethernet address as source or destination.

An ethernet address beginning with a letter is interpreted as a hostname. To avoid this, prepend a zero when specifying the address. For example, if the ethernet address is "aa:0:45:23:52:44", then specify it by add a leading zero to make it "0aa:0:45:23:52:44".

from or src

A qualifier that modifies the following host, net, *ipaddr*, *etheraddr*, port or rpc primitive to match just the source address, port, or RPC reply.

to or dst

A qualifier that modifies the following host, net, *ipaddr*, *etheraddr*, port or rpc primitive to match just the destination address, port, or RPC call.

ether

A qualifier that modifies the following host primitive to resolve a name to an ethernet address. Normally, IP address matching is performed.

ethertype number

True if the ethernet type field has value *number*. Equivalent to "ether [12:2] = *number*".

ip, ip6, arp, rarp, pppoed, pppoes

True if the packet is of the appropriate ethertype.

pppoe

True if the ethertype of the packet is either pppoed or pppoes.

broadcast

True if the packet is a broadcast packet. Equivalent to "ether [2:4] = 0xffffffff".

multicast

True if the packet is a multicast packet. Equivalent to "ether[0] & 1 = 1".

apple

True if the packet is an Apple Ethertalk packet. Equivalent to "ethertype 0x809b or ethertype 0x803f".

decnet

True if the packet is a DECNET packet.

greater length

True if the packet is longer than *length*.

less length

True if the packet is shorter than *length*.

udp, tcp, icmp, icmp6, ah, esp

True if the IP or IPv6 protocol is of the appropriate type.

net net

True if either the IP source or destination address has a network number of *net*. The from or to qualifier may be used to select packets for which the network number occurs only in the source or destination address.

port port

True if either the source or destination port is *port*. The *port* may be either a port number or name from /etc/services. The tcp or udp primitives may be used to select TCP or UDP ports only. The from or to qualifier may be used to select packets for which the *port* occurs only as the source or destination.

rpc prog [, vers [, proc]]

True if the packet is an RPC call or reply packet for the protocol identified by *prog*. The *prog* may be either the name of an RPC protocol from /etc/rpc or a program number. The *vers* and proc may be used to further qualify the program *version* and *procedure* number, for example, "rpc nfs, 2, 0" selects all calls and replies for the NFS null procedure. The to or from qualifier may be used to select either call or reply packets only.

ldap

True if the packet is an LDAP packet on port 389.

gateway host

True if the packet used *host* as a gateway, that is, the ethernet source or destination address was for *host* but not the IP address. Equivalent to "ether host *host* and not host *host*".

nofrag

True if the packet is unfragmented or is the first in a series of IP fragments. Equivalent to "ip[6:2] & 0x1fff = 0".

expr relop expr

True if the relation holds, where *relop* is one of >, <, >=, <=, =, !=, and expr is an arithmetic expression composed of numbers, packet field selectors, the length primitive, and arithmetic operators +, -, *, &, |, ^, and %. The arithmetic operators within expr are evaluated before the relational operator and normal precedence rules apply between the arithmetic operators, such as multiplication before addition. Parentheses may be used to control the order of evaluation. To use the value of a field in the packet use the following syntax:

```
base[expr [: size ] ]
```

where expr evaluates the value of an offset into the packet from a base offset which may be ether, ip, udp, tcp, or icmp. The

size value specifies the size of the field. If not given, 1 is assumed. Other legal values are 2 and 4. For example,

```
ether[0] & 1 = 1
is equivalent to multicast
ether[2:4] = 0xfffffffff
is equivalent to broadcast.
ip[ip[0] & 0xf * 4 : 2] = 2049
is equivalent to udp[0:2] = 2049
ip[0] & 0xf > 5
selects IP packets with options.
ip[6:2] & 0x1fff = 0
eliminates IP fragments.
```

udp and ip[6:2]&0x1fff = 0 and udp[6:2] != 0

finds all packets with UDP checksums.

The length primitive may be used to obtain the length of the packet. For instance "length > 60" is equivalent to "greater 60", and "ether[length - 1]" obtains the value of the last byte in a packet.

and

Perform a logical AND operation between two boolean values. The AND operation is implied by the juxtaposition of two boolean expressions, for example "dinky pinky" is the same as "dinky AND pinky".

or or

Perform a logical OR operation between two boolean values. A comma may be used instead, for example, "dinky, pinky" is the same as "dinky OR pinky".

not or !

Perform a logical NOT operation on the following boolean value. This operator is evaluated before AND or OR.

slp

True if the packet is an SLP packet.

EXAMPLES

EXAMPLE 1 Using the snoop Command

Capture all packets and display them as they are received:

```
example# snoop
```

Capture packets with host funky as either the source or destination and display them as they are received:

```
example# snoop funky
```

Capture packets between funky and pinky and save them to a file. Then inspect the packets using times (in seconds) relative to the first captured packet:

```
example# snoop -o cap funky pinky example# snoop -i cap -t r | more
```

To look at selected packets in another capture file:

```
        example# snoop
        -i pkts -p 99,108

        99
        0.0027
        boutique -> sunroof
        NFS C GETATTR FH=8E6C

        100
        0.0046
        sunroof -> boutique
        NFS R GETATTR OK

        101
        0.0080
        boutique -> sunroof
        NFS C RENAME FH=8E6C MTra00192 to .nfs08

        102
        0.0102
        marmot -> viper
        NFS C LOOKUP FH=561E screen.r.13.i386

        103
        0.0072
        viper -> marmot
        NFS R LOOKUP No such file or directory

        104
        0.0085
        bugbomb -> sunroof
        RLOGIN C PORT=1023 h

        105
        0.0005
        kandinsky -> sparky
        RSTAT C Get Statistics

        106
        0.0004
        beeblebrox -> sunroof
        NFS C GETATTR FH=0307

        107
        0.0021
        sparky -> kandinsky
        RSTAT R

        108
        0.0073
        office -> jeremiah
        NFS C READ FH=2584 at 40960 for 8192
```

To look at packet 101 in more detail:

```
example# snoop -i pkts -v -p101
ETHER: ---- Ether Header ----
ETHER:
ETHER: Packet 101 arrived at 16:09:53.59
ETHER: Packet size = 210 bytes
ETHER: Destination = 8:0:20:1:3d:94, Sun
ETHER: Source = 8:0:69:1:5f:e, Silicon Graphics
ETHER: Ethertype = 0800 (IP)
ETHER:
IP:
    ---- IP Header -----
IP:
IP: Version = 4, header length = 20 bytes
IP: Type of service = 00
IP:
         ..0. .... = routine
IP:
           ...0 .... = normal delay
IP:
           .... 0... = normal throughput
IP:
           .... .0.. = normal reliability
IP: Total length = 196 bytes
IP: Identification 19846
IP:
     Flags = 0X
IP:
     .0.. .... = may fragment
TP.
     ..0. .... = more fragments
IP:
    Fragment offset = 0 bytes
IP:
    Time to live = 255 seconds/hops
```

EXAMPLE 1 Using the snoop Command (Continued)

```
IP: Protocol = 17 (UDP)
IP: Header checksum = 18DC
IP: Source address = 129.144.40.222, boutique
IP: Destination address = 129.144.40.200, sunroof
IP:
UDP: ---- UDP Header ----
UDP:
UDP: Source port = 1023
UDP: Destination port = 2049 (Sun RPC)
UDP: Length = 176
UDP: Checksum = 0
UDP:
RPC: ---- SUN RPC Header -----
RPC:
RPC: Transaction id = 665905
RPC: Type = 0 (Call)
RPC: RPC version = 2
RPC: Program = 100003 (NFS), version = 2, procedure = 1
RPC: Credentials: Flavor = 1 (Unix), len = 32 bytes
RPC:
       Time = 06-Mar-90 07:26:58
       Hostname = boutique
RPC.
RPC: Uid = 0, Gid = 1
RPC:
      Groups = 1
RPC: Verifier : Flavor = 0 (None), len = 0 bytes
RPC:
NFS: ---- SUN NFS ----
NFS.
NFS: Proc = 11 (Rename)
NFS: File handle = 00001643000000100080000305A1C47
NFS:
                   597A0000000800002046314AFC450000
NFS: File name = MTra00192
NFS: File handle = 00001643000000100080000305A1C47
NFS:
                  597A0000000800002046314AFC450000
NFS: File name = .nfs08
NFS:
```

To view just the NFS packets between sunroof and boutique:

To save these packets to a new capture file:

```
example# snoop -i pkts -o pkts.nfs rpc nfs sunroof boutique
```

To view encapsulated packets, there will be an indicator of encapsulation:

```
example# snoop ip-in-ip
sunroof -> boutique ICMP Echo request (1 encap)
```

If -V is used on an encapsulated packet:

snoop(1M)

EXAMPLE 1 Using the snoop Command (Continued)

```
example# snoop -V ip-in-ip
sunroof -> boutique ETHER Type=0800 (IP), size = 118 bytes
sunroof -> boutique IP D=129.144.40.222 S=129.144.40.200 LEN=104, ID=27497
sunroof -> boutique IP D=10.1.1.2 S=10.1.1.1 LEN=84, ID=27497
sunroof -> boutique ICMP Echo request
```

EXAMPLE 2 Setting Up A More Efficient Filter

To set up a more efficient filter, the following filters should be used toward the end of the expression, so that the first part of the expression can be set up in the kernel: greater, less, port, rpc, nofrag, and relop. The presence of OR makes it difficult to split the filtering when using these primitives that cannot be set in the kernel. Instead, use parentheses to enforce the primitives that should be OR'd.

To capture packets between funky and pinky of type tcp or udp on port 80:

```
example# snoop funky and pinky and port 80 and tcp or udp
```

Since the primitive port cannot be handled by the kernel filter, and there is also an OR in the expression, a more efficient way to filter is to move the OR to the end of the expression and to use parentheses to enforce the OR between top and udp:

example# snoop funky and pinky and (tcp or udp) and port 80

EXIT STATUS

0 Successful completion.

1 An error occurred.

FILES

/dev/audio Symbolic link to the system's primary audio device.

/dev/null The null file.

/etc/hosts Host name database.

/etc/rpc RPC program number data base.

/etc/services Internet services and aliases.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

netstat(1M), hosts(4), rpc(4), services(4), attributes(5), audio(7I), bufmod(7M), dlpi(7P), le(7D), pfmod(7M), tun(7M)

Callaghan, B. and Gilligan, R. *RFC 1761, Snoop Version 2 Packet Capture File Format.* Network Working Group. February 1995.

WARNINGS

The processing overhead is much higher for realtime packet interpretation. Consequently, the packet drop count may be higher. For more reliable capture, output raw packets to a file using the -o option and analyze the packets off-line.

Unfiltered packet capture imposes a heavy processing load on the host computer, particularly if the captured packets are interpreted realtime. This processing load further increases if verbose options are used. Since heavy use of snoop may deny computing resources to other processes, it should not be used on production servers. Heavy use of snoop should be restricted to a dedicated computer.

snoop does not reassemble IP fragments. Interpretation of higher level protocol halts at the end of the first IP fragment.

snoop may generate extra packets as a side-effect of its use. For example it may use a network name service (NIS or NIS+) to convert IP addresses to host names for display. Capturing into a file for later display can be used to postpone the address-to-name mapping until after the capture session is complete. Capturing into an NFS-mounted file may also generate extra packets.

Setting the snaplen (-s option) to small values may remove header information that is needed to interpret higher level protocols. The exact cutoff value depends on the network and protocols being used. For NFS Version 2 traffic using UDP on 10 Mb/s ethernet, do not set snaplen less than 150 bytes. For NFS Version 3 traffic using TCP on 100 Mb/s ethernet, snaplen should be 250 bytes or more.

snoop requires information from an RPC request to fully interpret an RPC reply. If an RPC reply in a capture file or packet range does not have a request preceding it, then only the RPC reply header will be displayed.

soconfig(1M)

NAME

soconfig – configure transport providers for use by sockets

SYNOPSIS

/sbin/soconfig -f file

/sbin/soconfig family type protocol [path]

DESCRIPTION

The soconfig utility configures the transport provider driver for use with sockets. It specifies how the family, type, and protocol parameters in the socket(3SOCKET) call are mapped to the name of a transport provider such as /dev/tcp. This utility can be used to add an additional mapping or remove a previous mapping.

The init(1M) utility uses soconfig with the sock2path(4) file during the booting sequence.

OPTIONS

The following options are supported:

-£ file

Set up the soconfig configuration for each driver according to the information stored in file. A soconfig file consists of lines of at least the first three fields listed below, separated by spaces:

family type protocol path

These fields are described in the OPERANDS section below.

An example of file can be found in the EXAMPLES section below.

OPERANDS

The following operands are supported:

family The protocol family as listed in the

/usr/include/sys/socket.h file, expressed as an integer.

type The socket type as listed in the /usr/include/sys/socket.h

file, expressed as an integer.

protocol The protocol number as specified in the family-specific include

file, expressed as an integer. For example, for AF_INET this number is specified in /usr/include/netinet/in.h. An unspecified protocol number is denoted with the value zero.

path The string that specifies the path name of the device that

corresponds to the transport provider. If this parameter is specified, the configuration will be added for the specified family,

type, and protocol. If this parameter is not specified, the

configuration will be removed.

EXAMPLES

EXAMPLE 1 Using soconfig

The following example sets up /dev/tcp for family AF_INET and type SOCK STREAM:

example# soconfig 2 2 0 /dev/tcp

EXAMPLE 1 Using soconfig (Continued)

The following is a sample file used with the -f option. Comment lines begin with a number sign (#):

#	Family 2	Type 2	Protocol 0	Path /dev/tcp
	2	2	6	/dev/tcp
	2	1	0	/dev/udp
	2	1	17	/dev/udp
	1	2	0	/dev/ticotsord
	1	1	0	/dev/ticlts
	2	4	0	/dev/rawip

FILES

/etc/sock2path

file containing mappings from sockets to transport providers

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

init(1M),,sock2path(4),attributes(5)

Network Interface Guide

soladdapp(1M)

NAME | soladdapp – add an application to the Solstice application registry

SYNOPSIS /usr/snadm/bin/soladdapp [-r registry] -n name -i icon -e executable [args]

DESCRIPTION soladdapp adds an application to the Solstice application registry. After it is added, the application is displayed in the Solstice Launcher main window (see

solstice(1M)).

OPTIONS -r *registry* Define the full path name of the Solstice registry file.

-n name Define the name of the tool to be registered.
 -i icon Define the full path name of the tool icon.
 -e executable Define the full path name of the tool.

args Specify any arguments to use with the tool.

When executed without options, soladdapp uses

/opt/SUNWadm/etc/.solstice registry (the default registry path).

RETURN VALUES

- 0 on success
- 1 on failure
- 2 if the registry is locked
- 3 if the entry is a duplicate.

EXAMPLES

EXAMPLE 1 A sample display of the soladdapp command.

The following adds an application called Disk Manager to the Solstice application registry for display in the Solstice Launcher main window.

soladdapp -r /opt/SUNWadm/etc/.solstice_registry -n "Disk Manager"
-i /opt/SUNWdsk/etc/diskmgr.xpm -e /opt/SUNWdsk/bin/diskmgr

FILES

/opt/SUNWadm/etc/.solstice_registry
The default registry path.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsadml

SEE ALSO

soldelapp(1M), solstice(1M), attributes(5)

NOTES

Globally registered applications are used by local and remote users sharing the software in a particular /opt directory. They can be added only using soladdapp.

NAME

soldelapp – remove an application from the Solstice application registry

SYNOPSIS

/usr/snadm/bin/soldelapp [-r registry] -n name

DESCRIPTION

soldelapp removes an application from the Solstice application registry. After removal, the application is no longer displayed in the Solstice Launcher main window (see solstice(1M)).

OPTIONS

-r *registry* Define the full path name of the Solstice registry file.

-n *name* Define the name of the tool to be removed.

When executed without options, soldelapp uses /opt/SUNWadm/etc/.solstice registry (the default registry path).

RETURN VALUES

- 0 on success
- 1 on failure
- 2 if the registry is locked
- 3 if *name* is not found in the registry
- 4 if the named registry or default registry is not found

EXAMPLES

EXAMPLE 1 A sample display of the soldelapp command.

The following removes an application called Disk Manager from the Solstice application registry and the Solstice Launcher main window.

soldelapp -r /opt/SUNWadm/etc/.solstice registry -n "Disk Manager"

FILES

/opt/SUNWadm/etc/.solstice_registry
The default registry file.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsadml

SEE ALSO

soladdapp(1M), solstice(1M), attributes(5)

NOTES

Globally registered applications are used by local and remote users sharing the software in a particular /opt directory. They can be removed only using soldelapp.

solstice(1M)

NAME

solstice – access system administration tools with a graphical user interface

SYNOPSIS

/bin/solstice

DESCRIPTION

solstice used on a system presents the Solstice Launcher, a graphical user interface that provides access to the Solstice AdminSuite product family of system administration tools. The tools that appear in the launcher depend on what Solstice products you installed on your system.

Help is available by using the Help button.

USAGE

The Solstice Launcher allows you to do the following tasks:

Launch applications

Use the Solstice Launcher to launch system administration tools.

Register applications

Use the Solstice Launcher to add and register applications locally with the launcher.

Remove applications

Use the Solstice Launcher to remove locally registered applications.

Customize application properties

Use the Solstice Launcher to show, hide, or remove applications in the launcher, reorder the icons, change the launcher window width, modify applications properties, and add applications.

FILES

/\$HOME/.solstice_registry Local registry information.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsadml

SEE ALSO

soladdapp(1M), soldelapp(1M), attributes(5)

NOTES

The Solstice Launcher adds or removes local applications that are private to the user (not local to the system) only. The properties of globally registered applications that are used by local and remote users sharing the software from a particular /opt directory cannot be modified from the Solstice Launcher. To register global applications for use by local and remote users, use the soladdapp(1M) command. To remove globally registered applications, use the soldelapp(1M) command.

NAME |

sppptun – PPP tunneling driver utility

SYNOPSIS

sppptun plumb

sppptun plumb protocol device

sppptun unplumb interface

sppptun query

DESCRIPTION

The sppptun utility is used to configure and query the Solaris PPP tunneling device driver, /dev/sppptun. Currently, only PPP over Ethernet (PPPoE) is supported, so the plumb and unplumb arguments are used to specify Ethernet interfaces that are to be used for PPPoE, and the query option lists the plumbed interfaces.

The use of sppptun to add interfaces is similar to the use of ifconfig(1M) to add interfaces to IP. The plumbing is done once for each interface, preferably at system start-up time, and is not normally manipulated on a running system. If multiple instances of PPP are run over a single interface, they share the plumbing to that interface. Plumbing for each session is not required (and not possible for PPPoE).

The proper way to plumb interfaces for PPPoE is to list the interfaces, one per line, in the /etc/ppp/pppoe.if file.

USAGE

sppptun plumb

When specified with no additional arguments, the plumb argument lists the protocols that are supported by the utility. These are the strings that are used as the *protocol* argument below.

sppptun plumb protocol device

This plumbs a new interface into the driver. The *protocol* parameter is pppoe for the PPP-carrying "Session Stage" connection or pppoed for the PPPoE "Discovery Stage" connection. Both connections must be present for each Ethernet interface that is to be used for PPPoE. The *device* parameter is the path name of the Ethernet interface to use (use ifconfig(1M) to list available devices). If the path begins with /dev/, then this portion may be omitted.

sppptun unplumb interface

This removes an existing interface from the driver and terminates any PPP sessions that were using the interface. The *interface* parameter is the name of the interface as reported when the interface was plumbed.

sppptun query

Displays the canonical names of all interfaces plumbed into the /dev/sppptun device driver.

EXAMPLES

EXAMPLE 1 Setting up to Use PPPoE on hme0

Plumb the hme0 interface.

sppptun(1M)

EXAMPLE 1 Setting up to Use PPPoE on hme0 (Continued)

sppptun plumb pppoed hme0
hme0:pppoed
sppptun plumb pppoe hme0
hme0:pppoe

Remove the hme0 interface.

sppptun unplumb hme0:pppoed
sppptun unplumb hme0:pppoe

EXAMPLE 2 Script to Remove All Plumbed Interfaces

EXIT STATUS

The following exit values are returned:

0 Successful completion.

1 One or more errors occurred.

FILES

/etc/ppp/pppoe.if list of Ethernet interfaces to be plumbed at boot time

/usr/sbin/sppptun executable command

/dev/sppptun Solaris PPP tunneling device driver

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availabilit	у	SUNWpppdt

SEE ALSO

pppd(1M), pppoec(1M), pppoed(1M)

RFC 2516, Method for Transmitting PPP Over Ethernet (PPPoE), Mamakos et al, February 1999

NAME |

spray – spray packets

SYNOPSIS

/usr/sbin/spray [-c count] [-d delay] [-l length] [-t nettype] host

DESCRIPTION

spray sends a one-way stream of packets to *host* using RPC, and reports how many were received, as well as the transfer rate. The *host* argument can be either a name or an Internet address.

spray is not useful as a networking benchmark, as it uses unreliable connectionless transports, UDP for example. spray can report a large number of packets dropped when the drops were caused by spray sending packets faster than they can be buffered locally, that is, before the packets get to the network medium.

OPTIONS

-c *count* Specify how many packets to send. The default value of *count* is the number of packets required to make the total stream size

100000 bytes.

-d delay Specify how many microseconds to pause between sending each

packet. The default is 0.

-1 *length* The *length* parameter is the numbers of bytes in the Ethernet

packet that holds the RPC call message. Since the data is encoded using XDR, and XDR only deals with 32 bit quantities, not all values of *length* are possible, and spray rounds up to the nearest possible value. When *length* is greater than 1514, then the RPC call can no longer be encapsulated in one Ethernet packet, so the *length* field no longer has a simple correspondence to Ethernet packet size. The default value of *length* is 86 bytes, the size of the RPC

and UDP headers.

-t nettype Specify class of transports. Defaults to netpath. See rpc(3NSL)

for a description of supported classes.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

rpc(3NSL), attributes(5)

ssaadm(1M)

NAME |

 $ssaadm-administration\ program\ for\ SPARCstorage\ Array\ and\ SPARCstorage\ RSM\ disk\ systems$

SYNOPSIS

ssaadm [-v] [-e] subcommand [subcommand_option...] | pathname...

DESCRIPTION

The ssaadm program is an administrative command that manages the SPARCstorage Array and SPARCstorage RSM disk systems (henceforth called SPARCstorage systems). ssaadm performs a variety of control and query tasks depending on the command line arguments and options used.

The command line must contain a *subcommand* (listed under USAGE) and at least one *pathname*. Commands specific to either a SPARCstorage Array or a SPARCstorage RSM state that fact. It may also contain options and other parameters depending on the subcommand. The subcommand is applied to each of the pathnames on the command line.

pathname specifies the SPARCstorage system controller or a disk in the SPARCstorage system. The controller name is specified by its physical name, for example,

```
/devices/.../.../SUNW,soc@3,0/SUNW,
    pln@axxxxxxx,xxxxxxxx:ctlr
```

or by a name of the form

cN

where N is the logical controller number. ssaadm uses the cN name to find an entry in the /dev/rdsk directory of a disk that is attached to the SPARCstorage system controller. The /dev/rdsk entry is then used to determine the physical name of the SPARCstorage system controller. A disk in the SPARCstorage system is specified by its logical or physical device name, for example,

```
/dev/rdsk/c1t0d0s2

or
/devices/.../.../SUNW,soc@3,0/SUNW,
    pln@axxxxxxx,xxxxxxx/ssd@0,0:c,raw
```

See disks(1M) for more information on logical names for disks and controllers.

OPTIONS

The following options are supported:

 - e Expert mode. This is required for the expert mode subcommands listed below.

-v Verbose mode.

Subcommands and their options are described below. Expert mode subcommands are listed separately.

OPERANDS

The following operands are supported:

pathname The SPARCstorage system controller or a disk in the

SPARCstorage system.

Subcommands

display [-p] pathname . . .

Display configuration information for the specified units or display performance information for the specified SPARCstorage Array controller. If pathname specifies the controller, the configuration information is displayed for all disks in the SPARCstorage Array. For each drive that has fast write enabled, (FW) are displayed after the drive identification.

Display performance information for the specified SPARCstorage Array controller. The accumulation of the performance statistics must be enabled using the perf statistics subcommand before displaying the performance information. If not enabled, all of the I/Os per second are displayed as zeros.

The performance display reports the following information:

How busy the controller in the SPARCstorage Array is, expressed as a percentage.

The total I/Os per second for the SPARCstorage Array.

entries for each disk

The total number of I/Os per second.

download -f filename pathname download -w wwn pathname

Download an image to the SPARCstorage Array controller.

Download the prom image specified by filename to the SPARCstorage Array controller FEPROMs. When the download is complete, the SPARCstorage Array must be reset in order to use the downloaded code. Note that the download subcommand modifies the FEPROM on the SPARCstorage Array and should be used with caution.

Change the SPARCstorage Array controller's World Wide Name. wwn is a 12 digit hex number, leading zeros required. The new SPARCstorage Array controller's image have the least significant 6 bytes of the 8-byte World Wide Name modified to wwn.

```
fast write [-s] -c pathname
fast write [-s] -d pathname
```

fast write [-s] -e pathname

Enable or disable the use of the NVRAM to enhance the performance of writes in the SPARCstorage Array. *pathname* may refer to the SPARCstorage Array controller or to an individual disk.

-c Enable fast writes for synchronous writes only.

-d

Disable fast writes.

-e

Enable fast writes.

- s

Save the state that is currently being requested so it persists across power-cycles.

```
fc s download[-ffcode-file]
```

Download the fcode contained in the file *fcode-file* into *all* the FC/S Sbus Cards. This subcommand is interactive and expects user confirmation before downloading the fcode. When invoked without the [-f *fcode-file*] option, the current version of the fcode in each FC/S Sbus card is printed. Note that the fc_s_download subcommand should be used *only in single-user mode*; otherwise the FC/S card could be reset.

```
insert device pathname
```

Guide user through hot insertion of a disk device.

This subcommand only applies to the RSM. See NOTES for hot plugging limitations.

```
perf_statistics -d pathname
perf statistics -e pathname
```

Enable or disable the accumulation of performance statistics for the specified SPARCstorage Array controller. The accumulation of performance statistics must be enabled before using the display -p subcommand. This subcommand can be issued only to the SPARCstorage Array controller.

-d

Disable the accumulation of performance statistics.

-e

Enable the accumulation of performance statistics.

purge pathname

Purge any fast write data from NVRAM for one disk, or all disks if the controller is specified. This option should be used with caution, usually only when a drive has failed.

release pathname

Release a reservation held on the specified controllers or disks. When HA (High_Availability) Software is running on a system, do not use this subcommand to release a disk on an SSA. Doing so could cause problems for the HA software.

remove device pathname

Guide user through hot removal of a disk device.

This subcommand only applies to the RSM. See NOTES for hot plugging limitations.

replace device pathname

Guide user through hot replacement of a disk device.

This subcommand only applies to the RSM. See NOTES for hot plugging limitations.

reserve pathname

Reserve the specified controllers or disks for exclusive use by the issuing host. When HA (High_Availability) Software is running on a system, do not use this subcommand to reserve a disk on an SSA. Doing so could cause problems for the HA software.

set boot dev [-y] pathname

Set the boot-device variable in the PROM to the physical device name specified by *pathname* which can be a block special device or the pathname of the directory on which the boot file system is mounted. This subcommand normally runs interactively and requests confirmation for setting the default boot device in the PROM. The -y option can be used to run it in non-interactive mode, in which case no confirmation is requested or required.

start [-t tray-number] pathname

Spin up the specified disks. If *pathname* specifies the controller, this action applies to all disks in the SPARCstorage Array.

-t

Spin up all disks in the tray specified by *tray-number*. *pathname* must specify the controller.

stop [-t tray-number] pathname

Spin down the specified disks. If *pathname* specifies the controller, this action applies to all disks in the SPARCstorage Array.

-t

Spin down all disks in the tray specified by *tray-number*. *pathname* must specify the controller.

sync_cache pathname

Flush all outstanding writes for the specified disk from NVRAM to the media. If *pathname* specifies the controller, this action applies to all disks in the SPARCstorage Array.

SCSI Enclosure Services (SES) Subcommands

The SPARCstorage RSM tray is addressed by the using the logical or physical path of the SES device or specifying the controller followed by the tray number if that controller has multiple trays. The controller is addressed by cN or the physical path to the SPARCstorage Array's controller.

See ses(7D) for more information about environmental sensor cards and associated devices.

ssaadm(1M)

These subcommands also work with RSM trays directly attached to wide differential SCSI controllers.

alarm pathname | controller tray-number
Display the current state of the audible alarm.

alarm_on pathname | controller tray-number
alarm_off pathname | controller tray-number
Enable or disable the audible alarm for this enclosure.

alarm set pathname | controller tray-number [seconds]

Set the audible alarm setting to seconds.

env_display pathname | controller tray-number

Display the environmental information for the specified unit.

led pathname

Display the current state of the led for the specified disk.

led_on pathname

led off pathname

Turn on or off the led for this disk.

power off pathname | controller tray-number

Power down this RSM. The RSM will need to be powered back on manually.

This subcommand does not work with RSMs directly attached to wide differential SCSI controllers.

Expert Mode Subcommands

See NOTES for limitations of these subcommands. Only users that are knowledgeable about the systems they are managing should use the expert mode subcommands.

For the following subcommands that work on a bus if a disk is specified then the bus that disk attached to is used.

bus getstate pathname Get and display the state of the specified

bus.

bus_quiesce pathname Quiesce the specified bus.

bus reset pathname Reset the specified bus.

bus resetall pathname Reset the specified bus and all devices on

that bus.

bus unquiesce pathname Unquiesce the specified bus.

dev getstate pathname Get the state (online or offline) of the

specified device.

dev_reset pathname Reset the specified device.

offline pathname Turn the specified disk offline.

online pathname Turn the specified disk online.

EXAMPLES

EXAMPLE 1 Usingssaadm to remove a disk on an SSA

An example of using the expert mode hot plugging subcommands to hot remove a disk on a SSA follows. See NOTES for hot plugging limitations.

The first step reserves the SCSI device so that it can't be accessed via its second SCSI bus:

```
example# ssaadm reserve /dev/dsk/c1t8d0s2
```

The next two steps take the disk to be removed offline then quiesce the bus:

```
example# ssaadm -e offline /dev/dsk/c1t8d0s2
example# ssaadm -e bus_quiesce /dev/dsk/c1t8d0s2
```

The user then removes the disk and continues by unquiescing the bus, putting the disk back online, then releasing it:

```
example# ssaadm -e bus_unquiesce /dev/dsk/c1t8d0s2
example# ssaadm -e online /dev/dsk/c1t8d0s2
example# ssaadm release /dev/dsk/c1t8d0s2
```

EXIT STATUS

The following exit values are returned:

0 Successful completion.

non-zero An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWssaop

SEE ALSO

disks(1M), luxadm(1M), attributes(5), ses(7D)

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NOTES

Currently, only some device drivers support hot plugging. If hot plugging is attempted on a disk or bus where it is not supported, an error message of the form:

```
ssaadm: can't acquire "PATHNAME": No such file or directory
```

is displayed.

Do not quiesce any bus containing a disk with the root, usr, or swap partitions to avoid possible system deadlock.

statd(1M)

NAME | statd – network status monitor

SYNOPSIS

/usr/lib/nfs/statd

DESCRIPTION

statd is an intermediate version of the status monitor. It interacts with lockd(1M) to provide the crash and recovery functions for the locking services on NFS. statd keeps track of the clients with processes which hold locks on a server. When the server reboots after a crash, statd sends a message to the statd on each client indicating that the server has rebooted. The client statd processes then inform the lockd on the client that the server has rebooted. The client lockd then attempts to reclaim the lock(s) from the server.

statd on the client host also informs the statd on the server(s) holding locks for the client when the client has rebooted. In this case, the statd on the server informs its lockd that all locks held by the rebooting client should be released, allowing other processes to lock those files.

FILES

/var/statmon/sm

lists hosts and network addresses to be contacted after a reboot

/var/statmon/sm.bak

lists hosts and network addresses that could not be contacted after last reboot

/var/statmon/state

includes a number which changes during a reboot

/usr/include/rpcsvc/sm inter.x

contains the rpcgen source code for the interface services provided by the statd daemon.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

lockd(1M), attributes(5)

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NOTES

The crash of a server is only detected upon its recovery.

NAME | strace – print STREAMS trace messages

SYNOPSIS

strace [mid sid level...]

DESCRIPTION

strace without arguments writes all STREAMS event trace messages from all drivers and modules to its standard output. These messages are obtained from the STREAMS log driver (see log(7D)). If arguments are provided, they must be in triplets of the form mid, sid, level, where mid is a STREAMS module ID number, sid is a sub-ID number, and level is a tracing priority level. Each triplet indicates that tracing messages are to be received from the given module/driver, sub-ID (usually indicating minor device), and priority level equal to, or less than the given level. The token all may be used for any member to indicate no restriction for that attribute.

The format of each trace message output is:

<seq> <time> <ticks> <level> <flags> <mid> <sid> <text>

<seq> trace sequence number <time> time of message in hh:mm:ss

<ticks> time of message in machine ticks since boot

<level> tracing priority level

E : message is also in the error log F : indicates a fatal error N : <flags>

mail was sent to the system administrator (hardcoded as root)

<mid> module ID number of source <*sid*> sub-ID number of source

<text> formatted text of the trace message

Once initiated, strace will continue to execute until terminated by the user.

EXAMPLES

EXAMPLE 1 A sample output of the strace command:

The following example outputs all trace messages from the module or driver whose module ID is 41:

```
strace 41 all all
```

The following example outputs those trace messages from driver or module ID 41 with sub-IDs 0, 1, or 2:

```
strace 41 0 1 41 1 1 41 2 0
```

Messages from sub-IDs 0 and 1 must have a tracing level less than or equal to 1. Those from sub-ID 2 must have a tracing level of 0.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

attributes(5), log(7D)

STREAMS Programming Guide

NOTES

- There is no restriction to the number of strace processes opening the STREAMS log driver at a time.
- The log-driver records the list of the triplets specified in the command invocation, and compares each potential trace message against this list to decide if it should be formatted and sent up to the strace process. Hence, long lists of triplets will have a greater impact on overall STREAMS performance. Running strace will have the most impact on the timing of the modules and drivers generating the trace messages that are sent to the strace process. If trace messages are generated faster than the strace process can handle them, some of the messages will be lost. This last case can be determined by examining the sequence numbers on the trace messages output.

NAME

strclean – STREAMS error logger cleanup program

SYNOPSIS

strclean [-a age] [-d logdir]

DESCRIPTION

strclean is used to clean up the STREAMS error logger directory on a regular basis (for example, by using cron. By default, all files with names matching error.* in /var/adm/streams that have not been modified in the last three days are removed.

OPTIONS

The following options are supported:

-aage The maximum age in days for a log file can be changed using the

-a option.

-dlogdir A directory other than /var/adm/streams can be specified using

the -d option.

EXAMPLES

EXAMPLE 1 A sample of using the strclean command.

This example has the same result as running strclean with no arguments:

example% strclean -d /var/adm/streams -a 3

FILES

/var/adm/streams/error.*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

cron(1M), strerr(1M), attributes(5)

STREAMS Programming Guide

NOTES

strclean is typically run from cron on a daily or weekly basis.

strerr(1M)

NAME

strerr – STREAMS error logger daemon

SYNOPSIS

strerr

DESCRIPTION

strerr receives error log messages from the STREAMS log driver (see log(7D)) and appends them to a log file. The resultant error log files reside in the directory /var/adm/streams, and are named error.mm-dd, where mm is the month and dd is the day of the messages contained in each log file.

The format of an error log message is:

<seq> <time> <ticks> <flags> <mid> <sid> <text>

<seq> error sequence number

<time> time of message in hh:mm:ss

<ticks> time of message in machine ticks since boot priority level

<flags> T: the message was also sent to a tracing process F: indicates a

fatal error N: send mail to the system administrator (hardcoded as

root)

<mid> module ID number of source

<sid> sub-ID number of source

<text> formatted text of the error message

Messages that appear in the error log are intended to report exceptional conditions that require the attention of the system administrator. Those messages which indicate the total failure of a STREAMS driver or module should have the F flag set. Those messages requiring the immediate attention of the administrator will have the N flag set, which causes the error logger to send the message to the system administrator using mail. The priority level usually has no meaning in the error log but will have meaning if the message is also sent to a tracer process.

Once initiated, strerr continues to execute until terminated by the user. It is commonly executed asynchronously.

FILES

/var/adm/streams/error.mm-dd error log file.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

attributes(5), log(7D)

STREAMS Programming Guide

NOTES

There is no restriction to the number of strerr processes opening the STREAMS log driver at a time.

If a module or driver is generating a large number of error messages, running the error logger will cause a degradation in STREAMS performance. If a large burst of messages are generated in a short time, the log driver may not be able to deliver some of the messages. This situation is indicated by gaps in the sequence numbering of the messages in the log files.

sttydefs(1M)

-)		
NAME	sttydefs – maintain line setting	gs and hunt sequences for TTY ports
SYNOPSIS	/usr/sbin/sttydefs -a t [-n nextlabel]	tylabel [-b] [-f final-flags] [-i initial-flags]
	/usr/sbin/sttydefs -l [ttylabel]	
	/usr/sbin/sttydefs -r ttylabel	
DESCRIPTION	sttydefs is an administrative command that maintains the line settings and hunt sequences for the system's TTY ports by making entries in, and deleting entries from the /etc/ttydefs file. sttydefs with a -a or -r option may be invoked only by the super-user. sttydefs with -1 may be invoked by any user on the system.	
OPTIONS	The following options are sup	ported:
	-a ttylabel	Add a record to the ttydefs file, using <i>ttylabel</i> as its label. The following describes the effect of the -b, -n, -i, or -f options when used in conjunction with the -a option:
	-b	Enable autobaud. Autobaud allows the system to set the line speed of a given TTY port to the line speed of the device connected to the port without the user's intervention.
	-£ final-flags	Specify the value to be used in the <i>final-flags</i> field in /etc/ttydefs. <i>final-flags</i> must be in a format recognized by the stty command. <i>final-flags</i> are the termio(7I) settings used by ttymon after receiving a successful connection request and immediately before invoking the service on the port. If this option is not specified, sttydefs will set <i>final-flags</i> equal to the termio(7I) flags 9600 and sane.
	-i initial-flags	Specify the value to be used in the <i>initial-flags</i> field in /etc/ttydefs. <i>initial-flags</i> must be in a format recognized by the stty command. These flags are used by ttymon when searching for the correct baud rate. They are set prior to writing the prompt. If this option is not specified, sttydefs will set <i>initial-flags</i> equal to the termio(7I) flag 9600.
	-n nextlabel	Specify the value to be used in the <i>nextlabel</i> field in /etc/ttydefs. If this option is not specified, sttydefs will set <i>nextlabel</i> equal to <i>ttylabel</i> .
	-1[ttylabel]	If a <i>ttylabel</i> is specified, sttydefs displays the record from /etc/ttydefs whose TTY label matches the specified <i>ttylabel</i> . If no <i>ttylabel</i> is specified, sttydefs

sttydefs(1M)

displays the entire contents of /etc/ttydefs. sttydefs verifies that each entry it displays is correct and that the entry's *nextlabel* field references an existing

-r ttylabel

Remove any record in the ttydefs file that has *ttylabel* as its label.

OUTPUT

If successful, sttydefs will exit with a status of 0. sttydefs -1 will generate the requested information and send it to standard output.

EXAMPLES

EXAMPLE 1 A sample of sttydefs command.

The following command lists all the entries in the ttydefs file and prints an error message for each invalid entry that is detected.

```
example# sttydefs -1
```

The following shows a command that requests information for a single label and its output:

```
example# sttydefs -1 9600

9600:9600 hupcl erase ^h:9600 sane ixany tab3 hupcl erase ^h:4800

ttylabel: 9600
initial flags: 9600 hupcl erase ^h
final flags: 9600 sane ixany tab3 hupcl erase ^h
autobaud: no
nextlabel: 4800
```

The following sequence of commands will add the labels 1200, 2400, 4800, and 9600 and put them in a circular list:

```
sttydefs -a 1200 -n 2400 -i 1200 -f "1200 sane" sttydefs -a 2400 -n 4800 -i 2400 -f "2400 sane" sttydefs -a 4800 -n 9600 -i 4800 -f "4800 sane" sttydefs -a 9600 -n 1200 -i 9600 -f "9600 sane"
```

FILES

/etc/ttydefs

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

attributes(5), termio(7I)

su(1M)

NAME

su – become super user or another user

SYNOPSIS

```
su [-] [username [arg...]]
```

DESCRIPTION

The su command allows one to become another user without logging off or to assume a role. The default user *name* is root (super user).

To use su, the appropriate password must be supplied (unless the invoker is already root). If the password is correct, su creates a new shell process that has the real and effective user ID, group IDs, and supplementary group list set to those of the specified *username*. The new shell will be the shell specified in the shell field of *username*'s password file entry (see passwd(4)). If no shell is specified, /usr/bin/sh is used (see sh(1)). To return to normal user ID privileges, type an EOF character (CTRL-D) to exit the new shell.

Any additional arguments given on the command line are passed to the new shell. When using programs such as sh, an *arg* of the form -c *string* executes *string* using the shell and an *arg* of -r gives the user a restricted shell.

The following statements are true if the login shell is /usr/bin/sh or an empty string (which defaults to /usr/bin/sh) in the specific user's password file entry. If the first argument to su is a dash (), the environment will be changed to what would be expected if the user actually logged in as the specified user. Otherwise, the environment is passed along, with the exception of \$PATH, which is controlled by PATH and SUPATH in /etc/default/su. Additionally, the user's project ID is set if the dash argument is present. See settaskid(2).

All attempts to become another user using su are logged in the log file /var/adm/sulog (see sulog(4)).

SECURITY

su uses pam(3PAM) for authentication, account management, and session management. The PAM configuration policy, listed through /etc/pam.conf, specifies the modules to be used for su. Here is a partial pam.conf file with entries for the su command using the UNIX authentication, account management, and session management module.

```
su auth required /usr/lib/security/pam_unix.so.1
su account required /usr/lib/security/pam_unix.so.1
su session required /usr/lib/security/pam unix.so.
```

If there are no entries for the su service, then the entries for the "other" service will be used. If multiple authentication modules are listed, then the user may be prompted for multiple passwords.

EXAMPLES

EXAMPLE 1 Becoming User bin While Retaining Your Previously Exported Environment

To become user bin while retaining your previously exported environment, execute:

```
example% su bin
```

EXAMPLE 1 Becoming User bin While Retaining Your Previously Exported Environment (*Continued*)

EXAMPLE 2 Becoming User bin and Changing to bin's Login Environment

To become user bin but change the environment to what would be expected if bin had originally logged in, execute:

```
example% su - bin
```

EXAMPLE 3 Executing command with user bin's Environment and Permissions

To execute command with the temporary environment and permissions of user bin, type:

```
example% su - bin -c "command args"
```

ENVIRONMENT VARIABLES

Variables with LD_ prefix are removed for security reasons. Thus, su bin will not retain previously exported variables with LD_ prefix while becoming user bin.

If any of the LC_* variables (LC_CTYPE, LC_MESSAGES, LC_TIME, LC_COLLATE, LC_NUMERIC, and LC_MONETARY) (see environ(5)) are not set in the environment, the operational behavior of su for each corresponding locale category is determined by the value of the LANG environment variable. If LC_ALL is set, its contents are used to override both the LANG and the other LC_* variables. If none of the above variables are set in the environment, the "C" (U.S. style) locale determines how su behaves.

a valid value, su can display and handle text and filenames containing valid characters for that locale. su can display and handle Extended Unix Code (EUC) characters where any individual character can be 1, 2, or 3 bytes wide. su can also handle EUC characters of 1, 2, or more column widths. In the "C"

locale, only characters from ISO 8859-1 are valid.

LC MESSAGES Determines how diagnostic and informative messages are

presented. This includes the language and style of the messages, and the correct form of affirmative and negative responses. In the "C" locale, the messages are presented in the default form found in

the program itself (in most cases, U.S. English).

FILES | \$HOME/.profile user's login commands for sh and ksh

/etc/passwd system's password file

/etc/profile system-wide sh and ksh login commands

/var/adm/sulog log file

/etc/default/su the default parameters in this file are:

another user are logged in the

indicated file.

CONSOLE If defined, all attempts to su to

root are logged on the console.

PATH Default path. (/usr/bin:)

SUPATH Default path for a user invoking su

to root. (/usr/sbin:/usr/bin)

SYSLOG Determines whether the

syslog(3C) LOG_AUTH facility should be used to log all su attempts. LOG_NOTICE messages are generated for su's to root, LOG_INFO messages are generated for su's to other users, and

LOG CRITT TO SEE SEE SEE SEE SEE SEE

LOG_CRIT messages are generated

for failed su attempts.

SLEEPTIME If present, sets the number of

seconds to wait before login failure is printed to the screen and another login attempt is allowed. Default is 4 seconds. Minimum is 0 seconds.

Maximum is 5 seconds.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

csh(1), env(1), ksh(1), login(1), roles(1), sh(1), syslogd(1M), settaskid(2), pam(3PAM), syslog(3C), pam.conf(4), passwd(4), profile(4), sulog(4), attributes(5), environ(5), pam.unix(5)

NAME

sulogin – access single-user mode

SYNOPSIS

sulogin

DESCRIPTION

The sulogin utility is automatically invoked by init when the system is first started. It prompts the user to type the root password to enter system maintenance mode (single-user mode) or to type EOF (typically CTRL-D) for normal startup (multi-user mode). The user should never directly invoke sulogin.

The sulogin utility can prompt the user to enter the root password on a variable number of serial console devices, in addition to the traditional console device. See consadm(1M) and msglog(7D) for a description of how to configure a serial device to display the single-user login prompt.

FILES

/etc/default/sulogin Default value can be set for the following flag:

PASSREQ Determines if login requires a

password. Default is PASSREQ=YES.

/etc/default/login Default value can be set for the following flag:

SLEEPTIME If present, sets the number of

seconds to wait before login failure is printed to the screen and another login attempt is allowed. Default is 4 seconds. Minimum is 0 seconds.

Maximum is 5 seconds.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

consadm(1M),init(1M), attributes(5),msglog(7D)

suninstall(1M)

NAME

suninstall – install the Solaris environment

SYNOPSIS

suninstall

DESCRIPTION

suninstall is a forms-based subsystem for installing the operating system.

suninstall only exists on the Solaris CD-ROM and should only be invoked from there. Refer to the installation manual for more details.

suninstall allows installation of the operating system onto any stand-alone system. suninstall loads the software available on the CD-ROM. Refer to the installation manual for disk space requirements.

To abort the installation procedure, use the interrupt character (typically, CTRL-C).

USAGE

Refer to the installation manual for more information on the various menus and selections.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcdrom (Solaris CD)

SEE ALSO

pkginfo(1), install(1M), pkgadd(1M), attributes(5)

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NOTES

It is advisable to exit suninstall through the exit options from the suninstall menus.

NAME |

SUNWifb_config - configure the Sun Expert3D Graphics Accelerator

SYNOPSIS

/usr/lib/fbconfig/SUNWifb config [-dev device-filename] [-res video-mode [now | try] [noconfirm | nocheck]] [-file machine | system] [-deflinear true | false] [-defoverlay true | false] [-linearorder first | last] [-overlayorder first | last] [-expvis enable | disable] [-slave enable | disable] [-accum enable | disable] [-g gamma-correction-value] [-gfile gamma-correction-file] [-propt] [-prconf] [-defaults] [-slave] [] [-samples 1 | 2 | 4 | 8 | 16] [-multisample enable | disable | autol

/usr/lib/fbconfig/SUNWifb config [-propt] [prconf] /usr/lib/fbconfig/SUNWifb config [-help] [-res \?]

DESCRIPTION

SUNWifb config configures the Sun Expert3D Graphics Accelerator and some of the X11 window system defaults for the graphics accelerator.

The first form of SUNWifb config shown in the synopsis above stores the specified options in the OWconfig file. These options will be used to initialize the Sun Expert3D device the next time the window system is run on that device. Updating options in the OWconfig file provides persistence of these options across window system sessions and system reboots.

The second and third forms of SUNWifb config, which invoke only the -prconf, -propt, -help, and -res \? options, do not update the OWconfig file. Additionally, for the third form of the command, all other options are ignored.

Options may be specified for only one Sun Expert3D device at a time. Specifying options for multiple Sun Expert3D devices requires multiple invocations of SUNWifb config.

Only options specific to the Sun Expert3D device can be specified through SUNWifb config. The normal window system options for specifying default depth, default visual class and so forth are still specified as device modifiers on the openwin command line (see the Xsun(1) manual page in the OpenWindows Desktop Reference Manual).

OPTIONS

-dev device-filename

Specifies the Sun Expert3D special file. The default is /dev/fbs/ifb0.

- -file machine | system
 - Specifies which Owconfig file to update. If machine, the machine-specific OWconfig file in the /etc/openwin directory tree is used. If system, the global OWconfig file in the /usr/openwin directory tree is used. If the file does not exist, it is created.
- -res video-mode

Specifies the video mode used to drive the monitor connected to the specified Sun Expert3D device.

The format of these built-in video modes is:

widthxheightxrate

where width is the screen width in pixels, height is the screen height in pixels, and rate is the vertical frequency of the screen refresh. The s suffix of 960x680x112s and 960x680x108s means that these are stereo video modes. The i suffix of 640x480x60i and 768x575x50i designates interlaced video timing. If absent, non-interlaced timing will be used. As a convenience, -res also accepts formats with @ (at sign) in front of the refresh rate instead of x. For example: 1280x1024@76. Note that some video-modes supported by the Sun Expert3D device might not be supported by the monitor. The list of video-modes supported by the Sun Expert3D device and the monitor can be obtained by running SUNWifb config with the -res \? option (shown in the command synopsis above). A list of all possible video-modes supported on the Sun Expert3D device is shown below:

1024x768x60 1024x768x70 1024x768x75 1024x768x75 1024x768x77 1024x800x84 1152x900x66 1152x900x76 1280x800x76 1280x1024x60 1280x1024x67 1280x1024x76 1280x1024x85 1280x1024x112s (Stereo) 960x680x112s (Stereo) 960x680x108s (Stereo) 640x480x60 640x480x60i (Interlaced) 768x575x50i (Interlaced) 1440x900x76 1600x1000x66 1600x1000x76 1600x1280x76 1792x1344x75 1920x1080x72

1920x1200x70

1920x1200x75

Symbolic names

For convenience, some of the above video modes have symbolic names defined for them. Instead of the form *width* x *height* x *rate*, one of these names may be supplied as the argument to -res. The meaning of the symbolic name none is that when the window system is run the screen resolution will be the video mode that is currently programmed in the device.

Name	Corresponding Video Mode
svga	1024x768x60
1152	1152x900x76
1280	1280x1024x76
stereo	960x680x112s
ntsc	640x480x60i
pal	768x575x50i
none	(see text above)

The res option also accepts additional, optional arguments immediately following the video mode specification. Any or all of the following might be present.

If present, not only will the video mode be updated in the OWconfig file, but the Sun Expert3D device will be immediately programmed to display this video mode. (This is useful for changing the video mode before starting the window system).

Note that it is inadvisable to use this suboption with SUNWifb config while the configured device is being used (for example, while running the window system); unpredictable results might occur. To run SUNWifb config with the now suboption, first bring the window system down. If the now suboption is used within a window system session, the video mode will be changed immediately, but the width and height of the affected screen will not change until the window system is exited and reentered again. In addition, the system may not recognize changes in stereo mode. Consequently, this usage is strongly discouraged.

Using the -res option, the user could potentially put the system into an unusable state, a state where there is no video output. This can happen if there is ambiguity in the monitor sense codes for the particular code read. To reduce the chance of this,

now

noconfirm

nocheck

try

the default behavior of SUNWifb_config is to print a warning message to this effect and to prompt the user to find out if it is okay to continue. The noconfirm option instructs SUNWifb_config to bypass this confirmation and to program the requested video mode anyway. This option is useful when SUNWifb_config is being run from a shell script.

If present, the normal error checking based on the monitor sense code (described above) will be suspended. The video mode specified by the user will be accepted regardless of whether it is appropriate for the currently attached monitor. (This option is useful if a different monitor is to be connected to the Sun Expert3D device). Use of this option implies noconfirm as well.

If present, the specified video mode will be programmed on a trial basis. The user will be asked to confirm the video mode by typing \mathbf{y} within 10 seconds. Or the user may terminate the trial before 10 seconds are up by typing any character. Any character other than \mathbf{y} or carriage return is considered a "no" and the previous video mode will be restored and SUNWifb_config will not change the video mode in the Owconfig file (other options specified will still take effect). If a carriage return is typed, the user is prompted for a yes or no answer on whether to keep the new video mode. This option implies the now suboption (see the warning paragraph under the now suboption).

-deflinear true | false

The Sun Expert3D device possesses two types of visuals: linear and nonlinear. Linear visuals are gamma corrected and nonlinear visuals are not. There are two visuals that have both linear and nonlinear versions: 24-bit TrueColor and 8-bit StaticGray. If true, the default visual is set to the linear visual that satisfies other specified default visual selection options (specifically, the Xsun(1) -defdepth and -defclass options described in the OpenWindows Desktop Reference Manual). If false, or if there is no linear visual that satisfies the other default visual selection options, the non-linear visual specified by these other options will be chosen to be the default. This option cannot be used when the -defoverlay option is present, because the Sun Expert3D does not possess a linear overlay visual.

-defoverlay true | false

The Sun Expert3D device provides an 8-bit PseudoColor visual whose pixels are disjoint from the rest of the Sun Expert3D visuals. This is called the overlay visual. Windows created in this visual will not damage windows created in other visuals.

The converse, however, is not true. Windows created in other visuals will damage overlay windows. If the value of this option is true, the overlay visual will be made the default visual. If false, the nonoverlay visual that satisfies the other default visual selection options, such as -defdepth and -defclass, will be chosen as the default visual. See the Xsun(1) manual page in the OpenWindows Desktop Reference Manual. Whenever -defoverlay true is used, the default depth and class chosen on the openwin command line must be 8-bit PseudoColor. If not, a warning message will be printed and the -defoverlay option will be treated as false. This option cannot be used when the -deflinear option is present, because the Sun Expert3D device does not possess a linear overlay visual.

-linearorder first | last

If first, linear visuals will come before their non-linear counterparts on the X11 screen visual list for the Sun Expert3D screen. If last, the nonlinear visuals will come before the linear ones.

-overlayorder first | last

If -first, the depth 8 PseudoColor Overlay visual will come before the non-overlay visual on the X11 screen visual list for the Sun Expert3D screen. If last, the non-overlay visual will come before the overlay one.

-expvis enable | disable

If enabled, OpenGL Visual Expansion will be activated. Multiple instances of selected visual groups (8-bit PseudoColor, 24-bit TrueColor, and so forth) can be found in the screen visual list.

-slave enable | disable

If enabled, the video for this frame buffer will be synced with the video of the display which is connected to it. For applications which support it buffers will also be swapped synchronously.

-accum enable | disable

If enabled, frame buffer memory is allocated for accelerated accumulation buffer for windows. If disabled, software accumulation buffering will be done for windows. Accelerated accumulation buffers for pBuffers are always available as memory allows.

-g gamma-correction_value

This option allows changing the gamma correction value. All linear visuals provide gamma correction. By default the gamma correction value is 2.22. Any value less than zero is illegal. The gamma correction value is applied to the linear visual, which then has an effective gamma value of 1.0, which is the value returned by XSolarisGetVisualGamma(). See XSolarisGetVisualGamma(3) for a description of that function. This option can be used while the window system is running. Changing the gamma correction value will affect all the windows being displayed using the linear visuals.

-qfile *gamma-correction_file*

This option loads gamma correction table from the specified file. This file should be formatted to provide the gamma correction values for R, G and B channels on each

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SUNWifb_config(1M)

line. Each of these values should be in hexadecimal format and separated from each other by at least one space. Also, this file should provide 1024 such triplets. An example of this file is as follows.

```
0x00 0x00 0x00

0x01 0x01 0x01

0x02 0x02 0x02

...

0x3ff 0x3ff 0x3ff
```

Using this option, the gamma correction table can be loaded while the window system is running. The new gamma correction will affect all the windows being displayed using the linear visuals. Note that, when gamma correction is being done using a user-specified table, the gamma correction value is undefined. By default, the window system assumes a gamma correction value of 2.22 and loads the gamma table it creates corresponding to this value.

-defaults

Resets all option values to their default values.

-propt

Prints the current values of all Sun Expert3D options in the OWconfig file specified by the -file option for the device specified by the -dev option. Prints the values of options as they will be in the OWconfig file after the call to SUNWifb_config completes. This is a typical display:

-prconf

Prints the Sun Expert3D hardware configuration. This is a typical display:

```
--- Hardware Configuration for /dev/fbs/ifb0 ---
PROM Information: @(#)ifb.fth 1.25 99/10/12 SMI
EDID Data: Available - EDID version 1 revision 1
Monitor possible resolutions: 1024x768x60, 1024x768x70, 1024x768x75, 1152x900x66, 1152x900x76, 1280x1024x67, 1280x1024x76, 960x680x112s, 640x480x60
Current resolution setting: 1280x1024x76
```

-help

Prints a list of the SUNWifb_config command-line options, along with a brief explanation of each.

-samples 1 | 2 | 4 | 8 | 16

Requested number of samples to compute per display pixel. The requested number of samples per pixel will be used if -multisample is not disabled and resouces exist for the request.

Query the number of samples used with -propt (see above) or the xqlinfo utility. The xqlinfo utility can return the number of multisamples after you specify the option -multisample enable (see below).

-multisample enable | disable | auto

If set to disable, no multisample is possible. If set to enable, multisample is possible but is selected on a per-window basis using a library interface. If set to auto, all Sun OpenGL windows are rendered using multisampling.

Query the number of samples used with -propt (see above) or the xglinfo utility. The xglinfo utility can return the number of multisamples if -multisample is set to enable.

The xglinfo utility is shipped with the Sun OpenGL package, SUNWglrt. The man page for xglinfo is part of another Sun OpenGL package, SUNWgldoc.

DEFAULTS

For a given invocation of SUNWifb config command line if an option does not appear on the command line, the corresponding OWconfig option is not updated; it retains its previous value. When the window system is run, if an Sun Expert3D option has never been specified via SUNWifb config, a default value is used. The option defaults are as follows:

Option	Default
 -dev	/dev/fbs/ifb0
-file	machine
-res	none
-deflinear	false
-defoverlay	false
-linearorder	last
-overlayorder	last
-expvis	enable
-slave	disable
-accum	enable
-g	2.22
-samples	16
-multisample	disable

The default for the -res option of none means that, when the window system is run, the screen resolution will be the video mode that is currently programmed in the device. This design choice provides compatibility for users who are used to specifying the device resolution through the PROM. On some devices (for example, GX), this is the only way of specifying the video mode. This means that the PROM ultimately determines the default Sun Expert3D video mode.

SUNWifb_config(1M)

EXAMPLES

EXAMPLE 1 Changing Monitor Resolution

The following example switches the monitor type to the resolution of 1280×1024 at 76

Hz:

example% /usr/lib/fbconfig/SUNWifb_config -res 1280x1024x76

FILES

/dev/fbs/ifb0

device special file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWifbcf

SEE ALSO

attributes(5), mmap(2), ifb(7D), fbio(7I)

NAME

swap – swap administrative interface

SYNOPSIS

/usr/sbin/swap -a swapname [swaplow] [swaplen]

/usr/sbin/swap -d swapname [swaplow]

/usr/sbin/swap -1

/usr/sbin/swap -s

DESCRIPTION

The swap utility provides a method of adding, deleting, and monitoring the system swap areas used by the memory manager.

OPTIONS

The following options are supported:

-a swapname

Add the specified swap area. This option can only be used by the super-user. <code>swapname</code> is the name of the swap file: for example, <code>/dev/dsk/c0t0d0s1</code> or a regular file. <code>swaplow</code> is the offset in 512-byte blocks into the file where the swap area should begin. <code>swaplen</code> is the desired length of the swap area in 512-byte blocks. The value of <code>swaplen</code> can not be less than 16. For example, if <code>n</code> blocks are specified, then (<code>n-1</code>) blocks would be the actual swap length. <code>swaplen</code> must be at least one page in length. The size of a page of memory can be determined by using the <code>pagesize</code> command. See <code>pagesize(1)</code>. Since the first page of a swap file is automatically skipped, and a swap file needs to be at least one page in length, the minimum size should be a multiple of 2 pagesize bytes. The size of a page of memory is machine dependent.

<code>swaplow + swaplen</code> must be less than or equal to the size of the swap file. If <code>swaplen</code> is not specified, an area will be added starting at <code>swaplow</code> and extending to the end of the designated file. If neither <code>swaplow</code> nor <code>swaplen</code> are specified, the whole file will be used except for the first page. Swap areas are normally added automatically during system startup by the <code>/sbin/swapadd</code> script. This script adds all swap areas which have been specified in the <code>/etc/vfstab</code> file; for the syntax of these specifications, see <code>vfstab(4)</code>.

To use an NFS or local file-system *swapname*, you should first create a file using mkfile(1M). A local file-system swap file can now be added to the running system by just running the swap -a command. For NFS mounted swap files, the server needs to export the file. Do this by performing the following steps:

1. Add the following line to /etc/dfs/dfstab:

 $\verb| share -F nfs -o rw| = client name, \verb| root| = client name | path-to-swap-file|$

- 2. Run shareall(1M).
- 3. Have the client add the following lines to /etc/vfstab:

```
server: path-to-swap-file - local-path-to-swap-filenfs - - - local-path-to-swap-file - - swap - - -
```

4. Have the client run mount:

mount local-path-to-swap-file

5. The client can then run swap -a to add the swap space:

swap -a local-path-to-swap-file

-d swapname

Delete the specified swap area. This option can only be used by the super-user. <code>swapname</code> is the name of the swap file: for example, <code>/dev/dsk/c0t0d0s1</code> or a regular file. <code>swaplow</code> is the offset in 512-byte blocks into the swap area to be deleted. If <code>swaplow</code> is not specified, the area will be deleted starting at the second page. When the command completes, <code>swap</code> blocks can no longer be allocated from this area and all <code>swap</code> blocks previously in use in this <code>swap</code> area have been moved to other <code>swap</code> areas.

-1 List the status of all the swap areas. The output has five columns:

path The path name for the swap area.

dev The major/minor device number in decimal if it is a

block special device; zeroes otherwise.

swaplo The *swaplow* value for the area in 512-byte blocks.

blocks The *swaplen* value for the area in 512-byte blocks.

free The number of 512-byte blocks in this area that are not

currently allocated.

The list does not include swap space in the form of physical memory because this space is not associated with a particular swap area.

If swap -1 is run while *swapname* is in the process of being deleted (by swap -d), the string INDEL will appear in a sixth column of the swap stats.

Print summary information about total swap space usage and availability:

allocated The total amount of swap space in bytes currently allocated for use as backing store.

-s

reserved The total amount of swap space in bytes not

currently allocated, but claimed by memory

mappings for possible future use.

used The total amount of swap space in bytes that is

either allocated or reserved.

available The total swap space in bytes that is currently

available for future reservation and allocation.

These numbers include swap space from all configured swap areas as listed by the -1 option, as well swap space in the form of

physical memory.

USAGE

Only the first 2 Gbyte of a block device larger than 2 Gbyte in size can be used for swap in swapfs on a 32-bit operating system. With a 64-bit operating system, a block device larger than 2 Gbyte can be fully utilized for swap up to 2⁶³ –1 bytes.

ENVIRONMENT VARIABLES See environ(5) for descriptions of the following environment variables that affect the execution of swap: LC_CTYPE and LC_MESSAGE.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

pagesize(1), mkfile(1M), shareall(1M), getpagesize(3C), vfstab(4), attributes(5), largefile(5)

WARNINGS

No check is done to determine if a swap area being added overlaps with an existing file system.

swmtool(1M)

NAME

swmtool – install, upgrade, and remove software packages

SYNOPSIS

swmtool [-d directory]

DESCRIPTION

The swmtool command invokes the admintool(1M) application, which is preselected to add or remove software. Using the swmtool command, you can add software from a product CD or hard disk to an installed system, or you can remove software from an installed system.

Once logged in, you may run swmtool to examine the packages on your local system.

Membership in the sysadmin group (gid 14) is used to restrict access to administrative tasks. Members of the sysadmin group can use swmtool to add or remove software packages. Non-members have read-only permissions (where applicable).

Help is available by using the Help button.

OPTIONS

-d directory

Specify the directory containing the software to be installed.

EXAMPLES

EXAMPLE 1 A sample display of using swmtool command.

The following example starts the admintool() application and tells it to look for software packages in the local directory /cdrom/cdrom0/s0 (the default directory for a CD when running Volume Manager).

example% /usr/sbin/swmtool -d /cdrom/cdrom0/s0

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWadmap

SEE ALSO

admintool(1M), pkgadd(1M), pkgrm(1M), attributes(5)

OpenWindows Advanced User's Guide

NAME

sxconfig – configure contiguous memory for the SX video subsystem

SYNOPSIS

/usr/platform/platform-name/sbin/sxconfig -c

/usr/platform/platform-name/sbin/sxconfig -d

/usr/platform/ platform-name /sbin/sxconfig [-f | -n] [-l limit] [-s *size*]

DESCRIPTION

The sxconfig command configures contiguous memory parameters for exclusive use by the SX video system on the Desktop SPARCsystems with graphics option. platform-name can be found using the -i option of uname(1).

After configuring the physically contiguous memory, using the various options described below, the system must be rebooted for the changes to take effect. If this command is being used to configure physically contiguous memory for the first time after the system software has been installed, then the system must be rebooted using the reconfiguration option (-r) of boot(1M).

The amount of memory to be reserved depends upon the type of application. Applications that benefit from the availability of contiguous memory are those that are written to the XGL and XIL graphics and imaging foundation library APIs.

The Platform Notes: SPARCstation 10SX System Configuration Guide provides more detailed information regarding how much memory to reserve for various types of graphics and imaging applications.

sxconfig is supported only on Desktop SPARCsystems with SX graphics option.

The interface, output, and command location are uncommitted and subject to change in future releases.

OPTIONS

The following options are supported:

-c	Display the current configuration parameters in the driver configuration file. If the system was not rebooted after previously changing the configuration parameters, then the displayed values do not reflect the actual system setup.
- d	Restore all configuration parameters to the default values. By

default, 0 megabytes of physically contiguous memory are reserved, fragmentation is not allowed, and 32 megabytes of memory are reserved for system use.

-f Allow fragmentation. If no single chunk of memory of at least the requested size is found, allow the request to span multiple chunks. This flag also specifies that less than size megabytes of data may be reserved if there are not enough contiguous chunks available. If this flag is not specified, then the memory reserved must be exactly one chunk of the requested size for the request to succeed.

Fragmentation not allowed. -n

sxconfig(1M)

-1 limit	Specify that at least limit megabytes of total memory must
----------	--

remain for system use after the contiguous memory has been

reserved.

-s size Reserve size megabytes of contiguous memory for exclusive use

by the SX video subsystem.

EXAMPLES

EXAMPLE 1 A sample display of using sxconfig command.

The following example reserves 16 megabytes of contiguous memory without fragmentation and indicates 32 megabytes of memory should remain for system use after reserving the contiguous memory:

```
example# sxconfig -s 16 -1 32
```

The following example is identical to the one described above except that fragmentation is allowed:

```
example# sxconfig -s 16 -f -l 32
```

The following example reports current configuration parameters in the driver configuration file:

```
example# sxconfig -c
```

This example restores all configuration parameters to the default values:

```
example# sxconfig -d
```

The following example disables fragmentation:

```
example# sxconfig -n
```

EXIT STATUS

sxconfig returns 0 on success, and a positive integer on failure.

- 1 Permission denied. Only root can run this command.
- 2 Configuration file sx cmem.conf does not exist.
- 3 Illegal option.
- 4 Illegal combination of options.
- 5 Illegal argument for -s option. Should be an integer.
- 6 Illegal argument for -1 option. Should be an integer.

FILES

/platform/platform-name/kernel/drv/sx_cmem contiguous memory device driver

/platform/platform-name/kernel/drv/sx_cmem.conf
configuration file for contiguous memory driver

```
/etc/init.d/sxcmem contiguous memory startup script
```

 $\textbf{ATTRIBUTES} \ | \ See \ \texttt{attributes}(5) \ for \ descriptions \ of \ the \ following \ attributes:$

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkvm

SEE ALSO

uname(1), boot(1M), init(1M), attributes(5)

Platform Notes: SPARCstation 10SX System Configuration Guide

sync(1M)

NAME

sync – update the super block

SYNOPSIS

sync

DESCRIPTION

sync executes the sync system primitive. If the system is to be stopped, sync must be called to insure file system integrity. It will flush all previously unwritten system buffers out to disk, thus assuring that all file modifications up to that point will be saved. See sync(2) for details.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

sync(2), attributes(5)

NAME

syncinit – set serial line interface operating parameters

SYNOPSIS

/usr/sbin/syncinit device [[baud_rate] | [keyword=value,...] | [single-word option]]

DESCRIPTION

The syncinit utility allows the user to modify some of the hardware operating modes common to synchronous serial lines. This can be useful in troubleshooting a link, or necessary to the operation of a communications package.

If run without options, syncinit reports the options as presently set on the port. If options are specified, the new settings are reported after they have been made.

OPTIONS

Options to syncinit normally take the form of a keyword, followed by an equal sign and a value. The exception is that a baud rate may be specified as a decimal integer by itself. Keywords must begin with the value shown in the options table, but may contain additional letters up to the equal sign. For example, loop= and loopback= are equivalent.

Recognized options are listed in the table below.

Keyword	Value	Effect
loop	yes	Set the port to operate in internal loopback mode. The receiver is electrically disconnected from the DCE receive data input and tied to the outgoing transmit data line. Transmit data is available to the DCE. The Digital Phase-Locked Loop (DPLL) may not be used as a clock source in this mode. If no other clocking options have been specified, perform the equivalent of txc=baud and rxc=baud.
	no	Disable internal loopback mode. If no other clocking options have been specified, perform the equivalent of txc=txc and rxc=rxc.
echo	yes	Set the port to operate in auto-echo mode. The transmit data output is electrically disconnected from the transmitter and tied to the receive data input. Incoming receive data is still visible. Use of this mode in combination with local loopback mode has no value, and should be rejected by the device driver. The auto-echo mode is useful to make a system become the endpoint of a remote loopback test.
	no	Disable auto-echo mode.
nrzi	yes	Set the port to operate with NRZI data encoding.
	no	Set the port to operate with NRZ data encoding.
txc	txc	Transmit clock source will be the TxC signal (pin 15).
	rxc	Transmit clock source will be the RxC signal (pin 17).

syncinit(1M)

	baud	Transmit clock source will be the internal baud rate generator.
	pll	Transmit clock source will be the output of the DPLL circuit.
rxc	rxc	Receive clock source will be the RxC signal (pin 17).
	txc	Receive clock source will be the TxC signal (pin 15).
	baud	Receive clock source will be the internal baud rate generator.
	pll	Receive clock source will be the output of the DPLL circuit.
speed	integer	Set the baud rate to <i>integer</i> bits per second.

There are also several single-word options that set one or more paramaters at a time:

1		
	Keyword	Equivalent to Options:
	external	txc=txc rxc=rxc loop=no
	sender	txc=baud rxc=rxc loop=no
	internal	txc=pll rxc=pll loop=no
	stop	speed=0

EXAMPLES

EXAMPLE 1 A sample display of syncinit.

The following command sets the first CPU port to loop internally, use internal clocking and operate at 38400 baud:

```
example# syncinit zsh0 38400 loop=yes
device: /dev/zsh ppa: 0
speed=38400, loopback=yes, echo=no, nrzi=no, txc=baud, rxc=baud
```

The following command sets the same port's clocking, local loopback and baud rate settings to their default values:

```
example# syncinit zsh0 stop loop=no
device: /dev/zsh ppa: 0
speed=0, loopback=no, echo=no, nrzi=no, txc=txc, rxc=rxc
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

| syncloop(1M), syncstat(1M), intro(2), ioctl(2), attributes(5), zsh(7D)

DIAGNOSTICS

device missing minor device number

The name device does not end in a decimal number that can be used as a minor device number.

bad speed: arg

The string arg that accompanied the speed= option could not be interpreted as a decimal integer.

Bad arg: arg

The string arg did not make sense as an option.

ioctl failure code = errno

An ioctl(2) system called failed. The meaning of the value of errno may be found in intro(2).

WARNINGS

syncinit should not be used on an active serial link, unless needed to resolve an error condition. It should not be run casually, or if the user is unsure of the consequences of its use.

syncloop(1M)

NAME

syncloop – synchronous serial loopback test program

SYNOPSIS

/usr/sbin/syncloop [-cdlstv] device

DESCRIPTION

The syncloop command performs several loopback tests that are useful in exercising the various components of a serial communications link.

Before running a test, syncloop opens the designated port and configures it according to command line options and the specified test type. It announces the names of the devices being used to control the hardware channel, the channel number (ppa) corresponding to the *device* argument, and the parameters it has set for that channel. It then runs the loopback test in three phases.

The first phase is to listen on the port for any activity. If no activity is seen for at least four seconds, syncloop proceeds to the next phase. Otherwise, the user is informed that the line is active and that the test cannot proceed, and the program exits.

In the second phase, called the "first-packet" phase, syncloop attempts to send and receive one packet. The program will wait for up to four seconds for the returned packet. If no packets are seen after five attempts, the test fails with an excoriating message. If a packet is returned, the result is compared with the original. If the length and content do not match exactly, the test fails.

The final phase, known as the "multiple-packet" phase, attempts to send many packets through the loop. Because the program has verified the integrity of the link in the first-packet phase, the test will not fail after a particular number of timeouts. If a packet is not seen after four seconds, a message is displayed. Otherwise, a count of the number of packets received is updated on the display once per second. If it becomes obvious that the test is not receiving packets during this phase, the user may wish to stop the program manually. The number and size of the packets sent during this phase is determined by default values, or by command line options. Each returned packet is compared with its original for length and content. If a mismatch is detected, the test fails. The test completes when the required number of packets have been sent, regardless of errors.

After the multiple-packet phase has completed, the program displays a summary of the hardware event statistics for the channel that was tested. The display takes the following form:

```
CRC errors Aborts Overruns Underruns In<-Drops-> Out

0 0 0 0 0 0 0
```

This is followed by an estimated line speed, which is an approximation of the bit rate of the line, based on the number of bytes sent and the actual time that it took to send them.

OPTIONS

The options for syncloop are described in the following table:

syncloop(1M)

Option	Parameter	Default	Description
-C	packet_count	100	Specifies the number of packets to be sent in the multiple-packet phase.
-d	hex_data_byte	random	Specifies that each packet will be filled with bytes with the value of <i>hex_data_byte</i> .
-1	packet_length	100	Specifies the length of each packet in bytes.
-s	line_speed	9600	Bit rate in bits per second.
-v			Sets verbose mode. If data errors occur, the expected and received data is displayed.
-t	test_type	none	A number, from 1 to 4, that specifies which test to perform. The values for <code>test_type</code> are as follows: 1: Internal loopback test. Port loopback is on. Transmit and receive clock sources are internal (baud rate generator). 2: External loopback test. Port loopback is off. Transmit and receive clock sources are internal. Requires a loopback plug suitable to the port under test. 3: External loopback test. Port loopback is off. Transmit and receive clock sources are external (modem). Requires that one of the local modem, the remote modem, or the remote system be set in a loopback configuration. 4: Test using predefined parameters. User defines hardware configuration and may select port parameters using the <code>syncinit(1M)</code> command.

All numeric options except -d are entered as decimal numbers (for example, -s 19200). If you do not provide the -t *test_type* option, syncloop prompts for it.

EXAMPLES

EXAMPLE 1 A sample display of using the syncloop command.

In the following command syncloop uses a packet length of 512 bytes over the first CPU port:

```
example# syncloop -1 512 zsh0
```

In response to the above command, syncloop prompts you for the test option you want.

The following command performs an internal loopback test on the first CPU port, using 5000 packets and a bit rate of 56Kbps:

```
example# syncloop -t 1 -s 56000 -c 5000 zsh0
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

syncinit(1M), syncstat(1M), attributes(5), zsh(7D)

DIAGNOSTICS

device missing minor device number

The name *device* does not end in a decimal number that can be used as a minor device number.

invalid packet length: nnn

The packet length was specified to be less than zero or greater than 4096.

poll: nothing to read

poll: nothing to read or write.

The poll(2) system call indicates that there is no input pending and/or that output would be blocked if attempted.

len xxx should be yyy

The packet that was sent had a length of yyy, but was received with a length of xxx.

nnn packets lost in outbound queueing

nnn packets lost in inbound queueing

A discrepancy has been found between the number of packets sent by syncloop and the number of packets the driver counted as transmitted, or between the number counted as received and the number read by the program.

WARNINGS

To allow its tests to run properly, as well as prevent disturbance of normal operations, syncloop should only be run on a port that is not being used for any other purpose at that time.

NAME

syncstat – report driver statistics from a synchronous serial link

SYNOPSIS

/usr/sbin/syncstat [-c] device [interval]

DESCRIPTION

The syncstat command reports the event statistics maintained by a synchronous serial device driver. The report may be a single snapshot of the accumulated totals, or a series of samples showing incremental changes. Prior to these it prints the device name being used to query a particular device driver, along with a number indicating the channel number (ppa) under control of that driver.

Event statistics are maintained by a driver for each physical channel that it supports. They are initialized to zero at the time the driver module is loaded into the system, which may be either at boot time or when one of the driver's entry points is first called.

The device argument is the name of the serial device as it appears in the /dev directory. For example, zsh0 specifies the first on-board serial device.

The following is a breakdown of syncstat output:

speed	The line speed the device has been set to operate at. It is the user's responsibility to make this value correspond to the modem clocking speed when clocking is provided by the modem.
ipkts	The total number of input packets.
opkts	The total number of output packets.
undrun	The number of transmitter underrun errors.
ovrrun	The number of receiver overrun errors.
abort	The number of aborted received frames.
crc	The number of received frames with CRC errors.
isize	The average size (in bytes) of input packets.
osize	The average size (in bytes) of output packets.

OPTIONS

The following options are supported:

-C	Clear the accumulated statistics for the device specified. This may be useful when it is not desirable to unload a particular driver, or when the driver is not capable of being unloaded.
interval	syncstat samples the statistics every <i>interval</i> seconds and reports incremental changes. The output reports line utilization for input and output in place of average packet sizes. These are the
	relationships between bytes transferred and the baud rate,
	expressed as percentages. The loop repeats indefinitely, with a
	column heading printed every twenty lines for convenience.

syncstat(1M)

EXAMPLES | **EXAMPLE 1** Sample Output from the syncstat Command

example# syncstat zsh0 speed ipkts opkts undrun ovrrun abort crc isize osize 9600 15716 17121 0 0 1 3 98 example# syncstat -c zsh0 speed ipkts opkts undrun ovrrun abort crc isize osize 9600 0 0 0 0 0 0 0

In the following sample output a new line of output is generated every five seconds:

example	e# syncstat	zsh0 5					
ipkts	opkts	undrun	ovrrun	abort	crc	iutil	outil
12	10	0	0	0	0	5%	4%
22	60	0	0	0	0	3%	90%
36	14	0	0	0	1	51%	2%

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

syncinit(1M), syncloop(1M), attributes(5), zsh(7D)

DIAGNOSTICS

bad interval: arg

The argument *arg* is expected to be an interval and could not be understood.

device missing minor device number

The name *device* does not end in a decimal number that can be used as a minor device number.

baud rate not set

The interval option is being used and the baud rate on the device is zero. This would cause a divide-by-zero error when computing the line utilization statistics.

WARNINGS

Underrun, overrun, frame-abort, and CRC errors have a variety of causes. Communication protocols are typically able to handle such errors and initiate recovery of the transmission in which the error occurred. Small numbers of such errors are not a significant problem for most protocols. However, because the overhead involved in recovering from a link error can be much greater than that of normal operation, high error rates can greatly degrade overall link throughput. High error rates are often caused by problems in the link hardware, such as cables, connectors, interface electronics or telephone lines. They may also be related to excessive load on the link or the supporting system.

The percentages for input and output line utilization reported when using the *interval* option may occasionally be reported as slightly greater than 100% because of inexact sampling times and differences in the accuracy between the system clock and the

syncstat(1M)

modem clock. If the percentage of use greatly exceeds 100%, or never exceeds 50%, then the baud rate set for the device probably does not reflect the speed of the modem.

sysdef(1M)

NAME |

sysdef – output system definition

SYNOPSIS

/usr/sbin/sysdef [-n namelist]

/usr/sbin/sysdef [-h] [-d] [-D]

DESCRIPTION

The sysdef utility outputs the current system definition in tabular form. It lists all hardware devices, as well as pseudo devices, system devices, loadable modules, and the values of selected kernel tunable parameters.

It generates the output by analyzing the named bootable operating system file (namelist) and extracting the configuration information from it.

The default system *namelist* is /dev/kmem.

OPTIONS

-n namelist	Specifies a <i>namelist</i> other than the default (/dev/kmem). The <i>namelist</i> specified must be a valid bootable operating system.
-h	Prints the identifier of the current host in hexadecimal. This numeric value is unique across all Sun hosts.
-d	The output includes the configuration of system peripherals formatted as a device tree.
-D	For each system peripheral in the device tree, display the name of the device driver used to manage the peripheral.

EXAMPLES

EXAMPLE 1 Sample output format

The following example displays the format of the sysdef-d output:

```
example% sysdef -d
Node 'Sun 4/60', unit #0 (no driver)
     Node 'options', unit #0 (no driver)
     Node 'zs', unit #0
     Node 'zs', unit #1
     Node 'fd', unit #0
     Node 'audio', unit #0
     Node 'sbus', unit #0
            Node 'dma', unit #0
            Node 'esp', unit #0
                 Node 'st', unit #1 (no driver)
                 Node 'st', unit #0
                 Node 'sd', unit #2
                 Node 'sd', unit #1
                 Node 'sd', unit #0
            Node 'le', unit #0
            Node 'bwtwo', unit #0
     Node 'auxiliary-io', unit #0
     Node 'interrupt-enable', unit #0
     Node 'memory-error', unit #0
     Node 'counter-timer', unit #0
     Node 'eeprom', unit #0
```

FILES | /dev/kmem

default operating system image

 $\textbf{ATTRIBUTES} \hspace{0.2cm} | \hspace{0.2cm} \textbf{See attributes}(5) \hspace{0.2cm} \textbf{for descriptions of the following attributes:} \\$

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu (32-bit)
	SUNWcsxu (64-bit)

SEE ALSO hostid(1), prtconf(1M), nlist(3ELF), attributes(5)

syseventconfd(1M)

NAME syseventconfd – kernel system event command invocation daemon

SYNOPSIS /usr/lib/sysevent/syseventconfd [-r rootdir]

DESCRIPTION syseventconfd is the user-level daemon that invokes user-level commands in

response to kernel system events received from syseventd(1M).

OPTIONS The following options are supported:

> -r rootdir Cause sysevent confd to use an alternate root path when

> > creating its door. The root path must match the root path used to

invoke syseventd.

FILES /etc/init.d/devfsadm daemon start and stop script

> /etc/rcS.d/S50devfsadm link to init.d script

> /etc/rc0.d/K83devfsadm link to init.d script

/etc/sysevent/syseventconfd event service sysevent confd event service door file

/usr/lib/sysevent/modules/sysevent conf mod.so syseventd loadable module (SLM) managing sysevent.conf files

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

syseventd(1M), attributes(5)

NAME

syseventd – kernel system event notification daemon

SYNOPSIS

/usr/lib/sysevent/syseventd [-d debug_level] [-r rootdir]

DESCRIPTION

syseventd is a user-level daemon that accepts delivery of system event buffers from the kernel. Once an event buffer has been delivered to syseventd, it, in turn, attempts to propagate the event to all interested end event subscribers.

Event subscribers take the form of a syseventd loadale module (SLM). syseventd passes the event buffer to each of its subscribers and in return expects a notification as to the successful or unsuccessful delivery attempt.

Upon successful delivery of the event buffer to all interested event subscribers, syseventd frees the event buffer from the kernel event queue.

OPTIONS

The following options are supported:

-d debug_level Enable debug mode. Messages are printed to the invoking user's

terminal.

-r rootdir Cause syseventd to use an alternate root path when creating its

door and lock files. Modules continue to be loaded from the

standard module directories.

EXIT STATUS

The following exit values are returned:

O Successful completion.

non-zero An error occurred.

FILES

/etc/init.d/devfsadm
 daemon start and stop script

/etc/rcS.d/S50devfsadm
link to init.d script

/etc/rc0.d/K83devfsadm
link to init.d script

/etc/sysevent/syseventd_daemon.lock
daemon lock file

/etc/sysevent/sysevent_door
kernel to syseventd door file

/usr/lib/sysevent/modules SLM directory repository

/usr/platform/'uname -i'/lib/sysevent/modules SLM directory repository

/usr/platform/ `uname -m' /lib/sysevent/modules SLM directory repository

syseventd(1M)

 $\textbf{ATTRIBUTES} \hspace{0.2cm} | \hspace{0.2cm} \textbf{See attributes}(5) \hspace{0.2cm} \textbf{for descriptions of the following attributes:} \\$

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

syseventconfd(1M), attributes(5)

NAME

sysidconfig – execute system configuration applications, or define set of system configuration applications

SYNOPSIS

sysidconfig [-lv] [-a application] [-b basedir] [-r application]

DESCRIPTION

Invoked without any options, the sysidconfig program executes a list of applications. An application on this list is referred to as a "system configuration application." Every application on this list will be passed one command-line argument, -c. This flag will cause the system configuration application to perform its configuration function. Without options, sysidconfig should only be invoked by startup scripts, which occurs during the initial installation and during a reconfigure reboot.

All applications on the list will be executed, if possible. All activity taken by the sysidconfig program is logged in the sysidconfig log file, /var/log/sysidconfig.log. If one or more of the applications on the list are either not present at execution time, are not executable, or execute but return a failure code upon completion, then that information will be logged as well. Successful completion of the program can be assumed if no error message is present in the log file. Programs are executed sequentially, with only one configuration application active at a time.

Executed with the -1, -a, or -r options, the sysidconfig program allows the super-user to list the defined configuration applications, and to add items to or remove items from that list. Running sysidconfig with options is the only way to view or manipulate the list. Only the super-user can execute the sysidconfig program with options.

The -b and -v options change the behavior of sysidconfig, and can be used with or without the list manipulation options discussed above. The -b *basedir* option is used to specify a reference root directory other than the default, /. The -v option duplicates the log file output on stdout.

By default, no SPARC based applications exist on this list. However, the IA based systems are delivered with one application, kdmconfig(1M), on the list. kdmconfig is not delivered on SPARC based systems.

This application is an extension of the sysidtool(1M) suite of programs. It is executed during initial installation and during a reconfigure reboot, before the window system has been started. Graphical User Interface (GUI) applications will not execute successfully if they are added to the list of configuration applications via sysidconfig -a.

This program is referenced, but not fully described, in the sysidtool(1M) manual page.

OPTIONS

The valid options are:

- a *application* Add the named application to the list of defined applications.

When next invoked without arguments, sysidconfig will run

sysidconfig(1M)

this newly added application after all previously defined applications. application must be a fully qualified path name that is not currently on the list of applications to execute. -b basedir Specify an alternate base directory (/ is defined as the default base directory if no other is specified). The specified directory is used as the root directory when adding, listing, removing, or executing configuration applications. The log file where information is recorded is in /var/log, relative to the specified *basedir*. In the log file, the basedir is not noted. This means, for example, that if the super-user on a diskless client's server executes: sysidconfig -b /export/root/client -a /sbin/someapp then the diskless client *client* would have /sbin/someapp executed upon reconfigure reboot. The diskless client's log file would note that /sbin/someapp was added, not /export/root/client/sbin/someapp. List defined configuration applications. Applications will be executed one at a time, in the order shown in the list. -r application Remove the named application from the list of defined applications. application must be a fully qualified path name and it must be on the existing list of applications to execute.

RETURN VALUES

The sysidconfig program will return 0 if it completes successfully.

When executed with the -r or -a options, error conditions or warnings will be reported on stderr. If the requested action completes successfully, an exit code of 0 will be returned.

being executed, and results of those executions.

ERRORS

-1

EPERM The program was executed by a user other than the super-user.

EINVAL Option -1, -a, or -r was passed and the action could not be completed successfully.

FILES

/var/log/sysidconfig.log

sysidconfiq log file

Verbose mode. This option echoes all information sent to the log file to stdout. Such information includes timestamp information about when the program was executed, the names of applications

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWadmap

SEE ALSO | sys-unconfig(1M), sysidtool(1M), attributes(5)

IA Only | kdmconfig(1M)

DIAGNOSTICS

When run without options, a log of the sysidconfig program's activity can be found in /var/log/sysidconfig.log. This file contains a timestamp log of each program executed, its resulting stderr output, and its exit code. If an application in the list was not found or is not executable, that will also be noted.

sysidtool(1M)

NAME

sysidtool, sysidnet, sysidns, sysidsys, sysidroot, sysidpm – system configuration

SYNOPSIS

/usr/sbin/sysidnet

/usr/sbin/sysidns

/usr/sbin/sysidsys

/usr/sbin/sysidroot

/usr/sbin/sysidpm

DESCRIPTION

sysidtool is a suite of five programs that configure a new system, or one that has been unconfigured with sys-unconfig(1M). The sysidtool programs run automatically at system installation, or during the first boot after a machine has been successfully unconfigured.

These programs have no effect except at such times, and should never be run manually.

The sysidtool programs set up the appropriate information in the machine's configuration files, in the kernel, and on the machine's network interface. The following list shows the available commands and the information for which each of the commands lists.

sysidnet: network configuration Machine's default locale. Machine's console type.

Machine's host name. Machine's IP address.

Sysidns: Name Service choice: NIS, NIS+, DNS, LDAP, or none. Machine's IP subnet mask (if no NIS/NIS+ server can automatically be located on the machine's sub-network.

automatically be located on the machine's sub-network. Domain name for chosen name service. Hostname and IP address of name server(s). DNS search list (DNS

name service only)

sysidsys: miscellaneous Machine's IP subnet mask (if an NIS/NIS+ server was system configuration automatically located on the machine's sub-network).

Machine's time zone. Date and time.

sysidroot: control Machine's root password. superuser information

sysidpm: Power Auto-shutdown confirmation if the system is

Management configuration Energystar-V2 compliant, that is, a new system model

shipped after October 1, 1995.

sysidconfig: host or platform-specific custom configuration applications that may be configuration specified for a particular host or a particular platform.

Seesysidconfig(1M).

The sysidtool programs attempt to obtain system configuration information from various name service databases (for example, NIS) or from the sysidcfg(4) file, and

you are prompted to provide the information if it cannot be found. However, you can avoid one or more of the prompts by preconfiguring the appropriate configuration information in the name service databases or in the sysidcfg(4) file.

To preconfigure the information in the name service databases, you must use the name service commands or the Solstice AdminSuite tools. See *Solaris 8 Advanced Installation Guide* for more details about how to preconfigure the system configuration information.

The machine's configuration information is set up in its /etc and /var files.

FILES

/etc/.UNCONFIGURED

/etc/nodename

/etc/hostname.??[0-9]

/etc/default/init

/etc/defaultdomain

/etc/passwd password file. See passwd(4).

/etc/shadow shadow password file. See shadow(4).

/etc/inet/hosts

/etc/inet/netmasks

/etc/net/*/hosts

/var/nis/NIS COLD START

/var/yp/aliases

/var/yp/binding/*/ypservers

/etc/.sysIDtool.state

/etc/power.conf Power Management configuration file. See

power.conf(4).

/etc/.PM RECONFIGURE If this file is present during system reboot,

the sysidpm program will be run. This file

will be removed by sysidpm.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWadmap
	SUNWpmu

sysidtool(1M)

SEE ALSO

powerd(1M), sys-unconfig(1M), sysidconfig(1M), passwd(4), power.conf(4), shadow (4), sysidcfg(4), attributes(5)

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NOTES

If a system has more than one network interface, you can use sysidtool to configure only the primary interface on the system. All other interfaces on the system must be configured manually.

You cannot use the name service databases or the sysidcfg(4) file to suppress the Power Management configuration prompt; however, you can suppress it by creating either the /autoshutdown or /noautoshutdown file before installation reboot. Accordingly, the auto-shutdown feature is silently configured. The /autoshutdown or /noautoshutdown files are removed by sysidpm before it exits.

NAME | syslogd – log system messages

SYNOPSIS

/usr/sbin/syslogd [-d] [-f configfile] [-m markinterval] [-p path] [-t]

DESCRIPTION

syslogd reads and forwards system messages to the appropriate log files and/or users, depending upon the priority of a message and the system facility from which it originates. The configuration file /etc/sysloq.conf (see sysloq.conf(4)) controls where messages are forwarded. syslogd logs a mark (timestamp) message every markinterval minutes (default 20) at priority LOG INFO to the facility whose name is given as mark in the syslog.conf file.

A system message consists of a single line of text, which may be prefixed with a priority code number enclosed in angle-brackets (< >); priorities are defined in <sys/syslog.h>.

syslogd reads from the STREAMS log driver, /dev/log, and from any transport provider specified in /etc/netconfig, /etc/net/transport/hosts, and /etc/net/transport/services.

syslogd reads the configuration file when it starts up, and again whenever it receives a HUP signal (see signal(3HEAD), at which time it also closes all files it has open, re-reads its configuration file, and then opens only the log files that are listed in that file. syslogd exits when it receives a TERM signal.

As it starts up, syslogd creates the file /etc/syslog.pid, if possible, containing its process identifier (PID).

If message ID generation is enabled (see log(7D)), each message will be preceded by an identifier in the following format: [ID msgid facility.priority]. msgid is the message's numeric identifier described in msqid(1M). facility and priority are described in syslog.conf(4). [ID 123456 kern.notice] is an example of an identifier when message ID generation is enabled.

If the message originated in a loadable kernel module or driver, the kernel module's name (for example, ufs) will be displayed instead of unix. See EXAMPLES for sample output from sysload with and without message ID generation enabled.

In an effort to reduce visual clutter, message IDs are not displayed when writing to the console; message IDs are only written to the log file. See EXAMPLES.

OPTIONS

The following options are supported:

-d	Turn on debugging. This option should only be used
u	interactively in a root shell once the system is in
	multi-user mode. It should <i>not</i> be used in the system
	start-up scripts, as this will cause the system to hang at
	the point where syslogd is started.

- £ configfile Specify an alternate configuration file.

syslogd(1M)

-m *markinterval* Specify an interval, in minutes, between mark

messages.

-p path Specify an alternative log device name. The default is

/dev/log.

-t Disable the syslogd UPD port to turn off logging of

remote messages.

EXAMPLES

EXAMPLE 1 syslogd output without message ID generation enabled

The following example shows the output from syslogd when message ID generation *is not* enabled:

Sep 29 21:41:18 cathy unix: alloc /: file system full

EXAMPLE 2 syslogd output with ID generation enabled when writing to log file /var/adm/messages

The following example shows the output from syslogd when message ID generation *is* enabled. Note that the message ID is displayed when writing to log file/var/adm/messages.

Sep 29 21:41:18 cathy ufs: [ID 845546 kern.notice] alloc /: file system full

EXAMPLE 3 syslogd output with ID generation enabled when writing to the console

The following example shows the output from syslogd when message ID generation *is* enabled when writing to the console. Note that even though message ID is enabled, the message ID is not displayed at the console.

Sep 29 21:41:18 cathy ufs: alloc /: file system full

FILES

/etc/syslog.conf configuration file

/etc/syslog.pid process ID

/dev/log STREAMS log driver

/etc/netconfig specifies the transport providers available

on the system

/etc/net/transport/hosts network hosts for each transport
/etc/net/transport/services network services for each transport

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

logger(1), msgid(1M), syslog(3C), syslog.conf(4), attributes(5),**SEE ALSO** signal(3HEAD), log(7D)

NOTES The mark message is a system time stamp, and so it is only defined for the system on which syslogd is running. It can not be forwarded to other systems.

sys-unconfig(1M)

NAME

sys-unconfig – undo a system's configuration

SYNOPSIS

/usr/sbin/sys-unconfig

DESCRIPTION

The sys-unconfig command is used to restore a system's configuration to an "as-manufactured" state, ready to be reconfigured again. The system's configuration consists of hostname, Network Information Service (NIS) domain name, timezone, IP address, IP subnet mask, and root password. This operation is the inverse of those performed by the sysidnet(1M), sysidns(1M), and sysidsys(1M) programs run at boot. See sysidtool(1M).

sys-unconfig does the following:

- Saves current /etc/inet/hosts file information in /etc/inet/hosts.saved.
- If the current /etc/vfstab file contains NFS mount entries, saves the /etc/vfstab file to /etc/vfstab.orig.
- Restores the default /etc/inet/hosts file.
- Removes the default hostname in /etc/hostname.interface files for all interfaces configured when this command is run. To determine which interfaces are configured, run the command 'ifconfig-a'. The /etc/hostname.interface files corresponding to all of the interfaces listed in the resulting output, with the exception of the loopback interface (lo0), will be removed.
- Removes the default domainname in /etc/defaultdomain.
- Restores the timezone to PST8PDT in /etc/TIMEZONE.
- Disables the Network Information Service (NIS) and Network Information Service Plus (NIS+) if either NIS or NIS+ was configured.
- Removes the entries for this host in /etc/net/*/hosts.
- Removes the file /etc/inet/netmasks.
- Removes the file /etc/defaultrouter.
- Removes the password set for root in /etc/shadow.
- Removes the file /etc/.rootkey.
- Executes all system configuration applications. These applications are defined by prior executions of a sysidconfig -a application. (See sysidconfig(1M)). When sys-unconfig is run, all system configuration applications are passed one argument, -u.
- Removes the file /etc/resolv.conf.
- Disables LDAP by removing /var/ldap/ldap_client_cache, /var/ldap/ldap_client_file, /var/ldap/ldap_client_cred, and /var/ldap/cachemgr.log.

When sys-unconfig is finished, it performs a system shutdown. sys-unconfig is a potentially dangerous utility and can only be run by the super user.

FILES

/etc/default/init

process control initialization

/etc/defaultdomain

/etc/defaultrouter

/etc/hostname.interface

/etc/inet/hosts host name database

/etc/inet/netmasks network mask database

/etc/net/*/hosts

/etc/nodename

/etc/.rootkey super-user's secret key

/etc/shadow shadow password file

/etc/vfstab virtual file system table

/var/nis/NIS_COLD_START

/var/yp/binding/*/ypservers

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWadmap

SEE ALSO

 $\mbox{init}(1M), \mbox{kdmconfig}(1M), \mbox{sysidconfig}(1M), \mbox{sysidtool}(1M), \mbox{hosts}(4), \mbox{netmasks}(4), \mbox{shadow}(4), \mbox{attributes}(5)$

NOTES

sys-unconfig is not available on diskless clients.

tapes(1M)

NAME

tapes – creates /dev entries for tape drives attached to the system

SYNOPSIS

/usr/sbin/tapes [-r rootdir]

DESCRIPTION

 ${\tt devfsadm}(1M)$ is now the preferred command for /dev and /devices and should be used instead of tapes.

tapes creates symbolic links in the /dev/rmt directory to the actual tape device special files under the /devices directory tree. tapes searches the kernel device tree to see what tape devices are attached to the system. For each equipped tape drive, the following steps are performed:

- 1. The /dev/rmt directory is searched for a /dev/rmt/n entry that is a symbolic link to the /devices special node of the current tape drive. If one is found, this determines the logical controller number of the tape drive.
- 2. The rest of the special devices associated with the drive are checked, and incorrect symbolic links are removed and necessary ones added.
- If none are found, a new logical controller number is assigned (the lowest-unused number), and new symbolic links are created for all the special devices associated with the drive.

tapes does not remove links to non-existent devices; these must be removed by hand.

tapes is run each time a reconfiguration-boot is performed, or when add_drv(1M) is executed. When invoking tapes(1M) manually, first run drvconfig(1M) to ensure /devices is consistent with the current device configuration.

Notice to Driver Writers

tapes(1M) considers all devices with the node type DDI_NT_TAPE to be tape devices; these devices must have their minor name created with a specific format. The minor name encodes operational modes for the tape device and consists of an ASCII string of the form [1,m,h,c,u][b][n].

The first character set is used to specify the tape density of the device, and are named low (1), medium (m), high (h), compressed (c), and ultra (u). These specifiers only express a relative density; it is up to the driver to assign specific meanings as needed. For example, 9 track tape devices interpret these as actual bits-per-inch densities, where 1 means 800 BPI, m means 1600 BPI, and h means 6250 BPI, whereas 4mm DAT tapes defines 1 as standard format, and m, h, c and u as compressed format. Drivers may choose to implement any or all of these format types.

During normal tape operation (non-BSD behavior), once an EOF mark has been reached, subsequent reads from the tape device return an error. An explicit IOCTL must be issued to space over the EOF mark before the next file can be read. b instructs the device to observe BSD behavior, where reading at EOF will cause the tape device to automatically space over the EOF mark and begin reading from the next file.

n or no-rewind-on-close instructs the driver to not rewind to the beginning of tape when the device is closed. Normal behavior for tape devices is to reposition to BOT when closing. See mtio(7I).

The minor number for tape devices should be created by encoding the device's instance number using the tape macro MTMINOR and ORing in the proper combination of density, BSD behavior, and no-rewind flags. See mtio(7I).

To prevent tapes from attempting to automatically generate links for a device, drivers must specify a private node type and refrain from using the node type string DDI NT TAPE when callingddi create minor node(9F).

OPTIONS

-r rootdir

Causes tapes to presume that the /dev/rmt directory tree is found under *rootdir*, not directly under /.

ERRORS

If tapes finds entries of a particular logical controller linked to different physical controllers, it prints an error message and exits without making any changes to the /dev directory, since it cannot determine which of the two alternative logical to physical mappings is correct. The links should be manually corrected or removed before another reconfiguration boot is performed.

EXAMPLES

EXAMPLE 1 Creating Tape Device Nodes From Within the Driver's attach() Function

This example demonstrates creating tape device nodes from within the xktape driver's attach(9E) function.

```
#include
            <sys/mtio.h>
struct tape minor info {
    char *minor name;
    int minor mode;
};
* create all combinations of logical tapes
static struct tape minor info example tape[] = {
    {"", 0},
                                     /* default tape */
    {"1", MT_DENSITY1},
{"lb", MT_DENSITY1 | MT_BSD},
    {"lbn", MT DENSITY1 | MT BSD | MT NOREWIND},
    {"m", MT_DENSITY2},
{"mb", MT_DENSITY2 | MT_BSD},
    {"mbn", MT_DENSITY2 | MT_BSD | MT_NOREWIND},
    {"h", MT_DENSITY3},
{"hb", MT_DENSITY3 | MT_BSD},
    {"hbn", MT_DENSITY3 | MT_BSD | MT_NOREWIND},
    {"c", MT_DENSITY4},
{"cb", MT_DENSITY4 | MT_BSD},
     {"cbn", MT DENSITY4 | MT BSD | MT NOREWIND},
    {NULL, 0},
};
xktapeattach(dev info t *dip, ddi attach cmd t cmd)
     int instance;
     struct tape_minor_info *mdp;
       /* other stuff in attach... */
     instance = ddi_get_instance(dip);
```

EXAMPLE 1 Creating Tape Device Nodes From Within the Driver's attach() Function (Continued)

Installing the xktape driver on a SPARCstation 20, with the driver controlling a SCSI tape (target 4 attached to an esp(7D) SCSI HBA) and performing a reconfiguration-boot creates the following special files in /devices.

```
# ls -1 /devices/iommu@f,e0000000/sbus@f,e0001000/espdma@f,400000/esp@f,800000/
crw-rw-rw- 1 root sys 33,136 Aug 29 00:02 xktape@4,0:
crw-rw-rw- 1 root sys 33,200 Aug 29 00:02 xktape@4,0:b
crw-rw-rw- 1 root sys 33,204 Aug 29 00:02 xktape@4,0:bn crw-rw-rw- 1 root sys 33,152 Aug 29 00:02 xktape@4,0:c
crw-rw-rw- 1 root sys 33,216 Aug 29 00:02 xktape@4,0:cb
crw-rw-rw- 1 root sys 33,220 Aug 29 00:02 xktape@4,0:cbn
crw-rw-rw- 1 root sys 33,156 Aug 29 00:02 xktape@4,0:cn
crw-rw-rw- 1 root sys 33,212 Aug 29 00:02 xktape@4,0:hbn
crw-rw-rw- 1 root sys 33,148 Aug 29 00:02 xktape@4,0:hn
\label{eq:crw-rw-rw-1} \mbox{root sys} \qquad \mbox{33,128 Aug 29 00:02} \quad \mbox{xktape@4,0:1}
crw-rw-rw- 1 root sys 33,132 Aug 29 00:02 xktape@4,0:ln
crw-rw-rw- 1 root sys 33,136 Aug 29 00:02 xktape@4,0:m
crw-rw-rw- 1 root sys 33,200 Aug 29 00:02 xktape@4,0:mb
crw-rw-rw- 1 root sys 33,140 Aug 29 00:02 xktape@4,0:n
```

/dev/rmt will contain the logical tape devices (symbolic links to tape devices in /devices).

```
# ls -1 /dev/dsk
/dev/rmt/0 -> ../../devices/[....]/xktape@4,0:
/dev/rmt/0b
             -> ../../devices/[....]/xktape@4,0:b
/dev/rmt/0bn -> ../../devices/[....]/xktape@4,0:bn
/dev/rmt/0c -> ../../devices/[....]/xktape@4,0:c
/dev/rmt/0cb -> ../../devices/[....]/xktape@4,0:cb
/dev/rmt/0cbn -> ../../devices/[....]/xktape@4,0:cbn
/dev/rmt/0cn -> ../../devices/[....]/xktape@4,0:cn
/dev/rmt/0h -> ../../devices/[....]/xktape@4,0:h
/dev/rmt/0hb -> ../../devices/[....]/xktape@4,0:hb
/dev/rmt/0hbn -> ../../devices/[....]/xktape@4,0:hbn
/dev/rmt/0hn -> ../../devices/[....]/xktape@4,0:hn
/dev/rmt/01 -> ../../devices/[....]/xktape@4,0:1
/dev/rmt/0lb -> ../../devices/[....]/xktape@4,0:lb
/dev/rmt/0lbn -> ../../devices/[....]/xktape@4,0:lbn
/dev/rmt/0ln -> ../../devices/[....]/xktape@4,0:ln
/dev/rmt/0m -> ../../devices/[....]/xktape@4,0:m
```

$\begin{tabular}{ll} \textbf{EXAMPLE 1} Creating Tape Device Nodes From Within the Driver's \verb|attach|()| Function (Continued) \\ \end{tabular}$

```
/dev/rmt/0mb -> ../../devices/[....]/xktape@4,0:mb
/dev/rmt/0mbn -> ../../devices/[....]/xktape@4,0:mbn
/dev/rmt/0mn -> ../../devices/[....]/xktape@4,0:mn
/dev/rmt/0n -> ../../devices/[....]/xktape@4,0:n
```

FILES

/dev/rmt/* logical tape devices
/devices/* tape device nodes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:config} \begin{split} &\text{add_drv}(1M), \, \text{devfsadm}(1M), \, \text{devlinks}(1M), \, \text{disks}(1M), \, \text{drvconfig}(1M), \\ &\text{ports}(1M), \, \text{attributes}(5), \, \text{esp}(7D), \, \text{mtio}(7I), \, \text{attach}(9E), \\ &\text{ddi_create_minor_node}(9F) \end{split}$$

Writing Device Drivers

BUGS

tapes silently ignores malformed minor device names.

taskstat(1M)

NAME |

taskstat – prints ASET tasks status

SYNOPSIS

/usr/aset/util/taskstat [-d aset_dir]

DESCRIPTION

taskstat is located in the /usr/aset/util directory. /usr/aset is the default operating directory of the Automated Security Enhancement Tool (ASET). An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M). Because aset dispatches its tasks to run in the background, when it returns, these tasks may or may not have completed. taskstat prints the status of the tasks, listing those that are completed and those that are still executing.

The ASET reports, which are located in the /usr/aset/reports directory (see the -d option), are not complete until all the tasks finish executing.

OPTIONS

-daset dir

Specify the working directory for ASET. By default, this directory is /usr/aset. With this option, the reports directory will be located under *aset_dir*.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWast

SEE ALSO

aset(1M), attributes(5)

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NAME

tcxconfig – configure the default linearity of the 24-bit TrueColor Visual for OpenWindows on a system with an S24 frame buffer (TCX)

SYNOPSIS

/usr/sbin/tcxconfig [linear | nonlinear]

DESCRIPTION

The tcxconfig script changes the default linearity of a 24-bit TrueColor Visual for OpenWindows on a system with an S24 frame buffer. When the S24 graphics driver for OpenWindows is installed, the default 24-bit TrueColor Visual is nonlinear. You can run tcxconfig with an argument that specifies the setting you want.

OpenWindows should not be running when you execute the tcxconfig script with an option. Start OpenWindows after tcxconfig has set the linearity you desire.

OPTIONS

If you specify no option, texconfig displays the current default setting.

You must become superuser before you can execute tcxconfig with one of the following options.

linear Set linear visual to be the default 24-bit TrueColor Visual. This

means colors will be gamma-corrected.

nonlinear Set nonlinear visual to be the default 24-bit TrueColor Visual.

EXIT STATUS

The following exit values are returned:

0 success

1 an error has occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWtcxow

SEE ALSO

attributes(5)

tic(1M)

NAME | tic – terminfo compiler

SYNOPSIS

tic [-v [n]] [-c] file

library routines in curses(3CURSES).

DESCRIPTION

The command tic translates a terminfo file from the source format into the compiled format. The results are placed in the directory /usr/share/lib/terminfo. The compiled format is necessary for use with the

If the environment variable TERMINFO is set, the compiled results are placed there instead of /usr/share/lib/terminfo.

Total compiled entries cannot exceed 4096 bytes. The name field cannot exceed 128 bytes. Terminal names exceeding 14 characters will be truncated to 14 characters and a warning message will be printed.

OPTIONS

- Specify that (verbose) output be written to standard error trace information -3711 showing tic's progress. The optional integer n is a number from 1 to 10, indicating the desired level of detail of information. If *n* is omitted, the default level is 1. If *n* is specified and greater than 1, the level of detail is increased.
- Specifies to check only file for errors. Errors in use= links are not - C detected.
- file Contains one or more terminfo terminal descriptions in source format [see terminfo(4)]. Each description in the file describes the capabilities of a particular terminal. When a use=entry-name field is discovered in a terminal entry currently being compiled, tic reads in the binary from /usr/share/lib/terminfo to complete the entry. (Entries created from file will be used first. If the environment variable TERMINFO is set, that directory is searched instead of /usr/share/lib/terminfo.) tic duplicates the capabilities in *entry-name* for the current entry, with the exception of those capabilities that are explicitly defined in the current entry.

FILES

/usr/share/lib/terminfo/?/*

compiled terminal description database

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availabi	ity	SUNWcsu

SEE ALSO

captoinfo(1M), infocmp(1M), curses(3CURSES), terminfo(4), attributes(5)

NOTES

When an entry, for example, entry name 1, contains a use=entry_name_2 field, any canceled capabilities in entry_name_2 must also appear in entry name 1 before use= for these capabilities to be canceled in entry name 1.

NAME

traceroute – print the route packets take to network host

SYNOPSIS

```
traceroute [-adFIlnSvx] [-A addr_family] [-c traffic_class] [-f first_hop]

[-g gateway [-g gateway...] | -r] [-i iface] [-L flow_label] [-m max_hop]

[-P pause_sec] [-p port] [-Q max_timeout] [-q nqueries] [-s src_addr]

[-t tos] [-w wait_time] host [packetlen]
```

DESCRIPTION

The Internet is a large and complex aggregation of network hardware, connected by gateways. Tracking the route a packet follows can be difficult. The utility traceroute traces the route that an IP packet follows to another internet host.

The traceroute utility utilizes the both the IPv4 and IPv6 protocols. Use the -A option to override the default behavior. traceroute uses the IPv4 protocol *ttl* (time to live) field or the IPv6 field *hop limit*. It attempts to elicit an ICMP or ICMP6 TIME_EXCEEDED response from each *gateway* along the path, and a PORT_UNREACHABLE(or ECHO_REPLY if -I is used) response from the destination host. It starts by sending probes with a *ttl* or *hop limit* of 1 and increases by 1 until it either gets to the host, or it hits the maximum *max_hop*. The default maximum *max_hop* is 30 hops, but this can be set by the -m option.

Three probes are sent at each *ttl* (*hop limit*) setting, and a line is printed showing the *ttl* (*hop limit*), the hostname and the address of the gateway, and the *rtt* (round trip time) of each probe. The number of probes may be specifically set using the -q option. If the probe answers come from different gateways, the hostname and the address of each responding system will be printed. If there is no response within a 5 second timeout interval, a "*" is printed for that probe. The -w option may be used to set the timeout interval. Other possible annotations that may appear after the time are:

- ! the *ttl* (*hop limit*) value in the received packet is <= 1.
- !H host unreachable.
- !X communication administratively prohibited.
- <!N> ICMP (ICMP6) unreachable code N.

The following annotations appear only for IPv4:

- 1F fragmentation needed. This should never occur. If this is seen, the associated gateway is broken.
- !N network unreachable.
- !P protocol unreachable.
- source route failed. This should never occur. If this is seen, the associated gateway is broken.
- !T unreachable for the specified tos (type-of-service).
- !U source host isolated or precedence problem.

The following annotations appear only for IPv6:

!A host unreachable for a reason other than lack of an entry in the routing table.

!B packet too big.

!E destination is not a neighbor.

!R unrecognized next header.

If almost all the probes result in some kind of unreachable code, then traceroute gives up and exits.

The destination *host* is not supposed to process the UDP probe packets, so the destination *port* default is set to an unlikely value. However, if some application on the destination is using that value, the value of *port* can be changed with the -p option.

The only mandatory parameter is the destination *host* name or IP number. The default probe datagram length is 40 bytes (60 bytes for IPv6), but this may be increased by specifying a packet length (in bytes) after the destination *host* name.

All integer arguments to traceroute can be specified in either decimal or hexadecimal notation. For example, *packetlen* can be specified either as 256 or 0x100.

OPTIONS

-A addr_family

Specify the address family of the target host. addr_family can be either inet or inet6. Address family determines which protocol to use. For an argument of inet, IPv4 is used. For inet6, IPv6 is used.

By default, if the name of a host is provided, not the literal IP address, and a valid IPv6 address exists in the name service database, traceroute will use this address. Otherwise, if the name service database contains an IPv4 address, it will try the IPv4 address.

Specify the address family inet or inet6 to override the default behavior. If the argument specified is inet, traceroute will use the IPv4 address associated with the hostname. If none exists, traceroute will state that the host is unknown and exit. It will not try to determine if an IPv6 address exists in the name service database.

If the specified argument is inet6, traceroute will use the IPv6 address that is associated with the hostname. If none exists, traceroute will state that the host is unknown and exit.

Probe all of the addresses of a multi-homed destination. The output looks like traceroute has been run once for each IP address of the destination. If

-a

	this option is used together with -A, traceroute probes only the addresses that are of the specified address family. While probing one of the addresses of the destination, user can skip to the next address by sending a SIGINT, or exit traceroute by sending a SIGQUIT signal. See signal(3HEAD)
-c traffic_class	Specify the traffic class of probe packets. The value must be an integer in the range from 0 to 255. Gateways along the path may route the probe packet differently depending upon the value of <i>traffic_class</i> set in the probe packet. This option is valid only on IPv6.
-d	Set the SO_DEBUG socket option.
-F	Set the "don't fragment" bit. This option is valid only on IPv4.
-f first_hop	Set the starting <i>ttl</i> (<i>hop limit</i>) value to <i>first_hop</i> , to override the default value 1. traceroute skips processing for those intermediate gateways which are less than <i>first_hop</i> hops away.
-g gateway	Specify a loose source route <i>gateway</i> . The user can specify more than one <i>gateway</i> by using -g for each gateway. The maximum number of gateways is 8 for IPv4 and 127 for IPv6. Note that some factors such as the link MTU can further limit the number of gateways for IPv6. This option cannot be used with the -r option.
-I	Use ICMP (ICMP6) ECHO instead of UDP datagrams.
-i iface	For IPv4, this option specifies a network interface to obtain the source IP address. This is normally only useful on a multi-homed host. The -s option is also another way to do this. For IPv6, it specifies the network interface on which probe packets are transmitted. The argument can be either an interface index, for example, 1, 2, or an interface name, for example, 1e0, hme0.
-L flow_label	Specify the flow label of probe packets. The value must be an integer in the range from 0 to 1048575. This option is valid only on IPv6.
-1	Print the value of the <i>ttl</i> (<i>hop limit</i>) field in each packet received.
-m max_hop	Set the maximum <i>ttl</i> (<i>hop limit</i>) used in outgoing probe packets. The default is 30 hops, which is the same default used for TCP connections.

Print hop addresses numerically rather than symbolically and numerically. This saves a nameserver address-to-name lookup for each gateway found on the path.
Specify a delay, in seconds, to pause between probe packets. This may be necessary if the final destination does not accept undeliverable packets in bursts. By default, traceroute sends the next probe as soon as it has received a reply. Note that <i>pause_sec</i> is a real number.
Set the base UDP <i>port</i> number used in probes. The default is 33434. traceroute hopes that nothing is listening on UDP <i>ports</i> (base+(nhops-1)*nqueries) to (base+(nhops*nqueries)-1) at the destination host, so that an ICMP (ICMP6) PORT_UNREACHABLE message will be returned to terminate the route tracing. If something is listening on a <i>port</i> in the default range, this option can be used to select an unused <i>port</i> range. nhops is defined as the number of hops between the source and the destination.
Stop probing this hop after <i>max_timeout</i> consecutive timeouts are detected. The default value is 5. Useful in combination with the -q option if you have specified a large <i>nqueries</i> probe count.
Set the desired number of probe queries. The default is 3.
Bypass the normal routing tables and send directly to a host on an attached network. If the host is not on a directly-attached network, an error is returned. This option can be used to send probes to a local host through an interface that has been dropped by the router deamon. See in.routed(1M). You cannot use this option if the -g option is used.
Use the following address, which usually is given as a literal IP address, not a hostname, as the source address in outgoing probe packets. On multi-homed hosts, those with more than one IP address, this option can be used to force the source address to be something other than the IP address traceroute picks by default. If the IP address is not one of this machine's interface addresses, an error is returned and nothing is sent. For IPv4, when used together with the -i option, the given IP address should be configured on the specified

interface. Otherwise, an error will be returned. In the
case of IPv6, the interface name and the source address
do not have to match

do not have to match.

Set the tos(type-of-service) in probe packets to the -t tos

specified value. The default is zero. The value must be an integer in the range from 0 to 255. Gateways along the path may route the probe packet differently depending upon the tos value set in the probe packet.

This option is valid only on IPv4.

Verbose output. For each hop, the size and the - 77

destination of the response packets is displayed. Also

ICMP (ICMP6) packets received other than

TIME EXCEEDED and UNREACHABLE are listed as well.

-w waittime Set the time, in seconds, to wait for a response to a

probe. The default is 5 seconds.

Prevent traceroute from calculating checksums. -x

Note that checksums are usually required for the last hop when using ICMP ECHO probes. This option is

valid only on IPv4. See the -I option.

OPERANDS

The following operands are supported:

host The network host.

EXAMPLES

EXAMPLE 1 Sample Output From the traceroute Utility

Some sample output from the traceroute utility might be:

```
istanbul% traceroute london
traceroute: Warning: london has multiple addresses; \
 using 4::114:a00:20ff:ab3d:83ed
traceroute: Warning: Multiple interfaces found; \
 using 4::56:a00:20ff:fe93:8dde @ le0:2
traceroute to london (4::114:a00:20ff:ab3d:83ed), 30 hops max, \
 60 byte packets
1 frbldg7c-86 (4::56:a00:20ff:fe1f:65a1) 1.786 ms 1.544 ms 1.719 ms
2 frbldq7b-77 (4::255:0:0:c0a8:517) 2.587 ms 3.001 ms 2.988 ms
3 london (4::114:a00:20ff:ab3d:83ed) 3.122 ms 2.744 ms 3.356 ms
```

The target host, london, has both IPv4 and IPv6 addresses in the name service database. According to the default behavior, traceroute uses IPv6 address of the destination host.

EXAMPLE 2 Using the traceroute Utility For a Host Which has Only IPv4 Addresses

In the following examples, traceroute is tracking the route to host sanfrancisco, which has only IPv4 addresses in the name service database. Therefore traceroute uses only IPv4 addresses. The following shows the 7-hop path that a packet would follow from the host istanbul to the host sanfrancisco.

EXAMPLE 2 Using the traceroute Utility For a Host Which has Only IPv4 Addresses (*Continued*)

istanbul% traceroute sanfrancisco

```
traceroute: Warning: Multiple interfaces found, using 172.31.86.247 @ le0 traceroute to sanfrancisco (172.29.64.39), 30 hops max, 40 byte packets 1 frbldg7c-86 (172.31.86.1) 1.516 ms 1.283 ms 1.362 ms 2 bldg1a-001 (172.31.1.211) 2.277 ms 1.773 ms 2.186 ms 3 bldg4-bldg1 (172.30.4.42) 1.978 ms 1.986 ms 13.996 ms 4 bldg6-bldg4 (172.30.4.49) 2.655 ms 3.042 ms 2.344 ms 5 ferbldg11a-001 (172.29.1.236) 2.636 ms 3.432 ms 3.830 ms 6 frbldg12b-153 (172.29.153.72) 3.452 ms 3.146 ms 2.962 ms 7 sanfrancisco (172.29.64.39) 3.430 ms 3.312 ms 3.451 ms
```

EXAMPLE 3 Using the traceroute Utility With Source Routing

The following example shows the path of a packet that goes from istanbul to sanfrancisco through the hosts cairo and paris, as specified by the -g option. The -I option makes traceroute send ICMP ECHO probes to the host sanfrancisco. The -i options sets the source address to the IP address configured on the interface qe0.

```
istanbul% traceroute -g cairo -g paris -i qe0 -q 1 -I sanfrancisco
traceroute to sanfrancisco (172.29.64.39), 30 hops max, 56 byte packets
1 frbldg7c-86 (172.31.86.1) 2.012 ms
2 flrbldg7u (172.31.17.131) 4.960 ms
3 cairo (192.168.163.175) 4.894 ms
4 flrbldg7u (172.31.17.131) 3.475 ms
5 frbldg7c-017 (172.31.17.83) 4.126 ms
6 paris (172.31.86.31) 4.086 ms
7 frbldg7b-82 (172.31.82.1) 6.454 ms
8 bldg1a-001 (172.31.1.211) 6.541 ms
9 bldg6-bldg4 (172.30.4.49) 6.518 ms
10 ferbldg11a-001 (172.29.1.236) 9.108 ms
11 frbldg12b-153 (172.29.153.72) 9.634 ms
12 sanfrancisco (172.29.64.39) 14.631 ms
```

EXIT STATUS

The following exit values are returned:

O Successful operation.

>0 An error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

netstat(1M),ping(1M),attributes(5)

WARNINGS

This utility is intended for use in network testing, measurement and management. It should be used primarily for manual fault isolation. Because of the load it could impose on the network, it is unwise to use traceroute(1M) during normal operations or from automated scripts.

NAME	ttyadm – format and output port monitor-specific information	
SYNOPSIS	/usr/sbin/ttyadm [-b] [-c] [-h] [-I] [-r count] [-i msg] [-m modules] [-p prompt] [-t timeout] [-S y n] [-T termtype] -d device -l ttylabel -s service	
	/usr/sbin/ttys	adm -V
DESCRIPTION	The ttyadm command is an administrative command that formats ttymon(1M)-specific information and writes it to standard output. The Service Access Facility (SAF) requires each port monitor to provide such a command. Note that the port monitor administrative file is updated by the Service Access Controller's administrative commands, sacadm(1M) and pmadm(1M). ttyadm provides a means of presenting formatted port monitor-specific (ttymon-specific) data to these commands.	
OPTIONS	-b	Set the "bi-directional port" flag. When this flag is set, the line can be used in both directions. $ttymon$ will allow users to connect to the service associated with the port, but if the port is free, $uucico(1M)$, $cu(1C)$, or $ct(1C)$ can use it for dialing out.
	-c	Set the connect-on-carrier flag for the port. If the -c flag is set, ttymon will invoke the port's associated service immediately when a connect indication is received (that is, no prompt is printed and no baud-rate searching is done).
	-h	Set the hangup flag for the port. If the -h flag is not set, ttymon will force a hangup on the line by setting the speed to 0 before setting the speed to the default or specified value.
	-I	Initialize only. If the -I option is used, ttymon will invoke the service only once. This can be used to configure a particular device without actually monitoring it, as with software carrier.
	-d device	<i>device</i> is the full pathname of the device file for the TTY port.
	-i message	Specify the inactive (disabled) response message. This message will be sent to the TTY port if the port is disabled or the ttymon monitoring the port is disabled.
	-1 ttylabel	Specify which <i>ttylabel</i> in the /etc/ttydefs file to use as the starting point when searching for the proper baud rate.
	-m modules	Specify a list of pushable STREAMS modules. The modules will be pushed in the order in which they are specified before the service is invoked. <i>modules</i> must be a comma-separated list of modules, with no white space included. Any modules currently on the stream will be popped before these modules are pushed.
	-p prompt	Specify the prompt message, for example, "login:".
	-r count	When the -r option is invoked, ttymon will wait until it receives data from the port before it displays a prompt. If <i>count</i> is 0,

	ttymon will wait until it receives any character. If <i>count</i> is greater than 0, ttymon will wait until <i>count</i> newlines have been received.
-s service	<i>service</i> is the full pathname of the service to be invoked when a connection request is received. If arguments are required, the command and its arguments must be enclosed in double quotes (" ").
-t timeout	Specify that ttymon should close a port if the open on the port succeeds, and no input data is received in <i>timeout</i> seconds.
-Sy n	Set the software carrier value. y will turn software carrier on. n will turn software carrier off.
-T termtype	Set the terminal type. The TERM environment variable will be set to $\it termtype$.
-V	Display the version number of the current /usr/lib/saf/ttymon command.

OUTPUT

If successful, ttyadm will generate the requested information, write it to standard output, and exit with a status of 0. If ttyadm is invoked with an invalid number of arguments or invalid arguments, or if an incomplete option is specified, an error message will be written to standard error and ttymon will exit with a non-zero status.

FILES

/etc/ttydefs

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

ct(1C), cu(1C), pmadm(1M), sacadm(1M), ttymon(1M), uucico(1M), attributes(5)

System Administration Guide, Volume 1

NAME |

ttymon – port monitor for terminal ports

SYNOPSIS

/usr/lib/saf/ttymon

```
/usr/lib/saf/ttymon -g [-d device] [-h] [-t timeout] [-1 ttylabel]
     [-p prompt] [-m modules] [-T termtype]
```

DESCRIPTION

ttymon is a STREAMS-based TTY port monitor. Its function is to monitor ports, to set terminal modes, baud rates, and line disciplines for the ports, and to connect users or applications to services associated with the ports. Normally, ttymon is configured to run under the Service Access Controller, sac(1M), as part of the Service Access Facility (SAF). It is configured using the sacadm(1M) command. Each instance of ttymon can monitor multiple ports. The ports monitored by an instance of ttymon are specified in the port monitor's administrative file. The administrative file is configured using the pmadm(1M) and ttyadm(1M) commands. When an instance of ttymon is invoked by the sac command, it starts to monitor its ports. For each port, ttymon first initializes the line disciplines, if they are specified, and the speed and terminal settings. For ports with entries in /etc/logindevperm, device owner, group and permissions are set. (See logindevperm(4).) The values used for initialization are taken from the appropriate entry in the TTY settings file. This file is maintained by the sttydefs(1M) command. Default line disciplines on ports are usually set up by the autopush(1M) command of the Autopush Facility.

ttymon then writes the prompt and waits for user input. If the user indicates that the speed is inappropriate by pressing the BREAK key, ttymon tries the next speed and writes the prompt again. When valid input is received, ttymon interprets the per-service configuration file for the port, if one exists, creates a utmpx entry if required (see utmpx(4)), establishes the service environment, and then invokes the service associated with the port. Valid input consists of a string of at least one non-newline character, terminated by a carriage return. After the service terminates, ttymon cleans up the utmpx entry, if one exists, and returns the port to its initial state.

If autobaud is enabled for a port, ttymon will try to determine the baud rate on the port automatically. Users must enter a carriage return before ttymon can recognize the baud rate and print the prompt. Currently, the baud rates that can be determined by autobaud are 110, 1200, 2400, 4800, and 9600.

If a port is configured as a bidirectional port, ttymon will allow users to connect to a service, and, if the port is free, will allow uucico(1M), cu(1C), or ct(1C) to use it for dialing out. If a port is bidirectional, ttymon will wait to read a character before it prints a prompt.

If the connect-on-carrier flag is set for a port, ttymon will immediately invoke the port's associated service when a connection request is received. The prompt message will not be sent.

If a port is disabled, ttymon will not start any service on that port. If a disabled message is specified, ttymon will send out the disabled message when a connection request is received. If ttymon is disabled, all ports under that instance of ttymon will also be disabled.

SERVICE INVOCATION

The service ttymon invokes for a port is specified in the ttymon administrative file. ttymon will scan the character string giving the service to be invoked for this port, looking for a %d or a %% two-character sequence. If %d is found, ttymon will modify the service command to be executed by replacing those two characters by the full path name of this port (the device name). If %% is found, they will be replaced by a single %. When the service is invoked, file descriptor 0, 1, and 2 are opened to the port device for reading and writing. The service is invoked with the user ID, group ID and current home directory set to that of the user name under which the service was registered with ttymon. Two environment variables, HOME and TTYPROMPT, are added to the service's environment by ttymon. HOME is set to the home directory of the user name under which the service is invoked. TTYPROMPT is set to the prompt string configured for the service on the port. This is provided so that a service invoked by ttymon has a means of determining if a prompt was actually issued by ttymon and, if so, what that prompt actually was.

See ttyadm(1M) for options that can be set for ports monitored by ttymon under the Service Access Controller.

SECURITY

ttymon uses pam(3PAM) for session management. The PAM configuration policy, listed through /etc/pam.conf, specifies the modules to be used for ttymon. Here is a partial pam. conf file with entries for ttymon using the UNIX session management module.

ttymon session required /usr/lib/security/pam unix.so.1If there are no entries for the ttymon service, then the entries for the "other" service will be used.

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the initial TTY settings are, and what speed to try next if the user

OPTIONS

-g	A special invocation of ttymon is provided with the -g option. This form of the command should only be called by applications that need to set the correct baud rate and terminal settings on a port and then connect to login service, but that cannot be pre-configured under the SAC. The following combinations of options can be used with -g:
-d device	<i>device</i> is the full path name of the port to which ttymon is to attach. If this option is not specified, file descriptor 0 must be set up by the invoking process to a TTY port.
-h	If the -h flag is not set, ttymon will force a hangup on the line by setting the speed to zero before setting the speed to the default or specified speed.
-1 ttylabel	ttylabel is a link to a speed and TTY definition in the ttydefs file This definition tells ttymon at what speed to run initially, what

ttymon(1M)

indicates that the speed is inappropriate by pressing the BREAK

key. The default speed is 9600 baud.

-m *modules* When initializing the port, ttymon will pop all modules on the

port, and then push *modules* in the order specified. *modules* is a comma-separated list of pushable modules. Default modules on

the ports are usually set up by the Autopush Facility.

-p *prompt* Allows the user to specify a prompt string. The default prompt is

Login: .

-t *timeout* Specifies that ttymon should exit if no one types anything in

timeout seconds after the prompt is sent.

-T *termtype* Sets the TERM environment variable to *termtype*.

ENVIRONMENT VARIABLES

If any of the LC_* variables (LC_CTYPE, LC_MESSAGES, LC_TIME, LC_COLLATE, LC_NUMERIC, and LC_MONETARY) (see environ(5)) are not set in the environment, the operational behavior of ttymon for each corresponding locale category is determined by the value of the LANG environment variable. If LC_ALL is set, its contents are used to override both the LANG and the other LC_* variables. If none of the above variables is set in the environment, the "C" (U.S. style) locale determines how ttymon behaves.

LC_CTYPE Determines how ttymon handles characters. When LC_CTYPE is

set to a valid value, ttymon can display and handle text and filenames containing valid characters for that locale. ttymon can display and handle Extended Unix Code (EUC) characters where any individual character can be 1, 2, or 3 bytes wide. ttymon can also handle EUC characters of 1, 2, or more column widths. In the

"C" locale, only characters from ISO 8859-1 are valid.

FILES /

/etc/logindevperm

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Ava	ailability	SUNWcsu

SEE ALSO

 $\verb|ct(1C)|, \verb|cu(1C)|, \verb|autopush(1M)|, \verb|pmadm(1M)|, \verb|sac(1M)|, \verb|sacadm(1M)|, \verb|sacadm(1M)|,$

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NOTES

If a port is monitored by more than one ttymon, it is possible for the ttymons to send out prompt messages in such a way that they compete for input.

NAME | tunefs – tune up an existing file system

SYNOPSIS

tunefs [-a maxcontig] [-d rotdelay] [-e maxbpg] [-m minfree] [-o [space | time]] special | filesystem

DESCRIPTION

tunefs is designed to change the dynamic parameters of a file system which affect the layout policies. When using tunefs with filesystem, filesystem must be in /etc/vfstab. The parameters which are to be changed are indicated by the options given below.

Generally one should optimize for time unless the file system is over 90% full.

OPTIONS

-a maxcontig

Specify the maximum number of contiguous blocks that will be laid out before forcing a rotational delay (see -d). The default value is determined from the disk drive's maximum transfer rate. The maximum *maxconfig* that UFS supports is 10486576.

-d rotdelay

Specify the expected time (in milliseconds) to service a transfer completion interrupt and initiate a new transfer on the same disk. It is used to decide how much rotational spacing to place between successive blocks in a file.

-e maxbpg

Indicate the maximum number of blocks any single file can allocate out of a cylinder group before it is forced to begin allocating blocks from another cylinder group. Typically this value is set to approximately one quarter of the total blocks in a cylinder group. The intent is to prevent any single file from using up all the blocks in a single cylinder group, thus degrading access times for all files subsequently allocated in that cylinder group. The effect of this limit is to cause big files to do long seeks more frequently than if they were allowed to allocate all the blocks in a cylinder group before seeking elsewhere. For file systems with exclusively large files, this parameter should be set higher.

-m *minfree*

Specify the percentage of space held back from normal users; the minimum free space threshold. This value can be set to 0, however up to a factor of three in throughput will be lost over the performance obtained at a 10% threshold. Note: If the value is raised above the current usage level, users will be unable to allocate files until enough files have been deleted to get under the higher threshold.

-o[space | time]

Change optimization strategy for the file system.

space: conserve space

time: attempt to organize file layout to minimize access time

USAGE

See largefile(5) for the description of the behavior of tunefs when encountering files greater than or equal to 2 Gbyte (2^{31} bytes).

tunefs(1M)

 $\textbf{ATTRIBUTES} \hspace{0.2cm} | \hspace{0.2cm} \textbf{See attributes}(5) \hspace{0.2cm} \textbf{for descriptions of the following attributes:} \\$

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mkfs(1M), fork(2), terminfo(4), attributes(5), largefile(5)

NAME | uadmin – administrative control

SYNOPSIS

/usr/sbin/uadmin cmd fcn [mdep]

/sbin/uadmin cmd fcn [mdep]

DESCRIPTION

The uadmin command provides control for basic administrative functions. This command is tightly coupled to the system administration procedures and is not intended for general use. It may be invoked only by the super-user.

Both the cmd (command) and fcn (function) arguments are converted to integers and passed to the uadmin system call. The optional *mdep* (machine dependent) argument is only available for the cmd values of 1 (A REBOOT) or 2 (A SHUTDOWN), to pass a single string of boot arguments to the uadmin system call. For any other cmd value, no *mdep* command-line argument is allowed.

When passing an *mdep* value that contains whitespaces, the string must be grouped together as a single argument enclosed within quotes (for example, uadmin 11 "-s kernel/unix").

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

uadmin(2), attributes(5)

ufsdump(1M)

NAME

ufsdump – incremental file system dump

SYNOPSIS

/usr/sbin/ufsdump [options] [arguments] files_to_dump

DESCRIPTION

ufsdump backs up all files specified by *files_to_dump* (normally either a whole file system or files within a file system changed after a certain date) to magnetic tape, diskette, or disk file. When running ufsdump, the file system must be inactive; otherwise, the output of ufsdump may be inconsistent and restoring files correctly may be impossible. A file system is inactive when it is unmounted or the system is in single user mode. A file system is not considered inactive if one tree of the file system is quiescent while another tree has files or directories being modified.

options is a single string of one-letter ufsdump options.

arguments may be multiple strings whose association with the options is determined by order. That is, the first argument goes with the first option that takes an argument; the second argument goes with the second option that takes an argument, and so on.

files_to_dump is required and must be the last argument on the command line. See OPERANDS for more information.

With most devices ufsdump can automatically detect the end-of-media. Consequently, the d, s, and t options are not necessary for multi-volume dumps, unless ufsdump does not understand the way the device detects the end-of-media, or the files are to be restored on a system with an older version of the restore command.

OPTIONS

The following options are supported:

0-9	The "dump level." All files specified by files_to_dump that have been modified since the last ufsdump at a lower dump level are copied to the dump_file destination (normally a magnetic tape device). For instance, if a "level 2" dump was done on Monday, followed by a "level 4" dump on Tuesday, a subsequent "level 3" dump on Wednesday would contain all files modified or added since the "level 2" (Monday) backup. A "level 0" dump copies the entire file system to the dump_file.
a archive_file	Archive file. Archive a dump table-of-contents in the specified <i>archive_file</i> to be used by ufsrestore(1M) to determine whether a file is in the dump file that is being restored.
b factor	Blocking factor. Specify the blocking factor for tape writes. The default is 20 blocks per write for tapes of density less than 6250BPI (bytes-per-inch). The default blocking factor for tapes of density 6250BPI and greater is 64. The default blocking factor for cartridge tapes (coption) is 126. The highest blocking factor available

with most tape drives is 126. Note: the blocking factor is specified in terms of 512-byte blocks, for compatibility with tar(1).

Cartridge. Set the defaults for cartridge instead of the standard half-inch reel. This sets the density to 1000BPI and the blocking factor to 126. Since ufsdump can automatically detect the end-of-media, only the blocking parameter normally has an effect. When cartridge tapes are used, and this option is *not* specified, ufsdump will slightly miscompute the size of the tape. If the b, d, s or t options are specified with this option, their values will override the defaults set by this option.

Tape density. Not normally required, as ufsdump can detect end-of-media. This parameter can be used to keep a running tab on the amount of tape used per reel. The default density is 6250BPI except when the $\ensuremath{\mathtt{c}}$ option is used for cartridge tape, in which case it is assumed to be 1000BPI per track. Typical values for tape devices are:

1/2 inch tape 6250 BPI

1/4 inch cartridge 1000 BPI The tape densities and other options are documented in the st(7D) man page.

Diskette. Dump to diskette.

Dump file. Use *dump_file* as the file to dump to, instead of /dev/rmt/0. If *dump_file* is specified as –, dump to standard output.

If the name of the file is of the form *machine:device*, the dump is done from the specified machine over the network using rmt(1M). Since ufsdump is normally run by root, the name of the local machine must appear in the / .rhosts file of the remote machine. If the file is specified as *user@machine:device*, ufsdump will attempt to execute as the specified user on the remote machine. The specified user must have a .rhosts file on the remote machine that allows the user invoking the command from the local machine to access the remote machine.

Autoload. When the end-of-tape is reached before the dump is complete, take the drive offline and wait up to

С

d bpi

D

f dump_file

1

ufsdump(1M)

gives autoloading (stackloader) tape drives a chance to load a new tape. If the drive is ready within two minutes, continue. If it is not, prompt for another tape and wait. L string Sets the tape label to *string*, instead of the default none. string may be no more than sixteen characters long. If it is longer, it is truncated and a warning printed; the dump will still be done. The tape label is specific to the ufsdump tape format, and bears no resemblance to IBM or ANSI-standard tape labels. N device_name Use *device_name* when recording information in /etc/dumpdates (see the u option) and when comparing against information in /etc/dumpdates for incremental dumps. The *device_name* provided can contain no white space as defined in scanf(3C) and is case-sensitive. Notify all operators in the sys group that ufsdump n requires attention by sending messages to their terminals, in a manner similar to that used by the wall(1M) command. Otherwise, such messages are sent only to the terminals (such as the console) on which the user running ufsdump is logged in. 0 Offline. Take the drive offline when the dump is complete or the end-of-media is reached and rewind the tape, or eject the diskette. In the case of some autoloading 8mm drives, the tape is removed from the drive automatically. This prevents another process which rushes in to use the drive, from inadvertently overwriting the media. Specify the *size* of the volume being dumped to. Not s size normally required, as ufsdump can detect end-of-media. When the specified size is reached, ufsdump waits for you to change the volume. ufsdump interprets the specified size as the length in feet for tapes and cartridges, and as the number of 1024-byte blocks for diskettes. The values should be a little smaller than the actual physical size of the media (for example, 425 for a 450-foot cartridge). Typical values for tape devices depend on the c option, for cartridge devices, and the D option for diskettes: 1/2 inch tape 2300 feet

two minutes for the tape drive to be ready again. This

60-Mbyte 1/4 inch cartridge 425 feet

150-Mbyte 1/4 inch cartridge 700 feet

diskette

1422 blocks (Corresponds to a 1.44-Mbyte diskette, with one cylinder reserved for bad block information.)

Size estimate. Determine the amount of space that is needed to perform the dump without actually doing it, and display the estimated number of bytes it will take. This is useful with incremental dumps to determine how many volumes of media will be needed.

Specify the number of tracks for a cartridge tape. Not normally required, as ufsdump can detect end-of-media. The default is 9 tracks. The t option is not compatible with the D option. Values for Sun-supported tape devices are:

60-Mbyte 1/4 inch cartridge 9 tracks

150-Mbyte 1/4 inch cartridge 18 tracks

Sets the amount of time to wait for an autoload command to complete. This option is ignored unless the 1 option has also been specified. The default time period to wait is two minutes. Specify time units with a trailing h (for hours), m (for minutes), or s (for seconds). The default unit is minutes.

Update the dump record. Add an entry to the file /etc/dumpdates, for each file system successfully dumped that includes the file system name (or $device_name$ as specified with the N option), date, and dump level.

Verify. After each tape or diskette is written, verify the contents of the media against the source file system. If any discrepancies occur, prompt for new media, then repeat the dump/verification process. The file system *must* be unmounted. This option cannot be used to verify a dump to standard output.

Warning. List the file systems that have not been backed up within a day. This information is gleaned from the files /etc/dumpdates and /etc/vfstab. When the w option is used, all other options are ignored. After reporting, ufsdump exits immediately.

S

t tracks

T time_wait [hms]

u

V

W

ufsdump(1M)

W

Warning with highlight. Similar to the w option, except that the W option includes all file systems that appear in /etc/dumpdates, along with information about their most recent dump dates and levels. File systems that have not been backed up within a day are highlighted.

OPERANDS

The following operand is supported:

files_to_dump

Specifies the files to dump. Usually it identifies a whole file system by its raw device name (for example, /dev/rdsk/c0t3d0s6). Incremental dumps (levels 1 to 9) of files changed after a certain date only apply to a whole file system. Alternatively, files_to_dump can identify individual files or directories. All named directories that may be examined by the user running ufsdump, as well as any explicitly-named files, are dumped. This dump is equivalent to a level 0 dump of the indicated portions of the filesystem, except that /etc/dumpdates is not updated even if the -u option has been specified. In all cases, the files must be contained in the same file system, and the file system must be local to the system where ufsdump is being run.

files_to_dump is required and must be the last argument on the command line.

If no options are given, the default is 9uf /dev/rmt/0 files_to_dump.

USAGE

See largefile(5) for the description of the behavior of ufsdump when encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

EXAMPLES

EXAMPLE 1 A sample display of the ufsdump command.

To make a full dump of a root file system on cot3do, on a 150-MByte cartridge tape unit 0, use:

example# ufsdump Ocfu /dev/rmt/0 /dev/rdsk/c0t3d0s0

To make and verify an incremental dump at level 5 of the usr partition of c0t3d0, on a 1/2 inch reel tape unit 1, use:

example# ufsdump 5fuv /dev/rmt/1 /dev/rdsk/c0t3d0s6

EXIT STATUS

While running, ufsdump emits many verbose messages. ufsdump returns the following exit values:

- 0 Normal exit.
- 1 Startup errors encountered.
- 3 Abort no checkpoint attempted.

FILES

/dev/rmt/0

default unit to dump to

/etc/dumpdates dump date record

/etc/group to find group sys

/etc/hosts to gain access to remote system with drive

/etc/vfstab list of file systems

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:cpio(1)} \begin{split} \text{cpio(1),} & \ \text{tar(1),} \ \text{dd(1M),} \ \text{devnm(1M),} \ \text{prtvtoc(1M),} \ \text{rmt(1M),} \ \text{shutdown(1M),} \\ & \ \text{ufsrestore(1M),} \ \text{volcopy(1M),} \ \text{wall(1M),} \ \text{attributes(5),} \ \text{largefile(5),} \ \text{st(7D)} \end{split}$$

Read Errors

Fewer than 32 read errors on the file system are ignored.

Process Per Reel

Because each reel requires a new process, parent processes for reels that are already written hang around until the entire tape is written.

Operator Intervention

ufsdump requires operator intervention on these conditions: end of volume, end of dump, volume write error, volume open error or disk read error (if there are more than a threshold of 32). In addition to alerting all operators implied by the n option, ufsdump interacts with the operator on ufsdump's control terminal at times when ufsdump can no longer proceed, or if something is grossly wrong. All questions ufsdump poses *must* be answered by typing yes or no, as appropriate.

Since backing up a disk can involve a lot of time and effort, ufsdump checkpoints at the start of each volume. If writing that volume fails for some reason, ufsdump will, with operator permission, restart itself from the checkpoint after a defective volume has been replaced.

Suggested Dump Schedule

It is vital to perform full, "level 0", dumps at regular intervals. When performing a full dump, bring the machine down to single-user mode using shutdown(1M). While preparing for a full dump, it is a good idea to clean the tape drive and heads. Incremental dumps should be performed with the system running in single-user mode.

Incremental dumps allow for convenient backup and recovery of active files on a more frequent basis, with a minimum of media and time. However, there are some tradeoffs. First, the interval between backups should be kept to a minimum (once a day at least). To guard against data loss as a result of a media failure (a rare, but possible occurrence), capture active files on (at least) two sets of dump volumes. Another consideration is the desire to keep unnecessary duplication of files to a minimum to save both operator time and media storage. A third consideration is the ease with which a particular backed-up version of a file can be located and restored. The following four-week schedule offers a reasonable tradeoff between these goals.

ufsdump(1M)

	Sun	Mon	Tue	Wed	Thu	Fri
Week 1:	Full	5	5	5	5	3
Week 2:		5	5	5	5	3
Week 3:		5	5	5	5	3
Week 4:		5	5	5	5	3

Although the Tuesday through Friday incrementals contain "extra copies" of files from Monday, this scheme assures that any file modified during the week can be recovered from the previous day's incremental dump.

Process Priority of ufsdump

ufsdump uses multiple processes to allow it to read from the disk and write to the media concurrently. Due to the way it synchronizes between these processes, any attempt to run dump with a nice (process priority) of '-5' or better will likely make ufsdump run *slower* instead of faster.

Overlapping Partitions

Most disks contain one or more overlapping slices because slice 2 covers the entire disk. The other slices are of various sizes and usually do not overlap. For example, a common configuration places root on slice 0, swap on slice 1, /opt on slice 5 and /usr on slice 6.

It should be emphasized that ufsdump dumps one ufs file system at a time. Given the above scenario where slice 0 and slice 2 have the same starting offset, executing ufsdump on slice 2 with the intent of dumping the entire disk would instead dump only the root file system on slice 0. To dump the entire disk, the user must dump the file systems on each slice separately.

BUGS

The /etc/vfstab file does not allow the desired frequency of backup for file systems to be specified (as /etc/fstab did). Consequently, the w and W options assume file systems should be backed up daily, which limits the usefulness of these options.

NAME |

ufsrestore – incremental file system restore

SYNOPSIS

/usr/sbin/ufsrestore i | r | R | t | x [abcdfhlmostvyLT] [archive_file] [factor] [dumpfile] [n] [label] [timeout] [filename...]

DESCRIPTION

The ufsrestore utility restores files from backup media created with the ufsdump command. ufsrestores's actions are controlled by the key argument. The key is exactly one function letter (i, r, R, t, or x) and zero or more function modifiers (letters). The key string contains no SPACE characters. Function modifier arguments are listed on the command line in the same order as their corresponding function modifiers appear in the key string.

filename arguments which appear on the command line, or as arguments to an interactive command, are treated as shell glob patterns by the x and t functions; any files or directories matching the patterns are selected. The metacharacters *, ?, and [] must be protected from the shell if they appear on the command line. There is no way to quote these metacharacters to explicitly match them in a filename.

The temporary files rstdir* and rstmode* are placed in /tmp by default. If the environment variable TMPDIR is defined with a non-empty value, that location is used instead of /tmp.

Function Letters

One (and only one) of the following function letters is required:

- i Interactive. After reading in the directory information from the media, ufsrestore invokes an interactive interface that allows you to browse through the dump file's directory hierarchy and select individual files to be extracted. See Interactive Commands, below, for a description of available commands.
- r Recursive. Restore the entire contents of the dumped file system into the current directory (which should be the top-level of the file system). To completely restore a file system, use this function letter to restore the level 0 dump, and again for each incremental dump. Although this function letter is intended for a complete restore onto a clear file system, if the file system contains files not on the dump, they are preserved.
- R Resume restoring. ufsrestore requests a particular volume of a multi-volume set from which to resume a full restore (see the r function letter above). This allows ufsrestore to start from a checkpoint when it is interrupted in the middle of a full restore.
- t Table of contents. List each *filename* that appears on the media. If no *filename* argument is given, the root directory is listed. This results in a list of all files on the media, unless the h function modifier is in effect. The table of contents is taken from the media or from the specified archive file, when the a function modifier is used. This function modifier is mutually exclusive with the x and r function letters.
- x Extract the named files from the media. If a named file matches a directory whose contents were written onto the media, and the h modifier is not in

ufsrestore(1M)

effect, the directory is recursively extracted. The owner, modification time, and mode are restored (if possible). Existing files are overwritten and a warning is given. If no *filename* argument is given, the root directory is extracted. This results in the entire tape being extracted unless the h modifier is in effect. Use the x option to restore partial file system dumps, as they are (by definition) not entire file systems.

Function Modifiers

a archive_file

Read the table of contents from *archive_file* instead of the media. This function modifier can be used in combination with the t, i, or x function letters, making it possible to check whether files are on the media without having to mount the media. When used with the x and interactive (i) function letters, it prompts for the volume containing the file(s) before extracting them.

b factor

Blocking factor. Specify the blocking factor for tape reads. For variable length SCSI tape devices, unless the data was written with the default blocking factor, a blocking factor at least as great as that used to write the tape must be used; otherwise, an error will be generated. Note that a tape block is 512 bytes. Refer to the man page for your specific tape driver for the maximum blocking factor.

C

Convert the contents of the media in 4.1BSD format to the new ufs file system format.

d

Debug. Turn on debugging output.

f dump_file

Use *dump_file* instead of /dev/rmt/0 as the file to restore from. Typically *dump_file* specifies a tape or diskette drive. If *dump_file* is specified as '–', ufsrestore reads from the standard input. This allows ufsdump(1M) and ufsrestore to be used in a pipeline to copy a file system:

example# ufsdump 0f - /dev/rdsk/c0t0d0s7 \

| (cd /home;ufsrestore xf -) If the name of the file is of the form machine:device, the restore is done from the specified machine over the network using rmt(1M). Since ufsrestore is normally run by root, the name of the local machine must appear in the / .rhosts file of the remote machine. If the file is specified as user@machine:device, ufsrestore will attempt to execute as the specified user on the remote machine. The specified user must have a .rhosts file on the remote machine that allows the user invoking the command from the local machine to access the remote machine.

h

Extract or list the actual directory, rather than the files that it references. This prevents hierarchical restoration of complete subtrees from the tape.

1	Autoload. When the end-of-tape is reached before the restore is complete, take the drive off-line and wait up to two minutes (the default, see the T function modifier) for the tape drive to be ready again. This gives autoloading (stackloader) tape drives a chance to load a new tape. If the drive is ready within two minutes, continue. If it is not, prompt for another tape and wait.
L label	The label that should appear in the header of the dump file. If the labels do not match, ufsrestore issues a diagnostic and exits. The tape label is specific to the ufsdump tape format, and bears no resemblance to IBM or ANSI-standard tape labels.
m	Extract by inode numbers rather than by filename to avoid regenerating complete pathnames. Regardless of where the files are located in the dump hierarchy, they are restored into the current directory and renamed with their inode number. This is useful if only a few files are being extracted.
o	Offline. Take the drive off-line when the restore is complete or the end-of-media is reached and rewind the tape, or eject the diskette. In the case of some autoloading 8mm drives, the tape is removed from the drive automatically.
s n	Skip to the n 'th file when there are multiple dump files on the same tape. For example, the command:
	example# ufsrestore xfs /dev/rmt/0hn 5
	would position you to the fifth file on the tape when reading volume 1 of the dump. If a dump extends over more than one volume, all volumes except the first are assumed to start at position 0, no matter what "s n " value is specified.
	If "s n " is specified, the backup media must be at BOT (beginning of tape). Otherwise, the initial positioning to read the table of contents will fail, as it is performed by skipping the tape forward n -1 files rather than by using absolute positioning. This is because on some devices absolute positioning is very time consuming.
T timeout [hms]	Sets the amount of time to wait for an autoload command to complete. This function modifier is ignored unless the 1 function modifier has also been specified. The default timeout period is two minutes. The time units may be specified as a trailing h (hours), m (minutes), or s (seconds). The default unit is minutes.
v	Verbose. ufsrestore displays the name and inode number of
	each file it restores, preceded by its file type.
у	each file it restores, preceded by its file type. Do not ask whether to abort the restore in the event of tape errors. ufsrestore tries to skip over the bad tape block(s) and continue

	1 .	• .		
20	best	1+	can	

Interactive Commands

ufsrestore enters interactive mode when invoked with the i function letters. Interactive commands are reminiscent of the shell. For those commands that accept an argument, the default is the current directory. The interactive options are:

add [filename] Add the named file or directory to the list of files to

extract. If a directory is specified, add that directory and its files (recursively) to the extraction list (unless

the h modifier is in effect).

cd directory Change to directory (within the dump file).

delete [filename] Delete the current directory, or the named file or

directory from the list of files to extract. If a directory is specified, delete that directory and all its descendents from the extraction list (unless the h modifier is in effect). The most expedient way to extract a majority of files from a directory is to add that directory to the extraction list, and then delete specific files to omit.

extract Extract all files on the extraction list from the dump

media. ufsrestore asks which volume the user wishes to mount. The fastest way to extract a small number of files is to start with the last volume and work toward the first. If "s n" is given on the command line, volume 1 will automatically be positioned to file n

when it is read.

help Display a summary of the available commands.

ls [directory] List files in directory or the current directory,

represented by a '.' (period). Directories are appended with a '/' (slash). Entries marked for extraction are prefixed with a '*' (asterisk). If the verbose option is in

effect, inode numbers are also listed.

marked [directory] Like 1s, except only files marked for extraction are

listed.

pager Toggle the pagination of the output from the 1s and

marked commands. The pager used is that defined by the PAGER environment variable, or more(1) if that envar is not defined. The PAGER envar may include white-space-separated arguments for the pagination

program.

pwd Print the full pathname of the current working

directory.

quit ufsrestore exits immediately, even if the extraction

list is not empty.

ufsrestore(1M)

setmodes Prompts: set owner/mode for '.' (period). Type y

for yes to set the mode (permissions, owner, times) of the current directory '.' (period) into which files are being restored equal to the mode of the root directory of the file system from which they were dumped. Normally, this is what you want when restoring a whole file system, or restoring individual files into the same locations from which they were dumped. Type n for no, to leave the mode of the current directory unchanged. Normally, this is what you want when restoring part of a dump to a directory other than the

one from which the files were dumped.

setpager *command* Sets the command to use for paginating output instead

of the default or that inherited from the environment. The *command* string may include arguments in addition

to the command itself.

verbose Toggle the status of the v modifier. While v is in effect,

the 1s command lists the inode numbers of all entries, and ufsrestore displays information about each file

as it is extracted.

what Display the dump header on the media.

OPERANDS The following operands are supported.

filename Specifies the pathname of files (or directories) to be restored to

disk. Unless the h function modifier is also used, a directory name refers to the files it contains, and (recursively) its subdirectories and the files they contain. *filename* is associated with either the x or

t function letters, and must come last.

USAGE See largefile(5) for the description of the behavior of ufsrestore when

encountering files greater than or equal to 2 Gbyte (2³¹ bytes).

EXIT STATUS The following exit values are returned:

O Successful completion.

1 An error occurred. Verbose messages are displayed.

ENVIRONMENT VARIABLES PAGER The command to use as a filter for paginating output. This can also

be used to specify the options to be used. Default is more(1).

TMPDIR Selects the directory for temporary files. Defaults to /tmp if not

defined in the environment.

FILES | /dev/rmt/0 the default tape drive

\$TMPDIR/rstdir* file containing directories on the tape

\$TMPDIR/rstmode* owner, mode, and timestamps for directories

./restoresymtable

information passed between incremental restores

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
1	Availability	SUNWcsu

SEE ALSO

more(1), mkfs(1M), mount(1M), rmt(1M), ufsdump(1M), attributes(5), largefile(5)

DIAGNOSTICS

ufsrestore complains about bad option characters.

Read errors result in complaints. If y has been specified, or the user responds y, ufsrestore will attempt to continue.

If the dump extends over more than one tape, ufsrestore asks the user to change tapes. If the x or i function letter has been specified, ufsrestore also asks which volume the user wishes to mount. If the s modifier has been specified, and volume 1 is mounted, it is automatically positioned to the indicated file.

There are numerous consistency checks that can be listed by ufsrestore. Most checks are self-explanatory or can "never happen". Common errors are given below.

Converting to new file system format

A dump tape created from the old file system has been loaded. It is automatically converted to the new file system format.

filename: not found on tape

The specified file name was listed in the tape directory, but was not found on the tape. This is caused by tape read errors while looking for the file, using a dump tape created on an active file system, or restoring a partial dump with the r function.

expected next file inumber, got inumber

A file that was not listed in the directory showed up. This can occur when using a dump tape created on an active file system.

Incremental tape too low

When doing an incremental restore, a tape that was written before the previous incremental tape, or that has too low an incremental level has been loaded.

Incremental tape too high

When doing incremental restore, a tape that does not begin its coverage where the previous incremental tape left off, or one that has too high an incremental level has been loaded.

media read error: invalid argument

Blocking factor specified for read is smaller than the blocking factor used to write data.

Tape read error while restoring filename Tape read error while skipping over inode inumber

Tape read error while trying to resynchronize

A tape read error has occurred

If a file name is specified, then its contents are probably partially wrong. If an inode is being skipped or the tape is trying to resynchronize, then no extracted files have been corrupted, though files may not be found on the tape.

resync ufsrestore, skipped num

After a tape read error, ufsrestore may have to resynchronize itself. This message lists the number of blocks that were skipped over.

Incorrect tape label. Expected 'foo', got 'bar'.

The L option was specified, and its value did not match what was recorded in the header of the dump file.

NOTES

ufsrestore can get confused when doing incremental restores from dump tapes that were made on active file systems.

A level 0 dump must be done after a full restore. Because ufsrestore runs in user mode, it has no control over inode allocation. This means that ufsrestore repositions the files, although it does not change their contents. Thus, a full dump must be done to get a new set of directories reflecting the new file positions, so that later incremental dumps will be correct.

unshare(1M)

NAME | unshare – make local resource unavailable for mounting by remote systems

SYNOPSIS unshare [-F FSType] [-0 specific_options] [pathname | resourcename]

DESCRIPTION The unshare command makes a shared local resource unavailable as file system type

> FSType. If the option -F FSType is omitted, then the first file system type listed in file /etc/dfs/fstypes will be used as the default. Specific_options, as well as the semantics of resourcename, are specific to particular distributed file systems.

OPTIONS -F FSType Specify the file system type.

> -o specific_options Specify options specific to the file system provided by

> > the -F option.

FILES /etc/dfs/fstypes

NOTES

/etc/dfs/sharetab

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO share(1M), shareall(1M), attributes(5)

> If pathname or resourcename is not found in the shared information, an error message will be sent to standard error.

NAME

unshare_nfs - make local NFS file systems unavailable for mounting by remote systems

SYNOPSIS

unshare [-F nfs] pathname

DESCRIPTION

The unshare command makes local file systems unavailable for mounting by remote systems. The shared file system must correspond to a line with NFS as the FSType in the file /etc/dfs/sharetab.

OPTIONS

The following options are supported:

- F This option may be omitted if NFS is the first file system type listed in the file /etc/dfs/fstypes.

FILES

/etc/dfs/fstypes

/etc/dfs/sharetab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

share(1M), attributes(5)

NOTES

If the file system being unshared is a symbolic link to a valid pathname, the canonical path (the path which the symbolic link follows) will be unshared.

For example, if /export/foo is a symbolic link to /export/bar (/export/foo -> /export/bar), the following unshare command will result in /export/bar as the unshared pathname (and not /export/foo):

example# unshare -F nfs /export/foo

useradd(1M)

NAME |

useradd – administer a new user login on the system

SYNOPSIS

useradd [-c comment] [-d dir] [-e expire] [-f inactive] [-q group] [-G group [, group...]] [-m [-k skel_dir]] [-u uid [-o]] [-s shell] [-A authorization [, authorization...]] [-P profile [, profile...]] [-R role [, role...]] [-p projname] login

useradd -D [-b base_dir] [-e expire] [-f inactive] [-g group] [-p projname]

DESCRIPTION

useradd adds a new user to the /etc/passwd and /etc/shadow and /etc/user attr files. The -A and -P options respectively assign authorizations and profiles to the user. The -R option assigns roles to a user. The -p option associates a project with a user.

useradd also creates supplementary group memberships for the user (-G option) and creates the home directory (-m option) for the user if requested. The new login remains locked until the passwd(1) command is executed.

Specifying useradd -D with the -g, -b, -f, -e, -A, -P, -p, or -R option (or any combination of these options) sets the default values for the respective fields. See the -D option, below. Subsequent useradd commands without the -D option use these arguments.

The system file entries created with this command have a limit of 512 characters per line. Specifying long arguments to several options can exceed this limit.

The login (login) and role (role) fields accept a string of no more than eight bytes consisting of characters from the set of alphabetic characters, numeric characters, period (.), underscore (), and hyphen (-). The first character should be alphabetic and the field should contain at least one lower case alphabetic character. A warning message will be written if these restrictions are not met. A future Solaris release may refuse to accept login and role fields that do not meet these requirements.

The login and role fields must contain at least one character and must not contain a colon (:) or a newline (\n).

OPTIONS

The following options are supported:

-A authorization	One or more comma separated authorizations defined in auth_attr(4). Only a user or role who has grant rights to the authorization can assign it to an account.
-b base_dir	The default base directory for the system if -d <i>dir</i> is not specified. <i>base_dir</i> is concatenated with the account name to define the home directory. If the -m option is not used, <i>base_dir</i> must exist.
-c comment	Any text string. It is generally a short description of the login, and is currently used as the field for the user's full name. This information is stored in the user's /etc/passwd entry.

		uscradu(1111)
-d dir	The home directory of the new user. It defaults to <code>base_dir/account_name</code> , where <code>base_dir</code> is the base directory for new login home directories and <code>account_name</code> is the new login name.	
-D	Display the default values for group, base_dir, skel_dir, shell, inactive, expire, proj and projname. When used with the -g, -b, -f, -e, -A, -P, -p, or -R options, the -D option sets the default values for the specified fields. The default values are:	
	group	other (GID of 1)
	base_dir	/home
	skel_dir	/etc/skel
	shell	/bin/sh
	inactive	0
	expire	null
	auths	null
	profiles	null
	proj	3
	projname	default
	roles	null
-e expire	Specify the expiration date for a login. After this do no user will be able to access this login. The expiration option argument is a date entered using one of the formats included in the template file /etc/dater See getdate(3C).	
	must be quoted. For "October 6,	that you choose includes spaces, it or example, you can enter 10/6/90 1990". A null value (" ") defeats spired date. This option is useful for y logins.
-f inactive	of a login ID before	mber of days allowed between uses e that ID is declared invalid. Normal e integers. A value of 0 defeats the
-g group	name. Without the	's integer ID or character-string - D option, it defines the new user's mbership and defaults to the default

useradd(1M)

		group. You can reset this default value by invoking useradd -D -g group.
	-G group	An existing group's integer ID or character-string name. It defines the new user's supplementary group membership. Duplicates between <i>group</i> with the -g and -G options are ignored. No more than NGROUPS_MAX groups can be specified.
	-k skel_dir	A directory that contains skeleton information (such as .profile) that can be copied into a new user's home directory. This directory must already exist. The system provides the /etc/skel directory that can be used for this purpose.
	-m	Create the new user's home directory if it does not already exist. If the directory already exists, it must have read, write, and execute permissions by <i>group</i> , where <i>group</i> is the user's primary group.
	-0	This option allows a UID to be duplicated (non-unique).
	-P profile	One or more comma-separated execution profiles defined in prof_attr(4).
	-p projname	Name of the project with which the added user is associated. See the <i>projname</i> field as defined in project(4).
	-R role	One or more comma-separated execution profiles defined in user_attr(4). Roles cannot be assigned to other roles.
	-s shell	Full pathname of the program used as the user's shell on login. It defaults to an empty field causing the system to use /bin/sh as the default. The value of <i>shell</i> must be a valid executable file.
	-u uid	The UID of the new user. This UID must be a non-negative decimal integer below MAXUID as defined in <sys param.h="">. The UID defaults to the next available (unique) number above the highest number currently assigned. For example, if UIDs 100, 105, and 200 are assigned, the next default UID number will be 201. (UIDs from 0-99 are reserved for possible use in future applications.)</sys>
FILES	/etc/datemsk	
	/etc/passwd	

/etc/shadow

/etc/group

/etc/skel

/usr/include/limits.h

/etc/user attr

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

passwd(1), profiles(1), roles(1), users(1B), groupadd(1M), groupdel(1M), groupmod(1M), grpck(1M), logins(1M), pwck(1M), userdel(1M), usermod(1M), getdate(3C), auth attr(4), passwd(4), prof attr(4), project(4), user attr(4), attributes(5)

DIAGNOSTICS

In case of an error, useradd prints an error message and exits with a non-zero status.

The following indicates that login specified is already in use:

UX: useradd: ERROR: login is already in use. Choose another.

The following indicates that the *uid* specified with the -u option is not unique:

UX: useradd: ERROR: uid uid is already in use. Choose another.

The following indicates that the *group* specified with the -q option is already in use:

UX: useradd: ERROR: group group does not exist. Choose another.

The following indicates that the *uid* specified with the -u option is in the range of reserved UIDs (from 0-99):

UX: useradd: WARNING: uid uid is reserved.

The following indicates that the *uid* specified with the -u option exceeds MAXUID as defined in <sys/param.h>:

UX: useradd: ERROR: uid uid is too big. Choose another.

The following indicates that the /etc/passwd or /etc/shadow files do not exist:

UX: useradd: ERROR: Cannot update system files - login cannot be created.

NOTES

The useradd utility adds definitions to only the local /etc/group, etc/passwd, /etc/passwd, /etc/shadow, /etc/project, and /etc/user attr files. If a network name service such as NIS or NIS+ is being used to supplement the local

useradd(1M) $/\verb|etc/pass| with additional entries, user add cannot change information$ supplied by the network name service. However useradd will verify the uniqueness of the user name (or role) and user id and the existence of any group names specified against the external name service.

userdel – delete a user's login from the system

SYNOPSIS

userdel [-r] login

DESCRIPTION

The userdel utility deletes a user account from the system and makes the appropriate account-related changes to the system file and file system.

OPTIONS

The following options are supported:

-r Remove the user's home directory from the system. This directory must exist. The files and directories under the home directory will no longer be accessible following successful execution of the command.

OPERANDS

The following operands are supported:

login An existing login name to be deleted.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

2 Invalid command syntax. A usage message for the userdel command is displayed.

6 The account to be removed does not exist.

8 The account to be removed is in use.

10 Cannot update the /etc/group or /etc/user_attr file but the login is removed from the /etc/passwd file.

Cannot remove or otherwise modify the home directory.

FILES

/etc/passwd system password file

/etc/shadow system file contain users' encrypted passwords and

related information

/etc/group system file containing group definitions

/etc/user attr system file containing additional user attributes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

$$\label{eq:auths} \begin{split} & \text{auths}(1), \text{passwd}(1), \text{profiles}(1), \text{roles}(1), \text{users}(1B), \text{groupadd}(1M), \\ & \text{groupdel}(1M), \text{groupmod}(1M), \text{logins}(1M), \text{roleadd}(1M), \text{rolemod}(1M), \\ & \text{useradd}(1M), \text{usermod}(1M), \text{passwd}(4), \text{prof_attr}(4), \\ & \text{user_attr}(4), \text{attributes}(5) \end{split}$$

userdel(1M)

NOTES |

The userdel utility only deletes an account definition that is in the local /etc/group, /etc/passwd, /etc/shadow, and /etc/user_attr file. file. If a network name service such as NIS or NIS+ is being used to supplement the local /etc/passwd file with additional entries, userdel cannot change information supplied by the network name service.

usermod – modify a user's login information on the system

SYNOPSIS

usermod [-u uid [-o]] [-g group] [-G group [, group...]] [-d dir [-m]] [-s shell] [-c comment] [-l new_name] [-f inactive] [-e expire] [-A authorization [, authorization]] [-P profile [, profile]] [-R role [, role]] login

DESCRIPTION

The usermod utility modifies a user's login definition on the system. It changes the definition of the specified login and makes the appropriate login-related system file and file system changes.

The system file entries created with this command have a limit of 512 characters per line. Specifying long arguments to several options may exceed this limit.

OPTIONS

The following options are supported:

-A authorization	One or more comma separated authorizations as deined in auth_attr(4). Only a user or role who has grant rights to the authorization can assign it to an account. This replaces any existing authorization setting.
	Consider a someont stains somewhat can be some tout

Specify a comment string. *comment* can be any text -c comment string. It is generally a short description of the login, and is currently used as the field for the user's full name. This information is stored in the user's

/etc/passwd entry.

-d dir Specify the new home directory of the user. It defaults

to base_dir/login, where base_dir is the base directory for new login home directories, and login is the new

login.

Specify the expiration date for a login. After this date, -e expire

> no user will be able to access this login. The expire option argument is a date entered using one of the date formats included in the template file /etc/datemsk.

See getdate(3C).

For example, you may enter 10/6/90 or October 6,

1990. A value of ''' defeats the status of the

expired date.

- £ inactive Specify the maximum number of days allowed

> between uses of a login ID before that login ID is declared invalid. Normal values are positive integers.

A value of 0 defeats the status.

Specify an existing group's integer ID or -g group

character-string name. It redefines the user's primary

group membership.

usermod(1M)

	-G group	Specify an existing group's integer "ID" "," or character string name. It redefines the user's supplementary group membership. Duplicates between <i>group</i> with the -g and -G options are ignored. No more than NGROUPS_UMAX groups may be specified as defined in <param.h>.</param.h>
	-1 new_logname	Specify the new login name for the user. The <code>new_logname</code> argument is a string no more than eight bytes consisting of characters from the set of alphabetic characters, numeric characters, period (.), underline (_), and hypen (_). The first character should be alphabetic and the field should contain at least one lower case alphabetic character. A warning message will be written if these restrictions are not met. A future Solaris release may refuse to accept login fields that do not meet these requirements. The <code>new_logname</code> argument must contain at least one character and must not contain a colon (:) or NEWLINE (\n).
	-m	Move the user's home directory to the new directory specified with the -d option. If the directory already exists, it must have permissions read/write/execute by <i>group</i> , where <i>group</i> is the user's primary group.
	-0	This option allows the specified UID to be duplicated (non-unique).
	- ₽ profile	One or more comma-separated execution profiles defined in auth_attr(4). This replaces any existing profile setting.
	-R role	One or more comma-separated execution profiles defined in auth_attr(4). This replaces any existing role setting.
	-s shell	Specify the full pathname of the program that is used as the user's shell on login. The value of <i>shell</i> must be a valid executable file.
	-u uid	Specify a new UID for the user. It must be a non-negative decimal integer less than MAXUID as defined in <pre><pre>cparam.h></pre>. The UID associated with the user's home directory is not modified with this option; a user will not have access to their home directory until the UID is manually reassigned using chown(1M).</pre>
3	The following operands are su	ipported:
	login An existing login n	ame to be modified.

EXIT STATUS

In case of an error, usermod prints an error message and exits with one of the following values:

- The command syntax was invalid. A usage message for the usermod command is displayed.
- 3 An invalid argument was provided to an option.
- The *uid* given with the -u option is already in use.
- The password files contain an error. pwconv(1M) can be used to correct possible errors. See passwd(4).
- The login to be modified does not exist, the *group* does not exist, or the login shell does not exist.
- 8 The login to be modified is in use.
- 9 The *new_logname* is already in use.
- 10 Cannot update the /etc/group or /etc/user_attr file. Other update requests will be implemented.
- Insufficient space to move the home directory (-m option). Other update requests will be implemented.
- Unable to complete the move of the home directory to the new home directory.

FILES

/etc/group system file containing group definitions

/etc/datemsk system file of date formats

/etc/passwd system password file

/etc/shadow system file containing users' encrypted passwords and

related information

/etc/usr attr system file containing additional user and role

attributes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

 $\label{eq:passwd} passwd(1), users(1B), chown(1M), groupadd(1M), groupdel(1M), groupmod(1M), logins(1M), pwconv(1M), roleadd(1M), roleadd(1M), roleadd(1M), useradd(1M), userdel(1M), getdate(3C), auth_attr(4), passwd(4), attributes(5)$

usermod(1M)

NOTES

The usermod utility modifies passwd definitions only in the local /etc/passwd and /etc/shadow files. If a network nameservice such as NIS or NIS+ is being used to supplement the local files with additional entries, usermod cannot change information supplied by the network nameservice. However usermod will verify the uniqueness of user name and user ID against the external nameservice.

The usermod utility uses the /etc/datemsk file, available with SUNWaccr, for date formatting.

utmpd – utmp and utmpx monitoring daemon

SYNOPSIS

utmpd [-debug]

DESCRIPTION

The utmpd daemon monitors /var/adm/utmp and /var/adm/utmpx files. See utmp(4) and utmpx(4).

utmpd receives requests from pututline(3C) and pututxline(3C) by way of a named pipe. It maintains a table of processes and uses poll(2) on /proc files to detect process termination. When utmpd detects that a process has terminated, it checks that the process has removed its utmp entry from /var/adm/utmp and /var/adm/utmpx. If the process' utmp entry has not been removed, utmpd removes the entry. By periodically scanning the /var/adm/utmp and /var/adm/utmpx files, utmpd also monitors processes that are not in its table.

OPTIONS

-debug Run in debug mode, leaving the process connected to the controlling terminal. Write debugging information to standard output.

EXIT STATUS

The following exit values are returned:

O Successful completion.

>0 An error occurred.

FILES

/var/adm/utmp file containing user and accounting information for

commands such as who(1), write(1), and login(1)

/var/adm/utmpx file containing an extended version of the information

in /var/adm/utmp

/proc directory containing files for processes whose utmp

entries are being monitored

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

poll(2), pututline(3C), pututxline(3C), proc(4), utmp(4), utmpx(4), attributes(5)

uucheck(1M)

NAME | uucheck – check the uucp directories and permissions file

SYNOPSIS /usr/lib/uucp/uucheck [-v] [-x debug-level]

DESCRIPTION uucheck checks for the presence of the uucp system required files and directories.

uucheck also does error checking of the Permissions file

(/etc/uucp/Permissions).

uucheck is executed during package installation. uucheck can only be used by the

super-user or uucp.

OPTIONS The following options are supported:

-v Give a detailed (verbose) explanation of how the uucp programs

will interpret the Permissions file.

-x debug-level Produce debugging output on the standard output. debug-level is a

number from 0 to 9. Higher numbers give more detailed

debugging information.

FILES /etc/uucp/Devices

/etc/uucp/Limits

/etc/uucp/Permissions

/etc/uucp/Systems

/var/spool/locks/*

/var/spool/uucp/*

/var/spool/uucppublic/*

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWbnuu

SEE ALSO

uucp(1C), uustat(1C), uux(1C), uucico(1M), uusched(1M), attributes (5)

BUGS

The program does not check file/directory modes or some errors in the Permissions file such as duplicate login or machine name.

uucico – file transport program for the uucp system

SYNOPSIS

/usr/lib/uucp/uucico [-f] [-c type] [-d spool-directory] [-i interface] [-r role-number] [-s system-name] [-x debug-level]

DESCRIPTION

uucico is the file transport program for uucp work file transfers.

OPTIONS

The following options are supported:

-f This option is used to "force execution" of	f uucico by
--	-------------

ignoring the limit on the maximum number of uucicos

defined in the /etc/uucp/Limits file.

-c *type* The first field in the Devices file is the "Type" field.

The -c option forces uucico to only use entries in the "Type" field that match the user specified type. The specified type is usually the name of a local area

network.

-d spool-directory This option specifies the directory spool-directory that

contains the uucp work files to be transferred. The default spool directory is /var/spool/uucp.

-i *interface* This option defines the *interface* used with uucico. The

interface only affects slave mode. Known interfaces are UNIX (default), TLI (basic Transport Layer Interface), and TLIS (Transport Layer Interface with Streams

modules, read/write).

-r role-number 1 is used for master mode. role-number

0 is used for slave mode (default). When uucico is started by a program or cron, *role-number* 1 should be

used for master mode.

-s system-name The -s option defines the remote system (system-name)

that uucico will try to contact. It is required when the role is master; *system-name* must be defined in the

Systems file.

-x debug-level Both uux and uucp queue jobs that will be transferred

by uucico. These jobs are normally started by the uusched scheduler, for debugging purposes, and can be started manually. For example, the shell Uutry starts uucico with debugging turned on. The *debug-level* is a number between 0 and 9. Higher numbers give more detailed debugging information.

uucico(1M)

FILES | /etc/uucp/Devconfig

/etc/uucp/Devices

/etc/uucp/Limits

/etc/uucp/Permissions

/etc/uucp/Sysfiles

/etc/uucp/Systems

/var/spool/locks/*

/var/spool/uucp/*

/var/spool/uucppublic/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWbnuu

SEE ALSO

 $\verb"uucp"(1C), \verb"uux"(1C), \verb"uux"(1M), \verb"cron"(1M), \verb"uusched"(1M), attributes"(5)$

uucleanup – uucp spool directory clean-up

SYNOPSIS

```
/usr/lib/uucp/uucleanup [-Ctime] [-Dtime] [-mstring] [-otime] [-ssystem] [-Wtime] [-xdebug-level] [-Xtime]
```

DESCRIPTION

uucleanup will scan the spool directories for old files and take appropriate action to remove them in a useful way:

- Inform the requester of send/receive requests for systems that can not be reached.
- Return undeliverable mail to the sender.
- Deliver rnews files addressed to the local system.
- Remove all other files.

In addition, there is a provision to warn users of requests that have been waiting for a given number of days (default 1 day). Note: uucleanup will process as if all option times were specified to the default values unless time is specifically set.

This program is typically started by the shell uudemon.cleanup, which should be started by cron(1M).

OPTIONS -Ctime

The default line is "See your local administrator to locate the problem". -otime Delete other files whose age is more than time days (default 2 days). -ssystem Execute for system spool directory only. -Wtime Any C. files equal to time days old will cause a mail message to be sent to the requester warning about the delay in contacting the remote. The message includes the JOBID, and in the case of mail, the mail message. The administrator may include a message line telling whom to call to check the problem (-m option) (default 1 day). -xdebug-level Produce debugging output on standard ouput. debug-level is a single digit between 0 and 9; higher numbers give more detailed debugging information. (This option may not be available on all systems.) -Xtime Any X. files greater or equal to time days old will be removed. The D. files are probably not present (if they were, the X. could		
attempt to deliver mail messages, and execute rnews when appropriate (default 7 days). Include string in the warning message generated by the -W option. The default line is "See your local administrator to locate the problem". Otime Delete other files whose age is more than time days (default 2 days). -ssystem Execute for system spool directory only. Whime Any C. files equal to time days old will cause a mail message to be sent to the requester warning about the delay in contacting the remote. The message includes the JOBID, and in the case of mail, the mail message. The administrator may include a message line telling whom to call to check the problem (-m option) (default 1 day). -xdebug-level Produce debugging output on standard ouput. debug-level is a single digit between 0 and 9; higher numbers give more detailed debugging information. (This option may not be available on all systems.) -Xtime Any X. files greater or equal to time days old will be removed. The D. files are probably not present (if they were, the X. could	-Ctime	
The default line is "See your local administrator to locate the problem". -otime Delete other files whose age is more than time days (default 2 days). -ssystem Execute for system spool directory only. -Wtime Any C. files equal to time days old will cause a mail message to be sent to the requester warning about the delay in contacting the remote. The message includes the JOBID, and in the case of mail, the mail message. The administrator may include a message line telling whom to call to check the problem (-m option) (default 1 day). -xdebug-level Produce debugging output on standard ouput. debug-level is a single digit between 0 and 9; higher numbers give more detailed debugging information. (This option may not be available on all systems.) -Xtime Any X. files greater or equal to time days old will be removed. The D. files are probably not present (if they were, the X. could	-Dtime	attempt to deliver mail messages, and execute rnews when
-ssystem Execute for system spool directory only. Any C. files equal to time days old will cause a mail message to be sent to the requester warning about the delay in contacting the remote. The message includes the JOBID, and in the case of mail, the mail message. The administrator may include a message line telling whom to call to check the problem (-m option) (default 1 day). -xdebug-level Produce debugging output on standard ouput. debug-level is a single digit between 0 and 9; higher numbers give more detailed debugging information. (This option may not be available on all systems.) -Xtime Any X. files greater or equal to time days old will be removed. The D. files are probably not present (if they were, the X. could	-mstring	
 -Wtime Any C. files equal to time days old will cause a mail message to be sent to the requester warning about the delay in contacting the remote. The message includes the JOBID, and in the case of mail, the mail message. The administrator may include a message line telling whom to call to check the problem (-m option) (default 1 day). -xdebug-level Produce debugging output on standard ouput. debug-level is a single digit between 0 and 9; higher numbers give more detailed debugging information. (This option may not be available on all systems.) -Xtime Any X. files greater or equal to time days old will be removed. The D. files are probably not present (if they were, the X. could 	-otime	•
be sent to the requester warning about the delay in contacting the remote. The message includes the <i>JOBID</i> , and in the case of mail, the mail message. The administrator may include a message line telling whom to call to check the problem (-m option) (default 1 day). -xdebug-level Produce debugging output on standard ouput. debug-level is a single digit between 0 and 9; higher numbers give more detailed debugging information. (This option may not be available on all systems.) -Xtime Any X. files greater or equal to time days old will be removed. The D. files are probably not present (if they were, the X. could	-ssystem	Execute for <i>system</i> spool directory only.
single digit between 0 and 9; higher numbers give more detailed debugging information. (This option may not be available on all systems.) -Xtime Any X. files greater or equal to time days old will be removed. The D. files are probably not present (if they were, the X. could	-Wtime	be sent to the requester warning about the delay in contacting the remote. The message includes the <i>JOBID</i> , and in the case of mail, the mail message. The administrator may include a message line telling whom to call to check the problem (-m option) (default 1
The D. files are probably not present (if they were, the X. could	-xdebug-level	single digit between 0 and 9; higher numbers give more detailed debugging information. (This option may not be available on all
	-Xtime	

uucleanup(1M)

D. processing (default 2 days).

FILES /usr/lib/uucp directory with commands used by uucleanup

internally

/var/spool/uucp spool directory

ATTRIBUTES See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availa	bility	SUNWbnuu

SEE ALSO

uucp(1C), uux(1C), cron(1M), attributes(5)

uusched – uucp file transport program scheduler

SYNOPSIS

/usr/lib/uucp/uusched [-u debug-level] [-x debug-level]

DESCRIPTION

uusched is the uucp(1C) file transport scheduler. It is usually started by the daemon *uudemon.hour* that is started by cron(1M) from an entry in user uucp's crontab file:

11,41 * * * * /etc/uucp/uucp/uudemon.hour

OPTIONS

The options are for debugging purposes only. *debug-level* is a number between 0 and 9. Higher numbers give more detailed debugging information:

The following options are supported:

-u debug-level Passes the -u debug-level option uucico(1M) as -x debug-level.

-x debug-level Outputs debugging messages from uusched.

FILES

/etc/uucp/Devices

/etc/uucp/Permissions

/etc/uucp/Systems

/var/spool/locks/*

/var/spool/uucp/*

/var/spool/uucppublic/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWbnuu

SEE ALSO

uucp(1C), uux(1C), cron(1M), uucico(1M), attributes(5)

Uutry(1M)

NAME | Uutry, uutry – attempt to contact remote system with debugging on

SYNOPSIS | /usr/lib/uucp/Uutry [-r] [-c type] [-x debug-level] system-name

DESCRIPTION Uutry is a shell script that is used to invoke uucico(1M) to call a remote site.

Debugging is initially turned on and is set to the default value of 5. The debugging $\,$

output is put in file /tmp/system-name.

OPTIONS The following options are supported:

-r This option overrides the retry time that is set in file

/var/uucp/.Status/system-name.

-c *type* The first field in the Devices file is the "Type" field. The -c option

forces uucico to use only entries in the "Type" field that match the user-specified type. The specified type is usually the name of a

local area network.

-x debug-level is a number from 0 to 9. Higher numbers give more

detailed debugging information.

FILES /etc/uucp/Devices

/etc/uucp/Limits

/etc/uucp/Permissions

/etc/uucp/Systems

/tmp/system-name

/var/spool/locks/*

/var/spool/uucp/*

/var/spool/uucppublic/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWbnuu

SEE ALSO

uucp(1C), uux(1C), uucico(1M), attributes(5)

NAME |

uuxqt – execute remote command requests

SYNOPSIS

/usr/lib/uucp/uuxqt [-s system] [-x debug-level]

DESCRIPTION

uuxqt is the program that executes remote job requests from remote systems generated by the use of the uux command. (mail uses uux for remote mail requests). uuxqt searches the spool directories looking for execution requests. For each request, uuxqt checks to see if all the required data files are available, accessible, and the requested commands are permitted for the requesting system. The Permissions file is used to validate file accessibility and command execution permission.

There are two environment variables that are set before the uuxqt command is executed:

- UU MACHINE is the machine that sent the job (the previous one).
- UU USER is the user that sent the job.

These can be used in writing commands that remote systems can execute to provide information, auditing, or restrictions.

OPTIONS

The following options are supported:

-s *system* Specifies the remote *system* name.

-x debug-level is a number from 0 to 9. Higher numbers give more

detailed debugging information.

FILES

/etc/uucp/Limits

/etc/uucp/Permissions

/var/spool/locks/*

/var/spool/uucp/*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWbnuu

SEE ALSO

mail(1), uucp(1C), uustat(1C), uux(1C), uucico(1M), attributes(5)

vmstat(1M)

NAME

vmstat – report virtual memory statistics

SYNOPSIS

vmstat [-cipsS] [disks] [interval [count]]

DESCRIPTION

vmstat reports virtual memory statistics regarding process, virtual memory, disk, trap, and CPU activity.

On MP systems, vmstat averages the number of CPUs into the output. For per-process statistics, see mpstat(1M).

vmstat only supports statistics for certain devices. For more general system statistics, use sar(1), iostat(1M), or sar(1M).

Without options, vmstat displays a one-line summary of the virtual memory activity since the system was booted.

During execution of this kernel status command, the "state" of the kernel can change. An example would be CPUs going online or offline. vmstat will report this as <<State change>>.

See Solaris Transition Guide for device naming conventions for disks.

OPTIONS

The following options are supported:

- -c Report cache flushing statistics. By default, report the total number of each kind of cache flushed since boot time. The types are: user, context, region, segment, page, and partial-page.
- -i Report the number of interrupts per device. *count* and *interval* does not apply to the -i option.
- -p Report paging activity in details. This option will display the following, respectively:

epi Executable page-ins.
epo Executable page-outs.
epf Executable page-frees.
api Anonymous page-ins.
apo Anonymous page-outs.
apf Anonymous page-frees.

fpi File system page-ins.fpo File system page-outs.fpf File system page-frees.

-s Display the total number of various system events since boot. *count* and *interval* does not apply to the -s option.

-S Report on swapping rather than paging activity. This option will change two fields in vmstat's "paging" display: rather than the "re" and "mf" fields, vmstat will report "si" (swap-ins) and "so" (swap-outs).

OPERANDS

The following operands are supported:

count Specifies the number of times that the statitics are repeated. count

does not apply to the -i and -s options.

disks Specifies which disks are to be given priority in the output (only

four disks fit on a line). Common disk names are id, sd, xd, or xy, followed by a number (for example, sd2, xd0, and so forth).

interval Specifies the last number of seconds over which vmstat

summarizes activity. This number of seconds repeats forever.

interval does not apply to the -i and -s options.

EXAMPLES

EXAMPLE 1 Using vmstat

The following command displays a summary of what the system is doing every five seconds.

e:	xar	np:	le% vm :	stat !	5																
p:	ro	CS	memo:	ry			pag	ge					dis	sk		faı	ılts			сρι	1
r	b	W	swap	free	re	mf	рi	р	fr	de	sr	s0	s1	s2	s3	in	sy	CS	us	sy	id
0	0	0	11456	4120	1	41	19	1	3	0	2	0	4	0	0	48	112	130	4	14	82
0	0	1	10132	4280	0	4	44	0	0	0	0	0	23	0	0	211	230	144	3	35	62
0	0	1	10132	4616	0	0	20	0	0	0	0	0	19	0	0	150	172	146	3	33	64
0	0	1	10132	5292	0	0	9	0	0	0	0	0	21	0	0	165	105	130	1	21	78
1	1	1	10132	5496	0	0	5	0	0	0	0	0	23	0	0	183	92	134	1	20	79
1	0	1	10132	5564	0	0	25	0	0	0	0	0	18	0	0	131	231	116	4	34	62
1	0	1	10124	5412	0	0	37	0	0	0	0	0	22	0	0	166	179	118	1	33	67
1	0	1	10124	5236	0	0	24	0	0	0	0	0	14	0	0	109	243	113	4	56	39
^	Cez	xar	mple%																		

The fields of vmstat's display are

procs	Report the states:	e number of processes in each of the three following
	r	in run queue
	b	blocked for resources I/O, paging, and so forth
	W	swapped
memory	Report on	usage of virtual and real memory.
	swap	amount of swap space currently available (Kbytes)
	free	size of the free list (Kbytes)
page		formation about page faults and paging activity. The on on each of the following activities is given in units per

vmstat(1M)

EXAMPLE 1 Using vmstat		Continued)
	re	page reclaims — but see the -S option for how this field is modified.
	mf	minor faults — but see the -S option for how this field is modified.
	pi	kilobytes paged in
	ро	kilobytes paged out
	fr	kilobytes freed
	de	anticipated short-term memory shortfall (Kbytes)
	sr	pages scanned by clock algorithm
disk	for up to f	e number of disk operations per second. There are slots four disks, labeled with a single letter and number. The cates the type of disk ($s = SCSI$, $i = IPI$, and so forth); the the logical unit number.
faults	Report the	e trap/interrupt rates (per second).
	in	(non clock) device interrupts
	sy	system calls
	CS	CPU context switches
cpu		akdown of percentage usage of CPU time. On MP his is an average across all processors.
	us	user time
	sy	system time
	id	idle time

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

sar(1), iostat(1M), mpstat(1M), sar(1M), attributes(5)

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vmstat(1M)

tne produ	ection of a percentag	ge figure.		

 $\textbf{NOTES} \hspace{0.2cm} | \hspace{0.2cm} \textbf{The sum of CPU utilization might vary slightly from 100 because of rounding errors in} \hspace{0.2cm}$

V

volcopy(1M)							
NAME	volcopy – make an image copy of file system						
SYNOPSIS	volcopy [-F FS] operands	volcopy [-F FSType] [-V] [generic_options] [-0 FSType-specific_options] operands					
DESCRIPTION	volcopy makes a for all <i>FSTypes</i> .	volcopy makes a literal copy of the file system. This command may not be supported for all <i>FSTypes</i> .					
OPTIONS	The following opti	ons are supported:					
	-F FSType		FSType sh determing matching table. Oth	ne FSType on which to operate. The could either be specified here or be able from /etc/vfstab by the operands with an entry in the nerwise, the default file system ified in /etc/default/fs will			
	-V		Echo the complete command line, but do not execute the command. The command line is generated by using the options and arguments provided by the user and adding to them information derived from /etc/vfstab. This option should be used to verify and validate the command line.				
	generic_options		Options that are commonly supported by most <i>FSType</i> -specific command modules. The following options are available:				
			-a	Require the operator to respond "yes" or "no" instead of simply waiting ten seconds before the copy is made.			
			- S	(Default) Invoke the DEL if wrong verification sequence.			
	-0 FSType-specific_	options	separated suboptior interpreta	SType-specific options in a comma (without spaces) list of and keyword-attribute pairs for attion by the FSType-specific f the command.			
OPERANDS	The following oper	rands are supported:					
	operands		escription o	volume names and are file system of the <i>operands</i> can be found on the lcopy.			
EXIT STATUS	The following exit	values are returned:					

- 0 Successful file system copy
- 1 An error has occurred.

FILES /etc/vfstab

list of default parameters for each file system

/etc/default/fs

default local file system type. Default values can be set

for the following flags in /etc/default/fs. For

example: LOCAL=ufs.

LOCAL: The default partition for a command if no

FSType is specified.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

labelit(1M), vfstab(4), attributes(5) Manual pages for the FSType-specific modules of volcopy.

volcopy_ufs(1M)

NAME | volcopy_ufs – make an image copy of a ufs file system

SYNOPSIS | volcopy [-F ufs] [generic_options] fsname srcdevice volname1 destdevice volname2

DESCRIPTION volcopy makes a literal copy of the ufs file system using a blocksize matched to the

device.

OPTIONS The following option is supported:

generic_options options supported by the generic volcopy command.

See volcopy(1M).

OPERANDS | The following operands are supported:

fsname represents the mount point (for example,

root, u1, etc.) of the file system being

copied.

srcdevice or destdevice the disk partition specified using the raw

device (for example, /dev/rdsk/cld0s8,

/dev/rdsk/cld1s8, etc.).

srcdevice and volname1 the device and physical volume from which

the copy of the file system is being

extracted.

destdevice and volname2 the target device and physical volume.

fsname and volname are limited to six or fewer characters and recorded in the

superblock. *volname* may be '-' to use the existing volume name.

EXIT STATUS The following exit values are returned:

0 Successful file system copy.

non-zero An error has occurred.

FILES /var/adm/filesave.log a record of file systems/volumes copied

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
1	Availability	SUNWcsu

SEE ALSO

 $\texttt{cpio}(1), \texttt{dd}(1M), \texttt{labelit}(1M), \texttt{volcopy}(1M), \texttt{fs_ufs}(4), \texttt{attributes}(5)$

NOTES

volcopy does not support copying to tape devices. Use dd(1M) for copying to and from tape devices.

vold - Volume Management daemon to manage CD-ROM and floppy, ZIP/JAZ and **DVD-ROM** devices

SYNOPSIS

/usr/sbin/vold [-n] [-t] [-v] [-f config-file] [-l log-file] [-d root-dir] [-L debug-level]

DESCRIPTION

The Volume Management daemon, vold, creates and maintains a file system image rooted at root-dir that contains symbolic names for floppies, CD-ROMs and other removable devices. The default root-dir is set to /vol if no directory is specified by the -d option.

vold reads the /etc/vold.conf configuration file upon startup. If the configuration file is modified later, vold must be told to reread the /etc/vold.conf file. Do this by entering

example# kill -HUP vold_pidTo tell vold to clean up and exit, the SIGTERM signal is used:

example# kill -TERM vold pid

where vold pid is the process ID of vold.

OPTIONS

The following options are supported:

The following opti	The following options are supported.				
-n	Never writeback. Volume Management updates media labels with unique information if labels are not unique. This flag keeps Volume Management from changing your media. The default setting is FALSE.				
-t	Dump NFS trace information to the log file. The default setting is FALSE.				
-v	Provide lots of status information to the log file. The default setting is FALSE (do not provide status info to log file).				
-droot-dir	Specify an alternate root directory. The default location is /vol. Setting this will also cause other Volume Management utilities to use this as the default root directory.				
-f config-file	Specify an alternate configuration file. The default file is /etc/vold.conf.				

Specify an alternate log file. The default log file is

-1 log-file

/var/adm/vold.log.

Change the level (verbosity) of debug messages sent to the log file. -L debug-level

The range is 0 to 99 where 0 is nothing and 99 is everything. The

default level is 0.

ENVIRONMENT VARIABLES

vold sets the following environment variables to aid programs which are called when events such as insert, notify, and eject occur:

vold(1M)

VOLUME_ACTION	Event that caused this program to be executed.
VOLUME_PATH	Pathname of the matched <i>regex</i> from the vold.conf file.
VOLUME_DEVICE	Device (in /vol/dev) that applies to the media.
VOLUME_NAME	Name of the volume in question.
VOLUME_USER	User ID of the user causing the event to occur.
VOLUME_SYMNAME	Symbolic name of a device containing the volume.
VOLUME_MEDIATYPE	Name of the type of media (CD-ROM, floppy or rmdisk)
/etc/vold.conf	Volume Management daemon configuration file. Directs the Volume Management daemon to control certain devices, and causes events to occur when specific criteria are met.
/usr/lib/vold/*.so.1	Shared objects called by Volume Management daemon when certain actions occur.
/var/adm/vold.log	the default log file location (see the -1 option for a description).
/vol	the default Volume Management root directory.

ATTRIBUTES

FILES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWvolu

SEE ALSO

 $\verb|volcancel|(1)|, \verb|volcheck|(1)|, \verb|volmissing|(1)| \verb|rmmount|(1M)|, \verb|$ vold.conf(4), attributes(5), volfs(7FS)

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NAME | wall – write to all users

SYNOPSIS

/usr/sbin/wall [-a] [-g grpname] [filename]

DESCRIPTION

wall reads its standard input until an end-of-file. It then sends this message to all currently logged-in users preceded by:

Broadcast Message from . . .

If filename is given, then the message is read in from that file. Normally, pseudo-terminals that do not correspond to rlogin sessions are ignored. Thus, when using a window system, the message appears only on the console window. However, -a will send the message even to such pseudo-terminals.

It is used to warn all users, typically prior to shutting down the system.

The sender must be superuser to override any protections the users may have invoked See mesg(1).

wall runs setgid() to the group ID tty, in order to have write permissions on other user's terminals. See setuid(2).

wall will detect non-printable characters before sending them to the user's terminal. Control characters will appear as a " ^ " followed by the appropriate ASCII character; characters with the high-order bit set will appear in "meta" notation. For example, '\003' is displayed as ' C ' and '\372' as 'M-z'.

OPTIONS

The following options are supported:

broadcast message to the console and pseudo-terminals.

-g grpname broadcast to a specified group only.

ENVIRONMENT VARIABLES

If the LC * variables (LC CTYPE, LC TIME, LC COLLATE, LC NUMERIC, and LC MONETARY) are not set in the environment, the operational behavior of wall for each corresponding locale category is determined by the value of the LANG environment variable. See environ(5). If LC ALL is set, its contents are used to override both the LANG and the other LC * variables. If none of the above variables are set in the environment, the "C" (U.S. style) locale determines how wall behaves.

FILES

/dev/tty*

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

mesg(1), write(1), setuid(2), attributes(5), environ(5)

NAME |

wbemadmin – start Sun WBEM User Manager

SYNOPSIS

/usr/sadm/bin/wbemadmin

DESCRIPTION

The wbemadmin utility starts Sun WBEM User Manager, a graphical user interface that enables you to add and delete authorized WBEM users and to set their access privileges. Use this application to manage access to groups of managed resources, such as disks and installed software, in the Solaris operating environment.

The wbemadmin utility allows you to perform the following tasks:

Manage user access rights Use the wbemadmin utility to add, delete,

> or modify an individual user's access rights to a namespace on a WBEM-enabled

system.

Manage namespace access rights Use the wbemadmin utility to add, delete,

or modify access rights for all users to a

namespace.

The Sun WBEM User Manager displays a Login dialog box. You must log in as root or a user with write access to the root\security namespace to grant access rights to users. By default, Solaris users have guest privileges, which grants them read access to the default namespaces.

Managed resources are described using a standard information model called Common Information Model (CIM). A CIM object is a computer representation, or model, of a managed resource, such as a printer, disk drive, or CPU. CIM objects can be shared by any WBEM-enabled system, device, or application. CIM objects are grouped into meaningful collections called schema. One or more schemas can be stored in directory-like structures called namespaces.

All programming operations are performed within a namespace. Two namespaces are created by default during installation:

- root\cimv2 Contains the default CIM classes that represent objects on your system.
- root\security Contains the security classes used by the CIM Object Manager to represent access rights for users and namespaces.

When a WBEM client application connects to the CIM Object Manager in a particular namespace, all subsequent operations occur within that namespace. When you connect to a namespace, you can access the classes and instances in that namespace (if they exist) and in any namespaces contained in that namespace.

When a WBEM client application accesses CIM data, the WBEM system validates the user's login information on the current host. By default, a validated WBEM user is granted read access to the Common Information Model (CIM) Schema. The CIM Schema describes managed objects on your system in a standard format that all WBEM-enabled systems and applications can interpret.

wbemadmin(1M)

You can set access privileges on individual namespaces or for a user-namespace combination. When you add a user and select a namespace, by default the user is granted read access to CIM objects in the selected namespace. An effective way to combine user and namespace access rights is to first restrict access to a namespace. Then grant individual users read, read and write, or write access to that namespace.

You cannot set access rights on individual managed objects. However you can set access rights for all managed objects in a namespace as well as on a per-user basis.

If you log in to the root account, you can set the following types of access to CIM objects:

- Read Only Allows read-only access to CIM Schema objects. Users with this
 privilege can retrieve instances and classes, but cannot create, delete, or modify
 CIM objects.
- Read/Write Allows full read, write, and delete access to all CIM classes and instances.
- Write Allows write and delete, but not read access to all CIM classes and instances.
- None Allows no access to CIM classes and instances.

Context help is displayed in the left side of the wbemadmin dialog boxes. When you click on a field, the help content changes to describe the selected field. No context help is available on the main User Manager window.

The wbemadmin security administration tool updates the following Java classes in the root\security namespace:

- Solaris_UserAcl Updated when access rights are granted or changed for a user.
- Solaris_namespaceAcl Updated when access rights are granted or changed for a namespace.

USAGE

The wbemadmin utility is not the tool for a distributed environment. It is used for local administration on the machine on which the CIM Object Manager is running.

EXIT STATUS

The wbemadmin utility terminates with exit status 0.

WARNING

The root\security namespace stores access privileges. If you grant other users access to the root\security namespace, those users can grant themselves or other users rights to all other namespaces.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWwbcor

wbemadmin(1M)

 $\textbf{SEE ALSO} \ | \ \texttt{mofcomp}(1M), \texttt{wbemlogviewer}(1M), \texttt{init.wbem}(1M), \texttt{attributes}(5)$

wbemconfig(1M)

NAME

wbemconfig – convert a JavaSpaces datastore to the newer Reliable Log datastore format

SYNOPSIS

/usr/sadm/lib/wbem/wbemconfig convert

DESCRIPTION

A Reliable Log directory is created that contains the converted data. This directory is named /var/sadm/wbem/logr.

The convert argument is the only supported option of this command. You should only run this command after stopping WBEM (CIM Object Manager) with the init.wbem stop command. Otherwise your data may be corrupted.

This command successfully converts any proprietary custom MOFs you have created in the datastore, but not any CIM or Solaris MOFs you have modified. These will be destroyed. To recompile any modified CIM or Solaris MOFs into the new datastore, run the mofcomp command on the MOF files containing the class definitions.

Because the wbemconfig convert command invokes the JVM (Java Virtual Machine) to perform conversion of the JavaSpaces datastore, you must be running the same version of the JVM as when the original JavaSpaces storage was created. After the wbemconfig convert command is completed, you can change to any version of the JVM you want.

To see what version of the JVM you are running, issue the java -version command.

OPTIONS

The following options are supported:

convert

Convert a JavaSpaces datastore to the newer Reliable Log

datastore format.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWwbcou

SEE ALSO

init.wbem(1M), wbemadmin(1M), wbemlogviewer(1M), mofcomp(1M), attributes(5)

wbemlogviewer – start WBEM Log Viewer

SYNOPSIS

/usr/sadm/bin/wbemlogviewer

DESCRIPTION

The wbemlogviewer utility starts the WBEM Log Viewer graphical user interface, which enables administrators to view and maintain log records created by WBEM clients and providers. The WBEM Log Viewer displays a Login dialog box. You must log in as root or a user with write access to the root\cimv2 namespace to view and maintain log files. Namespaces are described in wbemadmin(1M).

Log events can have three severity levels.

- Errors
- Warnings
- Informational

The WBEM log file is created in the /var/sadm/wbem/log directory, with the name wbem_log. The first time the log file is backed up, it is renamed wbem_log.1, and a new wbem_log file is created. Each succeeding time the wbem_log file is backed up, the file extension number of each backup log file is increased by 1, and the oldest backup log file is removed. Older backup files have higher file extension numbers than more recent backup files.

The log file is renamed with a .1 file extension and saved when one of the following two conditions occur:

- The current file reaches the file size limit specified in the WBEM Services properties file, /var/sadm/wbem/WbemServices.properties.
- A WBEM client application uses the clearLog() method in the Solaris_LogService class to clear the current log file.

The WBEM Services properties file /var/sadm/wbem/WbemServices.properties is modified when you change the properties of log files.

Help is displayed in the left panel of each dialog box. Context help is not displayed in the main Log Viewer window.

USAGE

The WBEM Log Viewer is not the tool for a distributed environment. It is used for local administration.

The WBEM Log Viewer allows you to perform the following tasks:

View the logs

Set properties of log files Click Action->Log File Settings to specify log file

parameters and the log file directory.

Back up a log file Click Action->Back Up Now to back up and close the

current log file and start a new log file.

Delete an old log file Click Action->Open Log File to open a backed-up log

file. To delete a backed-up log file, open it and then

wbemlogviewer(1M)

click Action->Delete Log File. You can only delete

backed-up log files.

View log record details Double-click a log entry to display its details.

Sort the logs Click View->Sort By to sort displayed entries. You can

also click any column heading to sort the list. By default, the log entries are displayed in reverse

chronological order (new logs first).

EXIT STATUS The wb

The wbemlogviewer utility terminates with exit status 0.

FILES

/var/sadm/wbem/log/wbem_log

WBEM log file

/var/sadm/wbem/WbemServices.properties

WBEM Services properties file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWwbcor

SEE ALSO

wbemadmin(1M), init.wbem(1M), mofcomp(1M), attributes(5)

whodo – who is doing what

SYNOPSIS

/usr/sbin/whodo [-h] [-l] [user]

DESCRIPTION

whodo produces formatted and dated output from information in the /var/adm/utmpx, /tmp/ps data, and /proc/pid files.

The display is headed by the date, time, and machine name. For each user logged in, device name, user-ID and login time is shown, followed by a list of active processes associated with the user-ID. The list includes the device name, process-ID, CPU minutes and seconds used, and process name.

If user is specified, output is restricted to all sessions pertaining to that user.

OPTIONS

- Suppress the heading. -h
- -1 Produce a long form of output. The fields displayed are: the user's login name, the name of the tty the user is on, the time of day the user logged in (in *hours*: *minutes*), the idle time — that is, the time since the user last typed anything (in hours: minutes), the CPU time used by all processes and their children on that terminal (in *minutes*: seconds), the CPU time used by the currently active processes (in minutes: seconds), and the name and arguments of the current process.

EXAMPLES

EXAMPLE 1 An example of the whodo command.

The command:

example% whodo

produces a display like this:

```
Tue Mar 12 15:48:03 1985
bailey
tty09
               8 · 51
      mcn
   tty09 28158 0:29 sh
tty52 bdr 15:23
   tty52 21688 0:05 sh
   tty52 22788 0:01 whodo
tty52 22017 0:03 vi
   tty52 22549 0:01 sh
xt162 lee
               10:20
   tty08 6748 0:01 layers
xt162 6751 0:01 sh
   xt163 6761 0:05 sh
   tty08 6536 0:05 sh
```

ENVIRONMENT VARIABLES

If any of the LC * variables (LC CTYPE, LC MESSAGES, LC TIME, LC COLLATE, LC NUMERIC, and LC MONETARY) (see environ(5)) are not set in the environment, the operational behavior of tar(1) for each corresponding locale category is determined by the value of the LANG environment variable. If LC ALL is

whodo(1M)

set, its contents are used to override both the LANG and the other LC * variables. If none of the above variables is set in the environment, the "C" (U.S. style) locale determines how tar behaves.

LC CTYPE Determines how tar handles characters. When LC CTYPE is set to

> a valid value, tar can display and handle text and filenames containing valid characters for that locale. tar can display and handle Extended Unix code (EUC) characters where any individual character can be 1, 2, or 3 bytes wide. tar can also handle EUC characters of 1, 2, or more column widths. In the "C"

locale, only characters from ISO 8859-1 are valid.

LC MESSAGES Determines how diagnostic and informative messages are

> presented. This includes the language and style of the messages, and the correct form of affirmative and negative responses. In the "C" locale, the messages are presented in the default form found in

the program itself (in most cases, U.S. English).

LC TIME Determines how tar handles date and time formats. In the "C"

locale, date and time handling follow the U.S. rules.

EXIT STATUS

The following exit values are returned:

0 Successful completion.

non-zero An error occurred.

FILES

/etc/passwd system password file

/tmp/ps data

/var/adm/utmpx user access and administration information

/proc/pid

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
4	Availability	SUNWcsu

SEE ALSO

ps(1), tar(1), who(1), attributes(5), environ(5)

DIAGNOSTICS

If the PROC driver is not installed or configured or if /proc is not mounted, a message to that effect is issued and whodo will fail.

NAME

wracct – write extended accounting records for active processes and tasks

SYNOPSIS

/usr/sbin/wracct [-trecord_type] i id_list {task | process}

DESCRIPTION

The wracct utility allows the administrator to invoke the extended accounting system, if active, to write intermediate records representing the resource usage of a selected set of processes or tasks. For tasks, a record_type option is also supported, allowing the administrator to request the writing of a partial record, which leaves the current task usage unchanged, or an interval record, which resets the task usage to zero for that system task, with respect to the extended accounting subsystem. If interval records are used, the total task usage is the sum of all interval records and the final record written at the task's completion. If partial records are used, the completion record reflects the total resource usage.

OPTIONS

The following options are supported:

-i *id_list* Select the IDs of the tasks or processes to write records for. Specify

id_list as a comma- or space-separated list of IDs, presented as a single argument. For some shells, this requires appropriate quoting

of the argument.

-t *record_type* Select type of record to write for the selected task or process. For

tasks, record_type can be partial or interval. partial is the the default type, and the only type available for process records.

OPERANDS

The following operands are supported:

process Treat the given ID as a process ID for the purposes of constructing

and writing an extended accounting record.

task Treat the given ID as a task ID for the purposes of constructing and

writing an extended accounting record.

EXAMPLES

EXAMPLE 1 Writing a partial record

Write a partial record for all active sendmail processes.

/usr/sbin/wracct -i "'pgrep sendmail'" process

EXAMPLE 2 Writing an interval record

Write an interval record for the task with ID 182.

/usr/sbin/wracct -t interval -i 182 task

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- 1 An error occurred.
- 2 Invalid command line options were specified.

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Pertinent components of extended accounting facility are not active.

FILES /var/adm/exacct/task

> /var/adm/exacct/proc Extended accounting data files.

ATTRIBUTES See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO | attributes(5)

NAME | wrsmconf – manage WCI RSM controller configurations

SYNOPSIS

/opt/SUNWwrsm/bin/wrsmconf create -c controller_id -f config_file

```
wrsmconf initial -f config_file [-c controller_id]
```

wrsmconf remove [-c controller_id]

wrsmconf topology [-c controller_id]

wrsmconf dump -c controller_id -f config_file

DESCRIPTION

wrsmconf provides a means to create, install, retrieve, and remove configurations for WCI remote shared memory (RSM) controllers.

OPTIONS

The following options are supported:

```
create -c controller_id -f config_file
```

Create a set of per-node configurations for the specified controller and store them to the file *config_file*. The created file contains a per-node configuration for each node specified in the input for the specified controller. The file has a checksum on it and cannot be modified directly. This file can be used in a wrsmconf initial call on each node to install the node's configuration into the local driver.

A list of nodes and WCI devices connected to those nodes is read from standard input. For each connected pair of links, specify the nodename (uname -n), safari port id, and link number on both sides of the connection. The format of the information looks like this:

```
<nodename>.<wrsm-portid>.<linkno>=<nodename>.<wrsm-portid>.<linkno>
<nodename>.<wrsm-portid>.<linkno>=<nodename>.<wrsm-portid>.<linkno>
```

This interface is intended for installing configurations for testing (such as for SunVTS). Only direct-connect, non-striped configurations for 1 to 3 nodes can be specified. FM node ids and RSM hardware addresses are assigned to the specified nodes contiguously and in order starting from 0.

```
initial -f config_file [-c controller_id]
```

Install the configuration for the local node stored in the file config_file into the driver as the initial configuration for the specified controller. This command fails under the following circumstances:

- If controller_id is specified and the configuration in the file is not for the specified controller.
- If the file does not contain a valid configuration for the local node or if the checksum in the file shows it has been modified.
- If a configuration has already been installed for the controller. If this happens, use wrsmconf remove to remove the existing configuration.

```
remove [ -c controller_id ]
```

Disable communication through the installed configuration for all controllers or the specified controller and remove the configuration(s) from the driver.

wrsmconf(1M)

topology -c controller_id

For each installed controller (or for the specified controller), print to stdout the set of nodes this controller is configured to reach, including the nodename, FM node id, and RSM hardware address for each node. The following is example output:

FM Node ID	Node Name	Controller Instance	Controller HW Addr
0	hpc00	0	101
0	hpc00	1	333
1	hpc01	0	102
1	hpc01	1	54
1	hpc01	2	34
2	hpc03	0	103
2	hpc03	1	103
2	hpc03	2	103

dump -c controller-id -f config_file

Fetch the installed configuration for the specified controller from the driver and store it into the file *config_file* along with a checksum to protect the data. This configuration can later be installed with the command wrsmconf initial.

EXIT STATUS

This command returns 0 on successful completion, and a non-zero value if an error occured.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE		ATTRIBUTE VALUE
Availability	SUN	NWwrsm

SEE ALSO

kstat(1M), wrsmstat(1M), attributes(5)

NAME

wrsmstat – report WCI RSM driver statistics

SYNOPSIS

```
/opt/SUNWwrsm/bin/wrsmstat controller [-c controller_id]
wrsmstat wrsm [-i wrsm_instance_num] [-v]
wrsmstat route [-c controller_id] [-h node_hostname]
wrsmstat set [-i wrsm_instance_num] -c cmmu -s start -e end
```

DESCRIPTION

The wrsmstat command provides statistics on remote shared memory (RSM) controllers, routes to nodes, and WCI interfaces managed by the WCI RSM driver (wrsm). It also provides an interface for setting extended performance counter control registers that constrain the wrsm counters available through busstat(1M).

OPTIONS

The following options are supported:

```
controller[-c controller_id]
```

Displays information describing the state of the specified controller, or of all controllers if none is specified. The following is sample output:

```
$ wrsmstat controller -c 5
   Controller 5
   Controller state: up
   Local RSM Hardware address: 0x4
   Exported segments: 0
       # published: 0
       # connections: 0
       total bound memory: 0
   Imported segments: 0
   Send Queues: 0
   Registered Handlers: 0
   Assigned WCIs: 4
   Available WCIs: 2
```

wrsm[-i wrsm wrsm instance num][-v]

Displays information describing the state of the specified RSM WCI, or of all RSM WCIs if none is specified. The following is sample output:

```
$ wrsmstat wrsm -i 7
   WCI instance 7
    _____
   Portid: 5
   Controller ID: 0
   Config Version: 5
   Link Error Shutdown Trigger: 40000
   Link #0 is not present.
   Link #1
       Link Enabled: yes
       Link State: up
       Remote RSM HW addr: 1
       Remote wnode ID: 1
       Remote link num: 1
       Remote WCI port ID: 3
```

```
Error takedowns: 0
Bad Config takedowns: 0
Failed bringups: 0
Total link errors: 0
Maximum link errors: 0
Average link errors: 0
Auto shutdown enabled: yes
Link #2 is not present.
```

If you specify the -v option, the following additional information is displayed:

```
Cluster Error Count: 0
Uncorrectable SRAM ECC error: no
Maximum SRAM ECC errors: 0
Average SRAM ECC errors: 0
```

```
route [ -c controller_id ] [ -h nodename ]
```

Displays the route to the specified node through the specified controller. If no node is specified, displays the routes to all nodes. If no controller is specified, displays the specified node's route through all controllers. If neither is specified, displays the routes to all nodes through all controllers. The following is sample output:

```
$ wrsmstat node -c 3 -h fred
Controller 3 - Route to fred
Config Version: 1
FM node id: 0x345543
RSM hardware address: 0x9
Route Changes: 3
Route Type: Passthrough
Number of WCIs: 2
Stripes: 4
WCI #0
   Port ID: 3
   Instance: 0
   Num of hops: 2
   Num of links 2
       link# 1, first hop RSM HW addr: 0x4
        link# 2, first hop RSM HW addr: 0x2
WCI #1
   Port ID: 13
    Instance: 1
    Num of hops: 2
   Num of links: 2
        link# 0, first hop RSM HW addr: 0x4
        link# 2, first hop RSM HW addr: 0x2
```

set [-i wrsm_instance_num] -c cmmu -s <start> -e <end>

For the specified WCI (or for each RSM WCI if none specified), configure the specified range of CMMU entries so that transactions through them are counted by <code>wrsm</code> busstat kstats. Each call will cause transactions to be counted through the new ranges of <code>cmmu</code> entries in addition to the previously specified ranges. To count transactions through all CMMUs, specify a start value of 0 and end value of 0. To clear all ranges (and not count transactions through any <code>cmmu</code> entries), specify a start value of 0 and end value of -1.

EXIT STATUS

| This command returns 0 on successful completion, and a non-zero value if an error occurred.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWwrsm

SEE ALSO

busstat(1M), kstat(1M), wrsmconf(1M), attributes(5)

NAME |

xntpd - Network Time Protocol daemon

SYNOPSIS

/usr/lib/inet/xntpd [-aAbdm] [-c conffile] [-e authdelay] [-f driftfile]
[-k keyfile] [-l logfile] [-p pidfile] [-r broadcastdelay] [-s statsdir] [-t
trustedkey] [-v variable] [-V variable]

DESCRIPTION

xntpd is a daemon which sets and maintains a UNIX system time-of-day in agreement with Internet standard time servers. xntpd is a complete implementation of the Network Time Protocol (NTP) version 3 standard, as defined by *RFC 1305*. It also retains compatibility with version 1 and 2 servers as defined by *RFC 1059* and *RFC 1119*, respectively. The computations done in the protocol and clock adjustment code are carried out with high precision and with attention to the details which might introduce systematic bias into the computations. This is done to try to maintain an accuracy suitable for synchronizing with even the most precise external time source.

Ordinarily, xntpd reads its configuration from a configuration file at startup time. The default configuration file name is /etc/inet/ntp.conf, although this may be overridden from the command line. It is also possible to specify a working, although limited, xntpd configuration entirely on the command line, obviating the need for a configuration file. This may be particularly appropriate when xntpd is to be configured as a broadcast or multicast client, with all peers being determined by listening to broadcasts at run time. Through the use of the ntpq(1M) program, various internal xntpd variables can be displayed and configuration options altered while the daemon is running.

The daemon can operate in any of several modes, including symmetric active/passive, client/server and broadcast/multicast. A broadcast/multicast client can automatically discover remote servers, compute one-way delay correction factors and configure itself automatically. This makes it possible to deploy a fleet of workstations without specifying a configuration file or configuration details specific to its environment.

OPTIONS

The following command line arguments are understood by xntpd. See Configuration Commands for a more complete functional description:

-a	Run in authentication mode.
-A	Disable authentication mode.
-b	Listen for broadcast NTP and sync to this if available.
-c conffile	Specify an alternate configuration file.
-d	Specify debugging mode. This flag may occur multiple times, with each occurrence indicating greater detail of display.
-e authdelay	Specify the time (in seconds) it takes to compute the NTP encryption field on this computer.
-£ driftfile	Specify the location of the drift file.
-k keyfile	Specify the location of the file which contains the NTP authentication keys.

-1 logfile	Specify a log file instead of logging to syslog.
1 1000	opechy a log me histead of logging to systeg.

-m Listen for multicast messages and synchronize to them if available

(requires multicast kernel).

-p *pidfile* Specify the name of the file to record the daemon's process id.

-r broadcast Ordinarily, the daemon automatically compensates for the network

delay between the broadcast/multicast server and the client; if the calibration procedure fails, use the specified default delay (in

seconds).

-s statsdir Specify the directory to be used for creating statistics files.

-t *trustedkey* Add a key number to the trusted key list.

-v variable Add a system variable.

-V *variable* Add a system variable listed by default.

USAGE

xntpd's configuration file format is similar to other Unix configuration files. Comments begin with a '#' character and extend to the end of the line. Blank lines are ignored. Configuration commands consist of an initial keyword followed by a list of arguments, separated by whitespace. Some arguments may be optional. These commands may not be continued over multiple lines. Arguments may be host names, host addresses written in dotted–decimal, integers, floating point numbers (when specifying times in seconds) and text strings.

Configuration Commands

In the following descriptions, optional arguments are delimited by '[]', while alternatives are separated by '|'. The first three commands specify various time servers to be used and time services to be provided.

peer host_address [key #] [version #][prefer]

Specifies that the local server is to operate in "symmetric active" mode with the remote server <code>host_address</code> named in the command. In this mode, the local server can be synchronized to the remote server. In addition, the remote server can be synchronized by the local server. This is useful in a network of servers where, depending on various failure scenarios, either the local or remote server host may be the better source of time. The <code>peer</code> command, and the <code>server</code> and <code>broadcast</code> commands that follow, can take the following arguments:

key	Indicates that all packets sent to the address are to include
	authentication fields, encrypted using the specified key number.

The range of this number is that of an unsigned 32 bit integer.

By default, an encryption field is not included.

version Specifies the version number to be used for outgoing NTP

packets. Versions 1, 2, and 3 are the choices; version 3 is the

default.

prefer Marks the host as a preferred host. This host will be preferred

for synchronization over other comparable hosts.

server *host_address* [key #] [version f1#] [prefer] [mode f1#] server
Specifies that the local server is to operate in "client" mode with the remote server
named in the command. In this mode the local server can be synchronized to the
remote server, but the remote server can never be synchronized to the local server.

broadcast *host_address* [key #] [version #] [ttl #]

Specifies that the local server is to operate in "broadcast" mode where the local server sends periodic broadcast messages to a client population at the broadcast/multicast address named in the command. Ordinarily, this specification applies only to the local server operating as a transmitter. For operation as a broadcast client, see broadcastclient or multicastclient commands elsewhere in this document. In broadcast mode the *host_address* is usually the broadcast address on a local network or a multicast address assigned to NTP. The IANA has assigned the network, 224.0.1.1 to NTP. This is presently the only network that should be used. The following option is used only with the broadcast mode:

ttl

Specifies the time-to-live (TTL) to use on multicast packets. Selection of the proper value, which defaults to 127, is something of a black art and must be coordinated with the network administrator(s).

broadcastclient

Directs the local server to listen for broadcast messages on the local network, in order to discover other servers on the same subnet. Upon hearing a broadcast message for the first time, the local server measures the nominal network delay using a brief client/server exchange with the remote server. Then the server enters the "broadcastclient" mode, in which it listens for and synchronizes to succeeding broadcast messages. In order to avoid accidental or malicious disruption in this mode, both the local and remote servers must operate using authentication, with the same trusted key and key identifier.

multicastclient

[IP address . . .] Used in the same way as the broadcastclient command, but operates using IP multicasting. Support for this command requires the use of authentication. If one or more IP addresses are given, the server joins the respective multicast group(s). If none are given, the IP address assigned to NTP (224.0.1.1) is assumed.

driftfile filename

Specifies the name of the file used to record the frequency offset of the local clock oscillator. If the file exists, it is read at startup in order to set the initial frequency offset. Then the file is updated once per hour with the current offset computed by the daemon. If the file does not exist or this command is not given, the initial frequency offset is assumed to be zero. In this case, it may take some hours for the frequency to stabilize and the residual timing errors to subside. The file contains a single floating point value equal to the offset in parts-per-million (ppm). The file is updated by first writing the current drift value into a temporary file and then using rename(2) to replace the old version. This implies that xntpd must have write

permission for the directory the drift file is located in, and that file system links, symbolic or otherwise, should probably be avoided.

```
enable auth \mid bclient \mid pll \mid monitor \mid stats[...]
{\tt disable\ auth\ |\ bclient\ |\ pll\ |\ monitor\ |\ stats\ [\ldots]}
```

Provides a way to enable or disable various server options. To do so, execute a two word command, where the first word is enable or disable and the second is the flag. Flags not mentioned are unaffected. Flags that can be changed are described below, along with their default values.

Flag	Default	Description
auth	disable	Causes the server to synchronize with unconfigured peers only if the peer has been correctly authenticated using a trusted key and key identifier.
bclient	disable	Causes the server to listen for a message from a broadcast or multicast server. After this occurs, an association is automatically instantiated for that server. default for this flag is disable (off).
pll	enable	Enables the server to adjust its local clock. If not set, the local clock free-runs at its intrinsic time and frequency offset. This flag is useful in case the local clock is controlled by some other device or protocol and NTP is used only to provide synchronization to other clients.
monitor	disable	Enables the monitoring facility (see elsewhere).
stats	enable	Enables statistics facility filegen (see Monitoring Commands below).
keys filename		Specifies the name of a file which contains the encryption keys and key identifiers used by xntpd when operating in authenticated mode. The format of this file is described later in this document.
trustedkey		# [#] Specifies the encryption key identifiers which are trusted for the purposes of authenticating peers suitable for synchronization. The authentication procedures require that both the local and remote servers share the same key and key identifier, defined to be used for this purpose. However, different keys can be used with different servers. The arguments are 32 bit unsigned integers. Note, however, that key 0 is fixed and globally known. If meaningful authentication

Authentication Commands

is to be performed, the 0 key should not be trusted.

	controlkey	z #
--	------------	-----

Specifies the key identifier to use with the ntpq(1M) program, which is useful to diagnose and repair problems that affect xntpd operation. The operation of the ntpq program and xntpd conform to those specified in *RFC 1305*. Requests from a remote ntpq program which affect the state of the local server must be authenticated. This requires that both the remote program and local server share a common key and key identifier. The argument to this command is a 32 bit unsigned integer. If no controlkey command is included in the configuration file, or if the keys don't match. These requests are ignored.

authdelay seconds

Indicates the amount of time it takes to encrypt an NTP authentication field on the local computer. This value is used to correct transmit timestamps when the authentication is used on outgoing packets. The value usually lies somewhere in the range 0.0001 seconds to 0.003 seconds, though it is very dependent on the CPU speed of the host computer.

Access Control Commands

restrict

address [mask numeric_mask] [flag] [. . .]

restriction list. The list is sorted by IP address and mask, and the list is searched in this order for matches, with the last match found defining the restriction flags associated with the incoming packets. The source address of incoming packets is used for the match, with the 32 bit address being logically and'ed with the mask associated with the restriction entry and then compared with the entry's address (which has also been and'ed with the mask) to look for a match. The "mask" argument defaults to 255.255.255.255, meaning that the "address" is treated as the address of an individual host. A default entry (address 0.0.0.0, mask 0.0.0.0) is always included and, given the sort algorithm, is always the first entry in the list. Note that, while "address" is normally given in dotted—quad format, the text string "default", with no mask option, may be used to indicate the default entry.

In the current implementation, flags always restrict access, i.e., an entry with no flags indicates that free access to the server is to be given. The flags are not orthogonal, in that more restrictive flags often make less restrictive ones redundant. The flags can generally be classed into two categories, those which restrict time service and those which restrict informational queries and attempts to do run time reconfiguration of the server.

One or more of the following flags may be specified:

ignore Ignore all packets from hosts which

match this entry. If this flag is specified neither queries nor time server polls will be responded to.

noquery Ignore all NTP mode 7 packets (i.e.,

information queries and

configuration requests) from the source. Time service is not affected.

nomodify Ignore all NTP mode 7 packets

which attempt to modify the state of the server (i.e., run time reconfiguration). Queries which return information are permitted.

notrap Decline to provide mode 6 control

message trap service to matching hosts. The trap service is a subsystem of the mode 6 control message protocol which is intended for use by remote event logging

programs.

lowpriotrap Declare traps set by matching hosts

to be low priority. The number of traps a server can maintain is limited. The current limit is 3. Traps are usually assigned on a first come, first served basis, with later trap requestors being denied service. This flag modifies the assignment algorithm by allowing low priority traps to be overridden by later requests for normal priority

raps.

noserve Ignore NTP packets whose mode is other than 7. In effect, time service

is denied, though queries may still

be permitted.

nopeer Provide stateless time service to

polling hosts, but do not allocate peer memory resources to these hosts even if they otherwise might be considered useful as future

synchronization partners.

notrust

Treat these hosts normally in other respects, but never use them as synchronization sources.

limited

These hosts are subject to a limitation on number of clients from the same net that will be accepted. Net in this context refers to the IP notion of net (class A, class B, class C, etc.). Only the first client_limit hosts that have shown up at the server and that have been active during the last client_limit_period seconds are accepted. Requests from other clients from the same net are rejected. Only time request packets are taken into account. "Private", "control", and "broadcast" packets are not subject to client limitation and therefore do not contribute to client count. A history of clients is kept using the monitoring capability of xntpd. Thus, monitoring is active as long as there is a restriction entry with the limited flag. The default value for *client_limit* is 3. The default value for *client_limit_period* is 3600 seconds. Currently both variables are not runtime configurable.

ntpport

This is actually a match algorithm modifier, rather than a restriction flag. Its presence causes the restriction entry to be matched only if the source port in the packet is the standard NTP UDP port (123). Both ntpport and non-ntpport may be specified. The ntpport is considered more specific and is sorted later in the list.

Default restriction list entries, with the flags, ignore, ntpport, for each of the local host's interface addresses are inserted into the table at startup to prevent the server

from attempting to synchronize to its own time. A default entry is also always present, though if it is otherwise unconfigured no flags are associated with the default entry (i.e., everything besides your own NTP server is unrestricted).

The restriction facility was added to allow the current access policies of the time servers running on the NSF net backbone to be implemented with xntpd as well. This facility may be useful for keeping unwanted or broken remote time servers from affecting your own. However, it should not be considered an alternative to the standard NTP authentication facility.

clientlimit limit

Sets *client_limit* to limit; allows configuration of client limitation policy. This variable defines the number of clients from the same network that are allowed to use the

clientperiod period

Sets client_limit_period; allows configuration of client limitation policy. This variable specifies the number of seconds after which a client is considered inactive and thus no longer is counted for client limit restriction.

Monitoring Commands

statsdir /directory path/

Indicates the full path of a directory where statistics files should be created (see below). This keyword allows the (otherwise constant) filegen filename prefix to be modified for file generation sets used for handling statistics logs (see filegen statement below).

statistics name...

Enables writing of statistics records. Currently, three kinds of statistics are supported. Each type is described below by giving its name, a sample line of data, and an explanation of each field:

loopstats

enables recording of loop filter statistics information. Each update of the local clock outputs a line of the following form to the file generation set named "loopstats":

	48773 10847.650 0.0001307 17.3478 2
Field No.	Description
1	The date (Modified Julian day)
2	The time (seconds and fraction past UTC midnight)
3	Time offset in seconds
4	Frequency offset in parts-per-million
5	Time constant of the clock-discipline algorithm at each update of the clock
peerstats	enables recording of peer statistics information. This includes statistics records of all peers of a NTP server and of the 1-pps signal, where present and configured. Each valid update appends a line similar to the one below, to the current element of a file generation set named "peerstats":
	48773 10847.650 127.127.4.1 9714 -0.001605 \ 0.000000 0.00142
Field No.	Description
1	The date (Modified Julian Day)
2	The time (seconds and fraction past UTC midnight)
3	The peer address in dotted-quad notation
4	peer status. The status field is encoded in hex in the format described in Appendix A of the NTP specification, <i>RFC 1305</i> .
5	Offset in seconds
6	Delay in seconds
7	Dispersion in seconds
clockstats	enables recording of clock driver statistics information. Each update received from a clock driver outputs a line of the following form to the file generation set named "clockstats":
	49213 525.624 127.127.4.1 93 226 \ 00:08:29.606 D
Field No.	Description
1	The date (Modified Julian Day)
2	The time (seconds and fraction past UTC midnight)
3	The clock address in dotted-quad notation
4	The last timecode received from the clock in decoded ASCII format, where meaningful

In some clock drivers a good deal of additional information can be gathered and displayed as well.

Statistic files are managed using file generation sets (see filegen below). The information obtained by enabling statistics recording allows analysis of temporal properties of a xntpd server. It is usually only useful to primary servers or maybe main campus servers.

filegen name [file filename] [type typename][flag flagval] [link | nolink]
[enable | disable]

Configures setting of generation file set *name*. Generation file sets provide a means for handling files that are continuously growing during the lifetime of a server. Server statistics are a typical example for such files. Generation file sets provide access to a set of files used to store the actual data. At any time at most one element of the set is being written to. The type given specifies when and how data will be directed to a new element of the set. This way, information stored in elements of a file set that are currently unused are available for administrational operations without the risk of disturbing the operation of xntpd. (Most important: they can be removed to free space for new data produced.)

Filenames of set members are built from three elements:

prefix This is a constant filename path. It is not subject to modifications via the

filegen statement. It is defined by the server, usually specified as a compile time constant. It may, however, be configurable for individual file generation sets via other commands. For example, the prefix used with "loopstats" and "peerstats" filegens can be configured using the

statsdir statement explained above.

filename This string is directly concatenated to the *prefix* mentioned above (no

intervening '/' (slash)). This can be modified using the file argument to the filegen statement. No '..' elements are allowed in this component to prevent filenames referring to parts outside the

filesystem hierarchy denoted by prefix.

suffix This part is reflects individual elements of a file set. It is generated according to the type of a file set as explained below. A file generation

set is characterized by its type. The following types are supported:

none The file set is actually a single plain file.

One element of file set is used per incarnation of a xntpd server. This type

does not perform any changes to file set members during runtime. However it provides an easy way of separating files belonging to different xntpd server incarnations. The set member filename is built by appending a '.' (dot) to concatenated *prefix* and *filename* strings, and appending the decimal representation of the process id of the xntpd server process.

day One file generation set element is created per day. The term *day* is based on UTC . A day is defined as the period between 00:00 and 24:00 UTC . The

file set member suffix consists of a '.' (dot) and a day specification in the form, *YYYYMMDD*. *YYYY* is a 4 digit year number (e.g., 1992). *MM* is a two digit month number. *DD* is a two digit day number. Thus, all information written at December 10th, 1992 would end up in a file named, *PrefixFilename*.19921210.

week

Any file set member contains data related to a certain week of a year. The term *week* is defined by computing "day of year" modulo 7. Elements of such a file generation set are distinguished by appending the following suffix to the file set filename base: a dot, a four digit year number, the letter 'W', and a two digit week number. For example, information from January, 5th 1992 would end up in a file with suffix ".1992W1".

month

One generation file set element is generated per month. The file name suffix consists of a dot, a four digit year number, and a two digit month.

year

One generation file elment is generated per year. The filename suffix consists of a dot and a 4 digit year number.

age

This type of file generation sets changes to a new element of the file set every 24 hours of server operation. The filename suffix consists of a dot, the letter 'a', and an eight digit number. This number is taken to be the number of seconds the server is running at the start of the corresponding 24 hour period.

Information is only written to a file generation set when this set is enabled. Output is prevented by specifying, disabled.

It is convenient to be able to access the current element of a file generation set by a fixed name. This feature is enabled by specifying link and disabled using nolink. If link is specified, a hard link from the current file set element to a file without suffix is created. When there is already a file with this name and the number of links of this file is one, it is renamed appending a dot, the letter, 'C', and the pid of the xntpd server process. When the number of links is greater than one, the file is unlinked. This allows the current file to be accessed by a constant name.

Miscellaneous Commands

precision#

Specifies the nominal precision of the local clock. The value of, # is an integer approximately equal to the base 2 logarithm of the local timekeeping precision in seconds. Normally, the daemon determines the precision automatically at startup. So this command is necessary only in special cases when the precision cannot be determined automatically.

broadcastdelay seconds

The broadcast and multicast modes require a special calibration to determine the network delay between the local and remote servers. Ordinarily, this is done automatically by the initial protocol exchanges between the local and remote servers. In some cases, the calibration procedure may fail due to, for example, network or server access controls. This command specifies the default delay to be

used under these circumstances. Typically (for Ethernet), a number between 0.003 and 0.007 is appropriate for *seconds*. When this command is not used, the default is 0.004 seconds.

trap host_address [port port_number][interface interface_address]

Configures a trap receiver at the given *host_address* and *port_number* for sending messages with the specified local *interface_address*. If the port number is unspecified, a value of 18447 is used. If the interface address is not specified, the message is sent with the source address of the local interface the message is sent through. On a multi-homed host, the interface used may change with routing changes.

C information from the server in a log file. While such monitor programs may also request their own trap dynamically, configuring a trap receiver ensures that no messages are lost when the server is started.

```
setvar variable [ default ]
```

This command adds an additional system variable. Variables like this can be used to distribute additional information such as the access policy. If the variable of the form, <code>variable_name=value</code> is followed by the <code>default</code> keyword, the variable will be listed as one of the default system variables (see the <code>ntpq(1M)</code> command). Additional variables serve informational purposes only. They can be listed; but they are not related to the protocol. The known protocol variables always override any variables defined via the <code>setvar</code> mechanism.

Three special variables contain the names of all variable of the same group. sys_var_list holds the names of all system variables. peer_var_list holds the names of all peer variables. And clock_var_list hold the names of the reference clock variables.

```
monitor[yes | no]
authenticate[yes | no]
```

These commands have been superseded by the enable and disable commands. They are listed here for historical purposes.

logconfig configkeyword

Controls the amount of output written to syslog or the logfile. By default all output is turned on. *configkeyword* is formed by concatenating the message class with the event class. It is permissible to use the prefix, all, instead of a message class. A message class may also be followed by the keyword, all, meaning to enable/disable all of the respective message class. All *configkeywords* can be prefixed with the symbols, '=', '+' and '-'. Here, '=' sets the syslogmask, '+' adds messages, and '-' removes messages. Syslog messages can be controlled in four classes: *sys*, *peer*, *clock*, sync. Within these classes four types of messages can be controlled. Each is described below, along with its configkeyword:

Configkeyword	Message type
info	Informational messages control configuration information.
events	Event messages control logging of events (reachability, synchronization, alarm conditions).

statistics Statistical messages control statistical output.

status Status messages describe mainly the synchronization status.

A minimal log configuration might look like this:

logconfig =syncstatus +sysevents

A configuration like this lists, just the synchronization state of xntp and the major system events. For a simple reference server, the following minimum message configuration could be useful:

logconfig =syncall +clockall

This configuration lists all clock information and synchronization information. All other events and messages about peers, system events and so on, is suppressed.

Authentication Key File Format

The NTP standard specifies an extension to allow verification of the authenticity of received NTP packets, and to provide an indication of authenticity in outgoing packets. This is implemented in xntpd using the DES or MD5 algorithms to compute a digital signature, or message-digest. The specification allows any one of possibly 4 billion keys, numbered with 32 bit key identifiers, to be used to authenticate an association. The servers involved in an association must agree on the key and key identifier used to authenticate their data. However they must each learn the key and key identifier independently. In the case of DES, the keys are 56 bits long with, depending on type, a parity check on each byte. In the case of MD5, the keys are 64 bits (8 bytes). xntpd reads its keys from a file specified using the -k command line option or the keys statement in the configuration file. While key number 0 is fixed by the NTP standard (as 56 zero bits) and may not be changed, one or more of the keys numbered 1 through 15 may be arbitrarily set in the keys file.

The key file uses the same comment conventions as the configuration file. Key entries use a fixed format of the form, *keyno type key*. Here, *keyno* is a positive integer, type is a single character which defines the format the key is given in, and *key* is the key itself.

The *key* may be given in one of several different formats, controlled by the type character. The different key types, and corresponding formats, are described below:

Key:

Format: A 64 bit hexadecimal number in DES format

In this format, the high order 7 bits of each octet are used to form the 56 bit key while the low order bit of each octet is given a value such that odd parity is maintained for the octet. Leading zeroes must be specified (i.e., the key must be exactly 16 hex digits long) and odd parity must be maintained. Hence a zero key, in standard

format, would be given as: 0101010101010101.

Key: N

Format: A 64 bit hexadecimal number in NTP format

This format is the same as the DES format except the bits in each octet have been rotated one bit right so that the parity bit is now the high order bit of the octet. Leading zeroes must be specified and odd parity must be maintained. A zero key in NTP format would be specified as: 8080808080808080.

Key: A

Format: A 1-to-8 character ASCII string

A key is formed from this by using the lower order 7 bits of the ASCII representation of each character in the string. Zeroes are added on the right when necessary to form a full width 56 bit key.

Key: S

Format: A 1–to–8 character ASCII string, using the MD5 authentication

scheme.

Note that both the keys and the authentication schemes (DES or MD5) must be identical between a set of peers sharing the same

key number.

Primary Clock Support

xntpd has been built to be compatible with all supported types of reference clocks. A reference clock is generally (though not always) a radio timecode receiver which is synchronized to a source of standard time such as the services offered by the NRC in Canada and NIST in the U.S. The interface between the computer and the timecode receiver is device dependent and will vary, but it is often a serial port.

For the purposes of configuration, <code>xntpd</code> treats reference clocks in a manner analogous to normal NTP peers as much as possible. Reference clocks are referred to by address, much as a normal peer is. However, an invalid IP address is used to distinguish them from normal peers. Reference clock addresses are of the form <code>127.127.t.u</code> where <code>t</code> is an integer denoting the clock type and <code>u</code> indicates the type–specific unit number. Reference clocks are configured using a <code>server</code> statement in the configuration file where the <code>host_address</code> is the clock address. The <code>key</code>, <code>version</code> and <code>ttl</code> options are not used for reference clock support. Some reference clocks require a <code>mode</code> option to further specify their operation. The <code>prefer</code> option can be useful to persuade the server to cherish a reference clock with somewhat more enthusiasm than other reference clocks or peers. Clock addresses may generally be used anywhere in the configuration file that a normal IP address can be used. For example, they can be used in <code>restrict</code> statements, although such use would normally be considered strange.

Reference clock support provides the fudge command, which can be used to configure reference clocks in special ways. The generic format that applies to this command is,

with options described as follows:

time1

time2 Are specified in fixed point seconds and used in some clock drivers as

calibration constants. By convention, and unless indicated otherwise, time1 is used as a calibration constant to adjust the nominal time offset of a particular clock to agree with an external standard, such as a precision PPS signal. The specified offset is in addition to the propagation delay

provided by other means, such as internal DIP switches.

operating stratum to the clock.

Is an ASCII string in the range one to four characters and is used to assign

a nonstandard reference identifier to the clock.

flag1 flag2 flag3

refid

flag4 Are binary flags used for customizing the clock driver. The interpretation

of these values, and whether they are used at all, is a function of the needs of the particular clock driver. However, by convention, and unless indicated otherwise, <code>flag3</code> is used to attach the ppsclock streams module to the configured driver, while <code>flag4</code> is used to enable recording verbose monitoring data to the clockstats file configured with the <code>filegen</code> command. Further information on the ppsclock streams module is in the <code>README</code> file in the <code>./kernel</code> directory in the current <code>xntp3</code> program distribution. Further information on this feature is available in the

Ordinarily, the stratum of a reference clock is zero, by default. Since the xntpd daemon adds one to the stratum of each peer, a primary server ordinarily displays stratum one. In order to provide engineered backups, it is often useful to specify the reference clock stratum as greater than zero. The stratum option is used for this purpose. Also, in cases involving both a reference clock and a 1-pps discipline signal, it is useful to specify the reference clock identifier as other than the default, depending on the driver. The *refid* option is used for this purpose. Except where noted, these options apply to all clock drivers.

./scripts/stats directory in the same distribution.

xntpd on Unix machines currently supports several different types of clock hardware. It also supports a special pseudo—clock used for backup or when no other clock source is available. In the case of most of the clock drivers, support for a 1-pps precision timing signal is available as described in the README file in the ./doc directory of the xntp3 program distribution. The clock drivers, and the addresses used to configure them, are described in the file, README.refclocks, in the doc directory of the current program distribution.

Variables

Most variables used by the NTP protocol can be examined with ntpq (mode 6 messages). Currently very few variables can be modified via mode 6 messages. These

variables are either created with the setvar directive or the leap warning variables. The leap warning bits that can be set in the *leapwarning* variable (up to one month ahead). Both, the *leapwarning* and in the *leapindication* variable, have a slightly different encoding than the usual leap bits interpretation:

The daemon passes the leap bits of its synchronization source

(usual mode of operation).

01/10 A leap second is added/deleted (operator forced leap second).

Leap information from the synchronization source is ignored (thus

LEAP_NOWARNING is passed on).

FILES /etc/inet/ntp.conf Default name of the configuration file

/etc/inet/ntp.drift Conventional name of the drift file
/etc/inet/ntp.keys Conventional name of the key file
/etc/inet/ntp.server Sample server configuration file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWntpu

SEE ALSO

ntpdate(1M), ntpq(1M), ntptrace(1M), xntpdc(1M), rename(2), attributes(5)

NAME |

xntpdc – special NTP query program

SYNOPSIS

xntpdc [-ilnps] [-c command] [host] [...]

DESCRIPTION

xntpdc queries the xntpd daemon about its current state and requests changes in that state. You can run xntpdc in interactive mode or in controlled using command line arguments.

Extensive state and statistics information is available through the xntpdc interface. In addition, nearly all the configuration options which can be specified at start up using xntpd's configuration file may also be specified at run time using xntpdc.

If one or more request options is included on the command line when xntpdc is executed, each of the requests is sent to the NTP servers running on each of the hosts given as command line arguments, or on the local host by default. If no request options are given, xntpdc attempts to read commands from the standard input and execute these on the NTP server running on the first host specified on the command line, again defaulting to the local host when no other host is specified. xntpdc prompts for commands if the standard input is a terminal device.

xntpdc uses NTP mode 7 packets to communicate with the NTP server, and can be used to query any compatable server on the network which permits it. As NTP is a UDP protocol, this communication is somewhat unreliable, especially over large distances. xntpdc does not attempt to re-transmit requests, and times requests out if the remote host is not heard from within a suitable timeout time.

The operation of xntpdc is specific to the particular implementation of the xntpd daemon. You can expect xntpdc to work only with this and maybe some previous versions of the daemon. Requests from a remote xntpdc program that affect the state of the local server must be authenticated. This requires that both the remote program and local server share a common key and key identifier.

OPTIONS

xntpdc reads interactive format commands from the standard input. If you specify the -c, -1, -p or -s option, the specified queries are sent to the hosts immediately.

The following command line options are supported:

-c command	Add <i>command</i> to the list of commands to execute on the specified hosts. <i>command</i> is interpreted as an interactive format command.
	Multiple -c options may be specified.
-i	Force xntpdc to operate in interactive mode.
	Prompts are written to the standard output. Commands are read from the standard input.
-1	Obtain a list of peers which are known to the servers.

		-
		This option is equivalent to -c listpeers. See listpeers in Control Message Commands.
	-n	Output all host addresses in dotted-quad numeric format rather than converting to the canonical host names.
	-p	Print a list of the peers known to the server as well as a summary of their state.
		This option is equivalent to -c peers. See peers in Control Message Commands.
	-s	Print a list of the peers known to the server as well as a summary of their state, but in a slightly different format than the -p option. This option is equivalent to -c dmpeers. See dmpeers in Control Message Commands.
The following operands are supported:		innorted

OPERANDS

The following operands are supported:

Interactive Commands

The interactive commands consist of a keyword (command_keyword) followed by zero to four arguments. You need to entry only enough characters of the command_keyword to uniquely identify it. The output of an interactive command is sent to the standard output by default. You can send the output of an interactive command to a file by appending a <, followed by a file name, to the command line.

A number of interactive format commands are executed entirely within the xntpdc program itself and do not result in NTP mode.

The following interactive commands are supported:

? [command_keyword]	Without an argument, print a list of ntpq command keywords. If <i>command_keyword</i> is specified, print function and usage information about the <i>command_keyword</i> .
delay milliseconds	Specify a time interval to add to timestamps included in requests which require authentication.
	This enables (unreliable) server reconfiguration over long delay network paths or between machines whose clocks are unsynchronized. Because the server no longer requires timestamps in authenticated requests, this command may be obsolete.
help [command_keyword]	Without an argument, print a list of ntpq command keywords. If command_keyword is

specified, print function and usage information about the *command_keyword*.

host *hostname* Set the host (*hostname*) to which future

queries are sent. Specify hostname as a host

name or a numeric address.

hostnames [yes | no] Print hostnames or numeric addresses in

information displays.

Specify yes to print host names. Specify no

to print numeric addresses.

The default is yes, unless the -n command

line option is specified.

keyid keyid Enable specification of a key number (keyid)

to authenticate configuration requests. *keyid* must correspond to a key number the server has been configured to use for this purpose.

passwd Prompt user to enter a password to

authenticate configuration requests.

The password is not displayed, and must correspond to the key configured for use by the NTP server for this purpose. If the password does not correspond to the key configured for use by the NTP server,

requests are not successful.

quit Exit xntpdc.

timeout *millseconds* Specify a timeout period for responses to

server queries.

The default is approximately 8000 milliseconds. As xntpdc retries each query once after a timeout, the total waiting time

once after a timeout, the total waiting time for a timeout is twice the timeout value set.

Control Message Commands

Query commands result in NTP mode 7 packets containing requests for information being sent to the server. These control message commands are read-only commands in that they make no modification of the server configuration state.

The following control message commands are supported:

clkbug

Obtain debugging information for a reference clock driver. This information is provided only by some clock drivers.

clockinfo clock_peer_address [...]

Obtain and print information concerning a peer clock.

The values obtained provide information on the setting of fudge factors and other clock performance information.

dmpeers

Obtain a list of peers for which the sserver is maintaining state, along with a summary of that state.

The peer summary list is identical to the output of the peers command, except for the character in the leftmost column. Characters only appear beside peers which were included in the final stage of the clock selection algorithm. A . indicates that this peer was cast off in the falseticker detection, while a + indicates that the peer made it through. A * denotes the peer with which the server is currently synchronizing.

iostats

Print statistics counters maintained in the input-output module.

kerninfo

Obtain and print kernel phase-lock loop operating parameters.

This information is available only if the kernel has been specially modified for a precision timekeeping function.

listpeers

Obtain and print a brief list of the peers for which the server is maintaining state.

These should include all configured peer associations as well as those peers whose stratum is such that they are considered by the server to be possible future synchonization candidates. candidates.

loopinfo [oneline | multiline]

Print the values of selected loop filter variables.

The loop filter is the part of NTP which deals with adjusting the local system clock.

The oneline and multiline options specify the format in which this information is printed. multiline is the default.

The offset is the last offset given to the loop filter by the packet processing code. The frequency is the frequency error of the local clock in parts-per-million (ppm). The time_const controls the stiffness of the phase-lock loop and thus the speed at which it can adapt to oscillator drift. The watchdog timer value is the number of seconds which have elapsed since the last sample offset was given to the loop filter.

memstats

Print statistics counters related to memory allocation code.

monlist [version]

Obtain and print traffic counts collected and maintained by the monitor facility. The version number should not normally need to be specified.

peers

Obtain a list of peers for which the server is maintaining state, along with a summary of that state.

The following summary information is included:

- Address of the remote peer.
- Local interface address. If a local address has yet to be determined it is 0.0.0.0.
- Stratum of the remote peer. A stratum of 16 indicates the remote peer is unsynchronized.
- Polling interval, in seconds.
- Reachability register, in octal.
- Current estimated delay, offset and dispersion of the peer, in seconds.
- Mode in which the peer entry is operating.

This is represented by the character in the left margin. A + denotes symmetric active, a - indicates symmetric passive, a = means the remote server is being polled in client mode, a $\hat{}$ indicates that the server is broadcasting to this address, a $\hat{}$ denotes that the remote peer is sending broadcasts and a * marks the peer the server is currently synchonizing to.

Host.

This field may contain a host name, an IP address, a reference clock implementation name with its parameter or REFCLK (implementation number, parameter). On hostnames no only IP-addresses is displayed.

pstats peer_address [...]

Show the per-peer statistic counters associated with the specified peers.

reslist

Obtain and print the server's restriction list.

Generally, this list is printed in sorted order.

showpeer *peer_address* [...]

Show a detailed display of the current peer variables for one or more peers. Most of these values are described in the NTP Version 2 specification.

sysinfo

Print a variety of system state variables that are related to the local server.

The output from sysinfo is described in NTP Version 3 specification, RFC-1305. All except the last four lines are described in the NTP Version 3 specification, RFC-1305.

The system flags show various system flags, some of which can be set and cleared by the enable and disable configuration commands, respectively. These are the auth, bclient, monitor, pll, pps and stats flags. See the xntpd documentation for the meaning of these flags. There are two additional flags which are read only, the kernel pll and kernel pps. These flags indicate the synchronization status when the precision time kernel modifications are in use. The kernel pll indicates that the local clock is being disciplined by the kernel, while the kernel pps indicates the kernel discipline is provided by the PPS signal. The stability is the residual frequency error remaining after the system frequency correction is applied and is intended for maintenance and debugging. In most architectures, this value initially decreases from as high as 500 ppm to a nominal value in the range . 01 to 0.1 ppm. If it remains high for some time after starting the daemon, something may be wrong with the local clock, or the value of the kernel variable tick may be incorrect. The broadcastdelay shows the default broadcast delay, as set by the broadcastdelay configuration command. The authdelay shows the default authentication delay, as set by the authdelay configuration command.

sysstats

Print statistics counters maintained in the protocol module.

timerstats

Print statistics counters maintained in the timer/event queue support code.

Runtime Configuration Requests

The server authenticates all requests that cause state changes in the server. The server uses a configured NTP key to accomplish this. This facility can also be disabled by the server by not configuring a key).

You must make the key number and the corresponding key known to xtnpdc. Use the keyid or passwd commands to do so.

The passwd command prompts users for a password to use as the encryption key. It also prompts automatically for both the key number and password the first time a command which would result in an authenticated request to the server is given. Authentication provides verification that the requester has permission to make such changes. It also gives an extra degree of protection against transmission errors.

Authenticated requests always include a time stamp in the packet data. The time stamp is included in the computation of the authentication code. This timestamp is compared by the server to its receive time stamp. If the time stamps differ by more than a small amount the request is rejected.

Time stamps are rejected for two reasons. First, it makes simple replay attacks on the server, by someone who might be able to overhear traffic on your LAN, much more

difficult. Second, it makes it more difficult to request configuration changes to your server from topologically remote hosts.

While the reconfiguration facility works well with a server on the local host, and may work adequately between time-synchronized hosts on the same LAN, it works very poorly for more distant hosts. If reasonable passwords are chosen, care is taken in the distribution and protection of keys and appropriate source address restrictions are applied, the run time reconfiguration facility should provide an adequate level of security.

The following commands make authenticated requests.

```
addpeer peer_address [ keyid ] [ version ] [ prefer ]
```

Add a configured peer association at the given address and operating in symmetric active mode. An existing association with the same peer may be deleted when this command is executed, or may simply be converted to conform to the new configuration, as appropriate.

If the optional *keyid* is a non-zero integer, all outgoing packets to the remote server will have an authentication field attached encrypted with this key. If the keyid is 0 or omitted, no authentication is done.

Specify *version* as 1, 2 or 3. The default is 3.

The prefer keyword indicates a preferred peer. This keyword is used primarily for clock synchronisation if possible. The preferred peer also determines the validity of the PPS signal - if the preferred peer is suitable for synchronisation so is the PPS signal.

```
addserver peer_address [ keyid ] [ version ] [ prefer ]
```

Identical to the addpeer command, except that the operating mode is client.

```
addtrap [ address [ port ] [ interface ]
```

Set a trap for asynchronous messages.

authinfo

Return information concerning the authentication module, including known keys and counts of encryptions and decryptions which have been done.

```
broadcast peer_address [ keyid ] [ version ] [ prefer ]
```

Identical to the addpeer command, except that the operating mode is broadcast. In this case a valid key identifier and key are required. The peer address parameter can be the broadcast address of the local network or a multicast group address assigned to NTP. If a multicast address, a multicast-capable kernel is required.

```
clrtrap [ address [ port ] [ interface]
```

Clear a trap for asynchronous messages.

```
delrestrict address mask [ ntpport ]
```

Delete the matching entry from the restrict list.

fudge peer_address [time1] [time2] [stratum] [refid]

Provide a way to set certain data for a reference clock.

readkeys

Cause the current set of authentication keys to be purged and a new set to be obtained by re-reading the keys file. The keys file must have been specified in the xntpd configuration file. This enables encryption keys to be changed without restarting the server.

restrict address mask flag [flag]

This command operates in the same way as the restrict configuration file commands of xntpd.

reset

Clear the statistics counters in various modules of the server.

traps

Display the traps set in the server.

trustkey keyid [...]

untrustkey keyid [...]

These commands operate in the same way as the trustedkey and untrustkey configuration file commands of xntpd.

unconfig peer_address [...]

Cause the configured bit to be removed from the specified peers. In many cases this causes the peer association to be deleted. When appropriate, however, the association may persist in an unconfigured mode if the remote peer is willing to continue on in this fashion.

unrestrict address mask flag [flag]

Unrestrict the matching entry from the restrict list.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWntpu

SEE ALSO

ntpdate(1M), ntpq(1M), ntptrace(1M), xntpd(1M), rename(2), attributes(5)

ypbind(1M)

NAME | ypbind – NIS binder process

SYNOPSIS

/usr/lib/netsvc/yp/ypbind [-broadcast | -ypset | -ypsetme]

DESCRIPTION

NIS provides a simple network lookup service consisting of databases and processes. The databases are stored at the machine that runs an NIS server process. The programmatic interface to NIS is described in ypclnt(3NSL). Administrative tools are described in ypinit(1M), ypwhich(1), and ypset(1M). Tools to see the contents of NIS maps are described in ypcat(1), and ypmatch(1).

ypbind is a daemon process that is activated at system startup time from the startup script /etc/init.d/rpc. By default, it is invoked as ypbind -broadcast. ypbind runs on all client machines that are set up to use NIS. See sysidtool(1M). The function of ypbind is to remember information that lets all NIS client processes on a node communicate with some NIS server process. ypbind must run on every machine which has NIS client processes. The NIS server may or may not be running on the same node, but must be running somewhere on the network. If the NIS server is a NIS+ server in NIS (YP) compatibility mode, see the NOTES section of the ypfiles(4)man page for more information.

The information ypbind remembers is called a *binding* — the association of a domain name with a NIS server. The process of binding is driven by client requests. As a request for an unbound domain comes in, if started with the -broadcast option, the ypbind process broadcasts on the net trying to find an NIS server, either a ypserv process serving the domain or an rpc.nisd process in "YP-compatibility mode" serving NIS+ directory with name the same as (case sensitive) the domain in the client request. Since the binding is established by broadcasting, there must be at least one NIS server on the net. If started without the -broadcast option, ypbind process steps through the list of NIS servers that was created by ypinit -c for the requested domain. There must be an NIS server process on at least one of the hosts in the NIS servers file. All the hosts in the NIS servers file must be listed in either the /etc/hosts or /etc/inet/ipnodes files along with their IP addresses. Once a domain is bound by ypbind, that same binding is given to every client process on the node. The ypbind process on the local node or a remote node may be queried for the binding of a particular domain by using the ypwhich(1) command.

If ypbind is unable to speak to the NIS server process it is bound to, it marks the domain as unbound, tells the client process that the domain is unbound, and tries to bind the domain once again. Requests received for an unbound domain will wait until the requested domain is bound. In general, a bound domain is marked as unbound when the node running the NIS server crashes or gets overloaded. In such a case, ypbind will try to bind to another NIS server using the process described above.ypbind also accepts requests to set its binding for a particular domain. The request is usually generated by the vpset(1M) command. In order for vpset to work, ypbind must have been invoked with flags -ypset or -ypsetme.

OPTIONS

-broadcast

Send a broadcast datagram using UDP/IP that requests the information needed to bind to a specific NIS server.

ypbind(1M)

This option is analogous to ypbind with no options in earlier Sun releases and is recommended for ease of

use.

-ypset Allow users from any remote machine to change the

binding by means of the ypset command. By default, no one can change the binding. This option is insecure.

-ypsetme Only allow root on the local machine to change the

binding to a desired server by means of the ypset command. ypbind can verify the caller is indeed a root user by accepting such requests only on the loopback transport. By default, no external process can

change the binding.

FILES | /var/yp/binding/ypdomain/ypservers

/etc/inet/hosts
/etc/inet/ipnodes

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

 $\label{eq:problem} \mbox{ypcat(1), ypmatch(1), ypwhich(1), ifconfig(1M), rpc.nisd(1M), ypinit(1M), ypset(1M), ypclnt(3NSL), hosts(4), ipnodes(4), ypfiles(4), attributes(5)}$

NOTES

ypbind supports multiple domains. The ypbind process can maintain bindings to several domains and their servers, the default domain is the one specified by the domainname(1M) command at startup time.

The -broadcast option works only on the UDP transport. It is insecure since it trusts "any" machine on the net that responds to the broadcast request and poses itself as an NIS server.

ypinit(1M)

NAME |

ypinit - set up NIS client

SYNOPSIS

/usr/sbin/ypinit [-c] [-m] [-s master_server]

DESCRIPTION

ypinit can be used to set up an NIS client system. You must be the superuser to run this command. This script need not be used at all if ypbind(1M) is started with the -broadcast option (it is invoked with this option from the start up script /etc/init.d/rpc).

Normally, ypinit is run only once after installing the system. It may be run whenever a new NIS server is added to the network or an existing one is decommissioned.

ypinit prompts for a list of NIS servers to bind the client to; this list should be ordered from the closest to the furthest server. Each of these NIS servers must be listed in either the /etc/hosts or the /etc/inet/ipnodes file along with its IP address. ypinit stores the list in file /var/yp/binding/domain/ypservers. This file is used by ypbind when run without the -broadcast option.

OPTIONS

-c Set up a ypclient system.

-m Build a master ypserver data base.

-s *master_server* Slave data base. *master_server* must be the same master

configured in the YP maps and returned by the

ypwhich -m command.

FILES

/etc/hosts

/etc/inet/ipnodes

/var/yp/binding/domain/ypservers

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

SEE ALSO

ypbind(1M), sysinfo(2), hosts(4), ipnodes(4), attributes(5)

BUGS

ypinit sets up the list of NIS servers only for the current domain on the system when it is run, that is, the domain returned by the SI_SRPC_DOMAIN command to sysinfo(2). Care should be taken to ensure that this is the same as the desired domain for NIS client processes.

NAME

ypmake – rebuild NIS database

SYNOPSIS

cd /var/yp ; make [map]

DESCRIPTION

The file called Makefile in /var/yp is used by make(1) to build the Network Information Service (NIS) database. With no arguments, make creates dbm databases for any NIS maps that are out-of-date, and then executes yppush(1M) to notify slave databases that there has been a change.

If you supply a *map* on the command line, make will update that map only. Typing make passwd will create and yppush the password database (assuming it is out of date). Likewise, make ipnodes and make networks will create and yppush the ipnodes and network files, \$ (INETDIR) /ipnodes and \$ (DIR) /networks.

There are four special variables used by make: DIR, which gives the directory of the source files; NOPUSH, which when non-null inhibits doing a yppush of the new database files; INETDIR, which gives the directory of the ipnodes source file; and DOM, which is used to construct a domain other than the master's default domain. The default for DIR is /etc, and the default for INETDIR is /etc/inet. The default for NOPUSH is the null string.

Refer to ypfiles(4) and ypserv(1M) for an overview of the NIS service.

FILES

/var/yp Directory containing NIS configuration files.

/etc/inet/hosts System hosts file.

/etc/inet Default directory for ipnodes source file.

/etc Default directory for source files other than ipnodes.

SEE ALSO

make(1), nis+(1), makedbm(1M), rpc.nisd(1M), ypbind(1M), yppush(1M),
ypserv(1M), ypclnt(3NSL), ypfiles(4), ipnodes(4)

NOTES

The NIS makefile is only used when running the ypserv(1M) server to provide NIS services. If these are being provided by the NIS+ server running in NIS compatibility mode, see rpc.nisd(1M); this makefile is not relevant. See ypfiles(4) for more details.

The Network Information Service (NIS) was formerly known as Sun Yellow Pages (YP). The functionality of the two remains the same; only the name has changed. The name Yellow Pages is a registered trademark in the United Kingdom of British Telecommunications plc, and may not be used without permission.

yppoll(1M)

NAME | yppoll – return current version of a NIS map at a NIS server host

SYNOPSIS /usr/sbin/yppoll [-d ypdomain] [-h host] mapname

DESCRIPTION The yppoll command asks a ypserv() process what the order number is, and which

host is the master NIS server for the named map.

OPTIONS -d *ypdomain* Use *ypdomain* instead of the default domain.

-h *host* Ask the ypserv process at *host* about the map

parameters. If *host* is not specified, the NIS server for the local host is used. That is, the default host is the one

returned by ypwhich(1).

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Ava	lability	SUNWnisu

SEE ALSO

ypwhich(1), ypfiles(4), attributes(5)

NAME

yppush – force propagation of changed NIS map

SYNOPSIS

/usr/lib/netsvc/yp/yppush [-v] [-h host] [-d domain] [-p #parallel-xfrs] mapname

DESCRIPTION

yppush copies a new version of a Network Information Service (NIS) map from the master NIS server to the slave NIS servers. It is normally run only on the master NIS server by the Makefile in /var/yp after the master databases are changed. It first constructs a list of NIS server hosts by reading the NIS ypservers map within the domain. Keys within the ypservers map are the ASCII names of the machines on which the NIS servers run.

A "transfer map" request is sent to the NIS server at each host, along with the information needed by the transfer agent (the program which actually moves the map) to call back the yppush. When the attempt has completed (successfully or not), and the transfer agent has sent yppush a status message, the results may be printed to stdout. Messages are also printed when a transfer is not possible; for instance when the request message is undeliverable, or when the timeout period on responses has expired.

Refer to ypfiles(4) and ypserv(1M) for an overview of the NIS service.

OPTIONS

-d domain Specify a domain.

-h *host* Propagate only to the named *host*.

-p #parallel-xfrs Allow the specified number of map transfers to occur

in parallel.

-v Verbose. This prints messages when each server is

called, and for each response. If this flag is omitted,

only error messages are printed.

FILES

/var/yp

Directory where NIS configuration files reside.

/var/yp/domain/ypservers. {dir, pag }

Map containing list of NIS servers to bind to when running in server mode.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWypu

SEE ALSO

ypserv(1M), ypxfr(1M), ypfiles(4), attributes(5)

NOTES

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yppush(1M)

name Yellow Pages is a registered trademark in the United Kingdom of British Telecommunications plc, and may not be used without permission.

BUGS

In the current implementation (version 2 NIS protocol), the transfer agent is ypxfr(1M), which is started by the ypserv program. If yppush detects that it is speaking to a version 1 NIS protocol server, it uses the older protocol, sending a version 1 YPPROC_GET request and issues a message to that effect. Unfortunately, there is no way of knowing if or when the map transfer is performed for version 1 servers. yppush prints a message saying that an "old-style" message has been sent. The system administrator should later check to see that the transfer has actually taken place.

NAME |

ypserv, ypxfrd – NIS server and binder processes

SYNOPSIS

/usr/lib/netsvc/yp/ypserv [-dv]

/usr/lib/netsvc/yp/ypxfrd

DESCRIPTION

The Network Information Service (NIS) provides a simple network lookup service consisting of databases and processes. The databases are ndbm files in a directory tree rooted at /var/yp. See dbm_clearerr(3C). These files are described in ypfiles(4). The processes are /usr/lib/netsvc/yp/ypserv, the NIS database lookup server, and /usr/lib/netsvc/yp/ypbind, the NIS binder. The programmatic interface to the NIS service is described in ypclnt(3NSL). Administrative tools are described in yppoll(1M), yppush(1M), ypset(1M), ypxfr(1M), and ypwhich(1). Tools to see the contents of NIS maps are described in ypcat(1), and ypmatch(1). Database generation and maintenance tools are described in ypinit(1M), ypmake(1M), and makedbm(1M).

The ypserv utility is a daemon process typically activated at system startup time from /etc/init.d/rpc. Alternatively, NIS services can also be started using ypstart(1M) from the command-line as the root user. ypserv runs only on NIS server machines with a complete NIS database. All NIS services can be halted using the ypstop(1M) command.

The ypxfrd utility transfers entire NIS maps in an efficient manner. For systems that use this daemon, map transfers are 10 to 100 times faster, depending on the map. To use this daemon, ypxfrd should be run on the master server. See /usr/lib/netsvc/yp/ypstart. ypxfr attempts to use ypxfrd first, if that fails, it prints a warning and then uses the older transfer method.

The ypserv daemon's primary function is to look up information in its local database of NIS maps.

The operations performed by ypserv are defined for the implementor by the *YP Protocol Specification*, and for the programmer by the header file rpcsvc/yp_prot.h.

Communication to and from ypserv is by means of RPC calls. Lookup functions are described in ypclnt(3NSL), and are supplied as C-callable functions in the libnsl(3LIB) library. There are four lookup functions, all of which are performed on a specified map within some NIS domain: yp_match(3NSL), yp_first(3NSL), yp_next(3NSL), and yp_all(3NSL). The yp_match operation takes a key, and returns the associated value. The yp_first operation returns the first key-value pair from the map, and yp_next can be used to enumerate the remainder. yp_all ships the entire map to the requester as the response to a single RPC request.

There are a number of special keys in the DBM files that can alter the way in which ypserv operates. The keys of interest are:

YP INTERDOMAIN

The presence of this key causes ypserv to forward host lookups that cannot be satisfied by the DBM files to a DNS server.

ypserv(1M)

YP SECURE This key causes ypserv to only answer questions

coming from clients on reserved ports.

YP MULTI hostname This is a special key in the form, YP MULTI hostname

addr1,...,addrN. A client looking for hostname has the

"closest" address returned.

Two other functions supply information about the map, rather than map entries: yp order(3NSL), and yp master(3NSL). In fact, both order number and master name exist in the map as key-value pairs, but the server will not return either through the normal lookup functions. If you examine the map with makedbm(1M), however, they are visible. Other functions are used within the NIS service subsystem itself, and are not of general interest to NIS clients. They include do you serve this domain?, transfer map, and

reinitialize internal state.

ypserv

The NIS service should go to the DNS (Domain Name Service) for more host information. This requires the existence of a correct /etc/resolv.conf file pointing at a machine running in.named(1M). This option turns on DNS forwarding regardless of whether or not the YP INTERDOMAIN flag is set in the hosts maps. See makedbm(1M). In the absence of an /etc/resolv.conf file, ypserv complains, but ignores the

-d option.

Operate in the verbose mode, printing diagnostic messages to stderr.

FILES

/var/yp/securenets Defines the hosts and networks which are granted

access to information in the served domain; it is read at

startup time by both ypserv and ypxfrd.

/etc/init.d/rpc Startup file that starts up basic RPC services, and NIS

> by calling ypstart(1M) If the /var/yp/ypserv.log file exists when ypserv starts up, log information will be written to it when error conditions arise. The file /var/yp/binding/domainname/ypservers is used to list the NIS server hosts that ypbind will bind

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWypu

SEE ALSO

ypcat(1), ypmatch(1), ypwhich(1), domainname(1M), in.named(1M), makedbm(1M), ypbind(1M), ypinit(1M), ypmake(1M), yppoll(1M), yppush(1M), ypset(1M), ypstart(1M), ypstop(1M), ypxfr(1M), dbm clearerr(3C), ypclnt(3NSL), libnsl(3LIB), securenets(4), ypfiles(4), attributes(5)

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NOTES

ypserv supports multiple domains. The ypserv process determines the domains it serves by looking for directories of the same name in the directory /var/yp. It replies to all broadcasts requesting yp service for that domain.

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ypset(1M)

NAME

ypset – point ypbind at a particular server

SYNOPSIS

/usr/sbin/ypset [-d ypdomain] [-h host] server

DESCRIPTION

In order to run ypset, ypbind must be initiated with the -ypset or -ypsetme options. See ypbind(1M). ypset tells ypbind to get NIS services for the specified *ypdomain* from the ypserv process running on *server*. If *server* is down, or is not running ypserv, this may not be discovered until an NIS client process tries to get a binding for the domain. At this point, the binding set by ypset will be tested by ypbind. If the binding is invalid, ypbind will attempt to rebind for the same domain.

ypset is useful for binding a client node which is not on a broadcast net, or is on a broadcast net which is not running a NIS server host. It also is useful for debugging NIS client applications, for instance where a NIS map only exists at a single NIS server host.

In cases where several hosts on the local net are supplying NIS services, it is possible for ypbind to rebind to another host even while you attempt to find out if the ypset operation succeeded. For example, you can type:

```
example% ypset host1
example% ypwhich
host2
```

which can be confusing. This is a function of the NIS subsystem's attempt to load-balance among the available NIS servers, and occurs when host1 does not respond to ypbind because it is not running ypserv (or is overloaded), and host2, running ypserv, gets the binding.

server indicates the NIS server to bind to, and must be specified as a name or an IP address. This will work only if the node has a current valid binding for the domain in question, and ypbind has been set to allow use of ypset. In most cases, server should be specified as an IP address.

ypset tries to bind over a connectionless transport. The NIS library call, yp_all(), uses connection-oriented transport and derives the NIS server's address based on the connectionless address supplied by ypset.

Refer to ypfiles(4) for an overview of the NIS name service.

OPTIONS

-d *ypdomain* Use *ypdomain*, instead of the default domain.

-h host Set ypbind's binding on host, instead of locally. host must be

specified as a name.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ypset(1M)

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWnisu

SEE ALSO ypwhich(1), ypfiles(4), attributes(5)

ypstart(1M)

NAME | ypstart, ypstop – Start and stop NIS services

SYNOPSIS | /usr/lib/netsvc/yp/ypstart

/usr/lib/netsvc/yp/ypstop

DESCRIPTION The ypstart command is used to start the Network Information Service (NIS). Once

the host has been configured using the ypinit(1M) command, ypstart

automatically determines the NIS status of the machine and starts the appropriate

daemons.

The ypstop command is used to stop the Network Information Service (NIS).

ATTRIBUTES | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWypu

SEE ALSO | ypinit(1M), attributes(5)

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NOTES The Network Information Service (NIS) was formerly known as Sun Yellow Pages

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Telecommunications plc, and may not be used without permission.

NAME

ypxfr, ypxfr_1perday, ypxfr_1perhour, ypxfr_2perday – transfer NIS map from a NIS server to host

SYNOPSIS

/usr/lib/netsvc/yp/ypxfr [-c] [-f] [-C tid prog server] [-d ypdomain] [-h host] [-s ypdomain] mapname

DESCRIPTION

The ypxfr command moves a NIS map in the default domain for the local host to the local host by making use of normal NIS services. It creates a temporary map in the directory /var/yp/ypdomain (this directory must already exist; ypdomain is the default domain for the local host), fills it by enumerating the map's entries, fetches the map parameters (master and order number), and loads them. It then deletes any old versions of the map and moves the temporary map to the real *name*.

If run interactively, ypxfr writes its output to the terminal. However, if it is started without a controlling terminal, and if the log file /var/yp/ypxfr.log exists, it appends all its output to that file. Since ypxfr is most often run from the privileged user's crontab file, or by ypserv, the log file can be used to retain a record of what was attempted, and what the results were.

For consistency between servers, ypxfr should be run periodically for every map in the NIS data base. Different maps change at different rates: a map may not change for months at a time, for instance, and may therefore be checked only once a day. Some maps may change several times per day. In such a case, you may want to check hourly for updates. A crontab(1) entry can be used to perform periodic updates automatically. Rather than having a separate crontab entry for each map, you can group commands to update several maps in a shell script. Examples (mnemonically named) are in /usr/sbin/yp: ypxfr 1perday, ypxfr 2perday, and ypxfr 1perhour. They can serve as reasonable first cuts.

Do not send a "Clear current map" request to the local

Refer to ypfiles(4) for an overview of the NIS name service.

OPTIONS

	ypserv process. Use this flag if ypserv is not running locally at the time you are running ypxfr. Otherwise, ypxfr complains that it cannot talk to the local ypserv, and the transfer fails.
-f	Force the transfer to occur even if the version at the master is not more recent than the local version.
-C tid prog server	This option is <i>only</i> for use by ypserv. When ypserv starts ypxfr, it specifies that ypxfr should call back a yppush process at the host <i>server</i> , registered as program number <i>prog</i> , and waiting for a response to transaction <i>tid</i> .
-d ypdomain	Specify a domain other than the default domain.
-h <i>host</i>	Get the map from <i>host</i> , regardless of what the map says the master is. If <i>host</i> is not specified, ypxfr asks the

ypxfr(1M)

NIS service for the name of the master, and try to get

the map from there. *host* must be a name.

-s ypdomain

Specify a source domain from which to transfer a map

that should be the same across domains.

FILES

/var/yp/ypxfr.log log file

/usr/lib/netsvc/yp/ypxfr_1perday script to run one transfer per day, for use with cron(1M)

/usr/lib/netsvc/yp/ypxfr_2perday script to run two transfer per day, for use with cron(1M)

/usr/lib/netsvc/yp/ypxfr_1perhour script for hourly transfers of volatile maps

/var/yp/*ypdomain* NIS domain

/usr/spool/cron/crontabs/root privileged user's crontab file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ypxfr Only

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisu

ypxfr_1perday, ypxfr_1perhour, and ypxfr_2perday

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWypu

SEE ALSO

crontab(1), cron(1M), yppush(1M), ypserv(1M), ypfiles(4), attributes(5)

NAME | zdump – time zone dumper

SYNOPSIS

zdump [-v] [-c cutoffyear] [zonename...]

DESCRIPTION

The zdump command prints the current time for each timezone (zonename) listed on the command line. Specify zonename as the name of the timezone database file relative to /usr/share/lib/zoneinfo.

Specifying an invalid timezone (zonename) to zdump does not return an error, rather zdump uses GMT. This is consistent with the behavior of the library calls; zdump reflects the same behavior of the time routines in libc. See ctime(3C) and mktime(3C).

OPTIONS

The following options are supported:

Displays the entire contents of the timezone database file for -v

> zonename. Prints the time at the lowest possible time value, the time one day after the lowest possible time value, the times both one second before and exactly at each time at which the rules for computing local time change, the time at the highest possible time value, and the time at one day less than the highest possible time value. See mktime(3C) and ctime(3C) for information regarding time value (time_t). Each line of output ends with isdst=1 if the given time is Daylight Saving Time or isdst=0 otherwise.

-c cutoffyear

Cuts off the verbose output near the start of the year *cutoffyear*.

EXIT STATUS

The following exit values are returned:

- 0 Successful completion.
- An error occurred.

FILES

/usr/share/lib/zoneinfo

standard zone information directory

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

zic(1M), ctime(3C), mktime(3C), attributes(5), environ(5)

NAME

zic – time zone compiler

SYNOPSIS

zic [-s] [-v] [-l localtime] [-p posixrules] [-d directory] [-y yearistype] [filename...]

DESCRIPTION

zic reads text from the file(s) named on the command line and creates the time conversion information files specified in this input. If a *filename* is '-', the standard input is read.

Input lines are made up of fields. Fields are separated by any number of white space characters. Leading and trailing white space on input lines is ignored. A pound sign (#) indicates a comment and extends to the end of the line. White space characters and pound signs may be enclosed within double quotes (" ") if they are to be used as part of a field. Any line that is blank (after comment stripping) is ignored. Non-blank lines are expected to be of one of three types: rule lines, zone lines, or link lines.

Rule

A rule line has the form:

For example:

Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S

The fields that make up a rule line are:

Rule USA 1969 1973 - Apr lastSun 2:00 1:00 D

NAME Gives the (arbitrary) name of the set of rules this rule is part of.

Gives the first year in which the rule applies. The word minimum

(or an abbreviation) means the minimum year with a representable time value. The word maximum (or an abbreviation) means the

maximum year with a representable time value.

TO Gives the final year in which the rule applies. In addition to

minimum and maximum (as above), the word only (or an abbreviation) may be used to repeat the value of the FROM field.

TYPE Gives the type of year in which the rule applies. If TYPE is:

'-' The rule applies in all years between FROM and

TO inclusive.

uspres The rule applies in U.S. Presidential election

years.

nonpres The rule applies in years other than U.S.

Presidential election years.

even The rule applies to even-numbered years.

odd The rule applies to odd-numbered years.

If TYPE is something else, then zic will attempt to execute the command

yearistype year type

to check the type of a year: an exit status of 0 means that the year is of the given type; an exit status of 1 means that the year is not of the given type. The yearistype command is not currently provided in the Solaris environment.)

Names the month in which the rule takes effect. Month names may

be abbreviated.

ON Gives the day on which the rule takes effect. Recognized forms

include:

IN

ΑT

the fifth day of the month

the last Sunday in the month

the last Monday in the month

first Sunday on or after the eighth

Sun<=25 last Sunday on or before the 25th

Names of days of the week may be abbreviated or spelled out in full. Note: There can not be spaces within the ON field.

Gives the time of day at which the rule takes effect. Recognized forms include:

2 time in hours

2:00 time in hours and minutes

15:00 24-hour format time (for times after noon)

1:28:14 time in hours, minutes, and seconds

Any of these forms may be followed by the letter w if the given time is local "wall clock" time; s if the given time is local "standard" time; or u (or g or z) if the given time is universal time. In the absence of an indicator, wall clock time is assumed.

SAVE Gives the amount of time to be added to local standard time when

the rule is in effect. This field has the same format as the AT field

(without the w and s suffixes).

LETTER/S Gives the "variable part" (for example, the "S" or "D" in "EST" or

"EDT" of time zone abbreviations to be used when this rule is in

effect. If this field is '-', the variable part is null.

Zone A zone line has the form:

Zone NAME	GMTOFF	RULES/SAVE	FORMAT	[UNTIL]
For example:				
Zone Australia/SouthWest	9:30	-	CST	1992 Mar 15 12:00
	8:30	Aus	CST	

The fields that make up a zone line are:

NAME The name of the time zone. This is the name used in creating the

time conversion information file for the zone.

GMTOFF The amount of time to add to GMT to get standard time in this

zone. This field has the same format as the AT and SAVE fields of rule lines; begin the field with a minus sign if time must be

subtracted from GMT.

RULES/SAVE The name of the rule(s) that apply in the time zone or, alternately,

an amount of time to add to local standard time. If this field is '-'

then standard time always applies in the time zone.

FORMAT The format for time zone abbreviations in this time zone. The pair

of characters %s is used to show where the "variable part" of the

time zone abbreviation goes.

UNTIL The time at which the GMT offset or the rule(s) change for a

location. It is specified as a year, a month, a day, and a time of day. The time of day has the same format as the AT field of rule lines. If this is specified, the time zone information is generated from the given GMT offset and rule change until the time specified.

The next line must be a "continuation" line; this has the same form as a zone line except that the string "Zone" and the name are omitted, as the continuation line will place information starting at the time specified as the UNTIL field in the previous line in the file used by the previous line. Continuation lines may contain an UNTIL field, just as zone lines do, indicating that the next line is a

further continuation.

Link A link line has the form:

Link LINK-FROM LINK-TO

For example:

Link US/Eastern EST5EDT

The LINK-FROM field should appear as the NAME field in some zone line; the LINK-TO field is used as an alternate name for that zone.

	Except for continuation lines, lines may appear in any order in the input.		
OPTIONS	-d directory	Create time conversion information files in the directory directory rather than in the standard directory /usr/share/lib/zoneinfo.	
	-1 localtime	Use the given time zone as local time <i>localtime</i> . zic will act as if the file contained a link line of the form:	
		Link <i>localtime</i> localtime	
	-p posixrules		en time zone <i>posixrules</i> when handling e environment variables. zic will act as if nk line of the form
		Link posixrules posixru	les
		This option is not used Solaris environment.	by ctime(3C) and mktime(3C) in the
	-s		I in output files to values that are the same to be signed or unsigned. You can use this S-compatible files.
	-V	Complain if a year that appears in a data file is outside the range of years representable by system time values (0:00:00 a.m. GMT, January 1, 1970, to 3:14:07 a.m. GMT, January 19, 2038).	
	-y yearistype	Use the given command <i>yearistype</i> rather than yearistype when checking year types (see Rules under DESCRIPTION).	
OPERANDS	filename	A file containing input lines that specify the time conversion information files to be created. If a <i>filename</i> is '-', the standard input is read.	
FILES	/usr/share/lib/zoneinfo		tandard directory used for created files
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:		following attributes:
	ATTE	RIBUTE TYPE	ATTRIBUTE VALUE
	ALIF	SIDUIE I TPE	ATTRIBUTE VALUE

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

time(1), zdump(1M), ctime(3C), mktime(3C), attributes(5)

NOTES

For areas with more than two types of local time, you may need to use local standard time in the AT field of the earliest transition time's rule to ensure that the earliest transition time recorded in the compiled file is correct.

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