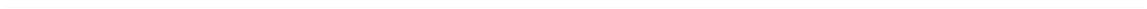


Red Hat Enterprise Linux 5.0.0

Red Hat Enterprise Linux Installation Guide



Red Hat Enterprise Linux 5.0.0: Red Hat Enterprise Linux Installation Guide

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This Installation Guide documents relevant information regarding the installation of Red Hat Enterprise Linux 5.0.0.



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Documentation-Deployment

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Introduction

Welcome to the *Red Hat Enterprise Linux Installation Guide*.

HTML and PDF versions of the guides are available online at <http://www.redhat.com/docs/>.



Note

Although this manual reflects the most current information possible, read the *Red Hat Enterprise Linux Release Notes* for information that may not have been available prior to the documentation being finalized. The Release Notes can be found on the Red Hat Enterprise Linux CD #1, online at <http://www.redhat.com/docs/>, or in the `/usr/share/doc/redhat-release-notes-5<variant>/` directory after installation, where `<variant>` is `Server`, `Client`, or `Desktop`.

1. Architecture-specific Information

This manual is divided into different sections:

Sections One to Three are architecture specific, and give instructions on installing Red Hat Enterprise Linux 5.0.0 with specific reference to 32- and 64-bit Intel® and AMD systems, IBM POWER-based systems, and IBM System z architecture systems, respectively.

Section Four deals with a number of common tasks, including registering your system with Red Hat Network, and generic information on Disk Partitioning.

Section Five deals with Basic System Recovery, and contains some architecture-specific information, as well as information that applies to all architectures.

Section Six contains information on advanced installation topics such as Kickstart, PXE, and Diskless installations.

2. Document Conventions

In this manual, certain words are represented in different fonts, typefaces, sizes, and weights. This highlighting is systematic; different words are represented in the same style to indicate their inclusion in a specific category. The types of words that are represented this way include the following:

command

Linux commands (and other operating system commands, when used) are represented this way. This style should indicate to you that you can type the word or phrase on the command line and press **Enter** to invoke a command. Sometimes a command contains words that would be displayed in a different style on their own (such as file names). In these cases, they are considered to be part of the command, so the entire phrase is displayed as a command. For example:

2. Document Conventions

Use the `cat testfile` command to view the contents of a file, named `testfile`, in the current working directory.

`file name`

File names, directory names, paths, and RPM package names are represented this way. This style indicates that a particular file or directory exists with that name on your system. Examples:

The `.bashrc` file in your home directory contains bash shell definitions and aliases for your own use.

The `/etc/fstab` file contains information about different system devices and file systems.

Install the `webalizer` RPM if you want to use a Web server log file analysis program.

application

This style indicates that the program is an end-user application (as opposed to system software). For example:

Use **Mozilla** to browse the Web.

key

A key on the keyboard is shown in this style. For example:

To use **Tab** completion, type in a character and then press the **Tab** key. Your terminal displays the list of files in the directory that start with that letter.

key-combination

A combination of keystrokes is represented in this way. For example:

The **Ctrl-Alt-Backspace** key combination exits your graphical session and returns you to the graphical login screen or the console.

text found on a GUI interface

A title, word, or phrase found on a GUI interface screen or window is shown in this style. Text shown in this style indicates that a particular GUI screen or an element on a GUI screen (such as text associated with a checkbox or field). Example:

Select the **Require Password** checkbox if you would like your screensaver to require a password before stopping.

top level of a menu on a GUI screen or window

A word in this style indicates that the word is the top level of a pulldown menu. If you click on the word on the GUI screen, the rest of the menu should appear. For example:

Under **File** on a GNOME terminal, the **New Tab** option allows you to open multiple shell prompts in the same window.

Instructions to type in a sequence of commands from a GUI menu look like the following example:

Go to **Applications** (the main menu on the panel) => **Programming** => **Emacs Text Editor** to start the **Emacs** text editor.

2. Document Conventions

button on a GUI screen or window

This style indicates that the text can be found on a clickable button on a GUI screen. For example:

Click on the **Back** button to return to the webpage you last viewed.

computer output

Text in this style indicates text displayed to a shell prompt such as error messages and responses to commands. For example:

The `ls` command displays the contents of a directory. For example:

```
Desktop  about.html  logs  paulwesterberg.png  Mail  backupfiles  mail  reports
```

The output returned in response to the command (in this case, the contents of the directory) is shown in this style.

prompt

A prompt, which is a computer's way of signifying that it is ready for you to input something, is shown in this style. Examples:

```
$
```

```
#
```

```
[stephen@maturin stephen]$
```

```
leopard login:
```

user input

Text that the user types, either on the command line or into a text box on a GUI screen, is displayed in this style. In the following example, `text` is displayed in this style:

To boot your system into the text based installation program, you must type in the `text` command at the `boot:` prompt.

<replaceable>

Text used in examples that is meant to be replaced with data provided by the user is displayed in this style. In the following example, `<version-number>` is displayed in this style:

The directory for the kernel source is `/usr/src/kernels/<version-number>/`, where `<version-number>` is the version and type of kernel installed on this system.

Additionally, we use several different strategies to draw your attention to certain pieces of information. In order of urgency, these items are marked as a note, tip, important, caution, or warning. For example:



Note

Remember that Linux is case sensitive. In other words, a rose is not a ROSE is not a rOsE.

3. More to Come



Tip

The directory `/usr/share/doc/` contains additional documentation for packages installed on your system.



Important

If you modify the DHCP configuration file, the changes do not take effect until you restart the DHCP daemon.



Caution

Do not perform routine tasks as root — use a regular user account unless you need to use the root account for system administration tasks.



Warning

Be careful to remove only the necessary partitions. Removing other partitions could result in data loss or a corrupted system environment.

3. More to Come

The *Red Hat Enterprise Linux Installation Guide* is part of Red Hat's ongoing commitment to provide useful and timely support and information to Red Hat Enterprise Linux users.

3.1. Send in Your Feedback

If you spot a typo in the *Red Hat Enterprise Linux Installation Guide*, or if you have thought of a way to make this manual better, we would love to hear from you! Submit a report in Bugzilla (<http://bugzilla.redhat.com/bugzilla/>) against the component `Installation_Guide`.

If you have a suggestion for improving the documentation, try to be as specific as possible. If you have found an error, include the section number and some of the surrounding text so we can find it easily.

4. Where to Find Other Manuals

Red Hat Enterprise Linux manuals are available online at www.redhat.com/docs.

4. Where to Find Other Manuals

In addition to this manual, which covers installation, the Red Hat Enterprise Linux Deployment Guide contains further information on system administration and security.

HTML and PDF versions of the guides are available online at <http://www.redhat.com/docs/>.

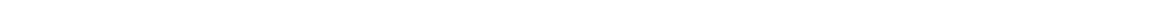


Note

Although this manual reflects the most current information possible, read the *Red Hat Enterprise Linux Release Notes* for information that may not have been available prior to the documentation being finalized. The Release Notes can be found on the Red Hat Enterprise Linux CD #1, online at <http://www.redhat.com/docs/>, or in the `/usr/share/doc/redhat-release-notes-5<variant>/` directory after installation, where `<variant>` is Server, Client, or Desktop.

Part I. x86, AMD64, Intel 64 and Itanium- Installation and Booting

The *Red Hat Enterprise Linux Installation Guide* for Intel and AMD 32-bit and 64-bit systems discusses the installation of Red Hat Enterprise Linux and some basic post-installation troubleshooting. Advanced installation options are covered in the second part of this manual.



Chapter 1. Itanium System Specific Information

1. Itanium System Installation Overview

Installing Red Hat Enterprise Linux on an Itanium system is different from installing Red Hat Enterprise Linux on an x86-based system. In general, the sequence of steps to a successful installation are the following:

1. Boot into the Extensible Firmware Interface (EFI) Shell.
2. If you cannot boot from the CD-ROM, make an LS-120 diskette from the boot image file provided with Red Hat Enterprise Linux.
3. Using the EFI Shell and the ELILO boot loader, load and run the kernel, and boot into the Red Hat Enterprise Linux installation program.

2. Itanium Systems — The EFI Shell

Before you start to install Red Hat Enterprise Linux on an Itanium, you must have a basic understanding of the EFI Shell, what it does, and the information it can provide.

The EFI Shell is a console interface used to launch applications (such as the Red Hat Enterprise Linux installation program), load EFI protocols and device drivers, and execute simple scripts. It is similar to a DOS console and can only access media that is FAT16 (VFAT) formatted.

The EFI Shell also contains common utilities that can be used on the EFI system partition. These utilities include `edit`, `type`, `cp`, `rm`, and `mkdir`. For a list of utilities and other commands, type `help` at the EFI Shell prompt.

The EFI Shell contains a boot loader called ELILO. Additional information on EFI can be found at the following URL:

<http://developer.intel.com/technology/efi/index.htm>

2.1. Itanium Systems — EFI Device Names

The `map` command can be used to list all devices and file systems that EFI can recognize. When your Itanium system boots into the EFI shell, it probes your system in the following order:

1. LS-120 drive (if it contains media)
2. IDE hard drives on the primary IDE interface
3. IDE hard drives on the secondary IDE interface

2.2. Itanium Systems — EFI System Partition

4. SCSI hard drives on the SCSI interface
5. CD-ROM drives on the IDE interface
6. CD-ROM drives on the SCSI interface

To view the results of this system poll, type the following command at the EFI Shell prompt:

```
map
```

The output is listed in the order the system was probed. So, all FAT16 file systems are listed first, then IDE hard drives, then SCSI hard drives, then IDE CD-ROM drives, and finally SCSI CD-ROM drives.

For example, output of the `map` command might look like the following:

```
Device mapping table
fs0  : VenHw(Unknown Device:00)/HD(Part1,Sig00000000)
fs1  : VenHw(Unknown Device:80)/HD(Part1,Sig00000000)
fs2  : VenHw(Unknown Device:FF)/CDROM(Entry1)/HD(Part1,Sig00000000)
blk0 : VenHw(Unknown Device:00)
blk1 : VenHw(Unknown Device:00)/HD(Part1,Sig00000000)
blk2 : VenHw(Unknown Device:80)
blk3 : VenHw(Unknown Device:80)/HD(Part1,Sig00000000)
blk4 : VenHw(Unknown Device:80)/HD(Part2,Sig00000000)
blk5 : VenHw(Unknown Device:80)/HD(Part3,Sig00000000)
blk6 : VenHw(Unknown Device:80)/HD(Part3,Sig00000000)/HD(Part1,Sig725F7772)
blk7 : VenHw(Unknown Device:FF)
blk8 : VenHw(Unknown Device:FF)/CDROM(Entry1)
blk9 : VenHw(Unknown Device:FF)/CDROM(Entry1)/HD(Part1,Sig00000000)
```

In this example, there is an LS-120 diskette in the LS-120 drive as well as a CD-ROM in the CD-ROM drive. All the listings beginning with `fs` are FAT16 file systems that EFI can read. All the listings beginning with `blk` are block devices that EFI recognizes. Both the file systems and block devices are listed in the order they are probed. Therefore, `fs0` is the system partition on the LS-120, `fs1` is the system partition on the hard drive, and `fs2` is the system partition on the CD-ROM.

2.2. Itanium Systems — EFI System Partition

When partitioning your hard drive for Linux, you must create a system partition that is FAT16 (VFAT) formatted and has a mount point of `/boot/efi/`. This partition contains the installed Linux kernel(s) as well as the ELILO configuration file (`elilo.conf`). The `elilo.conf` file contains a list of kernels from which you can boot your system.

Chapter 2. Steps to Get You Started

1. Upgrade or Install?

For information to help you determine whether to perform an upgrade or an installation refer to Chapter 23, *Upgrading Your Current System*.

2. Is Your Hardware Compatible?

Hardware compatibility is particularly important if you have an older system or a system that you built yourself. Red Hat Enterprise Linux 5 should be compatible with most hardware in systems that were factory built within the last two years. However, hardware specifications change almost daily, so it is difficult to guarantee that your hardware is 100% compatible.

The most recent list of supported hardware can be found at:

<http://hardware.redhat.com/hcl/>

3. Do You Have Enough Disk Space?

Nearly every modern-day operating system (OS) uses *disk partitions*, and Red Hat Enterprise Linux is no exception. When you install Red Hat Enterprise Linux, you may have to work with disk partitions. If you have not worked with disk partitions before (or need a quick review of the basic concepts), refer to Chapter 25, *An Introduction to Disk Partitions* before proceeding.

The disk space used by Red Hat Enterprise Linux must be separate from the disk space used by other OSes you may have installed on your system, such as Windows, OS/2, or even a different version of Linux. For x86, AMD64, and Intel® 64 systems, at least two partitions (`/` and `swap`) must be dedicated to Red Hat Enterprise Linux. For Itanium systems, at least three partitions (`/`, `/boot/efi/`, and `swap`) must be dedicated to Red Hat Enterprise Linux.

Before you start the installation process, you must

- have enough *unpartitioned*¹ disk space for the installation of Red Hat Enterprise Linux, or
- have one or more partitions that may be deleted, thereby freeing up enough disk space to install Red Hat Enterprise Linux.

To gain a better sense of how much space you really need, refer to the recommended partitioning sizes discussed in Section 18.4, “Recommended Partitioning Scheme”.

If you are not sure that you meet these conditions, or if you want to know how to create free disk space for your Red Hat Enterprise Linux installation, refer to Chapter 25, *An Introduction to Disk Partitions*.

4. Can You Install Using the CD-ROM or

¹ Unpartitioned disk space means that available disk space on the hard drive(s) you are installing to has not been divided into sections for data. When you partition a disk, each partition behaves like a separate disk drive.

DVD?

There are several methods that can be used to install Red Hat Enterprise Linux.

Installing from a CD-ROM or DVD requires that you have purchased a Red Hat Enterprise Linux product, you have a Red Hat Enterprise Linux 5.0.0 CD-ROM or DVD, and you have a DVD/CD-ROM drive on a system that supports booting from it.

Your BIOS may need to be changed to allow booting from your DVD/CD-ROM drive. For more information about changing your BIOS, refer to Section 3.1, “Bootting the Installation Program on x86, AMD64, and Intel 64 Systems”.

4.1. Alternative Boot Methods

Boot DVD/CD-ROM

If you can boot using the DVD/CD-ROM drive, you can create your own CD-ROM to boot the installation program. This may be useful, for example, if you are performing an installation over a network or from a hard drive. Refer to Section 4.2, “Making an Installation Boot CD-ROM” for further instructions.

USB pen drive

If you cannot boot from the DVD/CD-ROM drive, but you can boot using a USB device, such as a USB pen drive, the following alternative boot method is available:

To boot using a USB pen drive, use the `dd` command to copy the `diskboot.img` image file from the `/images/` directory on the DVD or CD-ROM #1. For example:

```
dd if=diskboot.img of=/dev/sda
```

Your BIOS must support booting from a USB device in order for this boot method to work.

4.2. Making an Installation Boot CD-ROM

`isolinux` (not available for Itanium systems) is used for booting the Red Hat Enterprise Linux installation CD. To create your own CD-ROM to boot the installation program, use the following instructions:

Copy the `isolinux/` directory from the Red Hat Enterprise Linux DVD or CD #1 into a temporary directory (referred to here as `<path-to-workspace>`) using the following command:

```
cp -r <path-to-cd>/isolinux/<path-to-workspace>
```

Change directories to the `<path-to-workspace>` directory you have created:

```
cd <path-to-workspace>
```

Make sure the files you have copied have appropriate permissions:

```
chmod u+w isolinux/*
```

Finally, issue the following command to create the ISO image file:

5. Preparing for a Network Installation

```
mkisofs -o file.iso -b isolinux.bin -c boot.cat -no-emul-boot \  
-boot-load-size 4 -boot-info-table -R -J -v -T isolinux/
```



Note

The above command was split into two lines for printing purposes only. When you execute this command, be sure to type it as a single command, all on the same line.

Burn the resulting ISO image (named `file.iso` and located in `<path-to-workspace>`) to a CD-ROM as you normally would.

5. Preparing for a Network Installation



Note

Make sure an installation CD (or any other type of CD) is not in your system's CD/DVD drive if you are performing a network-based installation. Having a CD in the drive may cause unexpected errors.

The Red Hat Enterprise Linux installation media must be available for either a network installation (via NFS, FTP, or HTTP) or installation via local storage. Use the following steps if you are performing an NFS, FTP, or HTTP installation.

The NFS, FTP, or HTTP server to be used for installation over the network must be a separate machine which can provide the complete contents of the installation DVD-ROM or the installation CD-ROMs.



Note

The Red Hat Enterprise Linux installation program has the ability to test the integrity of the installation media. It works with the CD, DVD, hard drive ISO, and NFS ISO installation methods. Red Hat recommends that you test all installation media before starting the installation process, and before reporting any installation-related bugs (many of the bugs reported are actually due to improperly-burned CDs). To use this test, type the following command at the `boot:` prompt (prepend with `elilo` for Itanium systems):

```
linux mediacheck
```



Note

In the following examples, the directory on the installation staging server that will contain the installation files will be specified as `/location/of/disk/space`. The directory that will be made publicly available via FTP, NFS, or HTTP will be specified as `/export/directory`. For example, `/location/of/disk/space` may be a directory you create called `/var/isos`. `/export/directory` might be `/var/www/html/rhel5`, for an HTTP install.

To copy the files from the installation DVD or CD-ROMs to a Linux machine which acts as an installation staging server, perform the following steps:

- Create an iso image from the installation disk(s) using the following command:

- For DVD:

```
dd if=/dev/dvd of=/location/of/disk/space/RHEL5.iso
```

where `dvd` refers to your DVD drive device.

- For CD-ROMs:

```
dd if=/dev/cdrom of=/location/of/disk/space/diskX.iso
```

where `cdrom` refers to your CD drive device, and `x` is the number of the disk that you are copying, beginning with 1 for the first disk, and so on.

5.1. Preparing for FTP and HTTP installation

For FTP and HTTP installation, the iso image or images should be mounted via loopback in the publicly available directory, in the following manner:

- For DVD:

```
mount -o loop /location/of/disk/space/RHEL5.iso /export/directory/
```

In this case `/export/directory` will be a directory that is shared via FTP or HTTP.

- For CDROMs:

```
mount -o loop /location/of/disk/space/diskX.iso /export/directory/diskX/
```

Do the above for each of the CDROM iso images, for example:

```
mount -o loop /var/isos/disk1.iso /var/www/html/rhel5-install/disk1/
```

Next make sure that the `/export/directory` directory is shared via FTP or HTTP, and verify client access. You can check to see whether the directory is accessible from the server itself, and then from another machine on the same subnet that you will be installing to.

5.2. Preparing for an NFS install

For NFS installation it is not necessary to mount the iso image. It is sufficient to make the iso image itself available via NFS. You can do this by moving the iso image or images to the NFS exported directory:

- For DVD:

```
mv /location/of/disk/space/RHEL5.iso /export/directory/
```

- For CDROMs:

```
mv /location/of/disk/space/disk*.iso /export/directory/
```

Ensure that the `/export/directory` directory is exported via NFS via an entry in `/etc/exports`.

To export to a specific system:

```
/export/directory client.ip.address(ro,no_root_squash)
```

To export to all systems use an entry such as:

```
/export/directory *(ro,no_root_squash)
```

Start the NFS daemon (on a Red Hat Enterprise Linux system, use `/sbin/service nfs start`). If NFS is already running, reload the configuration file (on a Red Hat Enterprise Linux system use `/sbin/service nfs reload`).

Be sure to test the NFS share following the directions in the Red Hat Enterprise Linux Deployment Guide.

6. Preparing for a Hard Drive Installation



Note

Hard drive installations only work from ext2, ext3, or FAT file systems. If you have a file system other than those listed here, such as reiserfs, you will not be able to perform a hard drive installation.

Hard drive installations require the use of the ISO (or DVD/CD-ROM) images. An ISO image is a file containing an exact copy of a DVD/CD-ROM image. After placing the required ISO images (the binary Red Hat Enterprise Linux DVD/CD-ROMs) in a directory, choose to install from the hard drive. You can then point the installation program at that directory to perform the installation.

To prepare your system for a hard drive installation, you must set the system up in one of the following ways:

- Using a set of CD-ROMs, or a DVD — Create ISO image files from each installation CD-

6. Preparing for a Hard Drive Installation

ROM, or from the DVD. For each CD-ROM (once for the DVD), execute the following command on a Linux system:

```
dd if=/dev/cdrom of=/tmp/file-name.iso
```

- Using ISO images — transfer these images to the system to be installed.

Verifying that ISO images are intact before you attempt an installation, helps to avoid problems. To verify the ISO images are intact prior to performing an installation, use an `md5sum` program (many `md5sum` programs are available for various operating systems). An `md5sum` program should be available on the same Linux machine as the ISO images.



Note

The Red Hat Enterprise Linux installation program has the ability to test the integrity of the installation media. It works with the CD / DVD, hard drive ISO, and NFS ISO installation methods. Red Hat recommends that you test all installation media before starting the installation process, and before reporting any installation-related bugs (many of the bugs reported are actually due to improperly-burned CDs). To use this test, type the following command at the `boot:` prompt (prepend with `elilo` for Itanium systems):

```
linux mediacheck
```

Additionally, if a file called `updates.img` exists in the location from which you install, it is used for updates to `anaconda`, the installation program. Refer to the file `install-methods.txt` in the `anaconda` RPM package for detailed information on the various ways to install Red Hat Enterprise Linux, as well as how to apply the installation program updates.

Chapter 3. System Requirements

Table

The most recent list of supported hardware can be found at <http://hardware.redhat.com/hcl/>.

This system requirements table will help you keep a record of your current system settings and requirements. Enter information about your system in the table provided as a handy reference to help make your Red Hat Enterprise Linux installation go more smoothly.

<i>hard drive(s)</i> : type, label, size; ex: IDE hda=40 GB	
<i>partitions</i> : map of partitions and mount points; ex: / dev/hda1=/home, / dev/hda2=/ (fill this in once you know where they will reside)	
<i>memory</i> : amount of RAM installed on your system; ex: 512 MB, 1 GB	
<i>CD-ROM</i> : interface type; ex: SCSI, IDE (ATAPI)	
<i>SCSI adapter</i> : if present, make and model number; ex: BusLogic SCSI Adapter, Adaptec 2940UW	
<i>network card</i> : if present, make and model number; ex: Tulip, 3COM 3C590	
<i>mouse</i> : type, protocol, and number of buttons; ex: generic 3 button PS/2 mouse, MouseMan 2 button serial mouse	
<i>monitor</i> : make, mod-	

el, and manufacturer specifications; ex: Optiquest Q53, ViewSonic G773	
<i>video card</i> : make, model number and size of VRAM; ex: Creative Labs Graphics Blaster 3D, 8MB	
<i>sound card</i> : make, chipset and model number; ex: S3 SonicVibes, Sound Blaster 32/64 AWE	
<i>IP, DHCP, and BOOTP addresses</i>	
<i>netmask</i>	
<i>gateway IP address</i>	
<i>one or more name server IP addresses (DNS)</i>	
<i>domain name</i> : the name given to your organization; ex: example.com	
<i>hostname</i> : the name of your computer; your personal choice of names; ex: cookie, southpark	

Table 3.1. System Requirements Table

If any of these networking requirements or terms are unfamiliar to you, contact your network administrator for assistance.

Chapter 4. Installing on Intel® and AMD Systems

This chapter explains how to perform a Red Hat Enterprise Linux installation from the DVD/CD-ROM, using the graphical, mouse-based installation program. The following topics are discussed:

- Becoming familiar with the installation program's user interface
- Starting the installation program
- Selecting an installation method
- Configuration steps during the installation (language, keyboard, mouse, partitioning, etc.)
- Finishing the installation

1. The Graphical Installation Program User Interface

If you have used a *graphical user interface (GUI)* before, you are already familiar with this process; use your mouse to navigate the screens, click buttons, or enter text fields.

You can also navigate through the installation using the keyboard. The **Tab** key allows you to move around the screen, the Up and Down arrow keys to scroll through lists, **+** and **-** keys expand and collapse lists, while **Space** and **Enter** selects or removes from selection a highlighted item. You can also use the **Alt-x** key command combination as a way of clicking on buttons or making other screen selections, where *x* is replaced with any underlined letter appearing within that screen.



Note

If you are using an x86, AMD64, or Intel® 64 system, and you do not wish to use the GUI installation program, the text mode installation program is also available. To start the text mode installation program, use the following command at the boot: prompt:

```
linux text
```

Refer to Section 2, “The Text Mode Installation Program User Interface” for a brief overview of text mode installation instructions.

It is highly recommended that installs be performed using the GUI installation program. The GUI installation program offers the full functionality of the Red Hat Enterprise Linux installation program, including LVM configuration which is not avail-

able during a text mode installation.

Users who must use the text mode installation program can follow the GUI installation instructions and obtain all needed information.



Note

If you are using an Itanium system, and you do not wish to use the GUI installation program, the text mode installation program is also available. To start the text mode installation program, type the following command at the EFI Shell prompt:

```
elilo linux text
```

1.1. A Note about Virtual Consoles

The Red Hat Enterprise Linux installation program offers more than the dialog boxes of the installation process. Several kinds of diagnostic messages are available to you, as well as a way to enter commands from a shell prompt. The installation program displays these messages on five *virtual consoles*, among which you can switch using a single keystroke combination.

A virtual console is a shell prompt in a non-graphical environment, accessed from the physical machine, not remotely. Multiple virtual consoles can be accessed simultaneously.

These virtual consoles can be helpful if you encounter a problem while installing Red Hat Enterprise Linux. Messages displayed on the installation or system consoles can help pinpoint a problem. Refer to Table 4.1, “Console, Keystrokes, and Contents” for a listing of the virtual consoles, keystrokes used to switch to them, and their contents.

Generally, there is no reason to leave the default console (virtual console #6) for graphical installations unless you are attempting to diagnose installation problems.

console	keystrokes	contents
1	ctrl-alt-f1	installation dialog
2	ctrl-alt-f2	shell prompt
3	ctrl-alt-f3	install log (messages from installation program)
4	ctrl-alt-f4	system-related messages
5	ctrl-alt-f5	other messages
6	ctrl-alt-f6	x graphical display

Table 4.1. Console, Keystrokes, and Contents

2. The Text Mode Installation Program User Interface

The Red Hat Enterprise Linux text mode installation program uses a screen-based interface that includes most of the on-screen *widgets* commonly found on graphical user interfaces. Figure 4.1, “Installation Program Widgets as seen in Boot Loader Configuration”, and Figure 4.2, “Installation Program Widgets as seen in Disk Druid”, illustrate the screens that appear during the installation process.



Note

While text mode installations are not explicitly documented, those using the text mode installation program can easily follow the GUI installation instructions. One thing to note is that manipulation of LVM (Logical Volume Management) disk volumes is only possible in graphical mode. In text mode it is only possible to view and accept the default LVM setup.

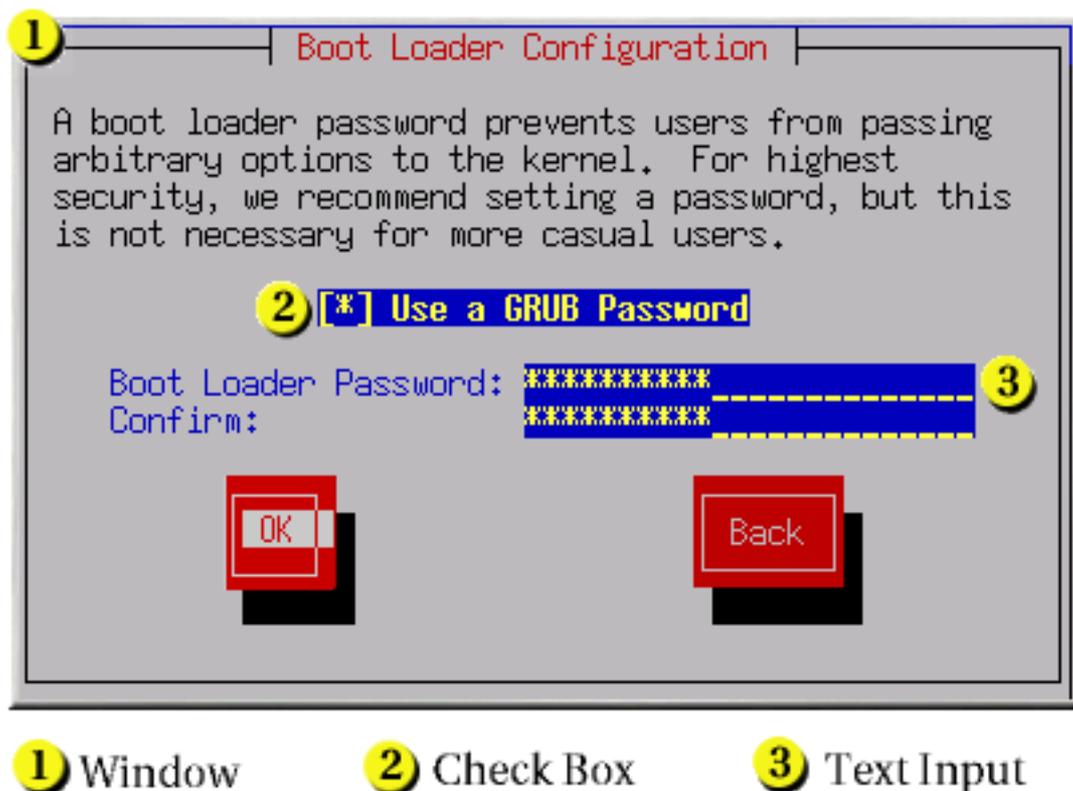


Figure 4.1. Installation Program Widgets as seen in Boot Loader Configuration

2. The Text Mode Installation Program User Interface

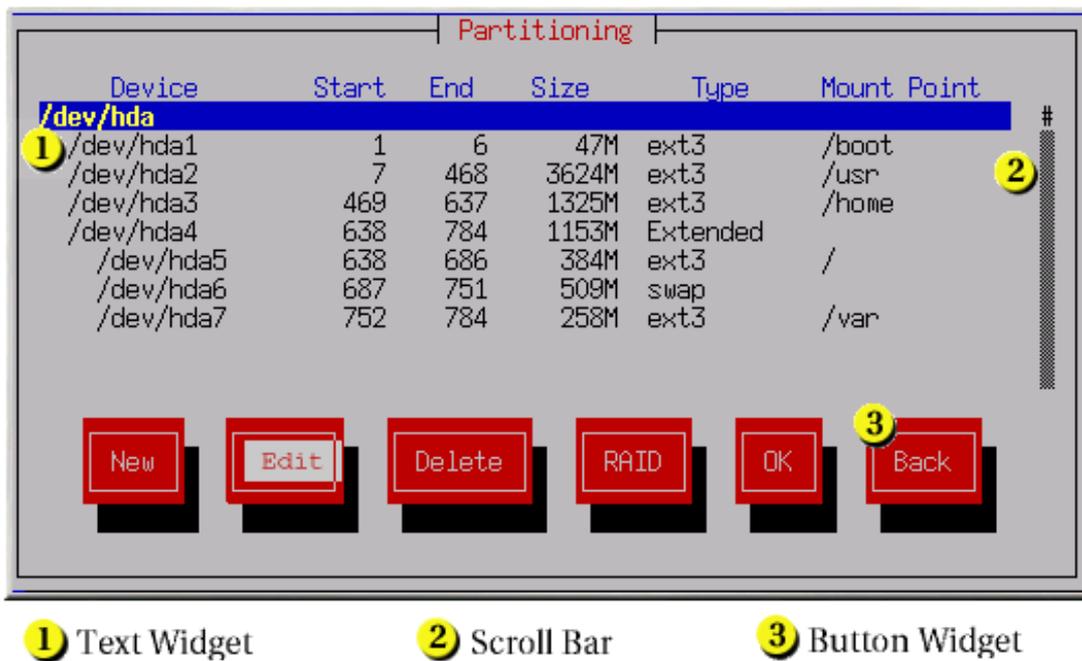


Figure 4.2. Installation Program Widgets as seen in Disk Druid

Here is a list of the most important widgets shown in Figure 4.1, "Installation Program Widgets as seen in Boot Loader Configuration" and Figure 4.2, "Installation Program Widgets as seen in Disk Druid":

- Window — Windows (usually referred to as *dialogs* in this manual) appear on your screen throughout the installation process. At times, one window may overlay another; in these cases, you can only interact with the window on top. When you are finished in that window, it disappears, allowing you to continue working in the window underneath.
- Checkbox — Checkboxes allow you to select or deselect a feature. The box displays either an asterisk (selected) or a space (unselected). When the cursor is within a checkbox, press **Space** to select or deselect a feature.
- Text Input — Text input lines are regions where you can enter information required by the installation program. When the cursor rests on a text input line, you may enter and/or edit information on that line.
- Text Widget — Text widgets are regions of the screen for the display of text. At times, text widgets may also contain other widgets, such as checkboxes. If a text widget contains more information than can be displayed in the space reserved for it, a scroll bar appears; if you position the cursor within the text widget, you can then use the **Up** and **Down** arrow keys to scroll through all the information available. Your current position is shown on the scroll bar by a **#** character, which moves up and down the scroll bar as you scroll.
- Scroll Bar — Scroll bars appear on the side or bottom of a window to control which part of a list or document is currently in the window's frame. The scroll bar makes it easy to move to any part of a file.

2.1. Using the Keyboard to Navigate

- **Button Widget** — Button widgets are the primary method of interacting with the installation program. You progress through the windows of the installation program by navigating these buttons, using the **Tab** and **Enter** keys. Buttons can be selected when they are highlighted.
- **Cursor** — Although not a widget, the cursor is used to select (and interact with) a particular widget. As the cursor is moved from widget to widget, it may cause the widget to change color, or the cursor itself may only appear positioned in or next to the widget.

2.1. Using the Keyboard to Navigate

Navigation through the installation dialogs is performed through a simple set of keystrokes. To move the cursor, use the **Left**, **Right**, **Up**, and **Down** arrow keys. Use **Tab**, and **Shift-Tab** to cycle forward or backward through each widget on the screen. Along the bottom, most screens display a summary of available cursor positioning keys.

To "press" a button, position the cursor over the button (using **Tab**, for example) and press **Space** or **Enter**. To select an item from a list of items, move the cursor to the item you wish to select and press **Enter**. To select an item with a checkbox, move the cursor to the checkbox and press **Space** to select an item. To deselect, press **Space** a second time.

Pressing **F12** accepts the current values and proceeds to the next dialog; it is equivalent to pressing the **OK** button.



Caution

Unless a dialog box is waiting for your input, do not press any keys during the installation process (doing so may result in unpredictable behavior).

3. Starting the Installation Program

To start, first make sure that you have all necessary resources for the installation. If you have already read through Chapter 2, *Steps to Get You Started*, and followed the instructions, you should be ready to start the installation process. When you have verified that you are ready to begin, boot the installation program using the Red Hat Enterprise Linux DVD or CD-ROM #1 or any boot media that you have created.



Note

Occasionally, some hardware components require a *driver diskette* during the installation. A driver diskette adds support for hardware that is not otherwise supported by the installation program. Refer to Chapter 7, *Driver Media for Intel and AMD Systems* for more information.

3.1. Booting the Installation Program on x86, AMD64, and

Intel® 64 Systems

You can boot the installation program using any one of the following media (depending upon what your system can support):

- *Red Hat Enterprise Linux DVD/CD-ROM* — Your machine supports a bootable DVD/CD-ROM drive and you have the Red Hat Enterprise Linux CD-ROM set or DVD.
- *Boot CD-ROM* — Your machine supports a bootable CD-ROM drive and you want to perform network or hard drive installation.
- *USB pen drive* — Your machine supports booting from a USB device.
- *PXE boot via network* — Your machine supports booting from the network. This is an advanced installation path. Refer to Chapter 31, *PXE Network Installations* for additional information on this method.

To create a boot CD-ROM or to prepare your USB pen drive for installation, refer to Section 4.2, “Making an Installation Boot CD-ROM”.

Insert the boot media and reboot the system. Your BIOS settings may need to be changed to allow you to boot from the CD-ROM or USB device.



Tip

To change your BIOS settings on an x86, AMD64, or Intel® 64 system, watch the instructions provided on your display when your computer first boots. A line of text appears, telling you which key to press to enter the BIOS settings.

Once you have entered your BIOS setup program, find the section where you can alter your boot sequence. The default is often C, A or A, C (depending on whether you boot from your hard drive [C] or a diskette drive [A]). Change this sequence so that the CD-ROM is first in your boot order and that C or A (whichever is your typical boot default) is second. This instructs the computer to first look at the CD-ROM drive for bootable media; if it does not find bootable media on the CD-ROM drive, it then checks your hard drive or diskette drive.

Save your changes before exiting the BIOS. For more information, refer to the documentation that came with your system.

After a short delay, a screen containing the `boot:` prompt should appear. The screen contains information on a variety of boot options. Each boot option also has one or more help screens associated with it. To access a help screen, press the appropriate function key as listed in the line at the bottom of the screen.

As you boot the installation program, be aware of two issues:

- Once the `boot:` prompt appears, the installation program automatically begins if you take no action within the first minute. To disable this feature, press one of the help screen function

3.2. Booting the Installation Program on Itanium Systems

keys.

- If you press a help screen function key, there is a slight delay while the help screen is read from the boot media.

Normally, you only need to press **Enter** to boot. Be sure to watch the boot messages to review if the Linux kernel detects your hardware. If your hardware is properly detected, continue to the next section. If it does not properly detect your hardware, you may need to restart the installation and use one of the boot options provided in Chapter 8, *Additional Boot Options for Intel and AMD Systems*.

3.2. Booting the Installation Program on Itanium Systems

Your Itanium system should be able to boot the Red Hat Enterprise Linux installation program directly from the Red Hat Enterprise Linux CD #1. If your Itanium cannot boot the installation program from the CD-ROM (or if you want to perform a hard drive, NFS, FTP, or HTTP installation) you must boot from an LS-120 diskette. Refer to Section 3.2.2, “Booting the Installation Program from an LS-120 Diskette” for more information.

3.2.1. Booting the Installation Program from the DVD/CD-ROM

To boot from the Red Hat Enterprise Linux CD #1 follow these steps:

1. Remove all media except Red Hat Enterprise Linux CD #1.
2. From the **Boot Option** menu choose **EFI Shell**.
3. At the `shell>` prompt, change to the file system on the CD-ROM. For example, in the above sample `map` output, the system partition on the CD-ROM is `fs1`. To change to the `fs1` file system, type `fs1:` at the prompt.
4. Type `elilo linux` to boot into the installation program.
5. Go to Chapter 4, *Installing on Intel and AMD Systems* to begin the installation.

3.2.2. Booting the Installation Program from an LS-120 Diskette

If your Itanium cannot boot from Red Hat Enterprise Linux CD #1, you must boot from an LS-120 diskette. If you want to perform a hard drive, NFS, FTP, or HTTP installation, you must boot from a boot LS-120 diskette.

You must create an LS-120 boot image file diskette from the boot image file on CD #1: `images/boot.img`. To create this diskette in Linux, insert a blank LS-120 diskette and type the following command at a shell prompt:

```
dd if=boot.img of=/dev/hda bs=180k
```

Replace `boot.img` with the full path to the boot image file and `/dev/hda` with the correct device name for the LS-120 diskette drive.

If you are not using the Red Hat Enterprise Linux CD, the installation program starts in text mode and you must choose a few basic options for your system.

3.3. Additional Boot Options

If you are using the CD-ROM to load the installation program, follow the instructions contained in Chapter 4, *Installing on Intel and AMD Systems*.

To boot from an LS-120 diskette follow these steps:

1. Insert the LS-120 diskette you made from the boot image file `boot.img`. If you are performing a local CD-ROM installation but booting off the LS-120 diskette, insert the Red Hat Enterprise Linux CD #1 also. If you are performing a hard drive, NFS, FTP, or HTTP installation, you do not need the CD-ROM.
2. From the **Boot Option** menu choose **EFI Shell**.
3. At the `shell>` prompt, change the device to the LS-120 drive by typing the command `fs0:`, using the example `map` output above.
4. Type `elilo linux` to boot into the installation program.
5. Go to Chapter 4, *Installing on Intel and AMD Systems* to begin the installation.

3.3. Additional Boot Options

While it is easiest to boot using a CD-ROM and perform a graphical installation, sometimes there are installation scenarios where booting in a different manner may be needed. This section discusses additional boot options available for Red Hat Enterprise Linux.

For Itanium users:

To pass options to the boot loader on an Itanium system, enter the following at the EFI Shell prompt:

```
elilo linux option
```

For x86, AMD64, and Intel® 64 users:

To pass options to the boot loader on an x86, AMD64, or Intel® 64 system, use the instructions as provided in the boot loader option samples below.



Note

Refer to Chapter 8, *Additional Boot Options for Intel and AMD Systems* for additional boot options not covered in this section.

- To perform a text mode installation, at the installation boot prompt, type:

```
linux text
```

- ISO images have an md5sum embedded in them. To test the checksum integrity of an ISO image, at the installation boot prompt, type:

```
linux mediacheck
```

3.3. Additional Boot Options

The installation program prompts you to insert a CD or select an ISO image to test, and select **OK** to perform the checksum operation. This checksum operation can be performed on any Red Hat Enterprise Linux CD and does not have to be performed in a specific order (for example, CD #1 does not have to be the first CD you verify). It is strongly recommended to perform this operation on any Red Hat Enterprise Linux CD that was created from downloaded ISO images. This command works with the CD, DVD, hard drive ISO, and NFS ISO installation methods.

- Also in the `images/` directory is the `boot.iso` file. This file is an ISO image that can be used to boot the installation program. To use the `boot.iso`, your computer must be able to boot from its CD-ROM drive, and its BIOS settings must be configured to do so. You must then burn the `boot.iso` file onto a recordable/rewriteable CD-ROM.
- If you need to perform the installation in *serial mode*, type the following command:

```
linux console=<device>
```

For text mode installations, use:

```
linux text console=<device>
```

In the above command, `<device>` should be the device you are using (such as `ttyS0` or `ttyS1`). For example, `linux text console=ttyS0`.

Text mode installations using a serial terminal work best when the terminal supports UTF-8. Under UNIX and Linux, Kermit supports UTF-8. For Windows, Kermit '95 works well. Non-UTF-8 capable terminals work as long as only English is used during the installation process. An enhanced serial display can be used by passing the `utf8` command as a boot-time option to the installation program. For example:

```
linux console=ttyS0 utf8
```

3.3.1. Kernel Options

Options can also be passed to the kernel. For example, to apply updates for the `anaconda` installation program from a floppy disk enter:

```
linux updates
```

For text mode installations, use:

```
linux text updates
```

This command will prompt you to insert a floppy diskette containing updates for `anaconda`. It is not needed if you are performing a network installation and have already placed the updates image contents in `rhupdates/` on the server.

After entering any options, press **Enter** to boot using those options.

If you need to specify boot options to identify your hardware, please write them down. The boot options are needed during the boot loader configuration portion of the installation (refer to Section 19, “x86, AMD64, and Intel 64 Boot Loader Configuration” for more information).

4. Selecting an Installation Method

For more information on kernel options refer to Chapter 8, *Additional Boot Options for Intel and AMD Systems*.

4. Selecting an Installation Method

What type of installation method do you wish to use? The following installation methods are available:

DVD/CD-ROM

If you have a DVD/CD-ROM drive and the Red Hat Enterprise Linux CD-ROMs or DVD you can use this method. Refer to Section 5, “Installing from DVD/CD-ROM”, for DVD/CD-ROM installation instructions.

Hard Drive

If you have copied the Red Hat Enterprise Linux ISO images to a local hard drive, you can use this method. You need a boot CD-ROM (use the `linux askmethod` boot option). Refer to Section 6, “Installing from a Hard Drive”, for hard drive installation instructions.

NFS

If you are installing from an NFS server using ISO images or a mirror image of Red Hat Enterprise Linux, you can use this method. You need a boot CD-ROM (use the `linux askmethod` boot option). Refer to Section 8, “Installing via NFS” for network installation instructions. Note that NFS installations may also be performed in GUI mode.

FTP

If you are installing directly from an FTP server, use this method. You need a boot CD-ROM (use the `linux askmethod` boot option). Refer to Section 9, “Installing via FTP”, for FTP installation instructions.

HTTP

If you are installing directly from an HTTP (Web) server, use this method. You need a boot CD-ROM (use the `linux askmethod` boot option). Refer to Section 10, “Installing via HTTP”, for HTTP installation instructions.

5. Installing from DVD/CD-ROM

To install Red Hat Enterprise Linux from a DVD/CD-ROM, place the DVD or CD #1 in your DVD/CD-ROM drive and boot your system from the DVD/CD-ROM.

The installation program then probes your system and attempts to identify your CD-ROM drive. It starts by looking for an IDE (also known as an ATAPI) CD-ROM drive.



Note

To abort the installation process at this time, reboot your machine and then eject

5.1. What If the IDE CD-ROM Was Not Found?

the boot media. You can safely cancel the installation at any point before the **About to Install** screen. Refer to Section 24, “Preparing to Install” for more information.

If your CD-ROM drive is not detected, and it is a SCSI CD-ROM, the installation program prompts you to choose a SCSI driver. Choose the driver that most closely resembles your adapter. You may specify options for the driver if necessary; however, most drivers detect your SCSI adapter automatically.

If the DVD/CD-ROM drive is found and the driver loaded, the installer will present you with the option to perform a media check on the DVD/CD-ROM. This will take some time, and you may opt to skip over this step. However, if you later encounter problems with the installer, you should reboot and perform the media check before calling for support. From the media check dialog, continue to the next stage of the installation process (refer to Section 11, “Welcome to Red Hat Enterprise Linux”).

5.1. What If the IDE CD-ROM Was Not Found?

If you have an IDE (ATAPI) DVD/CD-ROM but the installation program fails to find it and asks you what type of DVD/CD-ROM drive you have, try the following boot command. Restart the installation, and at the `boot:` prompt enter `linux hdX=cdrom`. Replace `x` with one of the following letters, depending on the interface the unit is connected to, and whether it is configured as master or slave (also known as primary and secondary):

- `a` — first IDE controller, master
- `b` — first IDE controller, slave
- `c` — second IDE controller, master
- `d` — second IDE controller, slave

If you have a third and/or fourth controller, continue assigning letters in alphabetical order, going from controller to controller, and master to slave.

6. Installing from a Hard Drive

The **Select Partition** screen applies only if you are installing from a disk partition (that is, if you selected **Hard Drive** in the **Installation Method** dialog). This dialog allows you to name the disk partition and directory from which you are installing Red Hat Enterprise Linux.

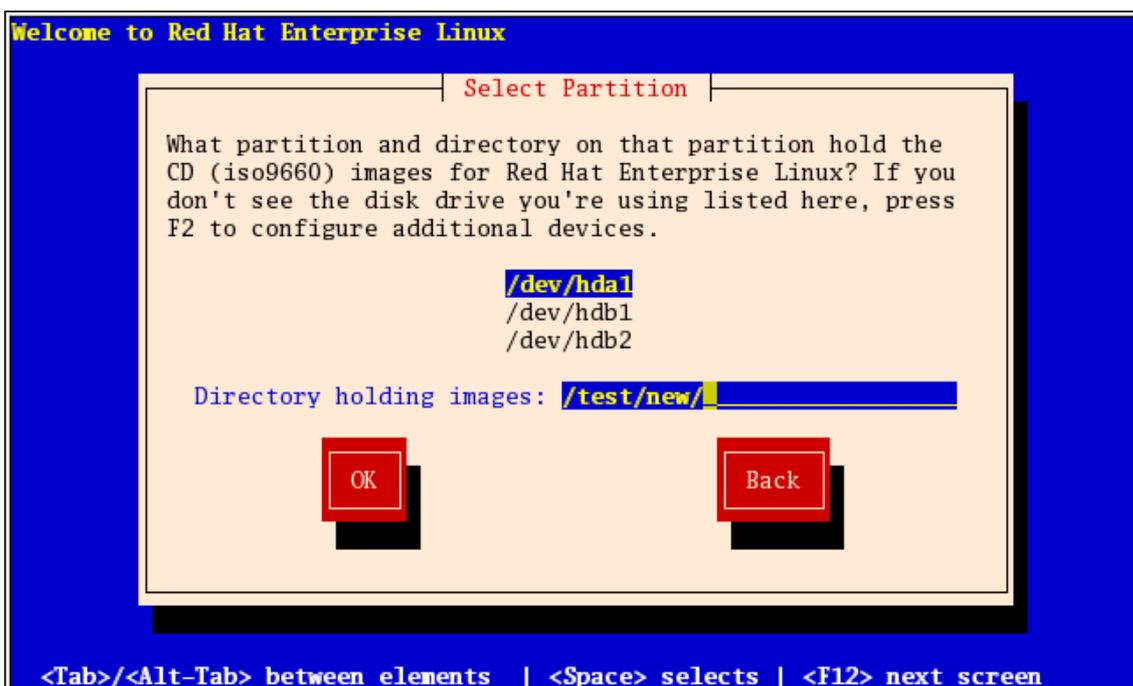


Figure 4.3. Selecting Partition Dialog for Hard Drive Installation

Enter the device name of the partition containing the Red Hat Enterprise Linux ISO images. This partition must be formatted with a ext2 or vfat filesystem, and cannot be a logical volume. There is also a field labeled **Directory holding images**.

If the ISO images are in the root (top-level) directory of a partition, enter a /. If the ISO images are located in a subdirectory of a mounted partition, enter the name of the directory holding the ISO images within that partition. For example, if the partition on which the ISO images is normally mounted as /home/, and the images are in /home/new/, you would enter /new/.

After you have identified the disk partition, the **Welcome** dialog appears.

7. Performing a Network Installation

If you are performing a network installation, the **Configure TCP/IP** dialog appears. This dialog asks for your IP and other network addresses. You can choose to configure the IP address and Netmask of the device via DHCP or manually. If manually, you have the option to enter IPv4 and/or IPv6 information. Enter the IP address you are using during installation and press **Enter**. Note that you need to supply IPv4 information if you wish to perform an NFS installation.

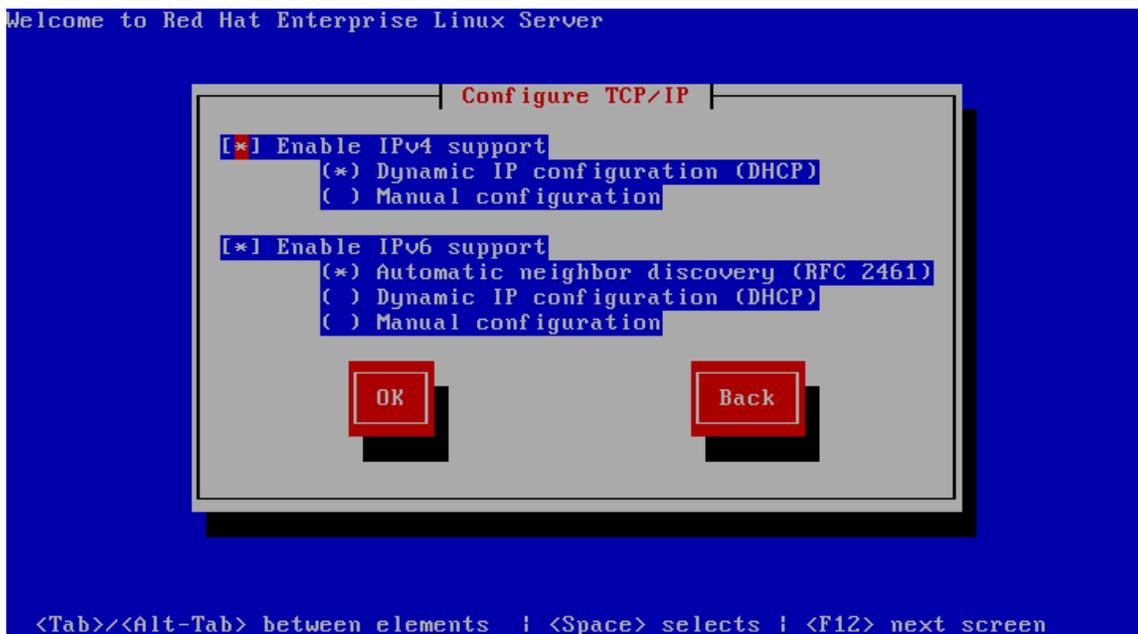


Figure 4.4. TCP/IP Configuration

8. Installing via NFS

The NFS dialog applies only if you are installing from an NFS server (if you selected **NFS Image** in the **Installation Method** dialog).

Enter the domain name or IP address of your NFS server. For example, if you are installing from a host named `eastcoast` in the domain `example.com`, enter `eastcoast.example.com` in the **NFS Server** field.

Next, enter the name of the exported directory. If you followed the setup described in Section 5, “Preparing for a Network Installation”, you would enter the directory `/export/directory/`.

If the NFS server is exporting a mirror of the Red Hat Enterprise Linux installation tree, enter the directory which contains the root of the installation tree. You will enter an Installation Key later on in the process which will determine which subdirectories are used to install from. If everything was specified properly, a message appears indicating that the installation program for Red Hat Enterprise Linux is running.

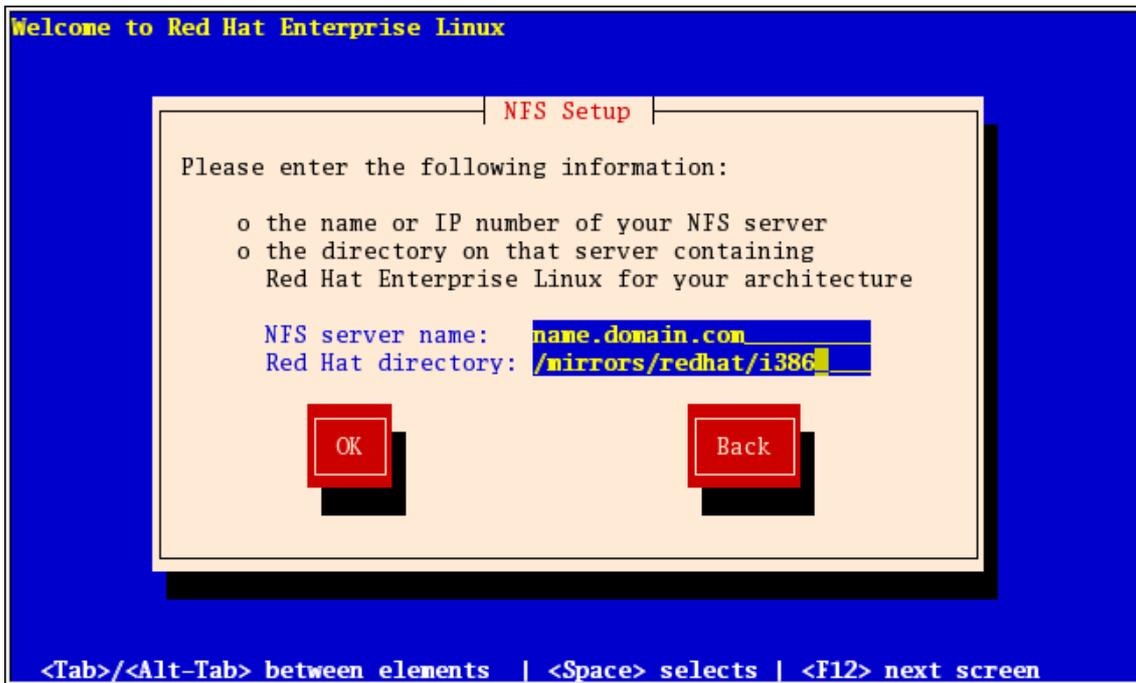


Figure 4.5. NFS Setup Dialog

If the NFS server is exporting the ISO images of the Red Hat Enterprise Linux CD-ROMs, enter the directory which contains the ISO images.

Next, the **Welcome** dialog appears.

9. Installing via FTP

The FTP dialog applies only if you are installing from an FTP server (if you selected **FTP** in the **Installation Method** dialog). This dialog allows you to identify the FTP server from which you are installing Red Hat Enterprise Linux.



Figure 4.6. FTP Setup Dialog

Enter the name or IP address of the FTP site you are installing from, and the name of the directory containing the *variant/* directory for your architecture. For example, if the FTP site contains the directory `/mirrors/redhat/arch/variant/`, enter `/mirrors/redhat/arch/` (where *arch* is replaced with the architecture type of your system, such as `i386`, `ia64`, `ppc`, or `s390x`, and *variant* is the variant that you are installing, such as `Client`, `Server`, `Workstation`, etc.). If everything was specified properly, a message box appears indicating that files are being retrieved from the server.

Next, the **Welcome** dialog appears.



Tip

You can save disk space by using the ISO images you have already copied to the server. To accomplish this, install Red Hat Enterprise Linux using ISO images without copying them into a single tree by loopback mounting them. For each ISO image:

```
mkdir discX
mount -o loop RHEL5-discX.iso discX
```

10. Installing via HTTP

The HTTP dialog applies only if you are installing from an HTTP server (if you selected **HTTP** in the **Installation Method** dialog). This dialog prompts you for information about the HTTP server

11. Welcome to Red Hat Enterprise Linux

from which you are installing Red Hat Enterprise Linux.

Enter the name or IP address of the HTTP site you are installing from, and the name of the directory containing the *variant/* directory for your architecture. For example, if the HTTP site contains the directory `/mirrors/redhat/arch/variant/`, enter `/mirrors/redhat/arch/` (where *arch* is replaced with the architecture type of your system, such as *i386*, *ia64*, *ppc*, or *s390x*, and *variant* is the variant that you are installing, such as *Client*, *Server*, *Workstation*, etc.). If everything was specified properly, a message box appears indicating that files are being retrieved from the server.

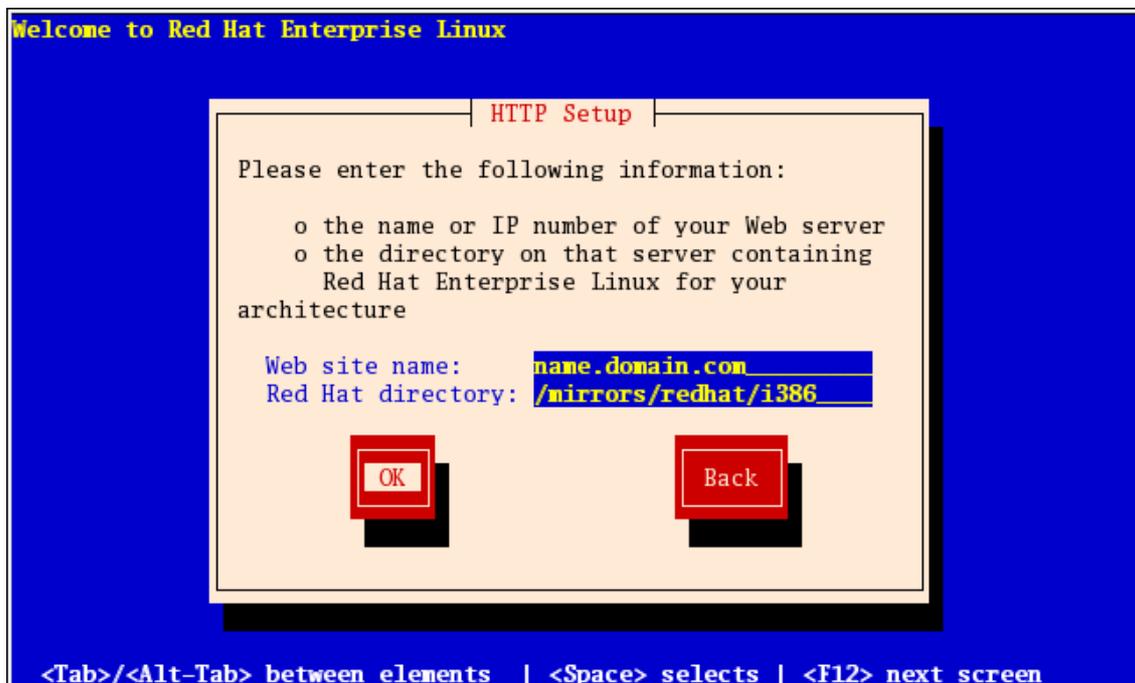


Figure 4.7. HTTP Setup Dialog

Next, the **Welcome** dialog appears.



Tip

You can save disk space by using the ISO images you have already copied to the server. To accomplish this, install Red Hat Enterprise Linux using ISO images without copying them into a single tree by loopback mounting them. For each ISO image:

```
mkdir discX
mount -o loop RHEL5-discX.iso discX
```

11. Welcome to Red Hat Enterprise Linux

The **Welcome** screen does not prompt you for any input. From this screen you can access the

12. Language Selection

Release Notes for Red Hat Enterprise Linux 5.0.0 by clicking on the Release Notes button.



Click on the **Next** button to continue.

12. Language Selection

Using your mouse, select a language to use for the installation (refer to Figure 4.8, "Language Selection").

The language you select here will become the default language for the operating system once it is installed. Selecting the appropriate language also helps target your time zone configuration later in the installation. The installation program tries to define the appropriate time zone based on what you specify on this screen.



Figure 4.8. Language Selection

Once you select the appropriate language, click **Next** to continue.

13. Keyboard Configuration

Using your mouse, select the correct layout type (for example, U.S. English) for the keyboard you would prefer to use for the installation and as the system default (refer to the figure below).

Once you have made your selection, click **Next** to continue.

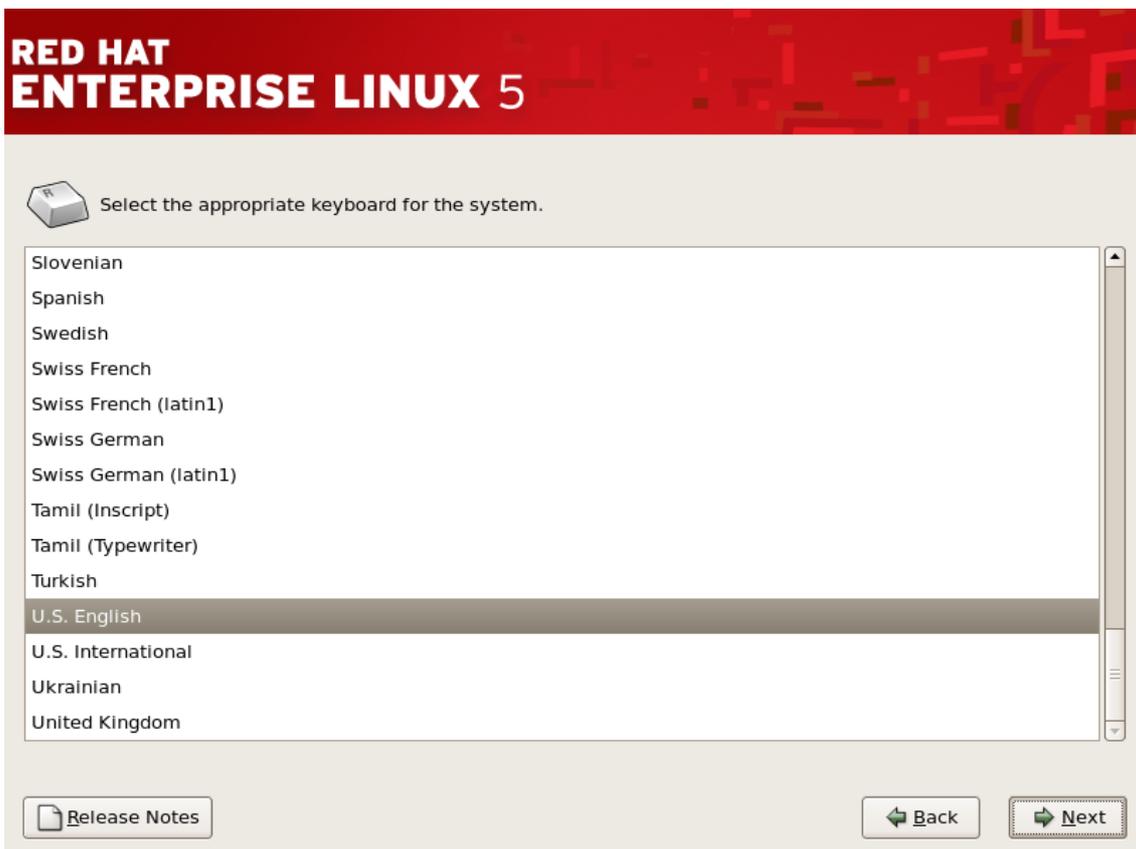


Figure 4.9. Keyboard Configuration



Tip

To change your keyboard layout type after you have completed the installation, use the **Keyboard Configuration Tool**.

Type the `system-config-keyboard` command in a shell prompt to launch the **Keyboard Configuration Tool**. If you are not root, it prompts you for the root password to continue.

14. Enter the Installation Number

Enter your Installation Number (refer to Figure 4.10, “Installation Number”). This number will determine the package selection set that is available to the installer. If you choose to skip entering the installation number you will be presented with a basic selection of packages to install later on.

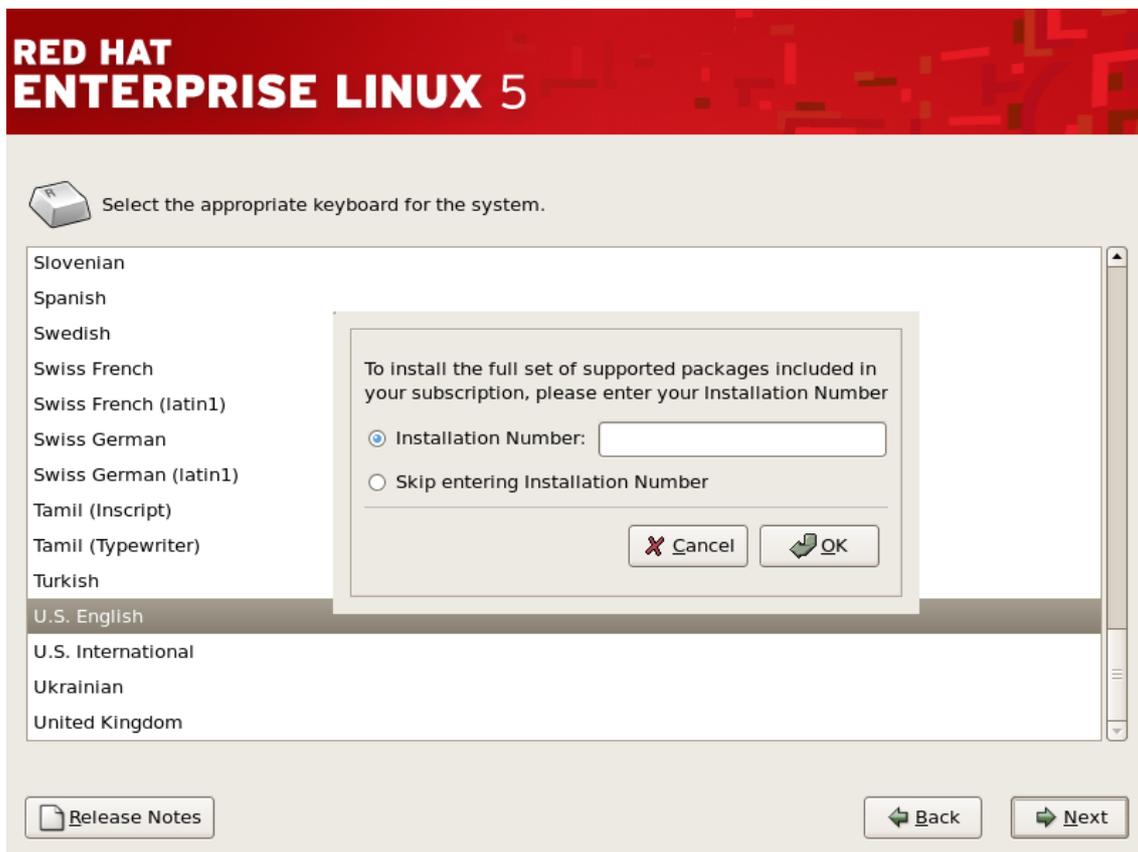


Figure 4.10. Installation Number

15. Disk Partitioning Setup

Partitioning allows you to divide your hard drive into isolated sections, where each section behaves as its own hard drive. Partitioning is particularly useful if you run multiple operating systems. If you are not sure how you want your system to be partitioned, read Chapter 25, *An Introduction to Disk Partitions* for more information.

On this screen you can choose to create the default layout or choose to manual partition using the 'Create custom layout' option of **Disk Druid**.

The first three options allow you to perform an automated installation without having to partition your drive(s) yourself. If you do not feel comfortable with partitioning your system, it is recommended that you *do not* choose to create a custom layout and instead let the installation program partition for you.

You can configure an iSCSI target for installation, or disable a dmraid device from this screen by clicking on the 'Advanced storage configuration' button. For more information refer to Section 16, "Advanced Storage Options".



Warning

The **Update Agent** downloads updated packages to `/var/cache/yum/` by default. If you partition the system manually, and create a separate `/var/` partition, be sure to create the partition large enough (3.0 GB or more) to download package updates.

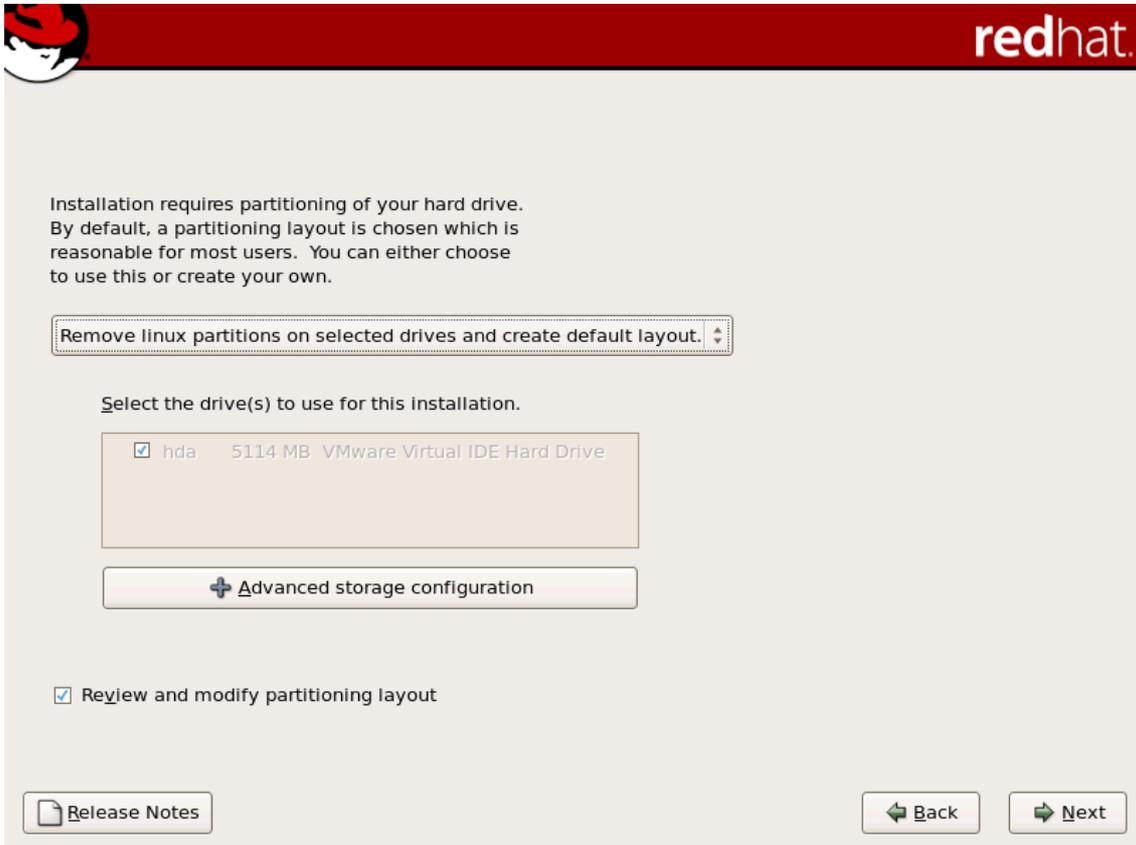


Figure 4.11. Disk Partitioning Setup

If you choose to create a custom layout using **Disk Druid**, refer to Section 18, “Partitioning Your System”.



Warning

If you receive an error after the **Disk Partitioning Setup** phase of the installation saying something similar to:

"The partition table on device hda was unreadable. To create new partitions it must be initialized, causing the loss of ALL DATA on this drive."

you may not have a partition table on that drive or the partition table on the drive may not be recognizable by the partitioning software used in the installation pro-

gram.

Users who have used programs such as **EZ-BIOS** have experienced similar problems, causing data to be lost (assuming the data was not backed up before the installation began).

No matter what type of installation you are performing, backups of the existing data on your systems should always be made.

16. Advanced Storage Options



Figure 4.12. Advanced Storage Options

From this screen you can choose to disable a dmraid device, in which case the individual elements of the dmraid device will appear as separate hard drives. You can also choose to configure an iSCSI (SCSI over TCP/IP) target.

To configure an iSCSI target invoke the 'Configure iSCSI Parameters' dialog by selecting 'Add iSCSI target' and clicking on the 'Add Drive' button. Fill in the details for the iSCSI target IP and provide a unique iSCSI initiator name to identify this system. Click the 'Add target' button to attempt connection to the iSCSI target using this information.

17. Create Default Layout

Configure iSCSI Parameters

To use iSCSI disks, you must provide the address of your iSCSI target and the iSCSI initiator name you've configured for your host.

Target IP Address:

iSCSI Initiator Name:

Figure 4.13. Configure iSCSI Parameters

Please note that you will be able to reattempt with a different iSCSI target IP should you enter it incorrectly, but in order to change the iSCSI initiator name you will need to restart the installation.

17. Create Default Layout

Create default layout allows you to have some control concerning what data is removed (if any) from your system. Your options are:

- **Remove all partitions on selected drives and create default layout** — select this option to remove all partitions on your hard drive(s) (this includes partitions created by other operating systems such as Windows VFAT or NTFS partitions).



Caution

If you select this option, all data on the selected hard drive(s) is removed by the installation program. Do not select this option if you have information that you want to keep on the hard drive(s) where you are installing Red Hat Enterprise Linux.

- **Remove Linux partitions on selected drives and create default layout** — select this option to remove only Linux partitions (partitions created from a previous Linux installation). This does not remove other partitions you may have on your hard drive(s) (such as VFAT or FAT32 partitions).

17. Create Default Layout

- **Use free space on selected drives and create default layout** — select this option to retain your current data and partitions, assuming you have enough free space available on your hard drive(s).

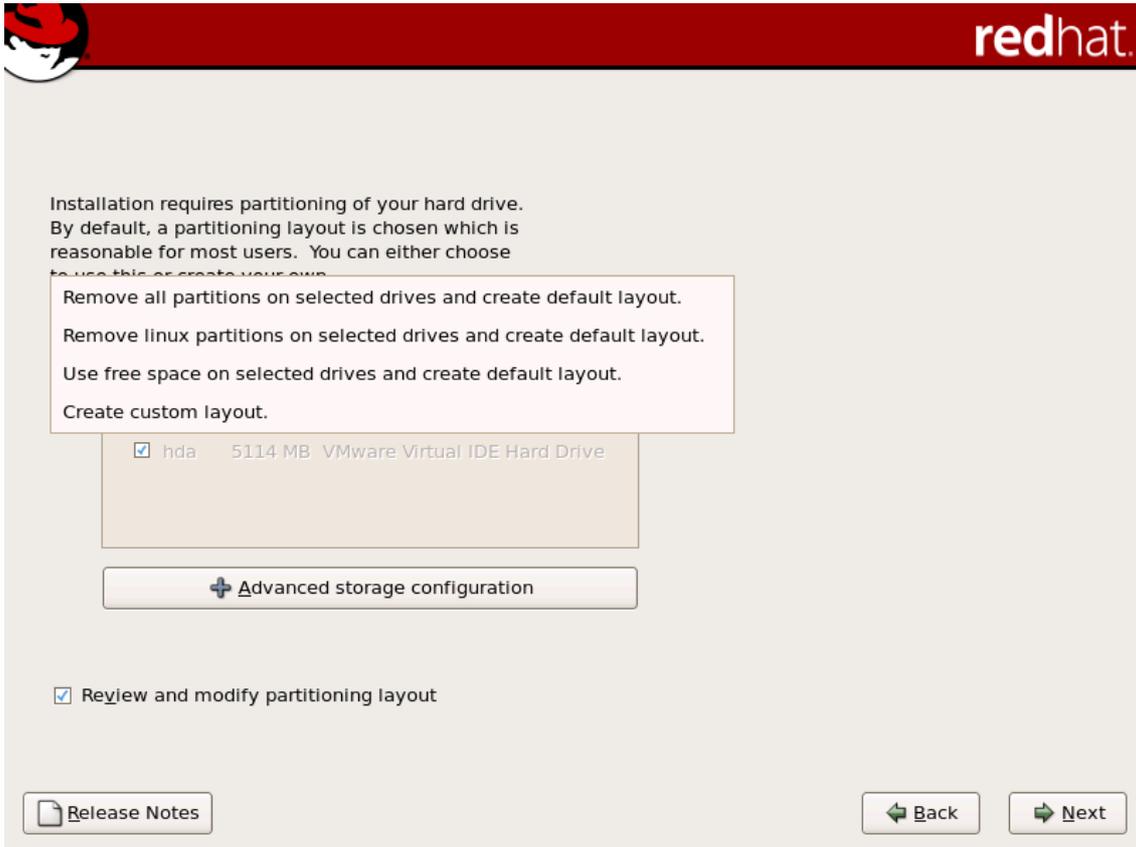


Figure 4.14. Create Default Layout

Using your mouse, choose the storage drive(s) on which you want Red Hat Enterprise Linux to be installed. If you have two or more drives, you can choose which drive(s) should contain this installation. Unselected drives, and any data on them, are not touched.



Caution

It is always a good idea to back up any data that you have on your systems. For example, if you are upgrading or creating a dual-boot system, you should back up any data you wish to keep on your drive(s). Mistakes do happen and can result in the loss of all your data.



Tip

If you have a RAID card, be aware that some BIOSes do not support booting from

18. Partitioning Your System

the RAID card. In cases such as these, the `/boot/` partition must be created on a partition outside of the RAID array, such as on a separate hard drive. An internal hard drive is necessary to use for partition creation with problematic RAID cards.

A `/boot/` partition is also necessary for software RAID setups.

If you have chosen to automatically partition your system, you should select **Review** and manually edit your `/boot/` partition.

To review and make any necessary changes to the partitions created by automatic partitioning, select the **Review** option. After selecting **Review** and clicking **Next** to move forward, the partitions created for you in **Disk Druid** appear. You can make modifications to these partitions if they do not meet your needs.

Click **Next** once you have made your selections to proceed.

18. Partitioning Your System

If you chose one of the three automatic partitioning options and did not select **Review**, skip ahead to Section 20, “Network Configuration”.

If you chose one of the automatic partitioning options and selected **Review**, you can either accept the current partition settings (click **Next**), or modify the setup using **Disk Druid**, the manual partitioning tool.



Note

Please note that in the text mode installation it is not possible to work with LVM (Logical Volumes) beyond viewing the existing setup. LVM can only be set up using the graphical Disk Druid program in a graphical installation.

If you chose to create a custom layout, you must tell the installation program where to install Red Hat Enterprise Linux. This is done by defining mount points for one or more disk partitions in which Red Hat Enterprise Linux is installed. You may also need to create and/or delete partitions at this time.



Note

If you have not yet planned how to set up your partitions, refer to Chapter 25, *An Introduction to Disk Partitions* and Section 18.4, “Recommended Partitioning Scheme”. At a bare minimum, you need an appropriately-sized root partition, and a swap partition equal to twice the amount of RAM you have on the system. Itanium system users should have a `/boot/efi/` partition of approximately 100 MB and of

18.1. Graphical Display of Hard Drive(s)

type FAT (VFAT), a swap partition of at least 512 MB, and an appropriately-sized root (/) partition.

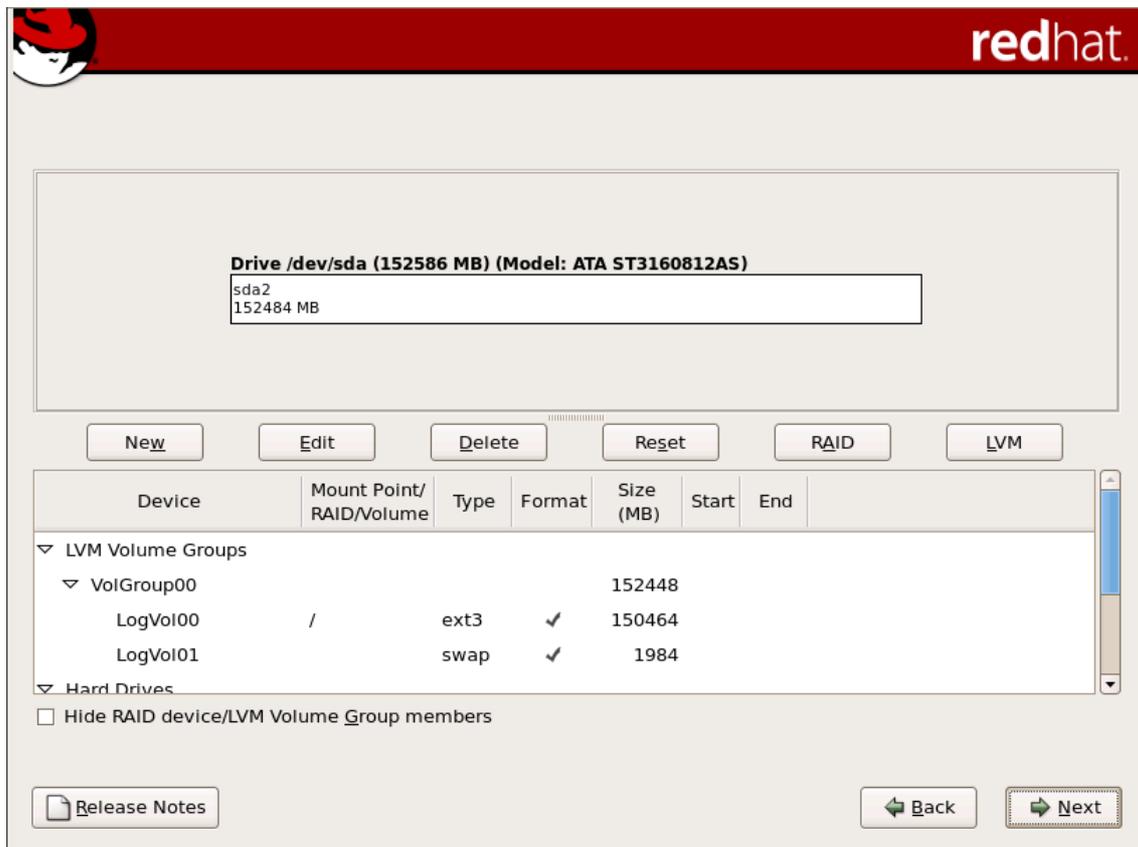


Figure 4.15. Partitioning with Disk Druid on x86, AMD64, and Intel® 64 Systems

The partitioning tool used by the installation program is **Disk Druid**. With the exception of certain esoteric situations, **Disk Druid** can handle the partitioning requirements for a typical installation.

18.1. Graphical Display of Hard Drive(s)

Disk Druid offers a graphical representation of your hard drive(s).

Using your mouse, click once to highlight a particular field in the graphical display. Double-click to edit an existing partition or to create a partition out of existing free space.

Above the display, you can review the **Drive** name (such as /dev/hda), the **Geom** (which shows the hard disk's geometry and consists of three numbers representing the number of cylinders, heads, and sectors as reported by the hard disk), and the **Model** of the hard drive as detected by the installation program.

18.2. Disk Druid's Buttons

18.3. Partition Fields

These buttons control **Disk Druid's** actions. They are used to change the attributes of a partition (for example the file system type and mount point) and also to create RAID devices. Buttons on this screen are also used to accept the changes you have made, or to exit **Disk Druid**. For further explanation, take a look at each button in order:

- **New:** Used to request a new partition. When selected, a dialog box appears containing fields (such as the mount point and size fields) that must be filled in.
- **Edit:** Used to modify attributes of the partition currently selected in the **Partitions** section. Selecting **Edit** opens a dialog box. Some or all of the fields can be edited, depending on whether the partition information has already been written to disk.

You can also edit free space as represented in the graphical display to create a new partition within that space. Either highlight the free space and then select the **Edit** button, or double-click on the free space to edit it.

- To make a RAID device, you must first create (or reuse existing) software RAID partitions. Once you have created two or more software RAID partitions, select **Make RAID** to join the software RAID partitions into a RAID device.
- **Delete:** Used to remove the partition currently highlighted in the **Current Disk Partitions** section. You will be asked to confirm the deletion of any partition.
- **Reset:** Used to restore **Disk Druid** to its original state. All changes made will be lost if you **Reset** the partitions.
- **RAID:** Used to provide redundancy to any or all disk partitions. *It should only be used if you have experience using RAID.* To read more about RAID, refer to the *Red Hat Enterprise Linux Deployment Guide*.

To make a RAID device, you must first create software RAID partitions. Once you have created two or more software RAID partitions, select **RAID** to join the software RAID partitions into a RAID device.

- **LVM:** Allows you to create an LVM logical volume. The role of LVM (Logical Volume Manager) is to present a simple logical view of underlying physical storage space, such as a hard drive(s). LVM manages individual physical disks — or to be more precise, the individual partitions present on them. *It should only be used if you have experience using LVM.* To read more about LVM, refer to the *Red Hat Enterprise Linux Deployment Guide*. Note, LVM is only available in the graphical installation program.

To create an LVM logical volume, you must first create partitions of type physical volume (LVM). Once you have created one or more physical volume (LVM) partitions, select **LVM** to create an LVM logical volume.

18.3. Partition Fields

Above the partition hierarchy are labels which present information about the partitions you are creating. The labels are defined as follows:

- **Device:** This field displays the partition's device name.

18.4. Recommended Partitioning Scheme

- **Mount Point/RAID/Volume:** A mount point is the location within the directory hierarchy at which a volume exists; the volume is "mounted" at this location. This field indicates where the partition is mounted. If a partition exists, but is not set, then you need to define its mount point. Double-click on the partition or click the **Edit** button.
- **Type:** This field shows the partition's file system type (for example, ext2, ext3, or vfat).
- **Format:** This field shows if the partition being created will be formatted.
- **Size (MB):** This field shows the partition's size (in MB).
- **Start:** This field shows the cylinder on your hard drive where the partition begins.
- **End:** This field shows the cylinder on your hard drive where the partition ends.

Hide RAID device/LVM Volume Group members: Select this option if you do not want to view any RAID device or LVM Volume Group members that have been created.

18.4. Recommended Partitioning Scheme

18.4.1. Itanium systems

*Unless you have a reason for doing otherwise, we recommend that you create the following partitions for **Itanium** systems:*

- A `/boot/efi/` partition (100 MB minimum) — the partition mounted on `/boot/efi/` contains all the installed kernels, the initrd images, and ELILO configuration files.



Warning

You must create a `/boot/efi/` partition of type VFAT and at least 100 MB in size as the first primary partition.

- A swap partition (at least 256 MB) — swap partitions are used to support virtual memory. In other words, data is written to a swap partition when there is not enough RAM to store the data your system is processing.

If you are unsure about what size swap partition to create, make it twice the amount of RAM on your machine. It must be of type swap.

Creation of the proper amount of swap space varies depending on a number of factors including the following (in descending order of importance):

- The applications running on the machine.
- The amount of physical RAM installed on the machine.
- The version of the OS.

18.4. Recommended Partitioning Scheme

Swap should equal 2x physical RAM for up to 2 GB of physical RAM, and then an additional 1x physical RAM for any amount above 2 GB, but never less than 32 MB.

So, if:

M = Amount of RAM in GB, and S = Amount of swap in GB, then

```
IF M < 2
S = M * 2
Else
S = M + 2
```

Using this formula, a system with 2 GB of physical RAM would have 4 GB of swap, while one with 3 GB of physical RAM would have 5 GB of swap. Creating a large swap space partition can be especially helpful if you plan to upgrade your RAM at a later time.

For systems with really large amounts of RAM (more than 32 GB) you can likely get away with a smaller swap partition (around 1x, or less, of physical RAM).

- A root partition (3.0 GB - 5.0 GB) — this is where "/" (the root directory) is located. In this setup, all files (except those stored in `/boot/efi`) are on the root partition.

A 3.0 GB partition allows you to install a minimal installation, while a 5.0 GB root partition lets you perform a full installation, choosing all package groups.

18.4.2. x86, AMD64, and Intel® 64 systems

Unless you have a reason for doing otherwise, we recommend that you create the following partitions for x86, AMD64, and Intel® 64 systems:

- A swap partition (at least 256 MB) — swap partitions are used to support virtual memory. In other words, data is written to a swap partition when there is not enough RAM to store the data your system is processing.

If you are unsure about what size swap partition to create, make it twice the amount of RAM on your machine. It must be of type swap.

Creation of the proper amount of swap space varies depending on a number of factors including the following (in descending order of importance):

- The applications running on the machine.
- The amount of physical RAM installed on the machine.
- The version of the OS.

Swap should equal 2x physical RAM for up to 2 GB of physical RAM, and then an additional 1x physical RAM for any amount above 2 GB, but never less than 32 MB.

So, if:

M = Amount of RAM in GB, and S = Amount of swap in GB, then

18.5. Adding Partitions

```
If M < 2
S = M * 2
Else
S = M + 2
```

Using this formula, a system with 2 GB of physical RAM would have 4 GB of swap, while one with 3 GB of physical RAM would have 5 GB of swap. Creating a large swap space partition can be especially helpful if you plan to upgrade your RAM at a later time.

For systems with really large amounts of RAM (more than 32 GB) you can likely get away with a smaller swap partition (around 1x, or less, of physical RAM).

- A `/boot/` partition (100 MB) — the partition mounted on `/boot/` contains the operating system kernel (which allows your system to boot Red Hat Enterprise Linux), along with files used during the bootstrap process. Due to limitations, creating a native ext3 partition to hold these files is required. For most users, a 100 MB boot partition is sufficient.



Tip

If your hard drive is more than 1024 cylinders (and your system was manufactured more than two years ago), you may need to create a `/boot/` partition if you want the `/` (root) partition to use all of the remaining space on your hard drive.



Tip

If you have a RAID card, be aware that some BIOSes do not support booting from the RAID card. In cases such as these, the `/boot/` partition must be created on a partition outside of the RAID array, such as on a separate hard drive.

- A `root` partition (3.0 GB - 5.0 GB) — this is where `/` (the root directory) is located. In this setup, all files (except those stored in `/boot/`) are on the root partition.

A 3.0 GB partition allows you to install a minimal installation, while a 5.0 GB root partition lets you perform a full installation, choosing all package groups.

18.5. Adding Partitions

To add a new partition, select the **New** button. A dialog box appears (refer to Figure 4.16, “Creating a New Partition”).



Note

You must dedicate at least one partition for this installation, and optionally more.

For more information, refer to Chapter 25, *An Introduction to Disk Partitions*.

Figure 4.16. Creating a New Partition

- **Mount Point:** Enter the partition's mount point. For example, if this partition should be the root partition, enter `/`; enter `/boot` for the `/boot` partition, and so on. You can also use the pull-down menu to choose the correct mount point for your partition. For a swap partition the mount point should not be set - setting the filesystem type to swap is sufficient.
- **File System Type:** Using the pull-down menu, select the appropriate file system type for this partition. For more information on file system types, refer to Section 18.5.1, "File System Types".
- **Allowable Drives:** This field contains a list of the hard disks installed on your system. If a hard disk's box is highlighted, then a desired partition can be created on that hard disk. If the box is *not* checked, then the partition will *never* be created on that hard disk. By using different checkbox settings, you can have **Disk Druid** place partitions where you need them, or let **Disk Druid** decide where partitions should go.
- **Size (MB):** Enter the size (in megabytes) of the partition. Note, this field starts with 100 MB;

18.6. Editing Partitions

unless changed, only a 100 MB partition will be created.

- **Additional Size Options:** Choose whether to keep this partition at a fixed size, to allow it to "grow" (fill up the available hard drive space) to a certain point, or to allow it to grow to fill any remaining hard drive space available.

If you choose **Fill all space up to (MB)**, you must give size constraints in the field to the right of this option. This allows you to keep a certain amount of space free on your hard drive for future use.

- **Force to be a primary partition:** Select whether the partition you are creating should be one of the first four partitions on the hard drive. If unselected, the partition is created as a logical partition. Refer to Section 1.3, "Partitions within Partitions — An Overview of Extended Partitions", for more information.
- **OK:** Select **OK** once you are satisfied with the settings and wish to create the partition.
- **Cancel:** Select **Cancel** if you do not want to create the partition.

18.5.1. File System Types

Red Hat Enterprise Linux allows you to create different partition types, based on the file system they will use. The following is a brief description of the different file systems available, and how they can be utilized.

- **ext2** — An ext2 file system supports standard Unix file types (regular files, directories, symbolic links, etc). It provides the ability to assign long file names, up to 255 characters.
- **ext3** — The ext3 file system is based on the ext2 file system and has one main advantage — journaling. Using a journaling file system reduces time spent recovering a file system after a crash as there is no need to `fsck`² the file system. The ext3 file system is selected by default and is highly recommended.
- **physical volume (LVM)** — Creating one or more physical volume (LVM) partitions allows you to create an LVM logical volume. LVM can improve performance when using physical disks. For more information regarding LVM, refer to the *Red Hat Enterprise Linux Deployment Guide*.
- **software RAID** — Creating two or more software RAID partitions allows you to create a RAID device. For more information regarding RAID, refer to the chapter *RAID (Redundant Array of Independent Disks)* in the *Red Hat Enterprise Linux Deployment Guide*.
- **swap** — Swap partitions are used to support virtual memory. In other words, data is written to a swap partition when there is not enough RAM to store the data your system is processing. Refer to the *Red Hat Enterprise Linux Deployment Guide* for additional information.
- **vfat** — The VFAT file system is a Linux file system that is compatible with Microsoft Windows long filenames on the FAT file system. This file system must be used for the `/boot/efi/` partition on Itanium systems.

18.6. Editing Partitions

² The `fsck` application is used to check the file system for metadata consistency and optionally repair one or more Linux file systems.

To edit a partition, select the **Edit** button or double-click on the existing partition.



Note

If the partition already exists on your disk, you can only change the partition's mount point. To make any other changes, you must delete the partition and recreate it.

18.7. Deleting a Partition

To delete a partition, highlight it in the **Partitions** section and click the **Delete** button. Confirm the deletion when prompted.

For further installation instructions for x86, AMD64, and Intel® 64 systems, skip to Section 19, “x86, AMD64, and Intel 64 Boot Loader Configuration”.

For further installation instructions for Itanium systems, skip to Section 20, “Network Configuration”.

19. x86, AMD64, and Intel® 64 Boot Loader Configuration

To boot the system without boot media, you usually need to install a boot loader. A boot loader is the first software program that runs when a computer starts. It is responsible for loading and transferring control to the operating system kernel software. The kernel, in turn, initializes the rest of the operating system.

GRUB (GRand Unified Bootloader), which is installed by default, is a very powerful boot loader. GRUB can load a variety of free operating systems, as well as proprietary operating systems with chain-loading (the mechanism for loading unsupported operating systems, such as DOS or Windows, by loading another boot loader).

The GRUB boot loader will be installed on /dev/hda.
 No boot loader will be installed.

You can configure the boot loader to boot other operating systems. It will allow you to select an operating system to boot from the list. To add additional operating systems, which are not automatically detected, click 'Add.' To change the operating system booted by default, select 'Default' by the desired operating system.

Default	Label	Device
<input checked="" type="checkbox"/>	Red Hat Enterprise Linux Server	/dev/VolGroup00/LogVol00

A boot loader password prevents users from changing options passed to the kernel. For greater system security, it is recommended that you set a password.

Use a boot loader password

Configure advanced boot loader options

Figure 4.17. Boot Loader Configuration

If you do not want to install GRUB as your boot loader, click **Change boot loader**, where you can choose not to install a boot loader at all.

If you already have a boot loader that can boot Red Hat Enterprise Linux and do not want to overwrite your current boot loader, choose **Do not install a boot loader** by clicking on the **Change boot loader** button.



Caution

If you choose not to install GRUB for any reason, you will not be able to boot the system directly, and you must use another boot method (such as a commercial boot loader application). Use this option only if you are sure you have another way of booting the system!

Every bootable partition is listed, including partitions used by other operating systems. The partition holding the system's root file system has a **Label** of `Red Hat Enterprise Linux (for GRUB)`. Other partitions may also have boot labels. To add or change the boot label for other partitions that have been detected by the installation program, click once on the partition to select it. Once selected, you can change the boot label by clicking the **Edit** button.

Select **Default** beside the preferred boot partition to choose your default bootable OS. You can-

not move forward in the installation unless you choose a default boot image.



Note

The **Label** column lists what you must enter at the boot prompt, in non-graphical boot loaders, in order to boot the desired operating system.

Once you have loaded the GRUB boot screen, use the arrow keys to choose a boot label or type **e** for edit. You are presented with a list of items in the configuration file for the boot label you have selected.

Boot loader passwords provide a security mechanism in an environment where physical access to your server is available.

If you are installing a boot loader, you should create a password to protect your system. Without a boot loader password, users with access to your system can pass options to the kernel which can compromise your system security. With a boot loader password in place, the password must first be entered before selecting any non-standard boot options. However, it is still possible for someone with physical access to the machine to boot from a diskette, CD-ROM, or USB media if the BIOS supports it. Security plans which include boot loader passwords should also address alternate boot methods.

If you choose to use a boot loader password to enhance your system security, be sure to select the checkbox labeled **Use a boot loader password**.

Once selected, enter a password and confirm it.

To configure more advanced boot loader options, such as changing the drive order or passing options to the kernel, be sure **Configure advanced boot loader options** is selected before clicking **Next**.

19.1. Advanced Boot Loader Configuration

Now that you have chosen which boot loader to install, you can also determine where you want the boot loader to be installed. You may install the boot loader in one of two places:

- The master boot record (MBR) — This is the recommended place to install a boot loader, unless the MBR already starts another operating system loader, such as System Commander. The MBR is a special area on your hard drive that is automatically loaded by your computer's BIOS, and is the earliest point at which the boot loader can take control of the boot process. If you install it in the MBR, when your machine boots, GRUB presents a boot prompt. You can then boot Red Hat Enterprise Linux or any other operating system that you have configured the boot loader to boot.
- The first sector of your boot partition — This is recommended if you are already using another boot loader on your system. In this case, your other boot loader takes control first. You can then configure that boot loader to start GRUB, which then boots Red Hat Enterprise Linux.

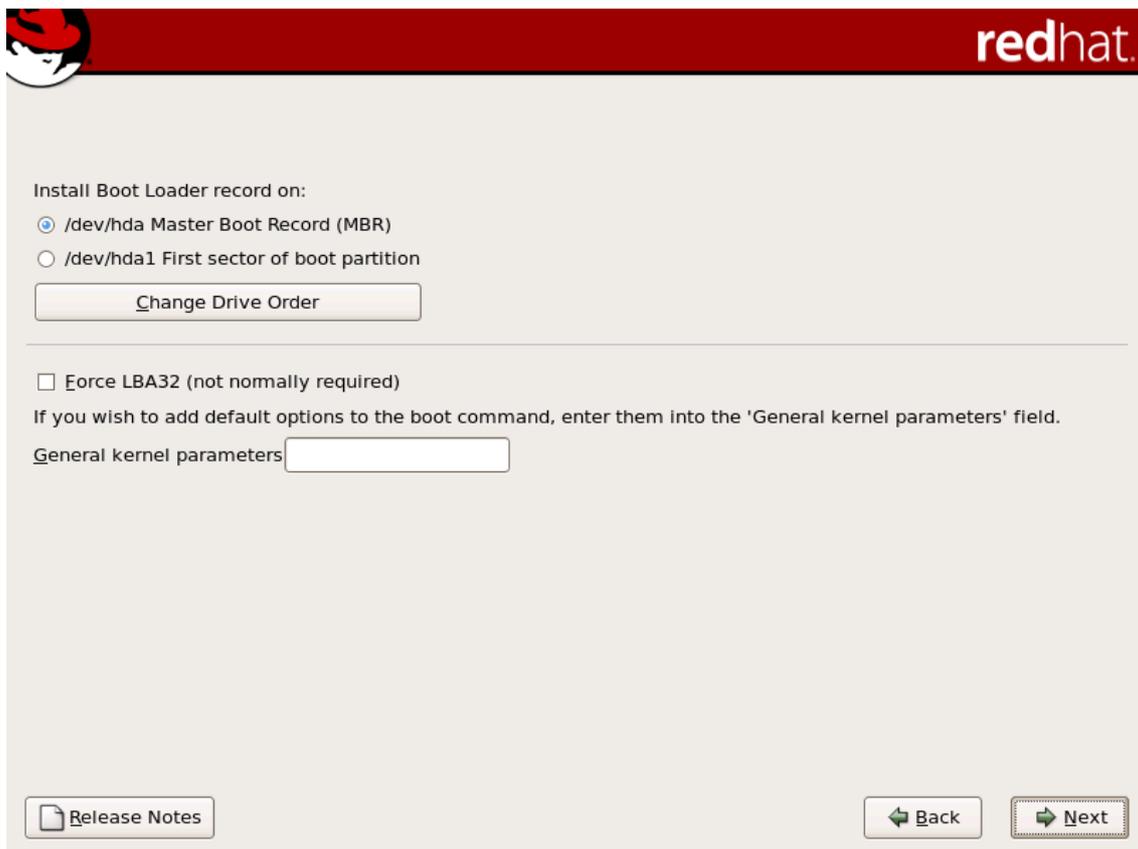


Figure 4.18. Boot Loader Installation



Tip

If you have a RAID card, be aware that some BIOSes do not support booting from the RAID card. In cases such as these, the boot loader *should not* be installed on the MBR of the RAID array. Rather, the boot loader should be installed on the MBR of the same drive as the `/boot/` partition was created.

If your system only uses Red Hat Enterprise Linux, you should choose the MBR.

Click the **Change Drive Order** button if you would like to rearrange the drive order or if your BIOS does not return the correct drive order. Changing the drive order may be useful if you have multiple SCSI adapters, or both SCSI and IDE adapters, and you want to boot from the SCSI device.

The **Force LBA32 (not normally required)** option allows you to exceed the 1024 cylinder limit for the `/boot/` partition. If you have a system which supports the LBA32 extension for booting operating systems above the 1024 cylinder limit, and you want to place your `/boot/` partition above cylinder 1024, you should select this option.



Tip

While partitioning your hard drive, keep in mind that the BIOS in some older systems cannot access more than the first 1024 cylinders on a hard drive. If this is the case, leave enough room for the `/boot` Linux partition on the first 1024 cylinders of your hard drive to boot Linux. The other Linux partitions can be after cylinder 1024.

In `parted`, 1024 cylinders equals 528MB. For more information, refer to:

<http://www.pcguide.com/ref/hdd/bios/sizeMB504-c.html>

To add default options to the boot command, enter them into the **Kernel parameters** field. Any options you enter are passed to the Linux kernel every time it boots.

19.2. Rescue Mode

Rescue mode provides the ability to boot a small Red Hat Enterprise Linux environment entirely from boot media or some other boot method instead of the system's hard drive. There may be times when you are unable to get Red Hat Enterprise Linux running completely enough to access files on your system's hard drive. Using rescue mode, you can access the files stored on your system's hard drive, even if you cannot actually run Red Hat Enterprise Linux from that hard drive. If you need to use rescue mode, try the following method:

- Using the CD-ROM to boot an x86, AMD64, or Intel® 64 system, type `linux rescue` at the installation boot prompt. Itanium users should type `elilo linux rescue` to enter rescue mode.

For additional information, refer to the *Red Hat Enterprise Linux Deployment Guide*.

19.3. Alternative Boot Loaders

If you do not wish to use a boot loader, you have several alternatives:

LOADLIN

You can load Linux from MS-DOS. Unfortunately, this requires a copy of the Linux kernel (and an initial RAM disk, if you have a SCSI adapter) to be available on an MS-DOS partition. The only way to accomplish this is to boot your Red Hat Enterprise Linux system using some other method (for example, from a boot CD-ROM) and then copy the kernel to an MS-DOS partition. LOADLIN is available from

```
ftp://metalab.unc.edu/pub/Linux/system/boot/dualboot/
```

and associated mirror sites.

SYSLINUX

SYSLINUX is an MS-DOS program very similar to LOADLIN. It is also available from

```
ftp://metalab.unc.edu/pub/Linux/system/boot/loaders/
```

and associated mirror sites.

Commercial boot loaders

You can load Linux using commercial boot loaders. For example, System Commander and Partition Magic are able to boot Linux (but still require GRUB to be installed in your Linux root partition).



Note

Boot loaders such as LOADLIN and System Commander are considered to be third-party boot loaders and are not supported by Red Hat.

19.4. SMP Motherboards and GRUB

In previous versions of Red Hat Enterprise Linux there were two different kernel versions, a uni-processor version and an SMP version. In Red Hat Enterprise Linux 5.0.0 the kernel is SMP-enabled by default and will take advantage of multiple core, hyperthreading, and multiple CPU capabilities when they are present. This same kernel can run on single CPUs with a single core and no hyperthreading.

20. Network Configuration

If you do not have a network device, this screen does not appear during your installation and you should advance to Section 21, “Time Zone Configuration”.

RED HAT ENTERPRISE LINUX 5

Network Devices

Active on Boot	Device	IPv4/Netmask	IPv6/Prefix
<input checked="" type="checkbox"/>	eth0	DHCP	DHCP

[Edit](#)

Hostname

Set the hostname:

automatically via DHCP

manually (e.g., host.domain.com)

Miscellaneous Settings

Gateway:

Primary DNS:

Secondary DNS:

[Release Notes](#) [Back](#) [Next](#)

Figure 4.19. Network Configuration

The installation program automatically detects any network devices you have and displays them in the **Network Devices** list.

Once you have selected a network device, click **Edit**. From the **Edit Interface** pop-up screen, you can choose to configure the IP address and Netmask (for IPv4 - Prefix for IPv6) of the device via DHCP (or manually if DHCP is not selected) and you can choose to activate the device at boot time. If you select **Activate on boot**, your network interface is started when you boot. If you do not have DHCP client access or you are unsure what to provide here, please contact your network administrator.

Edit Interface eth0

Configure eth0 - Advanced Micro Devices [AMD] 79c970 [PCnet32 LANCE]

Hardware address: 00:0C:29:42:45:96

Use dynamic IP configuration (DHCP)

Enable IPv4 support

Enable IPv6 support

Activate on boot

	Address	/	Prefix (Netmask)
IPv4:	<input style="width: 90%;" type="text"/>	/	<input style="width: 90%;" type="text"/>
IPv6:	<input style="width: 90%;" type="text"/>	/	<input style="width: 90%;" type="text"/>

Figure 4.20. Editing a Network Device



Note

Do not use the numbers as seen in this sample configuration. These values will not work for your own network configuration. If you are not sure what values to enter, contact your network administrator for assistance.

If you have a hostname (fully qualified domain name) for the network device, you can choose to have DHCP (Dynamic Host Configuration Protocol) automatically detect it or you can manually enter the hostname in the field provided.

Finally, if you entered the IP and Netmask information manually, you may also enter the Gateway address and the Primary and Secondary DNS addresses.



Tip

Even if your computer is not part of a network, you can enter a hostname for your system. If you do not take this opportunity to enter a name, your system will be known as `localhost`.



Tip

To change your network configuration after you have completed the installation, use the **Network Administration Tool**.

Type the `system-config-network` command in a shell prompt to launch the **Network Administration Tool**. If you are not root, it prompts you for the root password to continue.

21. Time Zone Configuration

Set your time zone by selecting the city closest to your computer's physical location. Click on the map to zoom in to a particular geographical region of the world.

From here there are two ways for you to select your time zone:

- Using your mouse, click on the interactive map to select a specific city (represented by a yellow dot). A red X appears indicating your selection.
- You can also scroll through the list at the bottom of the screen to select your time zone. Using your mouse, click on a location to highlight your selection.

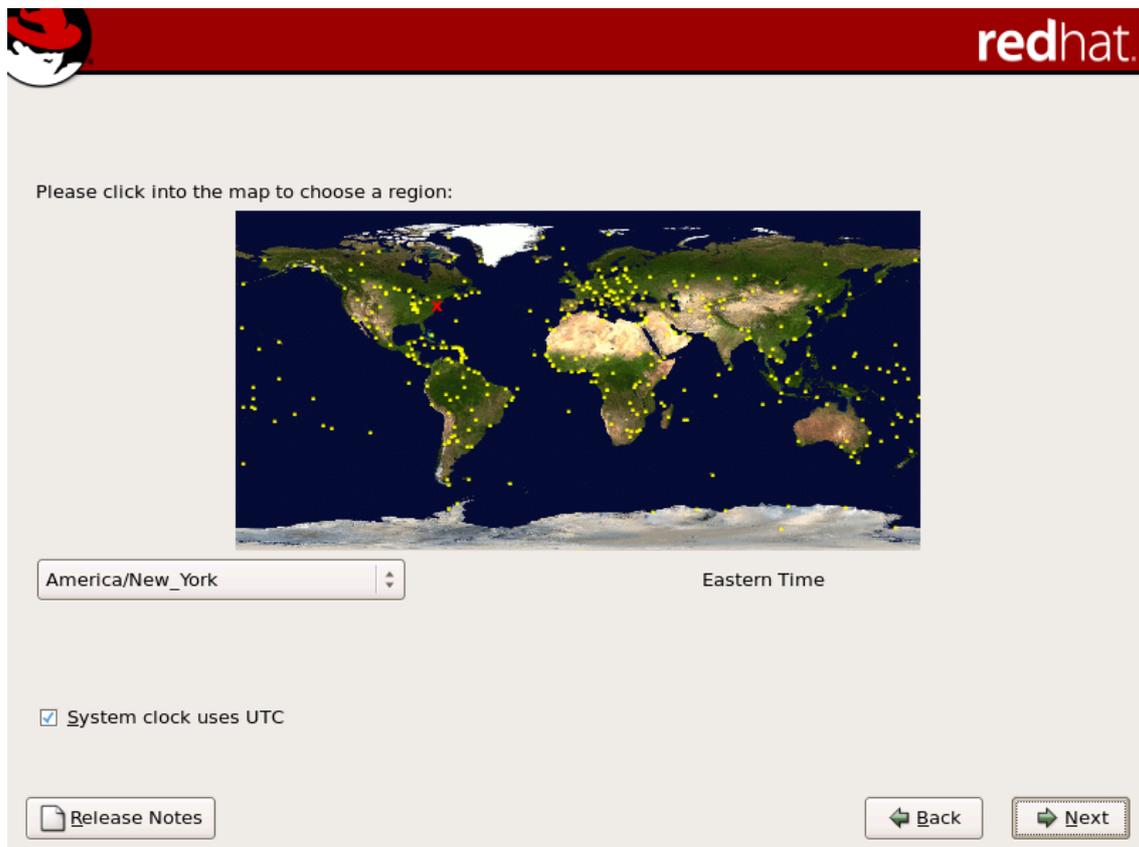


Figure 4.21. Configuring the Time Zone

22. Set Root Password

Select **System Clock uses UTC** if you know that your system is set to UTC.



Tip

To change your time zone configuration after you have completed the installation, use the **Time and Date Properties Tool**.

Type the `system-config-date` command in a shell prompt to launch the **Time and Date Properties Tool**. If you are not root, it prompts you for the root password to continue.

To run the **Time and Date Properties Tool** as a text-based application, use the command `timeconfig`.

22. Set Root Password

Setting up a root account and password is one of the most important steps during your installation. Your root account is similar to the administrator account used on Windows NT machines. The root account is used to install packages, upgrade RPMs, and perform most system maintenance. Logging in as root gives you complete control over your system.



Note

The root user (also known as the superuser) has complete access to the entire system; for this reason, logging in as the root user is best done *only* to perform system maintenance or administration.

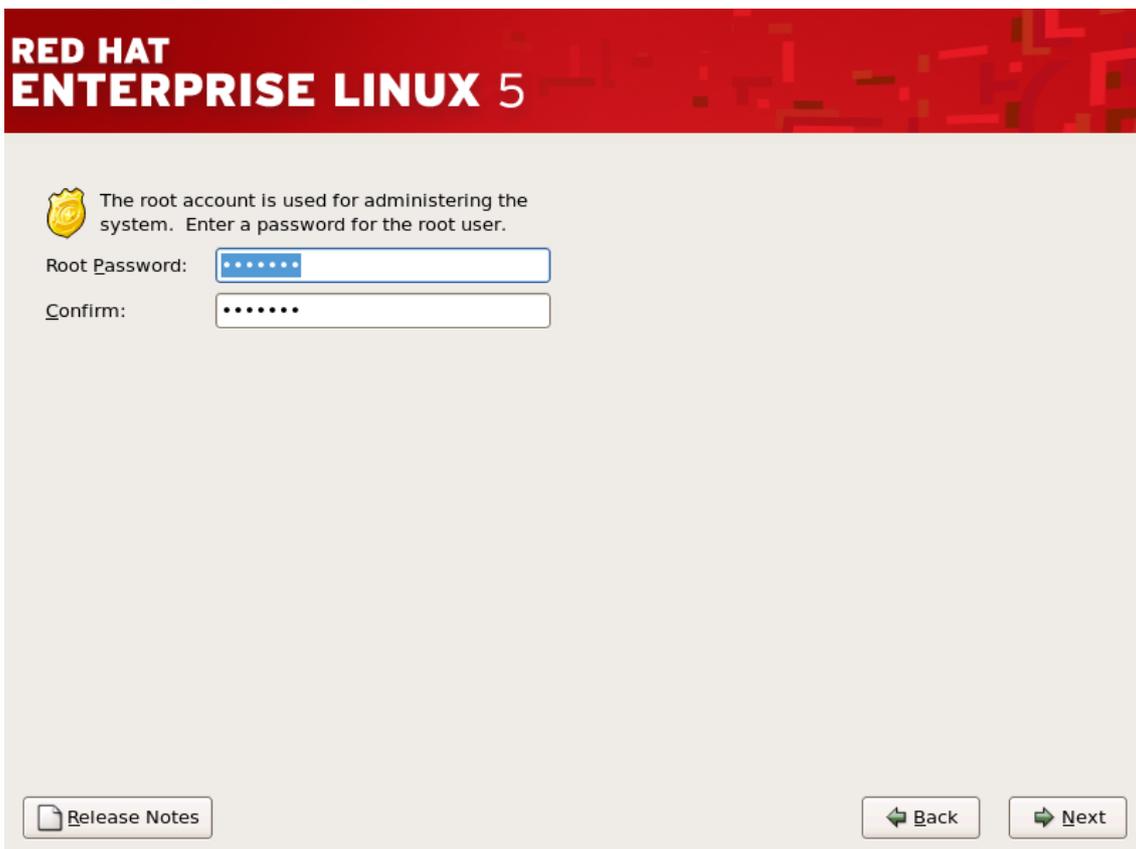


Figure 4.22. Root Password

Use the root account only for system administration. Create a non-root account for your general use and `su -` to root when you need to fix something quickly. These basic rules minimize the chances of a typo or an incorrect command doing damage to your system.



Tip

To become root, type `su -` at the shell prompt in a terminal window and then press **Enter**. Then, enter the root password and press **Enter**.

The installation program prompts you to set a root password³ for your system. *You cannot proceed to the next stage of the installation process without entering a root password.*

The root password must be at least six characters long; the password you type is not echoed to the screen. You must enter the password twice; if the two passwords do not match, the installation program asks you to enter them again.

You should make the root password something you can remember, but not something that is easy for someone else to guess. Your name, your phone number, *qwerty*, *password*, *root*,

³ A root password is the administrative password for your Red Hat Enterprise Linux system. You should only log in as root when needed for system maintenance. The root account does not operate within the restrictions placed on normal user accounts, so changes made as root can have implications for your entire system.

23. Package Group Selection

123456, and *anteater* are all examples of bad passwords. Good passwords mix numerals with upper and lower case letters and do not contain dictionary words: *Aard387vark* or *420BMtNT*, for example. Remember that the password is case-sensitive. If you write down your password, keep it in a secure place. However, it is recommended that you do not write down this or any password you create.



Note

Do not use one of the example passwords offered in this manual. Using one of these passwords could be considered a security risk.



Tip

To change your root password after you have completed the installation, use the **Root Password Tool**.

Type the `system-config-rootpassword` command in a shell prompt to launch the **Root Password Tool**. If you are not root, it prompts you for the root password to continue.

23. Package Group Selection

Now that you have made most of the choices for your installation, you are ready to confirm the default package selection or customize packages for your system.

The **Package Installation Defaults** screen appears and details the default package set for your Red Hat Enterprise Linux installation. This screen varies depending on the version of Red Hat Enterprise Linux you are installing.

If you choose to accept the current package list, skip ahead to Section 24, “Preparing to Install”.

To customize your package set further, select the **Customize now** option on the screen. Clicking **Next** takes you to the **Package Group Selection** screen.

You can select package groups, which group components together according to function (for example, **X Window System** and **Editors**), individual packages, or a combination of the two.



Note

Users of AMD64, Intel® 64, and Itanium systems who want support for developing or running 32-bit applications are encouraged to select the **Compatibility Arch Support** and **Compatibility Arch Development Support** packages to install architecture specific support for their systems.

23. Package Group Selection

To select a component, click on the checkbox beside it (refer to Figure 4.23, “Package Group Selection”).



Figure 4.23. Package Group Selection

Select each component you wish to install.

Once a package group has been selected, if optional components are available you can click on **Optional packages** to view which packages are installed by default, and to add or remove optional packages from that group. If there are no optional components this button will be disabled.



Figure 4.24. Package Group Details

24. Preparing to Install

24.1. Prepare to Install

A screen preparing you for the installation of Red Hat Enterprise Linux now appears.

For your reference, a complete log of your installation can be found in `/root/install.log` once you reboot your system.



Warning

If, for some reason, you would rather not continue with the installation process, this is your last opportunity to safely cancel the process and reboot your machine. Once you press the **Next** button, partitions are written and packages are installed. If you wish to abort the installation, you should reboot now before any existing information on any hard drive is rewritten.

To cancel this installation process, press your computer's Reset button or use the **Control-Alt-Delete** key combination to restart your machine.

25. Installing Packages

At this point there is nothing left for you to do until all the packages have been installed. How quickly this happens depends on the number of packages you have selected and your computer's speed.

26. Installation Complete

Congratulations! Your Red Hat Enterprise Linux installation is now complete!

The installation program prompts you to prepare your system for reboot. Remember to remove any installation media if it is not ejected automatically upon reboot.

After your computer's normal power-up sequence has completed, the graphical boot loader prompt appears at which you can do any of the following things:

- Press **Enter** — causes the default boot entry to be booted.
- Select a boot label, followed by **Enter** — causes the boot loader to boot the operating system corresponding to the boot label.
- Do nothing — after the boot loader's timeout period, (by default, five seconds) the boot loader automatically boots the default boot entry.

Do whatever is appropriate to boot Red Hat Enterprise Linux. One or more screens of messages should scroll by. Eventually, a `login:` prompt or a GUI login screen (if you installed the X Window System and chose to start X automatically) appears.

The first time you start your Red Hat Enterprise Linux system in run level 5 (the graphical run level), the **Setup Agent** is presented, which guides you through the Red Hat Enterprise Linux configuration. Using this tool, you can set your system time and date, install software, register your machine with Red Hat Network, and more. The **Setup Agent** lets you configure your environment at the beginning, so that you can get started using your Red Hat Enterprise Linux system quickly.

For information on registering your Red Hat Enterprise Linux subscription, refer to Chapter 24, *Activate Your Subscription*.

27. Itanium Systems — Booting Your Machine and Post-Installation Setup

This section describes how to boot your Itanium into Red Hat Enterprise Linux and how to set your EFI console variables so that Red Hat Enterprise Linux is automatically booted when the machine is powered on.

After you reboot your system at the end of the installation program, type the following command to boot into Red Hat Enterprise Linux:

```
elilo
```

27.1. Post-Installation Boot Loader Options

After you type `elilo`, the default kernel listed in the `/boot/efi/elilo.conf` configuration file is loaded. (The first kernel listed in the file is the default.)

If you want to load a different kernel, type the label name of the kernel from the file `/boot/efi/elilo.conf` after the `elilo` command. For example, to load the kernel named `linux`, type:

```
elilo linux
```

If you do not know the names of the installed kernels, you can view the `/boot/efi/elilo.conf` file in EFI with the following instructions:

1. At the `shell>` prompt, change devices to the system partition (mounted as `/boot/efi` in Linux). For example, if `fs0` is the system boot partition, type `fs0:` at the EFI Shell prompt.
2. Type `ls` at the `fs0:\>` to make sure you are in the correct partition.
3. Then type:

```
Shell>type elilo.conf
```

This command displays the contents of the configuration file. Each stanza contains a line beginning with `label` followed by a label name for that kernel. The label name is what you type after `elilo` to boot the different kernels.

27.1. Post-Installation Boot Loader Options

In addition to specifying a kernel to load, you can also enter other boot options such as `single` for single user mode or `mem=1024M` to force Red Hat Enterprise Linux to use 1024 MB of memory. To pass options to the boot loader, enter the following at the EFI Shell prompt (replace `linux` with the label name of the kernel you want to boot and `option` with the boot options you want to pass to the kernel):

```
elilo linux option
```

27.2. Booting Red Hat Enterprise Linux Automatically

After installing Red Hat Enterprise Linux you can type `elilo` and any boot options at the EFI Shell prompt each time you wish to boot your Itanium system. However, if you wish to configure your system to boot into Red Hat Enterprise Linux automatically, you need to configure the **EFI Boot Manager**.

To configure the **EFI Boot Manager** (may vary slightly depending on your hardware):

1. Boot the Itanium system and choose **Boot option maintenance menu** from the **EFI Boot Manager** menu.
2. Choose **Add a Boot Option** from the Main Menu.
3. Select the system partition that is mounted as `/boot/efi/` in Linux.
4. Select the `elilo.efi` file.

27.2. Booting Red Hat Enterprise Linux Automatically

5. At the `Enter New Description:` prompt, type `Red Hat Enterprise Linux 5`, or any name that you want to appear on the **EFI Boot Manager** menu.
6. At the `Enter Boot Option Data Type:` prompt, enter `N` for **No Boot Option** if you do not want to pass options to the ELILO boot loader. This option works for most cases. If you want to pass options to the boot loader, you can configure it in the `/boot/efi/elilo.conf` configuration file instead.
7. Answer `yes` to the `Save changes to NVRAM` prompt. This returns you to the **EFI Boot Maintenance Manager** menu.
8. Next, you want to make the **Red Hat Enterprise Linux 5** menu item the default. A list of boot options appears. Move the **Red Hat Enterprise Linux 5** menu item up to the top of the list by selecting it with the arrow keys and pressing the `u` key to move it up the list. You can move items down the list by selecting it and pressing the `d` key. After changing the boot order, choose **Save changes to NVRAM**. Choose **Exit** to return to the Main Menu.
9. Optionally, you can change the boot timeout value by choosing **Set Auto Boot TimeOut => Set Timeout Value** from the Main Menu.
10. Return to the **EFI Boot Manager** by selecting **Exit**.

27.2.1. Using a Startup Script

It is recommended that you configure the ELILO Boot Manager to boot Red Hat Enterprise Linux automatically. However, if you require additional commands to be executed before starting the ELILO boot loader, you can create a startup script named `startup.nsh`. The last command should be `elilo` to boot into Linux.

The `startup.nsh` script should be in the `/boot/efi` partition (`/boot/efi/startup.nsh`) and contain the following text:

```
echo -off your set of commands elilo
```

If you want to pass options to the boot loader (refer to Section 27.1, “Post-Installation Boot Loader Options”) add them after `elilo`.

You can either create this file after booting into Red Hat Enterprise Linux or use the editor built into the EFI shell. To use the EFI shell, at the `Shell>` prompt, change devices to the system partition (mounted as `/boot/efi` in Linux). For example, if `fs0` is the system boot partition, type `fs0:` at the EFI Shell prompt. Type `ls` to make sure you are in the correct partition. Then type `edit startup.nsh`. Type the contents of the file and save it.

The next time the system boots, EFI detects the `startup.nsh` file and use it to boot the system. To stop EFI from loading the file, type **Ctrl-c**. This aborts the process, and returns you to the EFI shell prompt.

Chapter 5. Removing Red Hat Enterprise Linux

To uninstall Red Hat Enterprise Linux from your x86-based system, you must remove the Red Hat Enterprise Linux boot loader information from your master boot record (MBR).



Note

It is always a good idea to backup any data that you have on your system(s). Mistakes do happen and can result in the loss all of your data.

In DOS and Windows, use the Windows `fdisk` utility to create a new MBR with the *undocumented* flag `/mbr`. This *ONLY* rewrites the MBR to boot the primary DOS partition. The command should look like the following:

```
fdisk /mbr
```

If you need to remove Linux from a hard drive and have attempted to do this with the default DOS (Windows) `fdisk`, you will experience the *Partitions exist but they do not exist* problem. The best way to remove non-DOS partitions is with a tool that understands partitions other than DOS.

To begin, insert the Red Hat Enterprise Linux CD #1 and boot your system. Once you have booted off the CD, a boot prompt appears. At the boot prompt, type: `linux rescue`. This starts the rescue mode program.

You are prompted for your keyboard and language requirements. Enter these values as you would during the installation of Red Hat Enterprise Linux.

Next, a screen appears telling you that the program attempts to find a Red Hat Enterprise Linux install to rescue. Select **Skip** on this screen.

After selecting **Skip**, you are given a command prompt where you can access the partitions you would like to remove.

First, type the command `list-harddrives`. This command lists all hard drives on your system that are recognizable by the installation program, as well as their sizes in megabytes.



Warning

Be careful to remove only the necessary Red Hat Enterprise Linux partitions. Removing other partitions could result in data loss or a corrupted system environment.

To remove partitions, use the partitioning utility `parted`. Start `parted`, where `/dev/hda` is the device on which to remove the partition:

```
parted /dev/hda
```

Using the `print` command, view the current partition table to determine the minor number of the partition to remove:

```
print
```

The `print` command also displays the partition's type (such as `linux-swap`, `ext2`, `ext3`, and so on). Knowing the type of the partition helps you in determining whether to remove the partition.

Remove the partition with the command `rm`. For example, to remove the partition with minor number 3:

```
rm 3
```



Important

The changes start taking place as soon as you press [Enter], so review the command before committing to it.

After removing the partition, use the `print` command to confirm that it is removed from the partition table.

Once you have removed the Linux partitions and made all of the changes you need to make, type `quit` to quit `parted`.

After quitting `parted`, type `exit` at the boot prompt to exit rescue mode and reboot your system, instead of continuing with the installation. The system should reboot automatically. If it does not, you can reboot your computer using **Control-Alt-Delete** .

Chapter 6. Troubleshooting Installation on an Intel® or AMD System

This appendix discusses some common installation problems and their solutions.

1. You are Unable to Boot Red Hat Enterprise Linux

1.1. Are You Unable to Boot With Your RAID Card?

If you have performed an installation and cannot boot your system properly, you may need to reinstall and create your partitions differently.

Some BIOSes do not support booting from RAID cards. At the end of an installation, a text-based screen showing the boot loader prompt (for example, `GRUB:`) and a flashing cursor may be all that appears. If this is the case, you must repartition your system.

Whether you choose automatic or manual partitioning, you must install your `/boot` partition outside of the RAID array, such as on a separate hard drive. An internal hard drive is necessary to use for partition creation with problematic RAID cards.

You must also install your preferred boot loader (GRUB or LILO) on the MBR of a drive that is outside of the RAID array. This should be the same drive that hosts the `/boot/` partition.

Once these changes have been made, you should be able to finish your installation and boot the system properly.

1.2. Is Your System Displaying Signal 11 Errors?

A signal 11 error, commonly known as a *segmentation fault*, means that the program accessed a memory location that was not assigned to it. A signal 11 error may be due to a bug in one of the software programs that is installed, or faulty hardware.

If you receive a fatal signal 11 error during your installation, it is probably due to a hardware error in memory on your system's bus. Like other operating systems, Red Hat Enterprise Linux places its own demands on your system's hardware. Some of this hardware may not be able to meet those demands, even if they work properly under another OS.

Ensure that you have the latest installation updates and images from Red Hat. Review the online errata to see if newer versions are available. If the latest images still fail, it may be due to a problem with your hardware. Commonly, these errors are in your memory or CPU-cache. A possible solution for this error is turning off the CPU-cache in the BIOS, if your system supports this. You could also try to swap your memory around in the motherboard slots to check if the problem is either slot or memory related.

2. Trouble Beginning the Installation

Another option is to perform a media check on your installation CD-ROMs. The Red Hat Enterprise Linux installation program has the ability to test the integrity of the installation media. It works with the CD, DVD, hard drive ISO, and NFS ISO installation methods. Red Hat recommends that you test all installation media before starting the installation process, and before reporting any installation-related bugs (many of the bugs reported are actually due to improperly-burned CDs). To use this test, type the following command at the `boot:` or `yaboot:` prompt (prepend with `elilo` for Itanium systems):

```
linux mediacheck
```

For more information concerning signal 11 errors, refer to:

<http://www.bitwizard.nl/sig11/>

2. Trouble Beginning the Installation

2.1. Problems with Booting into the Graphical Installation

There are some video cards that have trouble booting into the graphical installation program. If the installation program does not run using its default settings, it tries to run in a lower resolution mode. If that still fails, the installation program attempts to run in text mode.

One possible solution is to try using the `resolution=` boot option. This option may be most helpful for laptop users. Another solution to try is the `driver=` option to specify the driver that should be loaded for your video card. If this works, it should be reported as a bug as the installer has failed to autodetect your videocard. Refer to Chapter 8, *Additional Boot Options for Intel and AMD Systems* for more information on boot options.



Note

To disable frame buffer support and allow the installation program to run in text mode, try using the `nofb` boot option. This command may be necessary for accessibility with some screen reading hardware.

3. Trouble During the Installation

3.1. `No devices found to install Red Hat Enterprise Linux` Error Message

If you receive an error message stating `No devices found to install Red Hat Enterprise Linux`, there is probably a SCSI controller that is not being recognized by the installation program.

Check your hardware vendor's website to determine if a driver diskette image is available that fixes your problem. For more general information on driver diskettes, refer to Chapter 7, *Driver Media for Intel and AMD Systems*.

3.2. Saving Traceback Messages Without a Diskette Drive

You can also refer to the *Red Hat Hardware Compatibility List*, available online at:

<http://hardware.redhat.com/hcl/>

3.2. Saving Traceback Messages Without a Diskette Drive

If you receive a traceback error message during installation, you can usually save it to a diskette.

If you do not have a diskette drive available in your system, you can `scp` the error message to a remote system.

When the traceback dialog appears, the traceback error message is automatically written to a file named `/tmp/anacdump.txt`. Once the dialog appears, switch over to a new `tty` (virtual console) by pressing the keys `ctrl-Alt-F2` and `scp` the message written to `/tmp/anacdump.txt` to a known working remote system.

3.3. Trouble with Partition Tables

If you receive an error after the **Disk Partitioning Setup** (Section 15, “Disk Partitioning Setup”) phase of the installation saying something similar to

The partition table on device hda was unreadable. To create new partitions it must be initialized, causing the loss of ALL DATA on this drive.

you may not have a partition table on that drive or the partition table on the drive may not be recognizable by the partitioning software used in the installation program.

Users who have used programs such as **EZ-BIOS** have experienced similar problems, causing data to be lost (assuming the data was not backed up before the installation began) that could not be recovered.

No matter what type of installation you are performing, backups of the existing data on your systems should always be made.

3.4. Using Remaining Space

You have a `swap` and a `/` (root) partition created, and you have selected the root partition to use the remaining space, but it does not fill the hard drive.

If your hard drive is more than 1024 cylinders, you must create a `/boot` partition if you want the `/` (root) partition to use all of the remaining space on your hard drive.

3.5. Other Partitioning Problems

If you are using **Disk Druid** to create partitions, but cannot move to the next screen, you probably have not created all the partitions necessary for **Disk Druid**'s dependencies to be satisfied.

You must have the following partitions as a bare minimum:

- A `/` (root) partition

3.6. Other Partitioning Problems for Itanium System Users

- A <swap> partition of type swap



Tip

When defining a partition's type as swap, do not assign it a mount point. **Disk Druid** automatically assigns the mount point for you.

3.6. Other Partitioning Problems for Itanium System Users

If you are using **Disk Druid** to create partitions, but cannot move to the next screen, you probably have not created all the partitions necessary for **Disk Druid**'s dependencies to be satisfied.

You must have the following partitions as a bare minimum:

- A `/boot/efi/` partition of type VFAT
- A `/` (root) partition
- A <swap> partition of type swap



Tip

When defining a partition's type as swap, you do not have to assign it a mount point. **Disk Druid** automatically assigns the mount point for you.

3.7. Are You Seeing Python Errors?

During some upgrades or installations of Red Hat Enterprise Linux, the installation program (also known as **anaconda**) may fail with a Python or traceback error. This error may occur after the selection of individual packages or while trying to save the upgrade log in the `/tmp/` directory. The error may look similar to:

```
Traceback (innermost last):
File "/var/tmp/anaconda-7.1/usr/lib/anaconda/iw/progress_gui.py", line 20, in run
rc = self.todo.doInstall ()
File "/var/tmp/anaconda-7.1/usr/lib/anaconda/todo.py", line 1468, in doInstall
self.fstab.savePartitions ()
File "fstab.py", line 221, in savePartitions
sys.exit(0)
SystemExit: 0
Local variables in innermost frame:
self: <fstab.GuiFstab instance at 8446fe0>
sys: <module 'sys' (built-in)>
ToDo object: (itodo ToDo p1 (dp2 S'method' p3 (iimage CdromInstallMethod
p4 (dp5 S'progressWindow' p6 <failed>
```

This error occurs in some systems where links to `/tmp/` are symbolic to other locations or have been changed since creation. These symbolic or changed links are invalid during the installation

4. Problems After Installation

process, so the installation program cannot write information and fails.

If you experience such an error, first try to download any available errata for **anaconda**. Errata can be found at:

<http://www.redhat.com/support/errata/>

The **anaconda** website may also be a useful reference and can be found online at:

<http://rhlinux.redhat.com/anaconda/>

You can also search for bug reports related to this problem. To search Red Hat's bug tracking system, go to:

<http://bugzilla.redhat.com/bugzilla/>

Finally, if you are still facing problems related to this error, register your product and contact our support team. To register your product, go to:

<http://www.redhat.com/apps/activate/>

4. Problems After Installation

4.1. Trouble With the Graphical GRUB Screen on an x86-based System?

If you are experiencing problems with GRUB, you may need to disable the graphical boot screen. To do this, become the root user and edit the `/boot/grub/grub.conf` file.

Within the `grub.conf` file, comment out the line which begins with `splashimage` by inserting the `#` character at the beginning of the line.

Press **Enter** to exit the editing mode.

Once the boot loader screen has returned, type `b` to boot the system.

Once you reboot, the `grub.conf` file is reread and any changes you have made take effect.

You may re-enable the graphical boot screen by uncommenting (or adding) the above line back into the `grub.conf` file.

4.2. Booting into a Graphical Environment

If you have installed the X Window System but are not seeing a graphical desktop environment once you log into your Red Hat Enterprise Linux system, you can start the X Window System graphical interface using the command `startx`.

Once you enter this command and press **Enter**, the graphical desktop environment is displayed.

Note, however, that this is just a one-time fix and does not change the log in process for future log ins.

To set up your system so that you can log in at a graphical login screen, you must edit one file,

4.3. Problems with the X Window System (GUI)

`/etc/inittab`, by changing just one number in the runlevel section. When you are finished, reboot the computer. The next time you log in, you are presented with a graphical login prompt.

Open a shell prompt. If you are in your user account, become root by typing the `su` command.

Now, type `gedit /etc/inittab` to edit the file with **gedit**. The file `/etc/inittab` opens. Within the first screen, a section of the file which looks like the following appears:

```
# Default runlevel. The runlevels used by RHS are:
# 0 - halt (Do NOT set initdefault to this)
# 1 - Single user mode
# 2 - Multiuser, without NFS (The same as 3, if you do not have networking)
# 3 - Full multiuser mode
# 4 - unused
# 5 - X11
# 6 - reboot (Do NOT set initdefault to this)
# id:3:initdefault:
```

To change from a console to a graphical login, you should change the number in the line `id:3:initdefault:` from a 3 to a 5.



Warning

Change *only* the number of the default runlevel from 3 to 5.

Your changed line should look like the following:

```
id:5:initdefault:
```

When you are satisfied with your change, save and exit the file using the **Ctrl-Q** keys. A window appears and asks if you would like to save the changes. Click **Save**.

The next time you log in after rebooting your system, you are presented with a graphical login prompt.

4.3. Problems with the X Window System (GUI)

If you are having trouble getting X (the X Window System) to start, you may not have installed it during your installation.

If you want X, you can either install the packages from the Red Hat Enterprise Linux CD-ROMs or perform an upgrade.

If you elect to upgrade, select the X Window System packages, and choose GNOME, KDE, or both, during the upgrade package selection process.

4.4. Problems with the X Server Crashing and Non-Root Users

If you are having trouble with the X server crashing when anyone other than root logs in, you may have a full file system (or, a lack of available hard drive space).

4.5. Problems When You Try to Log In

To verify that this is the problem you are experiencing, run the following command:

```
df -h
```

The `df` command should help you diagnose which partition is full. For additional information about `df` and an explanation of the options available (such as the `-h` option used in this example), refer to the `df` man page by typing `man df` at a shell prompt.

A key indicator is 100% full or a percentage above 90% or 95% on a partition. The `/home/` and `/tmp/` partitions can sometimes fill up quickly with user files. You can make some room on that partition by removing old files. After you free up some disk space, try running X as the user that was unsuccessful before.

4.5. Problems When You Try to Log In

If you did not create a user account in the **Setup Agent**, log in as root and use the password you assigned to root.

If you cannot remember your root password, boot your system as `linux single`.

Itanium users must enter boot commands with `elilo` followed by the boot command.

If you are using an x86-based system and GRUB is your installed boot loader, type `e` for edit when the GRUB boot screen has loaded. You are presented with a list of items in the configuration file for the boot label you have selected.

Choose the line that starts with `kernel` and type `e` to edit this boot entry.

At the end of the `kernel` line, add:

```
single
```

Press **Enter** to exit edit mode.

Once the boot loader screen has returned, type `b` to boot the system.

Once you have booted into single user mode and have access to the `#` prompt, you must type `passwd root`, which allows you to enter a new password for root. At this point you can type `shutdown -r now` to reboot the system with the new root password.

If you cannot remember your user account password, you must become root. To become root, type `su -` and enter your root password when prompted. Then, type `passwd <username>`. This allows you to enter a new password for the specified user account.

If the graphical login screen does not appear, check your hardware for compatibility issues. The *Hardware Compatibility List* can be found at:

<http://hardware.redhat.com/hcl/>

4.6. Is Your RAM Not Being Recognized?

Sometimes, the kernel does not recognize all of your memory (RAM). You can check this with

4.7. Your Printer Does Not Work

the `cat /proc/meminfo` command.

Verify that the displayed quantity is the same as the known amount of RAM in your system. If they are not equal, add the following line to the `/boot/grub/grub.conf`:

```
mem=xxM
```

Replace `xx` with the amount of RAM you have in megabytes.

In `/boot/grub/grub.conf`, the above example would look similar to the following:

```
# NOTICE: You have a /boot partition. This means that
# all kernel paths are relative to /boot/
default=0
timeout=30
splashimage=(hd0,0)/grub/splash.xpm.gz
title Red Hat Enterprise Linux (2.6.9-5.EL)
root (hd0,0)
kernel /vmlinuz-2.6.9-5.EL ro root=/dev/hda3 mem=128M
```

Once you reboot, the changes made to `grub.conf` are reflected on your system.

Once you have loaded the GRUB boot screen, type `e` for edit. You are presented with a list of items in the configuration file for the boot label you have selected.

Choose the line that starts with `kernel` and type `e` to edit this boot entry.

At the end of the `kernel` line, add

```
mem=xxM
```

where `xx` equals the amount of RAM in your system.

Press **Enter** to exit edit mode.

Once the boot loader screen has returned, type `b` to boot the system.

Itanium users must enter boot commands with `elilo` followed by the boot command.

Remember to replace `xx` with the amount of RAM in your system. Press **Enter** to boot.

4.7. Your Printer Does Not Work

If you are not sure how to set up your printer or are having trouble getting it to work properly, try using the **Printer Configuration Tool**.

Type the `system-config-printer` command at a shell prompt to launch the **Printer Configuration Tool**. If you are not root, it prompts you for the root password to continue.

4.8. Problems with Sound Configuration

If, for some reason, you do not hear sound and know that you do have a sound card installed, you can run the **Sound Card Configuration Tool** (`system-config-soundcard`) utility.

To use the **Sound Card Configuration Tool**, choose **Main Menu => System => Administra-**

4.9. Apache-based httpd service/Sendmail Hangs During Startup

tion => **Soundcard Detection** in GNOME, or **Main Menu => Administration => Soundcard Detection** in KDE. A small text box pops up prompting you for your root password.

You can also type the `system-config-soundcard` command at a shell prompt to launch the **Sound Card Configuration Tool**. If you are not root, it prompts you for the root password to continue.

If the **Sound Card Configuration Tool** does not work (if the sample does not play and you still do not have audio sounds), it is likely that your sound card is not yet supported in Red Hat Enterprise Linux.

4.9. Apache-based `httpd` service/Sendmail Hangs During Startup

If you are having trouble with the Apache-based `httpd` service or Sendmail hanging at startup, make sure the following line is in the `/etc/hosts` file:

```
127.0.0.1 localhost.localdomain localhost
```

Chapter 7. Driver Media for Intel® and AMD Systems

1. Why Do I Need Driver Media?

While the Red Hat Enterprise Linux installation program is loading, a screen may appear asking you for driver media. The driver media screen is most often seen in the following scenarios:

- If you need to perform an installation from a block device
- If you need to perform an installation from a PCMCIA device
- If you run the installation program by entering `linux dd` at the installation boot prompt (Itanium users should enter `e111o linux dd`)
- If you run the installation program on a computer which does not have any PCI devices

2. So What Is Driver Media Anyway?

Driver media can add support for hardware that may or may not be supported by the installation program. Driver media could include a driver diskette or image produced by Red Hat, it could be a diskette or CD-ROM you make yourself from driver images found on the Internet, or it could be a diskette or CD-ROM that a hardware vendor includes with a piece of hardware.

Driver media is used if you need access to a particular device to install Red Hat Enterprise Linux. Drivers can be used for network (NFS) installations, installations using a PCMCIA or block device, non-standard or very new CD-ROM drives, SCSI adapters, NICs, and other uncommon devices.



Note

If an unsupported device is not needed to install Red Hat Enterprise Linux on your system, continue with the installation and add support for the new piece of hardware once the installation is complete.

3. How Do I Obtain Driver Media?

Driver images can be obtained from several sources. They may be included with Red Hat Enterprise Linux, or they may be available from a hardware or software vendor's website. If you suspect that your system may require one of these drivers, you should create a driver diskette or CD-ROM before beginning your Red Hat Enterprise Linux installation.

For users with x86-based systems, the Red Hat Enterprise Linux CD #1 includes driver images

3.1. Creating a Driver Diskette from an Image File

(including `images/drvnet.img` — network card drivers and `images/drvblock.img` — drivers for SCSI controllers) containing many drivers (both common and obscure).



Tip

It is also possible to use a driver image via a network file. Instead of using the `linux dd boot` command, use the `linux dd=url` command, where `url` is replaced by an HTTP, FTP, or NFS address of the driver image to be used.

Another option for finding specialized driver information is on Red Hat's website at

<http://www.redhat.com/support/errata/>

under the section called **Bug Fixes**. Occasionally, popular hardware may be made available after a release of Red Hat Enterprise Linux that does not work with drivers already in the installation program or included on the driver images on the Red Hat Enterprise Linux CD #1. In such cases, the Red Hat website may contain a link to a driver image.

3.1. Creating a Driver Diskette from an Image File

To create a driver diskette from a driver diskette image using Red Hat Enterprise Linux:

1. Insert a blank, formatted diskette (or LS-120 diskette for Itanium system users) into the first diskette (or LS-120) drive.
2. From the same directory containing the driver diskette image, such as `drvnet.img`, type `dd if=drvnet.img of=/dev/fd0 as root`.



Tip

Red Hat Enterprise Linux supports using a USB pen drive as a way to add driver images during the installation process. The best way to do this is to mount the USB pen drive and copy the desired `driverdisk.img` onto the USB pen drive. For example:

```
dd if=driverdisk.img of=/dev/sda
```

You are then prompted during the installation to select the partition and specify the file to be used.

4. Using a Driver Image During Installation

If you need to use a driver image, such as during a PCMCIA device or NFS installation, the installation program prompts you to insert the driver (as a diskette, CD-ROM, or file name) when it is needed.

4. Using a Driver Image During Installation

For example, to specifically load a driver diskette that you have created, begin the installation process by booting from the Red Hat Enterprise Linux CD #1 (or using boot media you have created). For x86-based systems, at the `boot:` prompt, enter `linux dd` if using an x86 or x86-64 system. Refer to Section 3.1, “Booting the Installation Program on x86, AMD64, and Intel 64 Systems” for details on booting the installation program. For Itanium systems, at the `shell>` prompt, type `e1ilo linux dd`. Refer to Section 3.2, “Booting the Installation Program on Itanium Systems” for details on booting the installation program.

The Red Hat Enterprise Linux installation program asks you to insert the driver diskette. Once the driver diskette is read by the installation program, it can apply those drivers to hardware discovered on your system later in the installation process.

Chapter 8. Additional Boot Options for Intel® and AMD Systems

This appendix discusses additional boot and kernel boot options available for the Red Hat Enterprise Linux installation program.

To use any of the boot options presented here, type the command you wish to invoke at the installation `boot :` prompt.

Boot Time Command Arguments

`askmethod`

this command asks you to select the installation method you would like to use when booting from the Red Hat Enterprise Linux CD-ROM.

`apic`

this x86 boot command works around a bug commonly encountered in the Intel 440GX chipset BIOS and should only be executed with the installation program kernel.

`apm=allow_ints`

this x86 boot command changes how the suspend service is handled (and may be necessary for some laptops).

`apm=off`

this x86 boot command disables APM (advanced power management). It is useful because some BIOSes have buggy power management (APM) and tend to crash.

`apm=power_off`

this x86 boot command makes Red Hat Enterprise Linux shutdown (power off) the system by default. It is useful for SMP systems that do not shutdown by default.

`apm=realmode_power_off`

some BIOSes crash on x86-based systems when trying to shutdown (power off) the machine. This command changes the method of how this is done from the Windows NT way to the Windows 95 way.

`dd`

this argument causes the installation program to prompt you to use a driver diskette.

`dd=url`

this argument causes the installation program to prompt you to use a driver image from a specified HTTP, FTP, or NFS network address.

`display=ip:0`

this command allows remote display forwarding. In this command, *ip* should be replaced with the IP address of the system on which you want the display to appear.

On the system you want the display to appear on, you must execute the command `xhost +remotehostname`, where *remotehostname* is the name of the host from which you are running

the original display. Using the command `xhost +remotehostname` limits access to the remote display terminal and does not allow access from anyone or any system not specifically authorized for remote access.

`driverdisk`

this command performs the same function as the `dd` command and also prompts you to use a driver diskette during the installation of Red Hat Enterprise Linux.

`ide=nodma`

this command disables DMA on all IDE devices and may be useful when having IDE-related problems.

`linux upgradeany`

this command relaxes some of the checks on your `/etc/redhat-release` file. If your `/etc/redhat-release` file has been changed from the default, your Red Hat Enterprise Linux installation may not be found when attempting an upgrade to Red Hat Enterprise Linux 5. Use this option only if your existing Red Hat Enterprise Linux installation was not detected.

`mediacheck`

this command gives you the option of testing the integrity of the install source (if an ISO-based method). this command works with the CD, DVD, hard drive ISO, and NFS ISO installation methods. Verifying that the ISO images are intact before you attempt an installation helps to avoid problems that are often encountered during an installation.

`mem=xxxm`

this command allows you to override the amount of memory the kernel detects for the machine. This may be needed for some older systems where only 16 mb is detected and for some new machines where the video card shares the video memory with the main memory. When executing this command, `xxx` should be replaced with the amount of memory in megabytes.

`nmi_watchdog=1`

this command enables the built-in kernel deadlock detector. This command can be used to debug hard kernel lockups. by executing periodic NMI (Non Maskable Interrupt) interrupts, the kernel can monitor whether any CPU has locked up and print out debugging messages as needed.

`noapic`

this x86 boot command tells the kernel not to use the APIC chip. It may be helpful for some motherboards with a bad APIC (such as the Abit BP6) or with a buggy bios. systems based on the nvidia nforce3 chipset (such as the Asus SK8N) have been known to hang during IDE detection at boot time, or display other interrupt-delivery issues.

`noht`

this x86 boot command disables hyperthreading.

`nofb`

this command disables frame buffer support and allows the installation program to run in text mode. This command may be necessary for accessibility with some screen reading hardware.

`nomce`

this x86 boot command disables self-diagnosis checks performed on the CPU. the kernel

enables self-diagnosis on the CPU by default (called *machine check exception*). Early Compaq Pentium systems may need this option as they do not support processor error checking correctly. A few other laptops, notably those using the Radeon IGP chipset, may also need this option.

`nonet`

this command disables network hardware probing.

`nopass`

this command disables the passing of keyboard and mouse information to stage 2 of the installation program. It can be used to test keyboard and mouse configuration screens during stage 2 of the installation program when performing a network installation.

`nopcmcia`

this command ignores any PCMCIA controllers in system.

`noprobe`

this command disables hardware detection and instead prompts the user for hardware information.

`noshell`

this command disables shell access on virtual console 2 during an installation.

`nostorage`

this command disables probing for SCSI and RAID storage hardware.

`nousb`

this command disables the loading of USB support during the installation. If the installation program tends to hang early in the process, this command may be helpful.

`nousbstorage`

this command disables the loading of the `usbstorage` module in the installation program's loader. It may help with device ordering on SCSI systems.

`numa=off`

Red Hat Enterprise Linux supports NUMA (non-uniform memory access) on the AMD64 architecture. While all CPUs can access all memory even without NUMA support, the NUMA support present in the updated kernel causes memory allocations to favor the CPU on which they originate as much as possible, thereby minimizing inter-CPU memory traffic. This can provide significant performance improvements in certain applications. To revert to the original non-NUMA behavior, specify this boot option.

`reboot=b`

this x86, AMD64, and Intel® EM64T boot command changes the way the kernel tries to reboot the machine. If a kernel hang is experienced while the system is shutting down, this command may cause the system to reboot successfully.

`rescue`

this command runs rescue mode. Refer to Chapter 26, *Basic System Recovery* for more information about rescue mode.

`resolution=`

tells the installation program which video mode to run. It accepts any standard resolution,

such as 640x480, 800x600, 1024x768, and so on.

`serial`

this command turns on serial console support.

`text`

this command disables the graphical installation program and forces the installation program to run in text mode.

`updates`

this command prompts you to insert a floppy diskette containing updates (bug fixes) for the anaconda installation program. It is not needed if you are performing a network installation and have already placed the updates image contents in `rhupdates/` on the server.

`updates=`

this command allows you to specify a URL to retrieve updates (bug fixes) for the anaconda installation program.

`vnc`

this command allows you to install from a VNC server.

`vncpassword=`

this command sets the password used to connect to the VNC server.

Chapter 9. The GRUB Boot Loader

When a computer with Red Hat Enterprise Linux is turned on, the operating system is loaded into memory by a special program called a *boot loader*. A boot loader usually exists on the system's primary hard drive (or other media device) and has the sole responsibility of loading the Linux kernel with its required files or (in some cases) other operating systems into memory.

1. Boot Loaders and System Architecture

Each architecture capable of running Red Hat Enterprise Linux uses a different boot loader. The following table lists the boot loaders available for each architecture:

Architecture	Boot Loaders
AMD® AMD64	GRUB
IBM®eServer™System i™	OS/400®
IBM®eServer™System p™	YABOOT
IBM®System z®	z/IPL
IBM®System z®	z/IPL
Intel®Itanium™	ELILO
x86	GRUB

Table 9.1. Boot Loaders by Architecture

This chapter discusses commands and configuration options for the GRUB boot loader included with Red Hat Enterprise Linux for the x86 architecture.

2. GRUB

The *GNU GRand Unified Boot loader* (GRUB) is a program which enables the selection of the installed operating system or kernel to be loaded at system boot time. It also allows the user to pass arguments to the kernel.

2.1. GRUB and the x86 Boot Process

This section discusses the specific role GRUB plays when booting an x86 system. For a look at the overall boot process, refer to Section 2, “A Detailed Look at the Boot Process”.

GRUB loads itself into memory in the following stages:

1. *The Stage 1 or primary boot loader is read into memory by the BIOS from the MBR⁴. The primary boot loader exists on less than 512 bytes of disk space within the MBR and is cap-*

⁴ For more on the system BIOS and the MBR, refer to Section 2.1, “The BIOS”.

2.2. Features of GRUB

able of loading either the Stage 1.5 or Stage 2 boot loader.

2. *The Stage 1.5 boot loader is read into memory by the Stage 1 boot loader, if necessary.* Some hardware requires an intermediate step to get to the Stage 2 boot loader. This is sometimes true when the `/boot/` partition is above the 1024 cylinder head of the hard drive or when using LBA mode. The Stage 1.5 boot loader is found either on the `/boot/` partition or on a small part of the MBR and the `/boot/` partition.
3. *The Stage 2 or secondary boot loader is read into memory.* The secondary boot loader displays the GRUB menu and command environment. This interface allows the user to select which kernel or operating system to boot, pass arguments to the kernel, or look at system parameters.
4. *The secondary boot loader reads the operating system or kernel as well as the contents of `/boot/sysroot/` into memory.* Once GRUB determines which operating system or kernel to start, it loads it into memory and transfers control of the machine to that operating system.

The method used to boot Red Hat Enterprise Linux is called *direct loading* because the boot loader loads the operating system directly. There is no intermediary between the boot loader and the kernel.

The boot process used by other operating systems may differ. For example, the Microsoft® Windows® operating system, as well as other operating systems, are loaded using *chain loading*. Under this method, the MBR points to the first sector of the partition holding the operating system, where it finds the files necessary to actually boot that operating system.

GRUB supports both direct and chain loading boot methods, allowing it to boot almost any operating system.



Warning

During installation, Microsoft's DOS and Windows installation programs completely overwrite the MBR, destroying any existing boot loaders. If creating a dual-boot system, it is best to install the Microsoft operating system first.

2.2. Features of GRUB

GRUB contains several features that make it preferable to other boot loaders available for the x86 architecture. Below is a partial list of some of the more important features:

- *GRUB provides a true command-based, pre-OS environment on x86 machines.* This feature affords the user maximum flexibility in loading operating systems with specified options or gathering information about the system. For years, many non-x86 architectures have employed pre-OS environments that allow system booting from a command line.
- *GRUB supports Logical Block Addressing (LBA) mode.* LBA places the addressing conversion used to find files in the hard drive's firmware, and is used on many IDE and all SCSI hard devices. Before LBA, boot loaders could encounter the 1024-cylinder BIOS limitation,

3. Installing GRUB

where the BIOS could not find a file after the 1024 cylinder head of the disk. LBA support allows GRUB to boot operating systems from partitions beyond the 1024-cylinder limit, so long as the system BIOS supports LBA mode. Most modern BIOS revisions support LBA mode.

- *GRUB can read ext2 partitions.* This functionality allows GRUB to access its configuration file, `/boot/grub/grub.conf`, every time the system boots, eliminating the need for the user to write a new version of the first stage boot loader to the MBR when configuration changes are made. The only time a user needs to reinstall GRUB on the MBR is if the physical location of the `/boot/` partition is moved on the disk. For details on installing GRUB to the MBR, refer to Section 3, “Installing GRUB”.

3. Installing GRUB

If GRUB was not installed during the installation process, it can be installed afterward. Once installed, it automatically becomes the default boot loader.

Before installing GRUB, make sure to use the latest GRUB package available or use the GRUB package from the installation CD-ROMs. For instructions on installing packages, refer to the chapter titled *Package Management with RPM* in the *Red Hat Enterprise Linux Deployment Guide*.

Once the GRUB package is installed, open a root shell prompt and run the command `/sbin/grub-install <location>`, where `<location>` is the location that the GRUB Stage 1 boot loader should be installed. For example, the following command installs GRUB to the MBR of the master IDE device on the primary IDE bus:

```
/sbin/grub-install /dev/hda
```

The next time the system boots, the GRUB graphical boot loader menu appears before the kernel loads into memory.



Important

If GRUB is installed on a RAID 1 array, the system may become unbootable in the event of disk failure. An unsupported workaround is provided online at the following URL:

http://www.dur.ac.uk/a.d.stribblehill/mirrored_grub.html

4. GRUB Terminology

One of the most important things to understand before using GRUB is how the program refers to devices, such as hard drives and partitions. This information is particularly important when configuring GRUB to boot multiple operating systems.

4.1. Device Names

4.2. File Names and Blocklists

When referring to a specific device with GRUB, do so using the following format (note that the parentheses and comma are very important syntactically):

```
(<type-of-device><bios-device-number>,<partition-number>)
```

The *<type-of-device>* specifies the type of device from which GRUB boots. The two most common options are `hd` for a hard disk or `fd` for a 3.5 diskette. A lesser used device type is also available called `nd` for a network disk. Instructions on configuring GRUB to boot over the network are available online at <http://www.gnu.org/software/grub/manual/>.

The *<bios-device-number>* is the BIOS device number. The primary IDE hard drive is numbered `0` and a secondary IDE hard drive is numbered `1`. This syntax is roughly equivalent to that used for devices by the kernel. For example, the `a` in `hda` for the kernel is analogous to the `0` in `hd0` for GRUB, the `b` in `hdb` is analogous to the `1` in `hd1`, and so on.

The *<partition-number>* specifies the number of a partition on a device. Like the *<bios-device-number>*, most types of partitions are numbered starting at `0`. However, BSD partitions are specified using letters, with `a` corresponding to `0`, `b` corresponding to `1`, and so on.



Tip

The numbering system for devices under GRUB always begins with `0`, not `1`. Failing to make this distinction is one of the most common mistakes made by new users.

To give an example, if a system has more than one hard drive, GRUB refers to the first hard drive as `(hd0)` and the second as `(hd1)`. Likewise, GRUB refers to the first partition on the first drive as `(hd0,0)` and the third partition on the second hard drive as `(hd1,2)`.

In general the following rules apply when naming devices and partitions under GRUB:

- It does not matter if system hard drives are IDE or SCSI, all hard drives begin with the letters `hd`. The letters `fd` are used to specify 3.5 diskettes.
- To specify an entire device without respect to partitions, leave off the comma and the partition number. This is important when telling GRUB to configure the MBR for a particular disk. For example, `(hd0)` specifies the MBR on the first device and `(hd3)` specifies the MBR on the fourth device.
- If a system has multiple drive devices, it is very important to know how the drive boot order is set in the BIOS. This is a simple task if a system has only IDE or SCSI drives, but if there is a mix of devices, it becomes critical that the type of drive with the boot partition be accessed first.

4.2. File Names and Blocklists

When typing commands to GRUB that reference a file, such as a menu list, it is necessary to specify an absolute file path immediately after the device and partition numbers.

4.3. The Root File System and GRUB

The following illustrates the structure of such a command:

```
(<device-type><device-number>,<partition-number>)</path/to/file>
```

In this example, replace *<device-type>* with `hd`, `fd`, or `nd`. Replace *<device-number>* with the integer for the device. Replace *</path/to/file>* with an absolute path relative to the top-level of the device.

It is also possible to specify files to GRUB that do not actually appear in the file system, such as a chain loader that appears in the first few blocks of a partition. To load such files, provide a *blocklist* that specifies block by block where the file is located in the partition. Since a file is often comprised of several different sets of blocks, blocklists use a special syntax. Each block containing the file is specified by an offset number of blocks, followed by the number of blocks from that offset point. Block offsets are listed sequentially in a comma-delimited list.

The following is a sample blocklist:

```
0+50,100+25,200+1
```

This sample blocklist specifies a file that starts at the first block on the partition and uses blocks 0 through 49, 100 through 124, and 200.

Knowing how to write blocklists is useful when using GRUB to load operating systems which require chain loading. It is possible to leave off the offset number of blocks if starting at block 0. As an example, the chain loading file in the first partition of the first hard drive would have the following name:

```
(hd0,0)+1
```

The following shows the `chainloader` command with a similar blocklist designation at the GRUB command line after setting the correct device and partition as root:

```
chainloader +1
```

4.3. The Root File System and GRUB

The use of the term *root file system* has a different meaning in regard to GRUB. It is important to remember that GRUB's root file system has nothing to do with the Linux root file system.

The GRUB root file system is the top level of the specified device. For example, the image file `(hd0,0)/grub/splash.xpm.gz` is located within the `/grub/` directory at the top-level (or root) of the `(hd0,0)` partition (which is actually the `/boot/` partition for the system).

Next, the `kernel` command is executed with the location of the kernel file as an option. Once the Linux kernel boots, it sets up the root file system that Linux users are familiar with. The original GRUB root file system and its mounts are forgotten; they only existed to boot the kernel file.

Refer to the `root` and `kernel` commands in Section 6, "GRUB Commands" for more information.

5. GRUB Interfaces

GRUB features three interfaces which provide different levels of functionality. Each of these in-

terfaces allows users to boot the Linux kernel or another operating system.

The interfaces are as follows:



Note

The following GRUB interfaces can only be accessed by pressing any key within the three seconds of the GRUB menu bypass screen.

Menu Interface

This is the default interface shown when GRUB is configured by the installation program. A menu of operating systems or preconfigured kernels are displayed as a list, ordered by name. Use the arrow keys to select an operating system or kernel version and press the **Enter** key to boot it. If you do nothing on this screen, then after the time out period expires GRUB will load the default option.

Press the **e** key to enter the entry editor interface or the **c** key to load a command line interface.

Refer to Section 7, “GRUB Menu Configuration File” for more information on configuring this interface.

Menu Entry Editor Interface

To access the menu entry editor, press the **e** key from the boot loader menu. The GRUB commands for that entry are displayed here, and users may alter these command lines before booting the operating system by adding a command line (**o** inserts a new line after the current line and **O** inserts a new line before it), editing one (**e**), or deleting one (**d**).

After all changes are made, the **b** key executes the commands and boots the operating system. The **Esc** key discards any changes and reloads the standard menu interface. The **c** key loads the command line interface.



Tip

For information about changing runlevels using the GRUB menu entry editor, refer to Section 8, “Changing Runlevels at Boot Time”.

Command Line Interface

The command line interface is the most basic GRUB interface, but it is also the one that grants the most control. The command line makes it possible to type any relevant GRUB commands followed by the **Enter** key to execute them. This interface features some advanced shell-like features, including **Tab** key completion based on context, and **Ctrl** key combinations when typing commands, such as **Ctrl-a** to move to the beginning of a line and **Ctrl-e** to move to the end of a line. In addition, the arrow, **Home**, **End**, and **Delete** keys work as they do in the `bash` shell.

5.1. Interfaces Load Order

Refer to Section 6, “GRUB Commands” for a list of common commands.

5.1. Interfaces Load Order

When GRUB loads its second stage boot loader, it first searches for its configuration file. Once found, the menu interface bypass screen is displayed. If a key is pressed within three seconds, GRUB builds a menu list and displays the menu interface. If no key is pressed, the default kernel entry in the GRUB menu is used.

If the configuration file cannot be found, or if the configuration file is unreadable, GRUB loads the command line interface, allowing the user to type commands to complete the boot process.

If the configuration file is not valid, GRUB prints out the error and asks for input. This helps the user see precisely where the problem occurred. Pressing any key reloads the menu interface, where it is then possible to edit the menu option and correct the problem based on the error reported by GRUB. If the correction fails, GRUB reports an error and reloads the menu interface.

6. GRUB Commands

GRUB allows a number of useful commands in its command line interface. Some of the commands accept options after their name; these options should be separated from the command and other options on that line by space characters.

The following is a list of useful commands:

- `boot` — Boots the operating system or chain loader that was last loaded.
- `chainloader </path/to/file>` — Loads the specified file as a chain loader. If the file is located on the first sector of the specified partition, use the blocklist notation, `+1`, instead of the file name.

The following is an example `chainloader` command:

```
chainloader +1
```

- `displaymem` — Displays the current use of memory, based on information from the BIOS. This is useful to determine how much RAM a system has prior to booting it.
- `initrd </path/to/initrd>` — Enables users to specify an initial RAM disk to use when booting. An `initrd` is necessary when the kernel needs certain modules in order to boot properly, such as when the root partition is formatted with the ext3 file system.

The following is an example `initrd` command:

```
initrd /initrd-2.6.8-1.523.img
```

- `install <stage-1><install-disk><stage-2>pconfig-file` — Installs GRUB to the system MBR.
- `<stage-1>` — Signifies a device, partition, and file where the first boot loader image can be found, such as `(hd0,0)/grub/stage1`.

7. GRUB Menu Configuration File

- `<install-disk>` — Specifies the disk where the stage 1 boot loader should be installed, such as `(hd0)`.
- `<stage-2>` — Passes the stage 2 boot loader location to the stage 1 boot loader, such as `(hd0,0)/grub/stage2`.
- `p<config-file>` — This option tells the `install` command to look for the menu configuration file specified by `<config-file>`, such as `(hd0,0)/grub/grub.conf`.



Warning

The `install` command overwrites any information already located on the MBR.

- `kernel </path/to/kernel><option-1><option-N> ...` — Specifies the kernel file to load when booting the operating system. Replace `</path/to/kernel>` with an absolute path from the partition specified by the root command. Replace `<option-1>` with options for the Linux kernel, such as `root=/dev/VolGroup00/LogVol100` to specify the device on which the root partition for the system is located. Multiple options can be passed to the kernel in a space separated list.

The following is an example `kernel` command:

```
kernel /vmlinuz-2.6.8-1.523 ro root=/dev/VolGroup00/LogVol100
```

The option in the previous example specifies that the root file system for Linux is located on the `hda5` partition.

- `root (<device-type><device-number>,<partition>)` — Configures the root partition for GRUB, such as `(hd0,0)`, and mounts the partition.

The following is an example `root` command:

```
root (hd0,0)
```

- `rootnoverify (<device-type><device-number>,<partition>)` — Configures the root partition for GRUB, just like the `root` command, but does not mount the partition.

Other commands are also available; type `help --all` for a full list of commands. For a description of all GRUB commands, refer to the documentation available online at <http://www.gnu.org/software/grub/manual/>.

7. GRUB Menu Configuration File

The configuration file (`/boot/grub/grub.conf`), which is used to create the list of operating systems to boot in GRUB's menu interface, essentially allows the user to select a pre-set group of commands to execute. The commands given in Section 6, "GRUB Commands" can be used, as well as some special commands that are only available in the configuration file.

7.1. Configuration File Structure

The GRUB menu interface configuration file is `/boot/grub/grub.conf`. The commands to set the global preferences for the menu interface are placed at the top of the file, followed by stanzas for each operating kernel or operating system listed in the menu.

The following is a very basic GRUB menu configuration file designed to boot either Red Hat Enterprise Linux or Microsoft Windows 2000:

```
default=0
timeout=10
splashimage=(hd0,0)/grub/splash.xpm.gz
hiddenmenu
title Red Hat Enterprise Linux Server (2.6.18-2.el5PAE)
root (hd0,0)
kernel /boot/vmlinuz-2.6.18-2.el5PAE ro root=LABEL=/1 rhgb quiet
initrd /boot/initrd-2.6.18-2.el5PAE.img

# section to load Windows
title Windows
rootnoverify (hd0,0)
chainloader +1
```

This file configures GRUB to build a menu with Red Hat Enterprise Linux as the default operating system and sets it to autoboot after 10 seconds. Two sections are given, one for each operating system entry, with commands specific to the system disk partition table.



Note

Note that the default is specified as an integer. This refers to the first `title` line in the GRUB configuration file. For the `Windows` section to be set as the default in the previous example, change the `default=0` to `default=1`.

Configuring a GRUB menu configuration file to boot multiple operating systems is beyond the scope of this chapter. Consult Section 9, “Additional Resources” for a list of additional resources.

7.2. Configuration File Directives

The following are directives commonly used in the GRUB menu configuration file:

- `chainloader </path/to/file>` — Loads the specified file as a chain loader. Replace `</path/to/file>` with the absolute path to the chain loader. If the file is located on the first sector of the specified partition, use the blocklist notation, `+1`.
- `color <normal-color><selected-color>` — Allows specific colors to be used in the menu, where two colors are configured as the foreground and background. Use simple color names such as `red/black`. For example:

```
color red/black green/blue
```
- `default=<integer>` — Replace `<integer>` with the default entry title number to be loaded if

8. Changing Runlevels at Boot Time

the menu interface times out.

- `fallback=<integer>` — Replace `<integer>` with the entry title number to try if the first attempt fails.
- `hiddenmenu` — Prevents the GRUB menu interface from being displayed, loading the `default` entry when the `timeout` period expires. The user can see the standard GRUB menu by pressing the **Esc** key.
- `initrd </path/to/initrd>` — Enables users to specify an initial RAM disk to use when booting. Replace `</path/to/initrd>` with the absolute path to the initial RAM disk.
- `kernel </path/to/kernel><option-1><option-N>` — Specifies the kernel file to load when booting the operating system. Replace `</path/to/kernel>` with an absolute path from the partition specified by the root directive. Multiple options can be passed to the kernel when it is loaded.
- `password=<password>` — Prevents a user who does not know the password from editing the entries for this menu option.

Optionally, it is possible to specify an alternate menu configuration file after the `password=<password>` directive. In this case, GRUB restarts the second stage boot loader and uses the specified alternate configuration file to build the menu. If an alternate menu configuration file is left out of the command, a user who knows the password is allowed to edit the current configuration file.

For more information about securing GRUB, refer to the chapter titled *Workstation Security* in the *Red Hat Enterprise Linux Deployment Guide*.

- `root (<device-type><device-number>,<partition>)` — Configures the root partition for GRUB, such as `(hd0,0)`, and mounts the partition.
- `rootnoverify (<device-type><device-number>,<partition>)` — Configures the root partition for GRUB, just like the `root` command, but does not mount the partition.
- `timeout=<integer>` — Specifies the interval, in seconds, that GRUB waits before loading the entry designated in the `default` command.
- `splashimage=<path-to-image>` — Specifies the location of the splash screen image to be used when GRUB boots.
- `title group-title` — Specifies a title to be used with a particular group of commands used to load a kernel or operating system.

To add human-readable comments to the menu configuration file, begin the line with the hash mark character (`#`).

8. Changing Runlevels at Boot Time

Under Red Hat Enterprise Linux, it is possible to change the default runlevel at boot time.

To change the runlevel of a single boot session, use the following instructions:

9. Additional Resources

- When the GRUB menu bypass screen appears at boot time, press any key to enter the GRUB menu (within the first three seconds).
- Press the **a** key to append to the `kernel` command.
- Add `<space><runlevel>` at the end of the boot options line to boot to the desired runlevel. For example, the following entry would initiate a boot process into runlevel 3:

```
grub append> ro root=/dev/VolGroup00/LogVol100 rhgb quiet 3
```

9. Additional Resources

This chapter is only intended as an introduction to GRUB. Consult the following resources to discover more about how GRUB works.

9.1. Installed Documentation

- `/usr/share/doc/grub-<version-number>/` — This directory contains good information about using and configuring GRUB, where `<version-number>` corresponds to the version of the GRUB package installed.
- `info grub` — The GRUB info page contains a tutorial, a user reference manual, a programmer reference manual, and a FAQ document about GRUB and its usage.

9.2. Useful Websites

- <http://www.gnu.org/software/grub/> [<http://www.gnu.org/software/grub/>] — The home page of the GNU GRUB project. This site contains information concerning the state of GRUB development and an FAQ.
- http://kbase.redhat.com/faq/FAQ_43_4053.shtm — Details booting operating systems other than Linux.
- <http://www.linuxgazette.com/issue64/kohli.html> — An introductory article discussing the configuration of GRUB on a system from scratch, including an overview of GRUB command line options.

9.3. Related Books

- *Red Hat Enterprise Linux Deployment Guide*; Red Hat, Inc. — The *Workstation Security* chapter explains, in a concise manner, how to secure the GRUB boot loader.

Chapter 10. Additional Resources about Itanium and Linux

Other reference materials, related to running Red Hat Enterprise Linux on an Itanium system, are available on the Web. A few of the available resources are as follows:

- <http://www.intel.com/products/processor/itanium2/> — The Intel website on the Itanium 2 Processor
- <http://developer.intel.com/technology/efi/index.htm?iid=sr+efi> — The Intel website for the Extensible Firmware Interface (EFI)
- <http://www.itanium.com/business/bss/products/server/itanium2/index.htm> — The Intel website on the Itanium 2 processor

Part II. IBM POWER Architecture - Installation and Booting

The *Red Hat Enterprise Linux Installation Guide* for IBM POWER systems discusses the installation of Red Hat Enterprise Linux and some basic post-installation troubleshooting. Advanced installation options are covered in the second part of this manual.

Chapter 11. Steps to Get You Started

1. Upgrade or Install?

For information to help you determine whether to perform an upgrade or an installation refer to Chapter 23, *Upgrading Your Current System*.

2. Preparation for IBM eServer System p and System i

The IBM eServer System p and IBM eServer System i systems introduce many options for partitioning, virtual or native devices, and consoles. Both versions of the system use the same kernel and have many of the same options available, depending on the system configuration.

If you are using a non-partitioned System p system, you do not need any pre-installation setup. For systems using the HVSI serial console, hook up your console to the T2 serial port.

If using a partitioned system, whether IBM System p or IBM System i the steps to create the partition and start the installation are largely the same. You should create the partition at the HMC and assign some CPU and memory resources, as well as SCSI and Ethernet resources, which can be either virtual or native. The HMC create partition wizard steps you through the creation.

For more information on creating the partition, refer to IBM's Infocenter article on *Configuring Linux logical partitions* available online at: <http://publib.boulder.ibm.com/infocenter/eserver/v1r3s/index.jsp?topic=/iphbi/iphbikickoff.htm>

If you are using virtual SCSI resources, rather than native SCSI, you must configure a 'link' to the virtual SCSI serving partition, and then configure the virtual SCSI serving partition itself. You create a 'link' between the virtual SCSI client and server slots using the HMC. You can configure a virtual SCSI server on either AIX or i5/OS, depending on which model and options you have.

For more information on using virtual devices, including IBM Redbooks and other online resources see: <http://publib.boulder.ibm.com/infocenter/eserver/v1r3s/index.jsp?topic=/iphbi/iphbirelated.htm>

Additional information on virtualization eServer i5 can be found in the IBM Redbook SG24-6388-01, *Implementing POWER Linux on IBM System i Platform*. This can be accessed at: <http://www.redbooks.ibm.com/redpieces/abstracts/sg246388.html?Open>

Once you have your system configured, you need to Activate from the HMC or power it on. Depending on what type of install you are doing, you may need to configure SMS to correctly boot the system into the installation program.

3. Do You Have Enough Disk Space?

Nearly every modern-day operating system (OS) uses *disk partitions*, and Red Hat Enterprise

4. Can You Install Using the CD-ROM or DVD?

Linux is no exception. When you install Red Hat Enterprise Linux, you may have to work with disk partitions. If you have not worked with disk partitions before (or need a quick review of the basic concepts), refer to Chapter 25, *An Introduction to Disk Partitions* before proceeding.

The disk space used by Red Hat Enterprise Linux must be separate from the disk space used by other OSes you may have installed on your system.

Before you start the installation process, you must

- have enough *unpartitioned*⁵ disk space for the installation of Red Hat Enterprise Linux, or
- have one or more partitions that may be deleted, thereby freeing up enough disk space to install Red Hat Enterprise Linux.

To gain a better sense of how much space you really need, refer to the recommended partitioning sizes discussed in Section 19.4, “Recommended Partitioning Scheme”.

4. Can You Install Using the CD-ROM or DVD?

Installing from a CD-ROM or DVD requires that you have purchased a Red Hat Enterprise Linux product, you have a Red Hat Enterprise Linux 5.0.0 CD-ROM or DVD, and you have a DVD/CD-ROM drive on a system that supports booting from it.

5. Preparing for a Network Installation



Note

Make sure an installation CD (or any other type of CD) is not in your system's CD/DVD drive if you are performing a network-based installation. Having a CD in the drive may cause unexpected errors.

The Red Hat Enterprise Linux installation media must be available for either a network installation (via NFS, FTP, or HTTP) or installation via local storage. Use the following steps if you are performing an NFS, FTP, or HTTP installation.

The NFS, FTP, or HTTP server to be used for installation over the network must be a separate machine which can provide the complete contents of the installation DVD-ROM or the installation CD-ROMs.



Note

The Red Hat Enterprise Linux installation program has the ability to test the integ-

⁵ Unpartitioned disk space means that available disk space on the hard drive(s) you are installing to has not been divided into sections for data. When you partition a disk, each partition behaves like a separate disk drive.

5.1. Preparing for FTP and HTTP installation

rity of the installation media. It works with the CD / DVD, hard drive ISO, and NFS ISO installation methods. Red Hat recommends that you test all installation media before starting the installation process, and before reporting any installation-related bugs (many of the bugs reported are actually due to improperly-burned CDs). To use this test, type the following command at the `yaboot:` prompt:

```
linux mediacheck
```



Note

In the following examples, the directory on the installation staging server that will contain the installation files will be specified as `/location/of/disk/space`. The directory that will be made publicly available via FTP, NFS, or HTTP will be specified as `/export/directory`. For example, `/location/of/disk/space` may be a directory you create called `/var/isos`. `/export/directory` might be `/var/www/html/rhel5`, for an HTTP install.

To copy the files from the installation DVD or CD-ROMs to a Linux machine which acts as an installation staging server, perform the following steps:

- Create an iso image from the installation disk(s) using the following command:

- For DVD:

```
dd if=/dev/dvd of=/location/of/disk/space/RHEL5.iso
```

where `dvd` refers to your DVD drive device.

- For CD-ROMs:

```
dd if=/dev/cdrom of=/location/of/disk/space/diskX.iso
```

where `cdrom` refers to your CD drive device, and `x` is the number of the disk that you are copying, beginning with 1 for the first disk, and so on.

5.1. Preparing for FTP and HTTP installation

For FTP and HTTP installation, the iso image or images should be mounted via loopback in the publicly available directory, in the following manner:

- For DVD:

```
mount -o loop /location/of/disk/space/RHEL5.iso /export/directory/
```

5.2. Preparing for an NFS install

In this case `/export/directory` will be a directory that is shared via FTP or HTTP.

- For CDROMs:

```
mount -o loop /location/of/disk/space/diskX.iso /export/directory/diskX/
```

Do the above for each of the CDROM iso images, for example:

```
mount -o loop /var/isos/disk1.iso /var/www/html/rhel5-install/disk1/
```

Next make sure that the `/export/directory` directory is shared via FTP or HTTP, and verify client access. You can check to see whether the directory is accessible from the server itself, and then from another machine on the same subnet that you will be installing to.

5.2. Preparing for an NFS install

For NFS installation it is not necessary to mount the iso image. It is sufficient to make the iso image itself available via NFS. You can do this by moving the iso image or images to the NFS exported directory:

- For DVD:

```
mv /location/of/disk/space/RHEL5.iso /export/directory/
```

- For CDROMs:

```
mv /location/of/disk/space/disk*.iso /export/directory/
```

Ensure that the `/export/directory` directory is exported via NFS via an entry in `/etc/exports`.

To export to a specific system:

```
/export/directory client.ip.address(ro,no_root_squash)
```

To export to all systems use an entry such as:

```
/export/directory *(ro,no_root_squash)
```

Start the NFS daemon (on a Red Hat Enterprise Linux system, use `/sbin/service nfs start`). If NFS is already running, reload the configuration file (on a Red Hat Enterprise Linux system use `/sbin/service nfs reload`).

Be sure to test the NFS share following the directions in the Red Hat Enterprise Linux Deployment Guide.

6. Preparing for a Hard Drive Installation



Note

Hard drive installations only work from ext2, ext3, or FAT file systems. If you have

6. Preparing for a Hard Drive Installation

a file system other than those listed here, such as reiserfs, you will not be able to perform a hard drive installation.

Hard drive installations require the use of the ISO (or DVD/CD-ROM) images. An ISO image is a file containing an exact copy of a DVD/CD-ROM image. After placing the required ISO images (the binary Red Hat Enterprise Linux DVD/CD-ROMs) in a directory, choose to install from the hard drive. You can then point the installation program at that directory to perform the installation.

To prepare your system for a hard drive installation, you must set the system up in one of the following ways:

- Using a set of CD-ROMs, or a DVD — Create ISO image files from each installation CD-ROM, or from the DVD. For each CD-ROM (once for the DVD), execute the following command on a Linux system:

```
dd if=/dev/cdrom of=/tmp/file-name.iso
```

- Using ISO images — transfer these images to the system to be installed.

Verifying that ISO images are intact before you attempt an installation, helps to avoid problems. To verify the ISO images are intact prior to performing an installation, use an `md5sum` program (many `md5sum` programs are available for various operating systems). An `md5sum` program should be available on the same Linux machine as the ISO images.

Additionally, if a file called `updates.img` exists in the location from which you install, it is used for updates to `anaconda`, the installation program. Refer to the file `install-methods.txt` in the `anaconda` RPM package for detailed information on the various ways to install Red Hat Enterprise Linux, as well as how to apply the installation program updates.

Chapter 12. Installing on IBM System i and IBM System p systems

This chapter explains how to perform a Red Hat Enterprise Linux installation from the DVD/CD-ROM, using the graphical, mouse-based installation program. The following topics are discussed:

- Becoming familiar with the installation program's user interface
- Starting the installation program
- Selecting an installation method
- Configuration steps during the installation (language, keyboard, mouse, partitioning, etc.)
- Finishing the installation

1. The Graphical Installation Program User Interface

If you have used a *graphical user interface (GUI)* before, you are already familiar with this process; use your mouse to navigate the screens, click buttons, or enter text fields.

You can also navigate through the installation using the keyboard. The **Tab** key allows you to move around the screen, the Up and Down arrow keys to scroll through lists, **+** and **-** keys expand and collapse lists, while **Space** and **Enter** selects or removes from selection a highlighted item. You can also use the **Alt-x** key command combination as a way of clicking on buttons or making other screen selections, where *x* is replaced with any underlined letter appearing within that screen.

If you would like to use a graphical installation with a system that does not have that capability, such as a partitioned system, you can use VNC or display forwarding. Both the VNC and display forwarding options require an active network during the installation and the use of boot time arguments. For more information on available boot time options, refer to Chapter 15, *Additional Boot Options for IBM Power Systems*



Note

If you do not wish to use the GUI installation program, the text mode installation program is also available. To start the text mode installation program, use the following command at the `yaboot:` prompt:

```
linux text
```

Refer to Section 5, “The Text Mode Installation Program User Interface” for a brief

2. Booting the IBM System i or IBM System p Installation Program

overview of text mode installation instructions.

It is highly recommended that installs be performed using the GUI installation program. The GUI installation program offers the full functionality of the Red Hat Enterprise Linux installation program, including LVM configuration which is not available during a text mode installation.

Users who must use the text mode installation program can follow the GUI installation instructions and obtain all needed information.

2. Booting the IBM System i or IBM System p Installation Program

To boot an IBM System i or IBM System p system from a CD-ROM, you must specify the install boot device in the **System Management Services** (SMS) menu.

To enter the **System Management Services** GUI, press the **1** key during the boot process when you hear the chime sound. This brings up a graphical interface similar to the one described in this section.

On a text console, press **1** when the self test is displaying the banner along with the tested components:

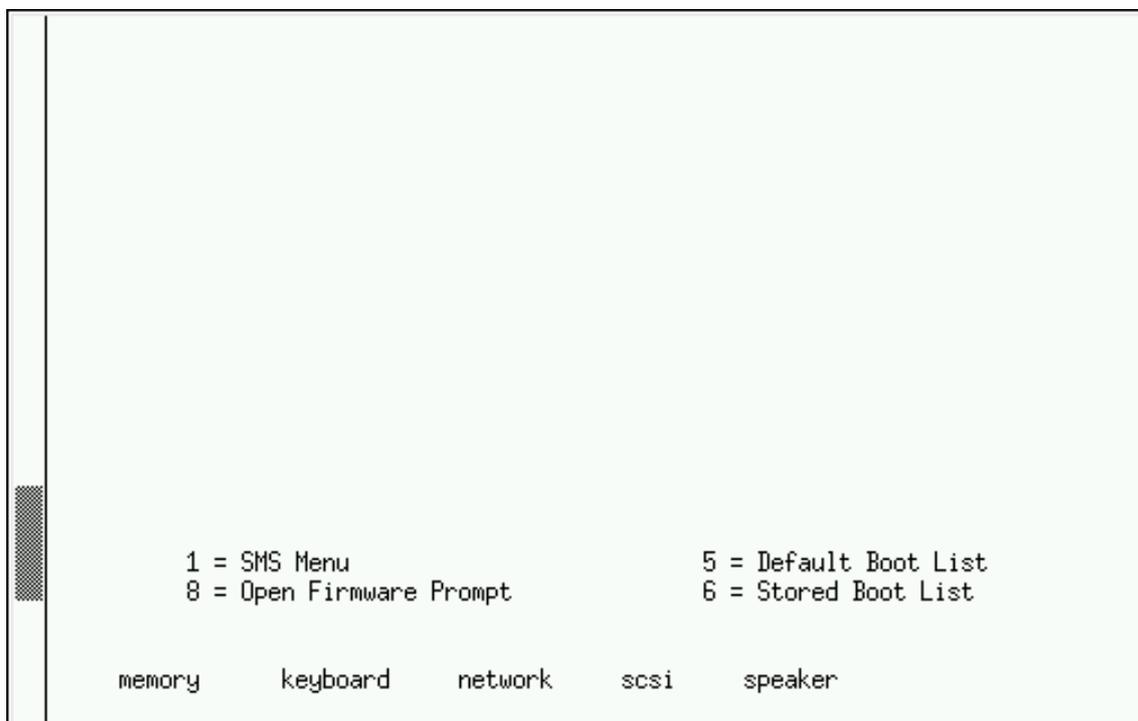


Figure 12.1. SMS console

3. A Note about Linux Virtual Consoles

Once in the SMS menu, select the option for **Select Boot Options**. In that menu, specify **Select Install or Boot a Device**. There, select **CD/DVD**, and then the bus type (in most cases SCSI). If you are uncertain, you can select to view all devices. This scans all available buses for boot devices, including network adapters and hard drives.

Finally, select the device containing the installation CD. YABOOT is loaded from this device and you are presented with a `boot:` prompt. Press **Enter** or wait for the timeout to expire for the installation to begin.

If you are booting via the network, use the `images/netboot.img` file on CD #1.

3. A Note about Linux Virtual Consoles

This information only applies to users of non-partitioned System p systems using a video card as their console. Users of partitioned System i and System p systems should skip to Section 4, “Using the HMC vterm”.

The Red Hat Enterprise Linux installation program offers more than the dialog boxes of the installation process. Several kinds of diagnostic messages are available to you, as well as a way to enter commands from a shell prompt. The installation program displays these messages on five *virtual consoles*, among which you can switch using a single keystroke combination.

A virtual console is a shell prompt in a non-graphical environment, accessed from the physical machine, not remotely. Multiple virtual consoles can be accessed simultaneously.

These virtual consoles can be helpful if you encounter a problem while installing Red Hat Enterprise Linux. Messages displayed on the installation or system consoles can help pinpoint a problem. Refer to Table 12.1, “Console, Keystrokes, and Contents” for a listing of the virtual consoles, keystrokes used to switch to them, and their contents.

Generally, there is no reason to leave the default console (virtual console #6) for graphical installations unless you are attempting to diagnose installation problems.

console	keystrokes	contents
1	ctrl-alt-f1	installation dialog
2	ctrl-alt-f2	shell prompt
3	ctrl-alt-f3	install log (messages from installation program)
4	ctrl-alt-f4	system-related messages
5	ctrl-alt-f5	other messages
6	ctrl-alt-f6	x graphical display

Table 12.1. Console, Keystrokes, and Contents

4. Using the HMC vterm

The HMC vterm is the console for any partitioned IBM System p or IBM System i system. This is opened by right clicking on the partition on the HMC, and then selecting **Open Terminal Window**. Only a single vterm can be connected to the console at one time and there is no console access for partitioned system besides the vterm. This often is referred to as a 'virtual console', but is different from the virtual consoles in Section 3, "A Note about Linux Virtual Consoles".

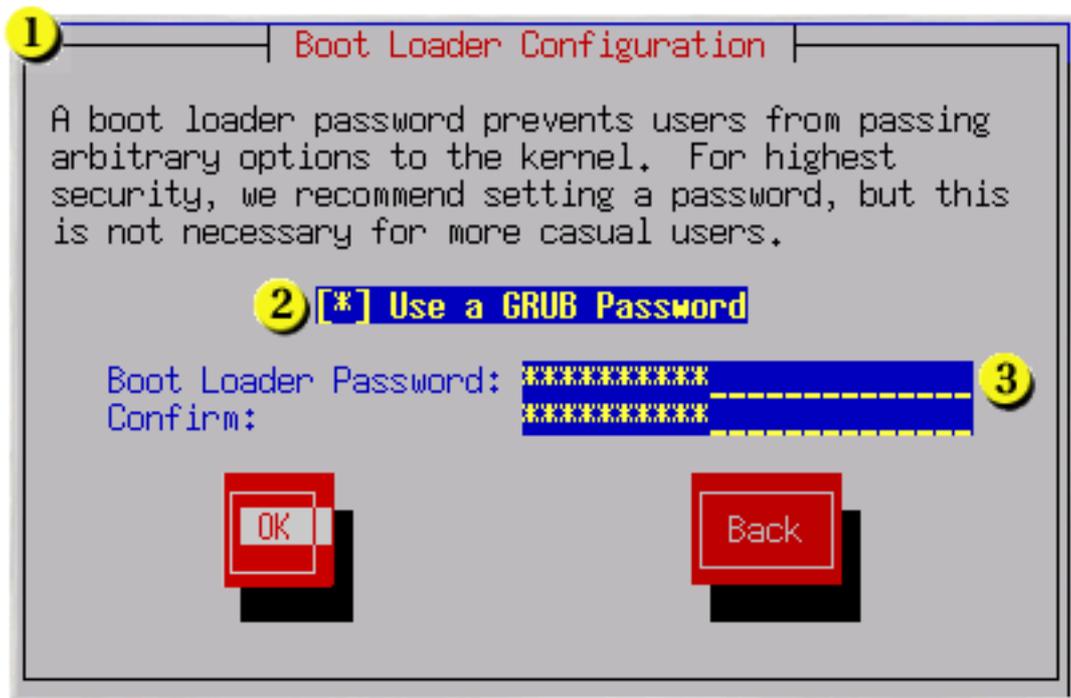
5. The Text Mode Installation Program User Interface

The Red Hat Enterprise Linux text mode installation program uses a screen-based interface that includes most of the on-screen *widgets* commonly found on graphical user interfaces. Figure 12.2, "Installation Program Widgets as seen in Boot Loader Configuration", and Figure 12.3, "Installation Program Widgets as seen in Disk Druid", illustrate the screens that appear during the installation process.



Note

While text mode installations are not explicitly documented, those using the text mode installation program can easily follow the GUI installation instructions. One thing to note is that manipulation of LVM (Logical Volume Management) disk volumes is only possible in graphical mode. In text mode it is only possible to view and accept the default LVM setup.



1 Window

2 Check Box

3 Text Input

Figure 12.2. Installation Program Widgets as seen in Boot Loader Configuration

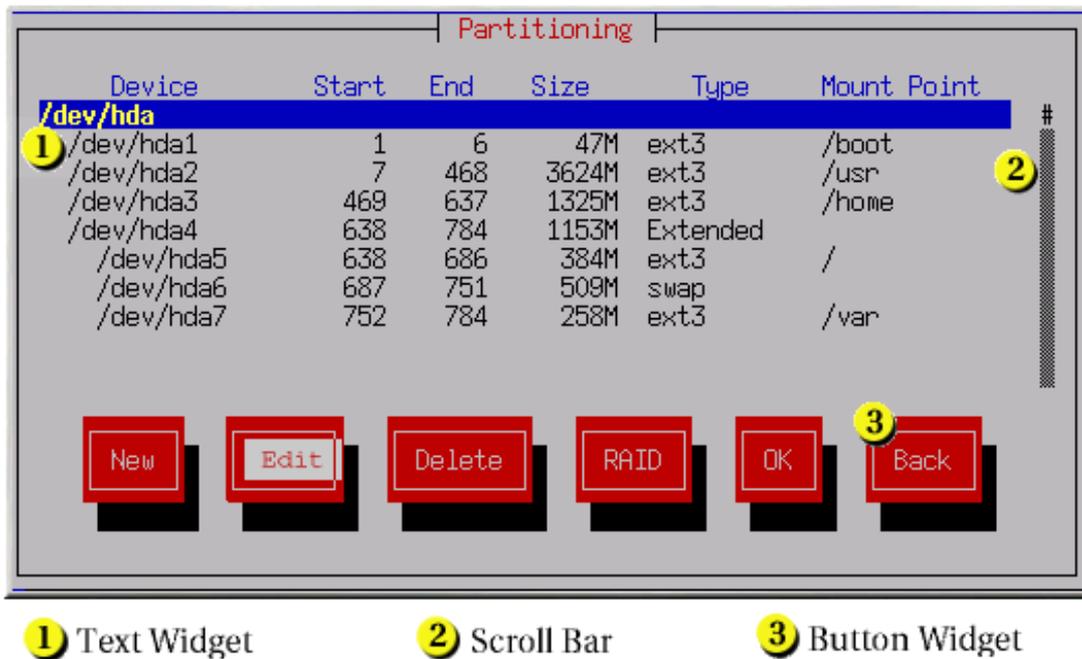


Figure 12.3. Installation Program Widgets as seen in Disk Druid

Here is a list of the most important widgets shown in Figure 12.2, “Installation Program Widgets as seen in Boot Loader Configuration” and Figure 12.3, “Installation Program Widgets as seen in Disk Druid”:

- **Window** — Windows (usually referred to as *dialogs* in this manual) appear on your screen throughout the installation process. At times, one window may overlay another; in these cases, you can only interact with the window on top. When you are finished in that window, it disappears, allowing you to continue working in the window underneath.
- **Checkbox** — Checkboxes allow you to select or deselect a feature. The box displays either an asterisk (selected) or a space (unselected). When the cursor is within a checkbox, press **Space** to select or deselect a feature.
- **Text Input** — Text input lines are regions where you can enter information required by the installation program. When the cursor rests on a text input line, you may enter and/or edit information on that line.
- **Text Widget** — Text widgets are regions of the screen for the display of text. At times, text widgets may also contain other widgets, such as checkboxes. If a text widget contains more information than can be displayed in the space reserved for it, a scroll bar appears; if you position the cursor within the text widget, you can then use the **Up** and **Down** arrow keys to scroll through all the information available. Your current position is shown on the scroll bar by a **#** character, which moves up and down the scroll bar as you scroll.

5.1. Using the Keyboard to Navigate

- **Scroll Bar** — Scroll bars appear on the side or bottom of a window to control which part of a list or document is currently in the window's frame. The scroll bar makes it easy to move to any part of a file.
- **Button Widget** — Button widgets are the primary method of interacting with the installation program. You progress through the windows of the installation program by navigating these buttons, using the **Tab** and **Enter** keys. Buttons can be selected when they are highlighted.
- **Cursor** — Although not a widget, the cursor is used to select (and interact with) a particular widget. As the cursor is moved from widget to widget, it may cause the widget to change color, or the cursor itself may only appear positioned in or next to the widget. In Figure 12.2, “Installation Program Widgets as seen in Boot Loader Configuration”, the cursor is positioned on the **OK** button. Figure 12.3, “Installation Program Widgets as seen in Disk Druid”, shows the cursor on the **Edit** button.

5.1. Using the Keyboard to Navigate

Navigation through the installation dialogs is performed through a simple set of keystrokes. To move the cursor, use the **Left**, **Right**, **Up**, and **Down** arrow keys. Use **Tab**, and **Shift-Tab** to cycle forward or backward through each widget on the screen. Along the bottom, most screens display a summary of available cursor positioning keys.

To “press” a button, position the cursor over the button (using **Tab**, for example) and press **Space** or **Enter**. To select an item from a list of items, move the cursor to the item you wish to select and press **Enter**. To select an item with a checkbox, move the cursor to the checkbox and press **Space** to select an item. To deselect, press **Space** a second time.

Pressing **F12** accepts the current values and proceeds to the next dialog; it is equivalent to pressing the **OK** button.



Caution

Unless a dialog box is waiting for your input, do not press any keys during the installation process (doing so may result in unpredictable behavior).

6. Beginning Installation

6.1. Installing from DVD/CD-ROM

To install Red Hat Enterprise Linux from a DVD/CD-ROM, place the DVD or CD #1 in your DVD/CD-ROM drive and boot your system from the DVD/CD-ROM.

The installation program then probes your system and attempts to identify your CD-ROM drive. It starts by looking for an IDE (also known as an ATAPI) CD-ROM drive.

If your CD-ROM drive is not detected, and it is a SCSI CD-ROM, the installation program prompts you to choose a SCSI driver. Choose the driver that most closely resembles your adapter. You may specify options for the driver if necessary; however, most drivers detect your

7. Installing from a Hard Drive

SCSI adapter automatically.

If the DVD/CD-ROM drive is found and the driver loaded, the installer will present you with the option to perform a media check on the DVD/CD-ROM. This will take some time, and you may opt to skip over this step. However, if you later encounter problems with the installer, you should reboot and perform the media check before calling for support. From the media check dialog, continue to the next stage of the installation process (refer to Section 12, “Welcome to Red Hat Enterprise Linux”).

6.1.1. What If the IDE CD-ROM Was Not Found?

If you have an IDE (ATAPI) DVD/CD-ROM but the installation program fails to find it and asks you what type of DVD/CD-ROM drive you have, try the following boot command. Restart the installation, and at the `boot:` prompt enter `linux hd x =cdrom`. Replace x with one of the following letters, depending on the interface the unit is connected to, and whether it is configured as master or slave (also known as primary and secondary):

- a — first IDE controller, master
- b — first IDE controller, slave
- c — second IDE controller, master
- d — second IDE controller, slave

If you have a third and/or fourth controller, continue assigning letters in alphabetical order, going from controller to controller, and master to slave.

7. Installing from a Hard Drive

The **Select Partition** screen applies only if you are installing from a disk partition (that is, if you selected **Hard Drive** in the **Installation Method** dialog). This dialog allows you to name the disk partition and directory from which you are installing Red Hat Enterprise Linux.

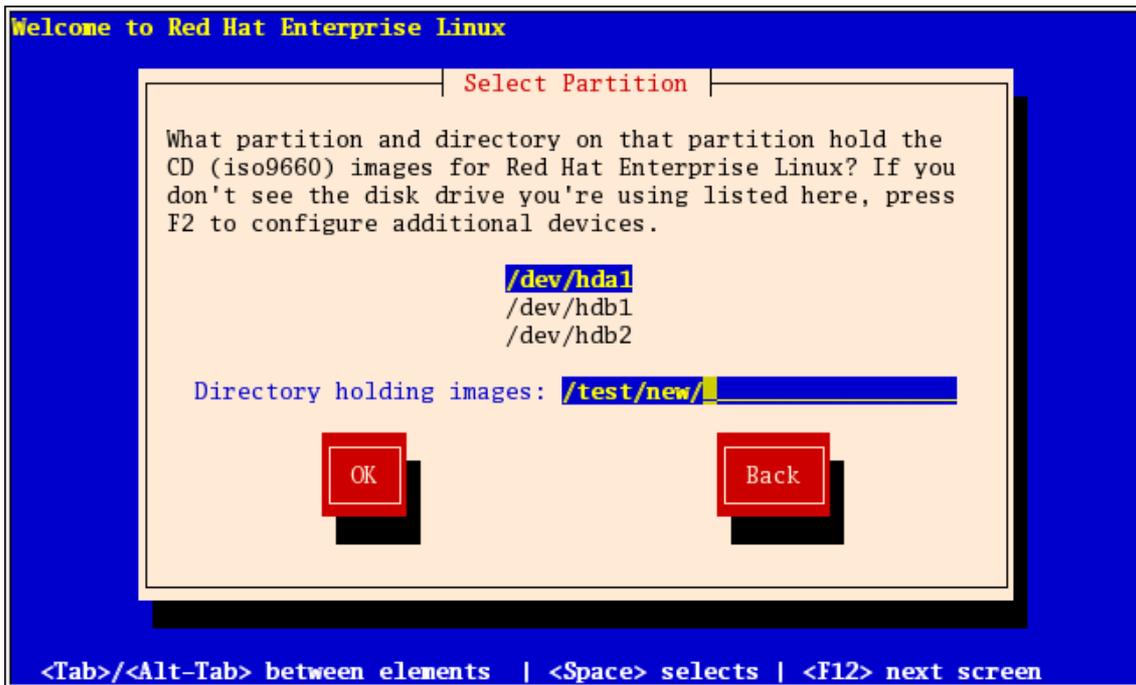


Figure 12.4. Selecting Partition Dialog for Hard Drive Installation

Enter the device name of the partition containing the Red Hat Enterprise Linux ISO images. This partition must be formatted with a ext2 or vfat filesystem, and cannot be a logical volume. There is also a field labeled **Directory holding images**.

If the ISO images are in the root (top-level) directory of a partition, enter a /. If the ISO images are located in a subdirectory of a mounted partition, enter the name of the directory holding the ISO images within that partition. For example, if the partition on which the ISO images is normally mounted as /home/, and the images are in /home/new/, you would enter /new/.

After you have identified the disk partition, the **Welcome** dialog appears.

8. Performing a Network Installation

If you are performing a network installation, the **Configure TCP/IP** dialog appears. This dialog asks for your IP and other network addresses. You can choose to configure the IP address and Netmask of the device via DHCP or manually. If manually, you have the option to enter IPv4 and/or IPv6 information. Enter the IP address you are using during installation and press **Enter**. Note that you need to supply IPv4 information if you wish to perform an NFS installation.

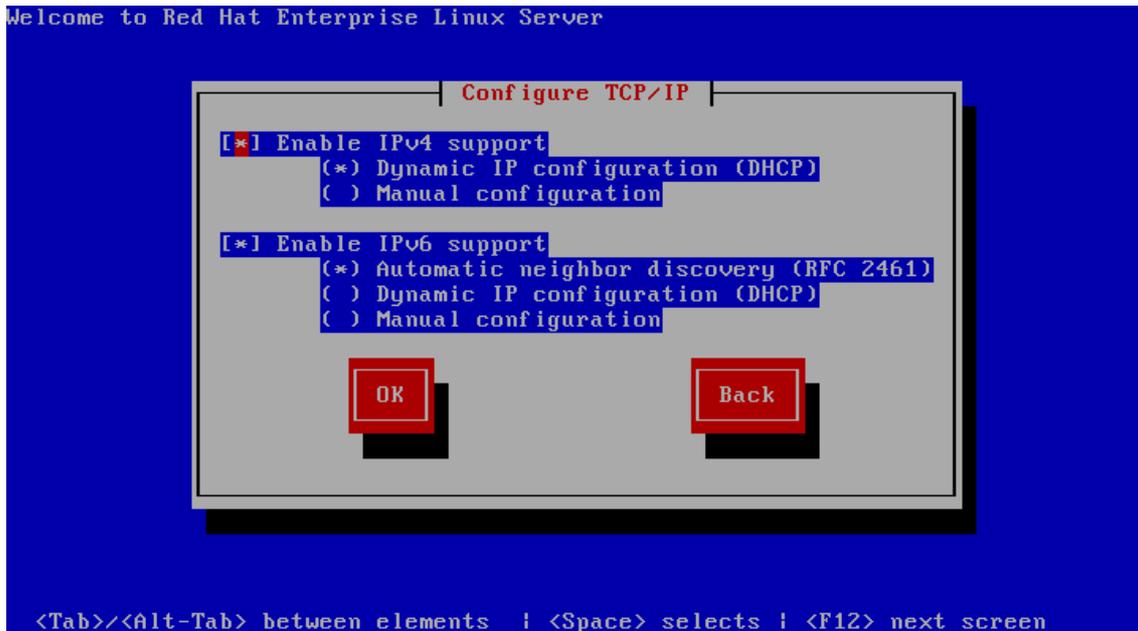


Figure 12.5. TCP/IP Configuration

9. Installing via NFS

The NFS dialog applies only if you are installing from an NFS server (if you selected **NFS Image** in the **Installation Method** dialog).

Enter the domain name or IP address of your NFS server. For example, if you are installing from a host named `eastcoast` in the domain `example.com`, enter `eastcoast.example.com` in the **NFS Server** field.

Next, enter the name of the exported directory. If you followed the setup described in Section 5, “Preparing for a Network Installation”, you would enter the directory `/export/directory/` which contains the `variant/` directory.

If the NFS server is exporting a mirror of the Red Hat Enterprise Linux installation tree, enter the directory which contains the root of the installation tree. You will enter an Installation Key later on in the process which will determine which subdirectories are used to install from. If everything was specified properly, a message appears indicating that the installation program for Red Hat Enterprise Linux is running.

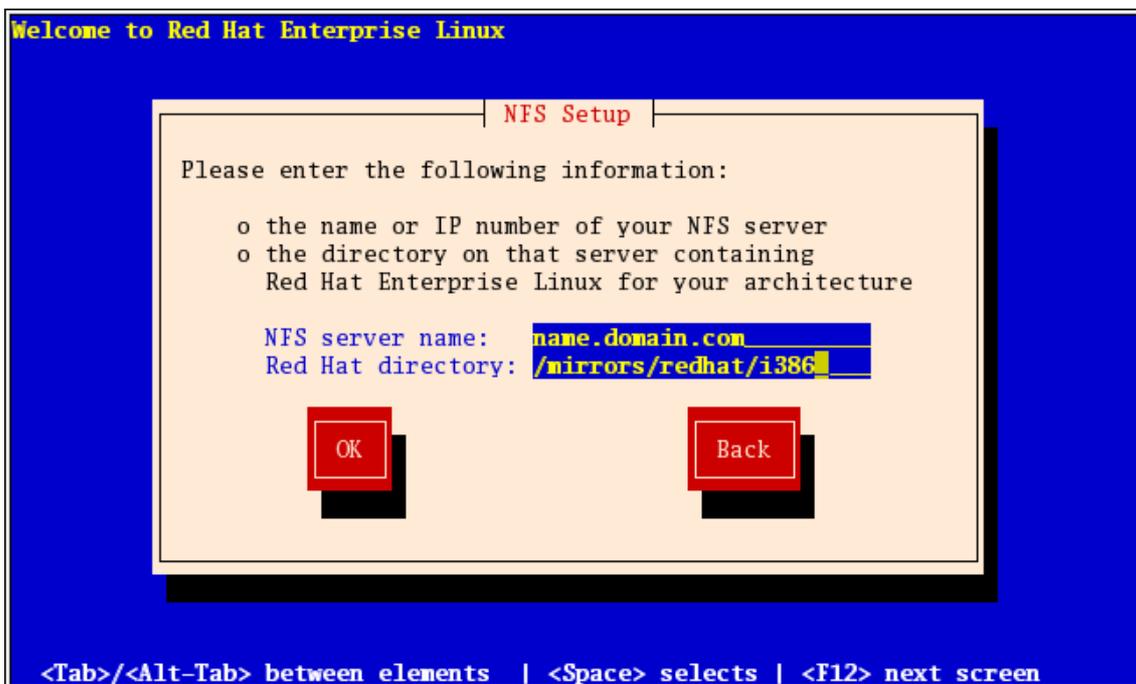


Figure 12.6. NFS Setup Dialog

If the NFS server is exporting the ISO images of the Red Hat Enterprise Linux CD-ROMs, enter the directory which contains the ISO images.

Next, the **Welcome** dialog appears.

10. Installing via FTP

The FTP dialog applies only if you are installing from an FTP server (if you selected **FTP** in the **Installation Method** dialog). This dialog allows you to identify the FTP server from which you are installing Red Hat Enterprise Linux.



Figure 12.7. FTP Setup Dialog

Enter the name or IP address of the FTP site you are installing from, and the name of the directory containing the *variant/* directory for your architecture. For example, if the FTP site contains the directory `/mirrors/redhat/arch/variant/`, enter `/mirrors/redhat/arch/` (where *arch* is replaced with the architecture type of your system, such as `i386`, `ia64`, `ppc`, or `s390x`, and *variant* is the variant that you are installing, such as `Client`, `Server`, `Workstation`, etc.). If everything was specified properly, a message box appears indicating that files are being retrieved from the server.

Next, the **Welcome** dialog appears.



Tip

You can save disk space by using the ISO images you have already copied to the server. To accomplish this, install Red Hat Enterprise Linux using ISO images without copying them into a single tree by loopback mounting them. For each ISO image:

```
mkdir discX
mount -o loop RHEL5-discX.iso discX
```

11. Installing via HTTP

The HTTP dialog applies only if you are installing from an HTTP server (if you selected **HTTP** in the **Installation Method** dialog). This dialog prompts you for information about the HTTP server

12. Welcome to Red Hat Enterprise Linux

from which you are installing Red Hat Enterprise Linux.

Enter the name or IP address of the HTTP site you are installing from, and the name of the directory containing the *variant/* directory for your architecture. For example, if the HTTP site contains the directory `/mirrors/redhat/arch/variant/`, enter `/mirrors/redhat/arch/` (where *arch* is replaced with the architecture type of your system, such as `i386`, `ia64`, `ppc`, or `s390x`, and *variant* is the variant that you are installing, such as `Client`, `Server`, `Workstation`, etc.). If everything was specified properly, a message box appears indicating that files are being retrieved from the server.

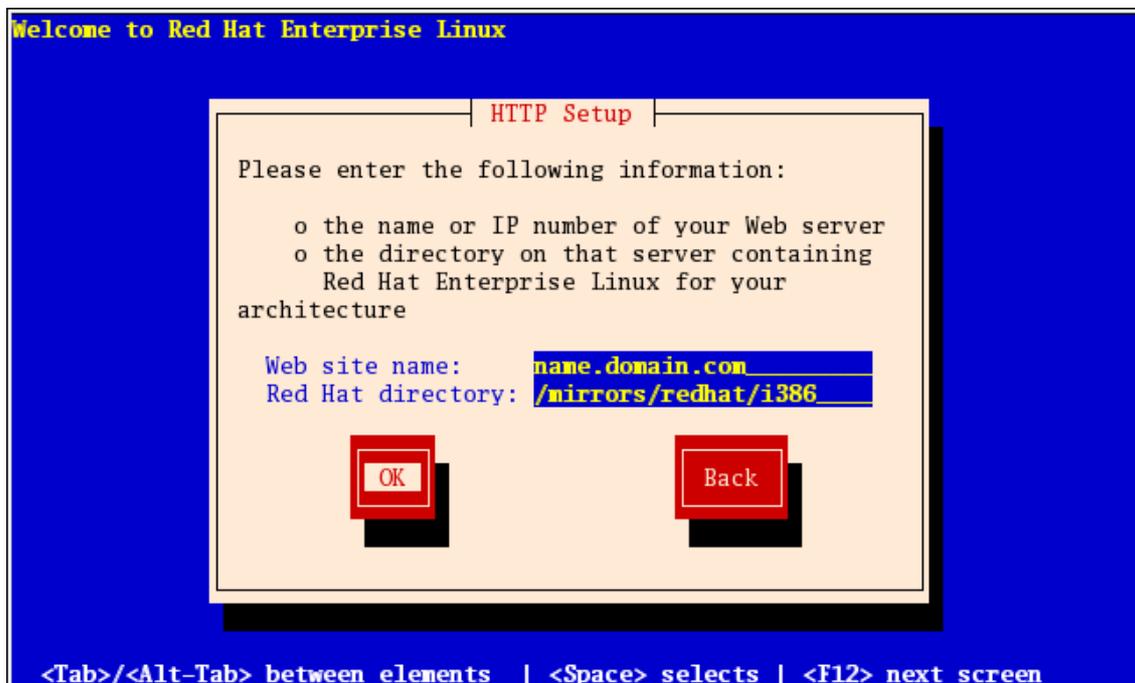


Figure 12.8. HTTP Setup Dialog

Next, the **Welcome** dialog appears.



Tip

You can save disk space by using the ISO images you have already copied to the server. To accomplish this, install Red Hat Enterprise Linux using ISO images without copying them into a single tree by loopback mounting them. For each ISO image:

```
mkdir discX
mount -o loop RHEL5-discX.iso discX
```

12. Welcome to Red Hat Enterprise Linux

The **Welcome** screen does not prompt you for any input. From this screen you can access the

13. Language Selection

Release Notes for Red Hat Enterprise Linux 5.0.0 by clicking on the Release Notes button.



Click on the **Next** button to continue.

13. Language Selection

Using your mouse, select a language to use for the installation (refer to Figure 12.9, "Language Selection").

The language you select here will become the default language for the operating system once it is installed. Selecting the appropriate language also helps target your time zone configuration later in the installation. The installation program tries to define the appropriate time zone based on what you specify on this screen.



Figure 12.9. Language Selection

Once you select the appropriate language, click **Next** to continue.

14. Keyboard Configuration

Using your mouse, select the correct layout type (for example, U.S. English) for the keyboard you would prefer to use for the installation and as the system default (refer to Figure 12.10, “Keyboard Configuration”).

Once you have made your selection, click **Next** to continue.



Figure 12.10. Keyboard Configuration



Tip

To change your keyboard layout type after you have completed the installation, use the **Keyboard Configuration Tool**.

Type the `system-config-keyboard` command in a shell prompt to launch the **Keyboard Configuration Tool**. If you are not root, it prompts you for the root password to continue.

15. Enter the Installation Number

Enter your Installation Number (refer to Figure 12.11, “Installation Number”). This number will determine the package selection set that is available to the installer. If you choose to skip entering the installation number you will be presented with a basic selection of packages to install later on.

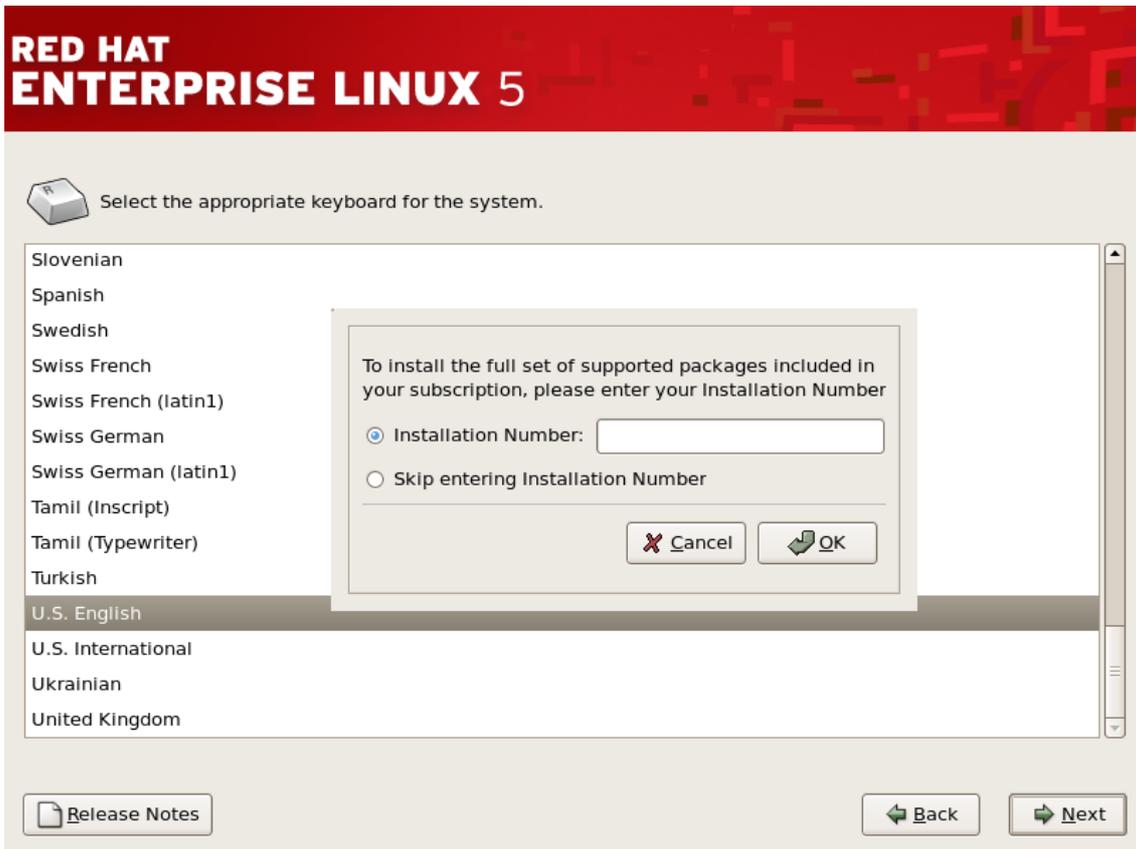


Figure 12.11. Installation Number

16. Disk Partitioning Setup

Partitioning allows you to divide your hard drive into isolated sections, where each section behaves as its own hard drive. Partitioning is particularly useful if you run multiple operating systems. If you are not sure how you want your system to be partitioned, read Chapter 25, *An Introduction to Disk Partitions* for more information.

On this screen you can choose to create the default layout or choose to manual partition using the 'Create custom layout' option of **Disk Druid**.

The first three options allow you to perform an automated installation without having to partition your drive(s) yourself. If you do not feel comfortable with partitioning your system, it is recommended that you *do not* choose to create a custom layout and instead let the installation program partition for you.

You can configure an iSCSI target for installation, or disable a dmraid device from this screen by clicking on the 'Advanced storage configuration' button. For more information refer to Section 17, "Advanced Storage Options".



Warning

The **Update Agent** downloads updated packages to `/var/cache/yum/` by default. If you partition the system manually, and create a separate `/var/` partition, be sure to create the partition large enough (3.0 GB or more) to download package updates.

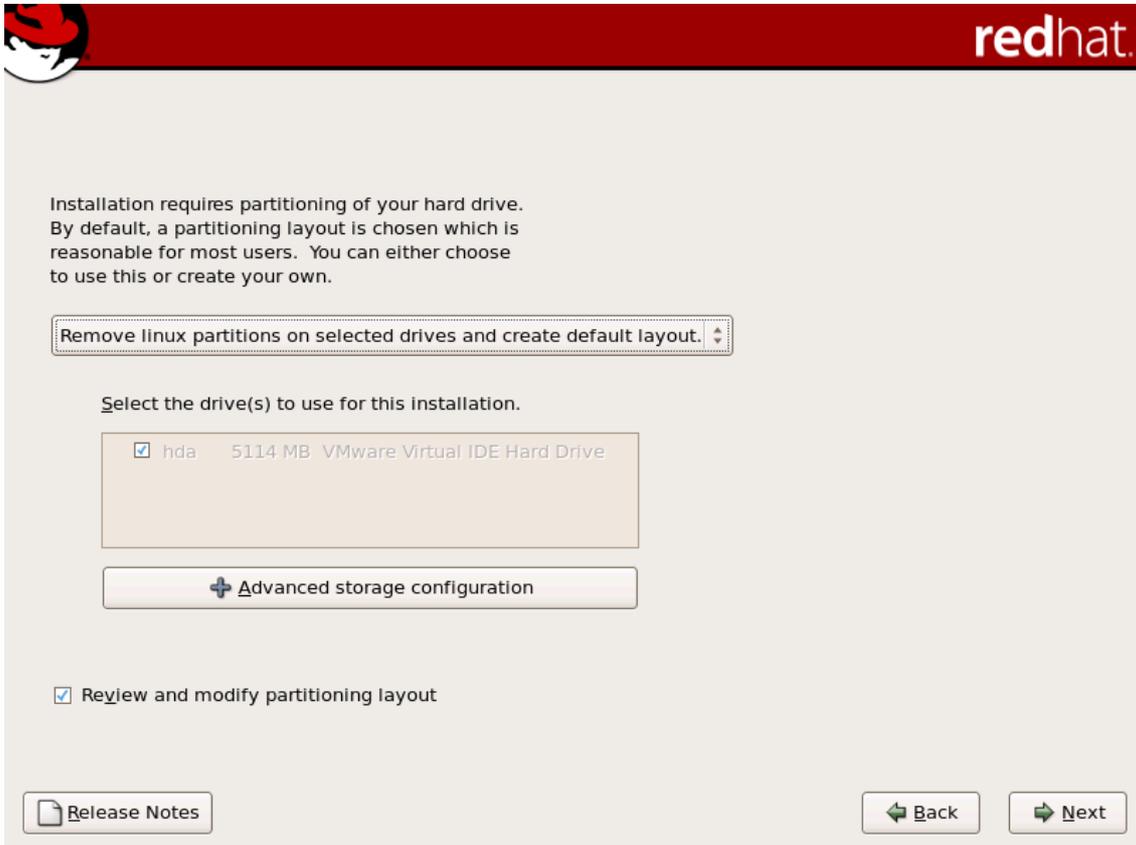


Figure 12.12. Disk Partitioning Setup

If you choose to create a custom layout using **Disk Druid**, refer to Section 19, “Partitioning Your System”.



Warning

If you receive an error after the **Disk Partitioning Setup** phase of the installation saying something similar to:

"The partition table on device hda was unreadable. To create new partitions it must be initialized, causing the loss of ALL DATA on this drive."

No matter what type of installation you are performing, backups of the existing data on your systems should always be made.

17. Advanced Storage Options

Advanced Storage Options

How would you like to modify your drive configuration?

Add iSCSI target

Disable dmraid device

Figure 12.13. Advanced Storage Options

From this screen you can choose to disable a dmraid device, in which case the individual elements of the dmraid device will appear as separate hard drives. You can also choose to configure an iSCSI (SCSI over TCP/IP) target.

To configure an iSCSI target invoke the 'Configure iSCSI Parameters' dialog by selecting 'Add iSCSI target' and clicking on the 'Add Drive' button. Fill in the details for the iSCSI target IP and provide a unique iSCSI initiator name to identify this system. Click the 'Add target' button to attempt connection to the iSCSI target using this information.

Configure iSCSI Parameters

To use iSCSI disks, you must provide the address of your iSCSI target and the iSCSI initiator name you've configured for your host.

Target IP Address:

iSCSI Initiator Name:

Figure 12.14. Configure iSCSI Parameters

Please note that you will be able to reattempt with a different iSCSI target IP should you enter it incorrectly, but in order to change the iSCSI initiator name you will need to restart the installation.

18. Create Default Layout

Create default layout allows you to have some control concerning what data is removed (if any) from your system. Your options are:

- **Remove all partitions on selected drives and create default layout** — select this option to remove all partitions on your hard drive(s) (this includes partitions created by other operating systems such as Windows VFAT or NTFS partitions).



Caution

If you select this option, all data on the selected hard drive(s) is removed by the installation program. Do not select this option if you have information that you want to keep on the hard drive(s) where you are installing Red Hat Enterprise Linux.

- **Remove Linux partitions on selected drives and create default layout** — select this option to remove only Linux partitions (partitions created from a previous Linux installation). This does not remove other partitions you may have on your hard drive(s) (such as VFAT or FAT32 partitions).
- **Use free space on selected drives and create default layout** — select this option to retain your current data and partitions, assuming you have enough free space available on your hard drive(s).

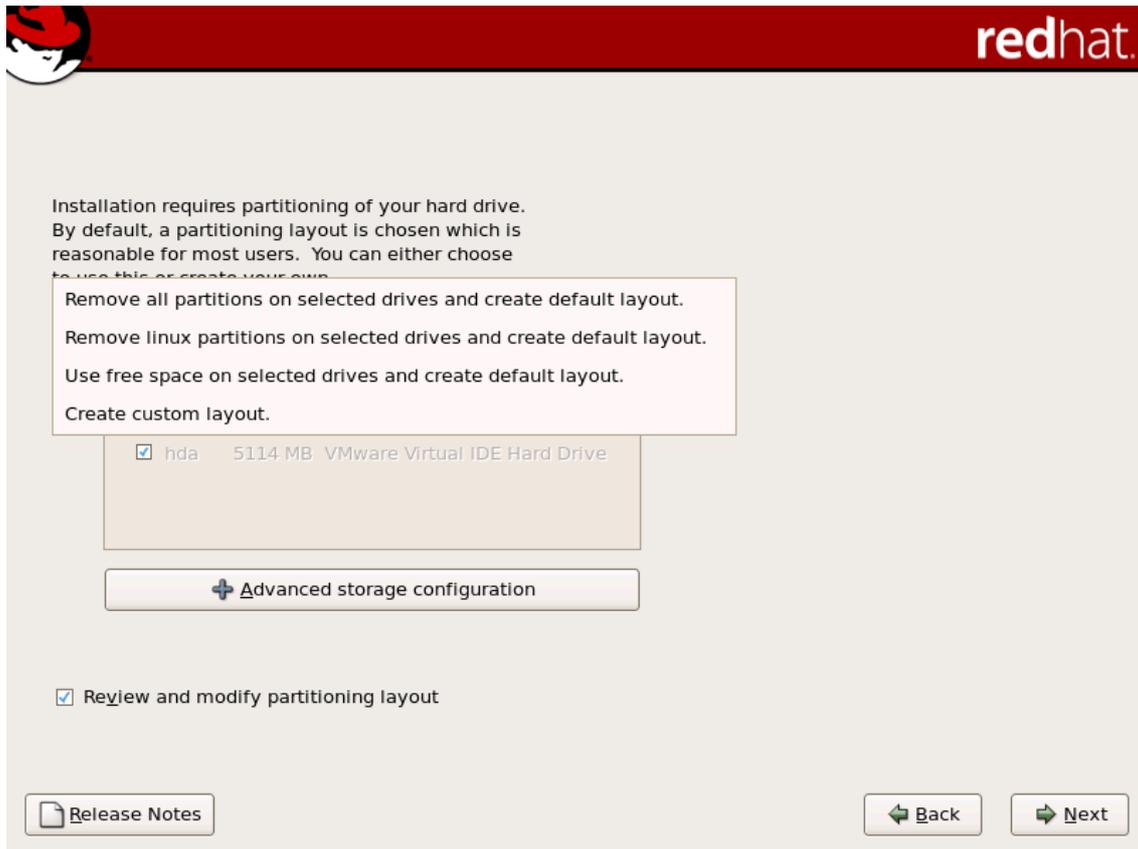


Figure 12.15. Create Default Layout

Using your mouse, choose the storage drive(s) on which you want Red Hat Enterprise Linux to be installed. If you have two or more drives, you can choose which drive(s) should contain this installation. Unselected drives, and any data on them, are not touched.



Caution

It is always a good idea to back up any data that you have on your systems. For example, if you are upgrading or creating a dual-boot system, you should back up any data you wish to keep on your drive(s). Mistakes do happen and can result in the loss of all your data.



Tip

[This text does not apply to iSeries system users.]

If you have a RAID card, be aware that some BIOSes do not support booting from the RAID card. In cases such as these, the `/boot/` partition must be created on a partition outside of the RAID array, such as on a separate hard drive. An internal

hard drive is necessary to use for partition creation with problematic RAID cards.

A `/boot/` partition is also necessary for software RAID setups.

If you have chosen to automatically partition your system, you should select **Review** and manually edit your `/boot/` partition.

To review and make any necessary changes to the partitions created by automatic partitioning, select the **Review** option. After selecting **Review** and clicking **Next** to move forward, the partitions created for you in **Disk Druid** appear. You can make modifications to these partitions if they do not meet your needs.

Click **Next** once you have made your selections to proceed.

19. Partitioning Your System

If you chose one of the three automatic partitioning options and did not select **Review**, skip ahead to Section 20, “Network Configuration”.

If you chose one of the automatic partitioning options and selected **Review**, you can either accept the current partition settings (click **Next**), or modify the setup using **Disk Druid**, the manual partitioning tool.



Note

Please note that in the text mode installation it is not possible to work with LVM (Logical Volumes) beyond viewing the existing setup. LVM can only be set up using the graphical Disk Druid program in a graphical installation.

If you chose to create a custom layout, you must tell the installation program where to install Red Hat Enterprise Linux. This is done by defining mount points for one or more disk partitions in which Red Hat Enterprise Linux is installed.



Note

If you have not yet planned how to set up your partitions, refer to Chapter 25, *An Introduction to Disk Partitions* and Section 19.4, “Recommended Partitioning Scheme”. At a bare minimum, you need an appropriately-sized root (`/`) partition, a `/boot/` partition, PPC PReP boot partition, and a swap partition equal to twice the amount of RAM you have on the system.

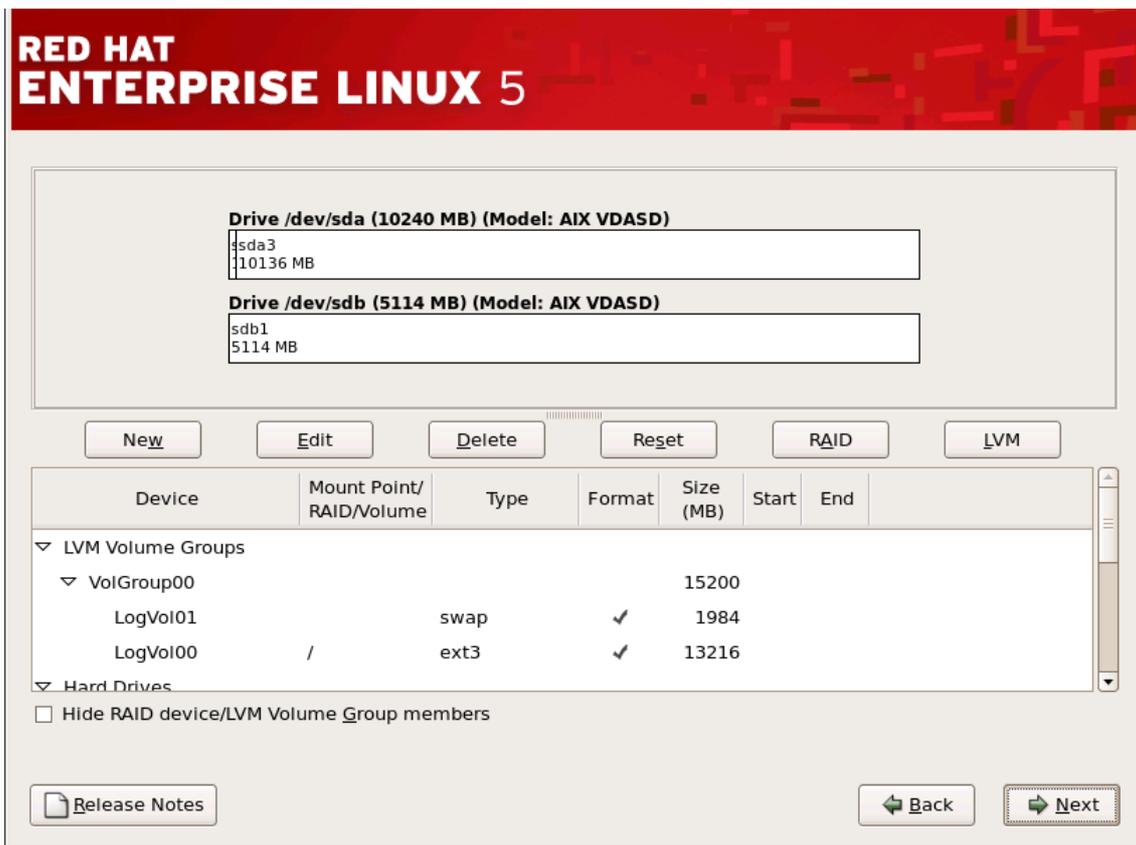


Figure 12.16. Partitioning with Disk Druid on IBM System p and System i systems

The partitioning tool used by the installation program is **Disk Druid**. With the exception of certain esoteric situations, **Disk Druid** can handle the partitioning requirements for a typical installation.

19.1. Graphical Display of Hard Drive(s)

Disk Druid offers a graphical representation of your hard drive(s).

Using your mouse, click once to highlight a particular field in the graphical display. Double-click to edit an existing partition or to create a partition out of existing free space.

Above the display, you can review the **Drive** name (such as /dev/hda), the **Geom** (which shows the hard disk's geometry and consists of three numbers representing the number of cylinders, heads, and sectors as reported by the hard disk), and the **Model** of the hard drive as detected by the installation program.

19.2. Disk Druid's Buttons

These buttons control **Disk Druid's** actions. They are used to change the attributes of a partition (for example the file system type and mount point) and also to create RAID devices. Buttons on this screen are also used to accept the changes you have made, or to exit **Disk Druid**. For further explanation, take a look at each button in order:

19.3. Partition Fields

- **New:** Used to request a new partition. When selected, a dialog box appears containing fields (such as the mount point and size fields) that must be filled in.
- **Edit:** Used to modify attributes of the partition currently selected in the **Partitions** section. Selecting **Edit** opens a dialog box. Some or all of the fields can be edited, depending on whether the partition information has already been written to disk.

You can also edit free space as represented in the graphical display to create a new partition within that space. Either highlight the free space and then select the **Edit** button, or double-click on the free space to edit it.

- To make a RAID device, you must first create (or reuse existing) software RAID partitions. Once you have created two or more software RAID partitions, select **Make RAID** to join the software RAID partitions into a RAID device.
- **Delete:** Used to remove the partition currently highlighted in the **Current Disk Partitions** section. You will be asked to confirm the deletion of any partition.
- **Reset:** Used to restore **Disk Druid** to its original state. All changes made will be lost if you **Reset** the partitions.
- **RAID:** Used to provide redundancy to any or all disk partitions. *It should only be used if you have experience using RAID.* To read more about RAID, refer to the *Red Hat Enterprise Linux Deployment Guide*.

To make a RAID device, you must first create software RAID partitions. Once you have created two or more software RAID partitions, select **RAID** to join the software RAID partitions into a RAID device.

- **LVM:** Allows you to create an LVM logical volume. The role of LVM (Logical Volume Manager) is to present a simple logical view of underlying physical storage space, such as a hard drive(s). LVM manages individual physical disks — or to be more precise, the individual partitions present on them. *It should only be used if you have experience using LVM.* To read more about LVM, refer to the *Red Hat Enterprise Linux Deployment Guide*. Note, LVM is only available in the graphical installation program.

To create an LVM logical volume, you must first create partitions of type physical volume (LVM). Once you have created one or more physical volume (LVM) partitions, select **LVM** to create an LVM logical volume.

19.3. Partition Fields

Above the partition hierarchy are labels which present information about the partitions you are creating. The labels are defined as follows:

- **Device:** This field displays the partition's device name.
- **Mount Point/RAID/Volume:** A mount point is the location within the directory hierarchy at which a volume exists; the volume is "mounted" at this location. This field indicates where the partition is mounted. If a partition exists, but is not set, then you need to define its mount point. Double-click on the partition or click the **Edit** button.

19.4. Recommended Partitioning Scheme

- **Type:** This field shows the partition's file system type (for example, ext2, ext3, or vfat).
- **Format:** This field shows if the partition being created will be formatted.
- **Size (MB):** This field shows the partition's size (in MB).
- **Start:** This field shows the cylinder on your hard drive where the partition begins.
- **End:** This field shows the cylinder on your hard drive where the partition ends.

Hide RAID device/LVM Volume Group members: Select this option if you do not want to view any RAID device or LVM Volume Group members that have been created.

19.4. Recommended Partitioning Scheme

Unless you have a reason for doing otherwise, we recommend that you create the following partitions:

- A swap partition (at least 256 MB) — swap partitions are used to support virtual memory. In other words, data is written to a swap partition when there is not enough RAM to store the data your system is processing.

If you are unsure about what size swap partition to create, make it twice the amount of RAM on your machine. It must be of type swap.

Creation of the proper amount of swap space varies depending on a number of factors including the following (in descending order of importance):

- The applications running on the machine.
- The amount of physical RAM installed on the machine.
- The version of the OS.

Swap should equal 2x physical RAM for up to 2 GB of physical RAM, and then an additional 1x physical RAM for any amount above 2 GB, but never less than 32 MB.

So, if:

M = Amount of RAM in GB, and S = Amount of swap in GB, then

```
If M < 2
S = M * 2
Else
S = M + 2
```

Using this formula, a system with 2 GB of physical RAM would have 4 GB of swap, while one with 3 GB of physical RAM would have 5 GB of swap. Creating a large swap space partition can be especially helpful if you plan to upgrade your RAM at a later time.

For systems with really large amounts of RAM (more than 32 GB) you can likely get away with a smaller swap partition (around 1x, or less, of physical RAM).

- A PPC PReP boot partition on the first partition of the hard drive — the PPC PReP boot par-

19.5. Adding Partitions

tion contains the YABOOT boot loader (which allows other POWER systems to boot Red Hat Enterprise Linux). Unless you plan to boot from a floppy or network source, you must have a PPC PReP boot partition to boot Red Hat Enterprise Linux.

For IBM System i and IBM System p users: The PPC PReP boot partition should be between 4-8 MB, not to exceed 10 MB.

- A `/boot/` partition (100 MB) — the partition mounted on `/boot/` contains the operating system kernel (which allows your system to boot Red Hat Enterprise Linux), along with files used during the bootstrap process. Due to the limitations of most PC firmware, creating a small partition to hold these is a good idea. For most users, a 100 MB boot partition is sufficient.



Caution

If you have a RAID card, be aware that Red Hat Enterprise Linux 5.0.0 does not support setting up hardware RAID on an IPR card. If you already have the RAID array setup, Open Firmware does not support booting from the RAID card. In cases such as these, the `/boot/` partition must be created on a partition outside of the RAID array, such as on a separate hard drive.

- A `root` partition (3.0 GB - 5.0 GB) — this is where `/` (the root directory) is located. In this setup, all files (except those stored in `/boot`) are on the root partition.

A 3.0 GB partition allows you to install a minimal installation, while a 5.0 GB root partition lets you perform a full installation, choosing all package groups.

19.5. Adding Partitions

To add a new partition, select the **New** button. A dialog box appears (refer to Figure 12.17, “Creating a New Partition”).



Note

You must dedicate at least one partition for this installation, and optionally more. For more information, refer to Chapter 25, *An Introduction to Disk Partitions*.

Figure 12.17. Creating a New Partition

- **Mount Point:** Enter the partition's mount point. For example, if this partition should be the root partition, enter `/`; enter `/boot` for the `/boot` partition, and so on. You can also use the pull-down menu to choose the correct mount point for your partition. For a swap partition the mount point should not be set - setting the filesystem type to swap is sufficient.
- **File System Type:** Using the pull-down menu, select the appropriate file system type for this partition. For more information on file system types, refer to Section 19.5.1, "File System Types".
- **Allowable Drives:** This field contains a list of the hard disks installed on your system. If a hard disk's box is highlighted, then a desired partition can be created on that hard disk. If the box is *not* checked, then the partition will *never* be created on that hard disk. By using different checkbox settings, you can have **Disk Druid** place partitions where you need them, or let **Disk Druid** decide where partitions should go.
- **Size (MB):** Enter the size (in megabytes) of the partition. Note, this field starts with 100 MB; unless changed, only a 100 MB partition will be created.
- **Additional Size Options:** Choose whether to keep this partition at a fixed size, to allow it to "grow" (fill up the available hard drive space) to a certain point, or to allow it to grow to fill any remaining hard drive space available.

19.6. Editing Partitions

If you choose **Fill all space up to (MB)**, you must give size constraints in the field to the right of this option. This allows you to keep a certain amount of space free on your hard drive for future use.

- **Force to be a primary partition:** Select whether the partition you are creating should be one of the first four partitions on the hard drive. If unselected, the partition is created as a logical partition. Refer to Section 1.3, “Partitions within Partitions — An Overview of Extended Partitions”, for more information.
- **OK:** Select **OK** once you are satisfied with the settings and wish to create the partition.
- **Cancel:** Select **Cancel** if you do not want to create the partition.

19.5.1. File System Types

Red Hat Enterprise Linux allows you to create different partition types, based on the file system they will use. The following is a brief description of the different file systems available, and how they can be utilized.

- **ext2** — An ext2 file system supports standard Unix file types (regular files, directories, symbolic links, etc). It provides the ability to assign long file names, up to 255 characters.
- **ext3** — The ext3 file system is based on the ext2 file system and has one main advantage — journaling. Using a journaling file system reduces time spent recovering a file system after a crash as there is no need to `fsck`⁶ the file system. The ext3 file system is selected by default and is highly recommended.
- **physical volume (LVM)** — Creating one or more physical volume (LVM) partitions allows you to create an LVM logical volume. LVM can improve performance when using physical disks. For more information regarding LVM, refer to the *Red Hat Enterprise Linux Deployment Guide*.
- **software RAID** — Creating two or more software RAID partitions allows you to create a RAID device. For more information regarding RAID, refer to the chapter *RAID (Redundant Array of Independent Disks)* in the *Red Hat Enterprise Linux Deployment Guide*.
- **swap** — Swap partitions are used to support virtual memory. In other words, data is written to a swap partition when there is not enough RAM to store the data your system is processing. Refer to the *Red Hat Enterprise Linux Deployment Guide* for additional information.

19.6. Editing Partitions

To edit a partition, select the **Edit** button or double-click on the existing partition.



Note

If the partition already exists on your disk, you can only change the partition's mount point. To make any other changes, you must delete the partition and recre-

Linux file systems.

ate it.

20. Network Configuration

If you do not have a network device, physical LAN, or virtual LAN, this screen does not appear during your installation and you should advance to Section 21, “Time Zone Configuration”.

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Network Devices

Active on Boot	Device	IPv4/Netmask	IPv6/Prefix	
<input checked="" type="checkbox"/>	eth0	DHCP	DHCP	Edit

Hostname
Set the hostname:

automatically via DHCP

manually (e.g., host.domain.com)

Miscellaneous Settings

Gateway:

Primary DNS:

Secondary DNS:

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Figure 12.18. Network Configuration

The installation program automatically detects any network devices you have and displays them in the **Network Devices** list.

Once you have selected a network device, click **Edit**. From the **Edit Interface** pop-up screen, you can choose to configure the IP address and Netmask (for IPv4 - Prefix for IPv6) of the device via DHCP (or manually if DHCP is not selected) and you can choose to activate the device at boot time. If you select **Activate on boot**, your network interface is started when you boot. If you do not have DHCP client access or you are unsure what to provide here, please contact your network administrator.

Edit Interface eth0

Configure eth0 - Advanced Micro Devices [AMD] 79c970 [PCnet32 LANCE]

Hardware address: 00:0C:29:42:45:96

Use dynamic IP configuration (DHCP)

Enable IPv4 support

Enable IPv6 support

Activate on boot

IPv4: /

IPv6: /

Figure 12.19. Editing a Network Device



Note

Do not use the numbers as seen in this sample configuration. These values will not work for your own network configuration. If you are not sure what values to enter, contact your network administrator for assistance.

If you have a hostname (fully qualified domain name) for the network device, you can choose to have DHCP (Dynamic Host Configuration Protocol) automatically detect it or you can manually enter the hostname in the field provided.

Finally, if you entered the IP and Netmask information manually, you may also enter the Gateway address and the Primary and Secondary DNS addresses.



Tip

To change your network configuration after you have completed the installation, use the **Network Administration Tool**.

Type the `system-config-network` command in a shell prompt to launch the **Network Administration Tool**. If you are not root, it prompts you for the root password to continue.

21. Time Zone Configuration

Set your time zone by selecting the city closest to your computer's physical location. Click on the map to zoom in to a particular geographical region of the world.

From here there are two ways for you to select your time zone:

- Using your mouse, click on the interactive map to select a specific city (represented by a yellow dot). A red X appears indicating your selection.
- You can also scroll through the list at the bottom of the screen to select your time zone. Using your mouse, click on a location to highlight your selection.

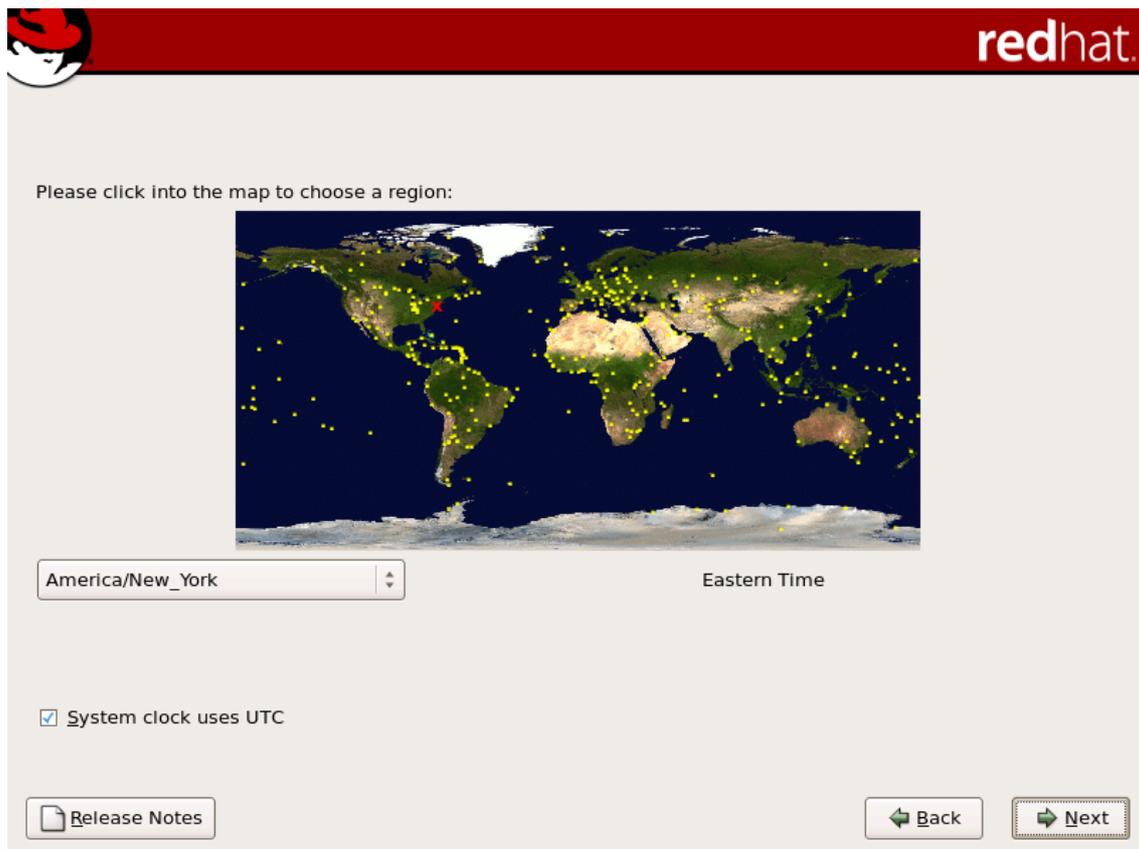


Figure 12.20. Configuring the Time Zone

Select **System Clock uses UTC** if you know that your system is set to UTC.



Tip

To change your time zone configuration after you have completed the installation, use the **Time and Date Properties Tool**.

Type the `system-config-date` command in a shell prompt to launch the **Time and**

Date Properties Tool. If you are not root, it prompts you for the root password to continue.

To run the **Time and Date Properties Tool** as a text-based application, use the command `timeconfig`.

22. Set Root Password

Setting up a root account and password is one of the most important steps during your installation. Your root account is similar to the administrator account used on Windows NT machines. The root account is used to install packages, upgrade RPMs, and perform most system maintenance. Logging in as root gives you complete control over your system.



Note

The root user (also known as the superuser) has complete access to the entire system; for this reason, logging in as the root user is best done *only* to perform system maintenance or administration.

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The root account is used for administering the system. Enter a password for the root user.

Root Password:

Confirm:

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Figure 12.21. Root Password

23. Package Group Selection

Use the root account only for system administration. Create a non-root account for your general use and `su -` to root when you need to fix something quickly. These basic rules minimize the chances of a typo or an incorrect command doing damage to your system.



Tip

To become root, type `su -` at the shell prompt in a terminal window and then press **Enter**. Then, enter the root password and press **Enter**.

The installation program prompts you to set a root password⁷ for your system. *You cannot proceed to the next stage of the installation process without entering a root password.*

The root password must be at least six characters long; the password you type is not echoed to the screen. You must enter the password twice; if the two passwords do not match, the installation program asks you to enter them again.

You should make the root password something you can remember, but not something that is easy for someone else to guess. Your name, your phone number, *qwerty*, *password*, *root*, *123456*, and *anteater* are all examples of bad passwords. Good passwords mix numerals with upper and lower case letters and do not contain dictionary words: *Aard387vark* or *420BMttNT*, for example. Remember that the password is case-sensitive. If you write down your password, keep it in a secure place. However, it is recommended that you do not write down this or any password you create.



Note

Do not use one of the example passwords offered in this manual. Using one of these passwords could be considered a security risk.



Tip

To change your root password after you have completed the installation, use the **Root Password Tool**.

Type the `system-config-rootpassword` command in a shell prompt to launch the **Root Password Tool**. If you are not root, it prompts you for the root password to continue.

⁷ A root password is the administrative password for your Red Hat Enterprise Linux system. You should only log in as root when needed for system maintenance. The root account does not operate within the restrictions placed on normal user accounts, so changes made as root can have implications for your entire system.

23. Package Group Selection

Now that you have made most of the choices for your installation, you are ready to confirm the default package selection or customize packages for your system.

The **Package Installation Defaults** screen appears and details the default package set for your Red Hat Enterprise Linux installation. This screen varies depending on the version of Red Hat Enterprise Linux you are installing.

If you choose to accept the current package list, skip ahead to Section 24, “Preparing to Install”.

To customize your package set further, select the **Customize now** option on the screen. Clicking **Next** takes you to the **Package Group Selection** screen.

You can select package groups, which group components together according to function (for example, **X Window System** and **Editors**), individual packages, or a combination of the two.



Note

Users who want support for developing or running 64-bit applications are encouraged to select the **Compatibility Arch Support** and **Compatibility Arch Development Support** packages to install architecture specific support for their systems.

To select a component, click on the checkbox beside it (refer to Figure 12.22, “Package Group Selection”).

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The default installation of Red Hat Enterprise Linux Server includes a set of software applicable for general internet usage. What additional tasks would you like your system to include support for?

Software Development
 Web server

You can further customize the software selection now, or after install via the software management application.

Customize later
 Customize now

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Figure 12.22. Package Group Selection

Select each component you wish to install.

Once a package group has been selected, if optional components are available you can click on **Optional packages** to view which packages are installed by default, and to add or remove optional packages from that group. If there are no optional components this button will be disabled.



Figure 12.23. Package Group Details

24. Preparing to Install

24.1. Prepare to Install

A screen preparing you for the installation of Red Hat Enterprise Linux now appears.

For your reference, a complete log of your installation can be found in `/root/install.log` once you reboot your system.



Warning

If, for some reason, you would rather not continue with the installation process, this is your last opportunity to safely cancel the process and reboot your machine. Once you press the **Next** button, partitions are written and packages are installed. If you wish to abort the installation, you should reboot now before any existing information on any hard drive is rewritten.

To cancel this installation process, press your computer's Reset button or use the **Control-Alt-Delete** key combination to restart your machine.

25. Installing Packages

At this point there is nothing left for you to do until all the packages have been installed. How quickly this happens depends on the number of packages you have selected and your computer's speed.

26. Installation Complete

Congratulations! Your Red Hat Enterprise Linux installation is now complete!

The installation program prompts you to prepare your system for reboot.

IBM eServer System p and System i — Completing the Installation

Do not forget to remove any boot media.

After rebooting, you must set the open firmware boot device to the disk containing your Red Hat Enterprise Linux PReP and / partitions. To accomplish this, wait until the LED indicator or HMC SRC says `E1F1`, then press **1** to enter the System Management Services GUI. Click on **Select Boot Options**. Select **Select Boot Devices**. Select **Configure 1st Boot Device**. Select the disk containing Red Hat Enterprise Linux. Set the other devices as you wish. Then exit the SMS menus to boot your new system.



Note

Steps in the SMS menu may be different depending on the machine model.

After your computer's normal power-up sequence has completed, YABOOT's prompt appears, at which you can do any of the following things:

- Press **Enter** — causes YABOOT's default boot entry to be booted.
- Select a boot label, followed by **Enter** — causes YABOOT to boot the operating system corresponding to the boot label. (Press **Tab** for non-System i systems at the `boot:`

26. Installation Complete

prompt for a list of valid boot labels.)

- Do nothing — after YABOOT's timeout period, (by default, five seconds) YABOOT automatically boots the default boot entry.

Once Red Hat Enterprise Linux has booted, one or more screens of messages should scroll by. Eventually, a `login:` prompt or a GUI login screen (if you installed the X Window System and chose to start X automatically) appears.

The first time you start your Red Hat Enterprise Linux system in run level 5 (the graphical run level), the **Setup Agent** is presented, which guides you through the Red Hat Enterprise Linux configuration. Using this tool, you can set your system time and date, install software, register your machine with Red Hat Network, and more. The **Setup Agent** lets you configure your environment at the beginning, so that you can get started using your Red Hat Enterprise Linux system quickly.

For information on registering your Red Hat Enterprise Linux subscription, refer to Chapter 24, *Activate Your Subscription*.

Chapter 13. Driver Media for IBM POWER Systems

1. Why Do I Need Driver Media?

While the Red Hat Enterprise Linux installation program is loading, a screen may appear asking you for driver media. The driver media screen is most often seen in the following scenarios:

- If you need to perform an installation from a network device
- If you need to perform an installation from a block device
- If you need to perform an installation from a PCMCIA device
- If you run the installation program by entering `linux aa` at the installation boot prompt or in the IPL Parameter field of the NWSD
- If you run the installation program on a computer which does not have any PCI devices

1.1. So What Is Driver Media Anyway?

Driver media can add support for hardware that may or may not be supported by the installation program. Driver media could include a driver diskette or image produced by Red Hat, it could be a diskette or CD-ROM you make yourself from driver images found on the Internet, or it could be a diskette or CD-ROM that a hardware vendor includes with a piece of hardware.

Driver media is used if you need access to a particular device to install Red Hat Enterprise Linux. Drivers can be used for network (NFS) installations, installations using a PCMCIA or block device, non-standard or very new CD-ROM drives, SCSI adapters, NICs, and other uncommon devices.



Note

If an unsupported device is not needed to install Red Hat Enterprise Linux on your system, continue with the installation and add support for the new piece of hardware once the installation is complete.

1.2. How Do I Obtain Driver Media?

Driver images can be obtained from several sources. They may be included with Red Hat Enterprise Linux, or they may be available from a hardware or software vendor's website. If you suspect that your system may require one of these drivers, you should create a driver diskette or CD-ROM before beginning your Red Hat Enterprise Linux installation.

1.3. Using a Driver Image During Installation



Tip

It is also possible to use a driver image via a network file. Instead of using the `linux dd` boot command, use the `linux dd=url` command, where `url` is replaced by an HTTP, FTP, or NFS address of the driver image to be used.

Another option for finding specialized driver information is on Red Hat's website at

<http://www.redhat.com/support/errata/>

under the section called **Bug Fixes**. Occasionally, popular hardware may be made available after a release of Red Hat Enterprise Linux that does not work with drivers already in the installation program or included on the driver images on the Red Hat Enterprise Linux CD #1. In such cases, the Red Hat website may contain a link to a driver image.

1.3. Using a Driver Image During Installation

If you need to use a driver image, such as during a PCMCIA device or NFS installation, the installation program prompts you to insert the driver (as a diskette, CD-ROM, or file name) when it is needed.

However, there are some cases where you must specifically tell the Red Hat Enterprise Linux installation program to load that driver diskette and use it during the installation process.

For example, to specifically load a driver diskette that you have created, begin the installation process by booting from the Red Hat Enterprise Linux CD #1 (or using boot media you have created). At the `yaboot:` prompt enter `linux dd`. Refer to Chapter 12, *Installing on IBM System i and IBM System p systems* for details on booting the installation program.

The Red Hat Enterprise Linux installation program asks you to insert the driver diskette. Once the driver diskette is read by the installation program, it can apply those drivers to hardware discovered on your system later in the installation process.

Chapter 14. Troubleshooting Installation on an IBM POWER System

This appendix discusses some common installation problems and their solutions.

You may also find the IBM Online Alert Section for System p and System i useful. It is located at:

<http://www14.software.ibm.com/webapp/set2/sas/f/lopdiags/info/LinuxAlerts.html>

Please note that the url above has been split across two lines for readability. It should be entered into a browser as one continuous line, with no linebreak.

1. You are Unable to Boot Red Hat Enterprise Linux

1.1. Is Your System Displaying Signal 11 Errors?

A signal 11 error, commonly known as a *segmentation fault*, means that the program accessed a memory location that was not assigned to it. A signal 11 error may be due to a bug in one of the software programs that is installed, or faulty hardware.

If you receive a fatal signal 11 error during your installation, it is probably due to a hardware error in memory on your system's bus. Like other operating systems, Red Hat Enterprise Linux places its own demands on your system's hardware. Some of this hardware may not be able to meet those demands, even if they work properly under another OS.

Ensure that you have the latest installation updates and images from Red Hat. Review the online errata to see if newer versions are available. If the latest images still fail, it may be due to a problem with your hardware. Commonly, these errors are in your memory or CPU-cache. A possible solution for this error is turning off the CPU-cache in the BIOS, if your system supports this. You could also try to swap your memory around in the motherboard slots to check if the problem is either slot or memory related.

Another option is to perform a media check on your installation CD-ROMs. The Red Hat Enterprise Linux installation program has the ability to test the integrity of the installation media. It works with the CD, DVD, hard drive ISO, and NFS ISO installation methods. Red Hat recommends that you test all installation media before starting the installation process, and before reporting any installation-related bugs (many of the bugs reported are actually due to improperly-burned CDs). To use this test, type the following command at the `boot:` or `yaboot:` prompt (prepend with `elilo` for Itanium systems):

```
linux mediacheck
```

2. Trouble Beginning the Installation

For more information concerning signal 11 errors, refer to:

<http://www.bitwizard.nl/sig11/>

2. Trouble Beginning the Installation

2.1. Problems with Booting into the Graphical Installation

There are some video cards that have trouble booting into the graphical installation program. If the installation program does not run using its default settings, it tries to run in a lower resolution mode. If that still fails, the installation program attempts to run in text mode.

One possible solution is to try using the `resolution=` boot option. Refer to Chapter 15, *Additional Boot Options for IBM Power Systems* for more information.



Note

To disable frame buffer support and allow the installation program to run in text mode, try using the `nofb` boot option. This command may be necessary for accessibility with some screen reading hardware.

3. Trouble During the Installation

3.1. No devices found to install Red Hat Enterprise Linux Error Message

If you receive an error message stating `No devices found to install Red Hat Enterprise Linux`, there is probably a SCSI controller that is not being recognized by the installation program.

Check your hardware vendor's website to determine if a driver diskette image is available that fixes your problem. For more general information on driver diskettes, refer to Chapter 13, *Driver Media for IBM POWER Systems*.

You can also refer to the *Red Hat Hardware Compatibility List*, available online at:

<http://hardware.redhat.com/hcl/>

3.2. Saving Traceback Messages Without a Diskette Drive

If you receive a traceback error message during installation, you can usually save it to a diskette.

If you do not have a diskette drive available in your system, you can `scp` the error message to a remote system.

This information does not apply to users of headless IBM System p systems.

3.3. Trouble with Partition Tables

When the traceback dialog appears, the traceback error message is automatically written to a file named `/tmp/anacondump.txt`. Once the dialog appears, switch over to a new tty (virtual console) by pressing the keys `ctrl-Alt-F2` and `scp` the message written to `/tmp/anacondump.txt` to a known working remote system.

3.3. Trouble with Partition Tables

If you receive an error after the **Disk Partitioning Setup** (Section 16, “Disk Partitioning Setup”) phase of the installation saying something similar to

The partition table on device hda was unreadable. To create new partitions it must be initialized, causing the loss of ALL DATA on this drive.

you may not have a partition table on that drive or the partition table on the drive may not be recognizable by the partitioning software used in the installation program.

No matter what type of installation you are performing, backups of the existing data on your systems should always be made.

3.4. Other Partitioning Problems for IBM POWER System Users

If you are using **Disk Druid** to create partitions, but cannot move to the next screen, you probably have not created all the partitions necessary for **Disk Druid**'s dependencies to be satisfied.

You must have the following partitions as a bare minimum:

- A / (root) partition
- A <swap> partition of type swap
- A PPC PReP Boot partition.
- A /boot/ partition.



Tip

When defining a partition's type as swap, do not assign it a mount point. **Disk Druid** automatically assigns the mount point for you.

3.5. Are You Seeing Python Errors?

During some upgrades or installations of Red Hat Enterprise Linux, the installation program (also known as **anaconda**) may fail with a Python or traceback error. This error may occur after the selection of individual packages or while trying to save the upgrade log in the `/tmp/` directory. The error may look similar to:

```
Traceback (innermost last):
```

4. Problems After Installation

```
File "/var/tmp/anaconda-7.1//usr/lib/anaconda/iw/progress_gui.py", line 20, in run
rc = self.todo.doInstall ()
File "/var/tmp/anaconda-7.1//usr/lib/anaconda/todo.py", line 1468, in doInstall
self.fstab.savePartitions ()
File "fstab.py", line 221, in savePartitions
sys.exit(0)
SystemExit: 0
Local variables in innermost frame:
self: <fstab.GuiFstab instance at 8446fe0>
sys: <module 'sys' (built-in)>
ToDo object: (itodo ToDo p1 (dp2 S'method' p3 (iimage CdromInstallMethod
p4 (dp5 S'progressWindow' p6 <failed>
```

This error occurs in some systems where links to `/tmp/` are symbolic to other locations or have been changed since creation. These symbolic or changed links are invalid during the installation process, so the installation program cannot write information and fails.

If you experience such an error, first try to download any available errata for **anaconda**. Errata can be found at:

<http://www.redhat.com/support/errata/>

The **anaconda** website may also be a useful reference and can be found online at:

<http://rhlinux.redhat.com/anaconda/>

You can also search for bug reports related to this problem. To search Red Hat's bug tracking system, go to:

<http://bugzilla.redhat.com/bugzilla/>

Finally, if you are still facing problems related to this error, register your product and contact our support team. To register your product, go to:

<http://www.redhat.com/apps/activate/>

4. Problems After Installation

4.1. Unable to IPL from *NWSSTG

If you are experiencing difficulties when trying to IPL from *NWSSTG, you may not have created a PReP Boot partition set as active.

4.2. Booting into a Graphical Environment

If you have installed the X Window System but are not seeing a graphical desktop environment once you log into your Red Hat Enterprise Linux system, you can start the X Window System graphical interface using the command `startx`.

Once you enter this command and press **Enter**, the graphical desktop environment is displayed.

Note, however, that this is just a one-time fix and does not change the log in process for future log ins.

4.3. Problems with the X Window System (GUI)

To set up your system so that you can log in at a graphical login screen, you must edit one file, `/etc/inittab`, by changing just one number in the runlevel section. When you are finished, reboot the computer. The next time you log in, you are presented with a graphical login prompt.

Open a shell prompt. If you are in your user account, become root by typing the `su` command.

Now, type `gedit /etc/inittab` to edit the file with **gedit**. The file `/etc/inittab` opens. Within the first screen, a section of the file which looks like the following appears:

```
# Default runlevel. The runlevels used by RHS are:
# 0 - halt (Do NOT set initdefault to this)
# 1 - Single user mode
# 2 - Multiuser, without NFS (The same as 3, if you do not have networking)
# 3 - Full multiuser mode
# 4 - unused
# 5 - X11
# 6 - reboot (Do NOT set initdefault to this)
# id:3:initdefault:
```

To change from a console to a graphical login, you should change the number in the line `id:3:initdefault:` from a 3 to a 5.



Warning

Change *only* the number of the default runlevel from 3 to 5.

Your changed line should look like the following:

```
id:5:initdefault:
```

When you are satisfied with your change, save and exit the file using the **Ctrl-Q** keys. A window appears and asks if you would like to save the changes. Click **Save**.

The next time you log in after rebooting your system, you are presented with a graphical login prompt.

4.3. Problems with the X Window System (GUI)

If you are having trouble getting X (the X Window System) to start, you may not have installed it during your installation.

If you want X, you can either install the packages from the Red Hat Enterprise Linux CD-ROMs or perform an upgrade.

If you elect to upgrade, select the X Window System packages, and choose GNOME, KDE, or both, during the upgrade package selection process.

4.4. Problems with the X Server Crashing and Non-Root Users

4.5. Problems When You Try to Log In

If you are having trouble with the X server crashing when anyone other than root logs in, you may have a full file system (or, a lack of available hard drive space).

To verify that this is the problem you are experiencing, run the following command:

```
df -h
```

The `df` command should help you diagnose which partition is full. For additional information about `df` and an explanation of the options available (such as the `-h` option used in this example), refer to the `df` man page by typing `man df` at a shell prompt.

A key indicator is 100% full or a percentage above 90% or 95% on a partition. The `/home/` and `/tmp/` partitions can sometimes fill up quickly with user files. You can make some room on that partition by removing old files. After you free up some disk space, try running X as the user that was unsuccessful before.

4.5. Problems When You Try to Log In

If you did not create a user account in the **Setup Agent**, log in as root and use the password you assigned to root.

If you cannot remember your root password, boot your system as `linux single`.

Once you have booted into single user mode and have access to the `#` prompt, you must type `passwd root`, which allows you to enter a new password for root. At this point you can type `shutdown -r now` to reboot the system with the new root password.

If you cannot remember your user account password, you must become root. To become root, type `su -` and enter your root password when prompted. Then, type `passwd <username>`. This allows you to enter a new password for the specified user account.

If the graphical login screen does not appear, check your hardware for compatibility issues. The *Hardware Compatibility List* can be found at:

<http://hardware.redhat.com/hcl/>

4.6. Your Printer Does Not Work

If you are not sure how to set up your printer or are having trouble getting it to work properly, try using the **Printer Configuration Tool**.

Type the `system-config-printer` command at a shell prompt to launch the **Printer Configuration Tool**. If you are not root, it prompts you for the root password to continue.

4.7. Apache-based `httpd` service/Sendmail Hangs During Startup

If you are having trouble with the Apache-based `httpd` service or Sendmail hanging at startup, make sure the following line is in the `/etc/hosts` file:

```
127.0.0.1 localhost.localdomain localhost
```

Chapter 15. Additional Boot Options for IBM Power Systems

This appendix discusses additional boot and kernel boot options available for the Red Hat Enterprise Linux installation program.

To use any of the boot options presented here, type the command you wish to invoke at the installation `boot :` prompt.

Boot Time Command Arguments

`askmethod`

this command asks you to select the installation method you would like to use when booting from the Red Hat Enterprise Linux CD-ROM.

`dd`

this argument causes the installation program to prompt you to use a driver diskette.

`dd=url`

this argument causes the installation program to prompt you to use a driver image from a specified HTTP, FTP, or NFS network address.

`display=ip:0`

this command allows remote display forwarding. In this command, `ip` should be replaced with the IP address of the system on which you want the display to appear.

On the system you want the display to appear on, you must execute the command `xhost +remotehostname`, where `remotehostname` is the name of the host from which you are running the original display. Using the command `xhost +remotehostname` limits access to the remote display terminal and does not allow access from anyone or any system not specifically authorized for remote access.

`driverdisk`

this command performs the same function as the `dd` command and also prompts you to use a driver diskette during the installation of Red Hat Enterprise Linux.

`ide=nodma`

this command disables DMA on all IDE devices and may be useful when having IDE-related problems.

`mediacheck`

this command gives you the option of testing the integrity of the install source (if an ISO-based method). this command works with the CD, DVD, hard drive ISO, and NFS ISO installation methods. Verifying that the ISO images are intact before you attempt an installation helps to avoid problems that are often encountered during an installation.

`mem=xxxm`

this command allows you to override the amount of memory the kernel detects for the ma-

chine. This may be needed for some older systems where only 16 mb is detected and for some new machines where the video card shares the video memory with the main memory. When executing this command, `xxx` should be replaced with the amount of memory in megabytes.

`nopass`

this command disables the passing of keyboard and mouse information to stage 2 of the installation program. It can be used to test keyboard and mouse configuration screens during stage 2 of the installation program when performing a network installation.

`nopcmcia`

this command ignores any PCMCIA controllers in system.

`noprobe`

this command disables hardware detection and instead prompts the user for hardware information.

`noshell`

this command disables shell access on virtual console 2 during an installation.

`nousb`

this command disables the loading of USB support during the installation. If the installation program tends to hang early in the process, this command may be helpful.

`nousbstorage`

this command disables the loading of the `usbstorage` module in the installation program's loader. It may help with device ordering on SCSI systems.

`rescue`

this command runs rescue mode. Refer to Chapter 26, *Basic System Recovery* for more information about rescue mode.

`resolution=`

tells the installation program which video mode to run. it accepts any standard resolution, such as `640x480`, `800x600`, `1024x768`, and so on.

`serial`

this command turns on serial console support.

`text`

this command disables the graphical installation program and forces the installation program to run in text mode.

`updates`

this command prompts you to insert a floppy diskette containing updates (bug fixes) for the anaconda installation program. It is not needed if you are performing a network installation and have already placed the updates image contents in `rhupdates/` on the server.

`vnc`

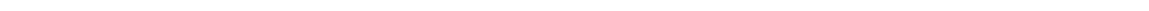
this command allows you to install from a VNC server.

`vncpassword=`

this command sets the password used to connect to the VNC server.

Part III. IBM System z Architecture - Installation and Booting

The *Red Hat Enterprise Linux Installation Guide* for IBM System z Architecture systems discusses the installation of Red Hat Enterprise Linux and some basic post-installation troubleshooting. Advanced installation options are covered in the second part of this manual.



Chapter 16. Steps to Get You Started

1. Pre-Installation

The installation process assumes a basic familiarity with the IBM eServer System z platforms. For additional information on these platforms, refer to the IBM Redbooks available online at:

<http://www.redbooks.ibm.com/> [<http://www.redbooks.ibm.com/>]

This manual assumes you are familiar with the related Redbooks and can set up logical partitions (LPARs) and virtual machines (VMs) on an IBM eServer System z system.



Note

For the most current IBM resources, visit <http://www.ibm.com/eserver/zseries/>.

Before you install Red Hat Enterprise Linux, you must perform the following steps:

1. Allocate sufficient Disk Storage Space using *DASDs*⁸ or *SCSI*⁹ partitions to provide suitable disk space (for example, 2 GB is sufficient for server installations, while 5 GB is minimally required to install all packages).
2. Acquire a minimum of 512 MB RAM (1 GB is strongly recommended) to designate for the Linux virtual machine.
3. Determine if you need swap space and if so how much. While it is possible (and recommended) to assign enough memory to z/VM and let z/VM do the necessary swapping, there may be cases where the amount of required RAM is not predictable. Such instances should be examined on a case-by-case basis.
4. Decide on the environment under which to run the operating system (on an LPAR or as a guest operating system on one or more virtual machines).
5. Finally, it is important to review sections 3.3 through 3.8, and Chapters 5 and 6 of the *IBM Linux for System z Redbook*, as it explains the different configurations and install scenarios available on the zSeries platform as well as how to setup an initial LPAR or Linux virtual machine (z/VM).

2. Additional System z Hardware Preparation for Installation Notes

The network configuration must be determined beforehand. Red Hat Enterprise Linux for IBM

⁸ Direct Access Storage Devices (or DASDs) are hard disks that allow a maximum of three (3) partitions per DASD. For example, `dasda` has `dasda[123]`.

⁹ Using the zFCP driver over fiber and a dedicated switch, SCSI LUNs can be presented to the linux guest as if they were locally attached SCSI drives.

3. Basic Overview of the Boot Method

System z supports QDIO-enabled (Queued Direct I/O) and LCS (LAN channel station) devices. The CTC (channel-to-channel) and IUCV (inter-user communication vehicle) are deprecated and are not supported in Red Hat Enterprise Linux.

For the purposes of this installation, it is recommended that at least 4 GB of disk space (such as two 2 GB DASD, direct access storage device, partitions or equivalent IBM System z SCSI LUNs) be allocated for the installation process. All DASD disk allocations should be completed prior to the installation process. After the installation, more DASD or SCSI (for IBM System z only) disk partitions may be added or deleted as necessary.

3. Basic Overview of the Boot Method

To prepare for installation, you must have the Linux kernel (`kernel.img`), the ram disk (`initrd.img`), and if using z/VM, an optional CMS configuration file (`redhat.conf`) and a parameter file. Sample parameter and CMS configuration files are provided (`redhat.parm` and `redhat.conf`). You should edit the CMS configuration file and add information about your DASD. You may also want to add some information about your network configuration. Once this is started on the IBM System z, the networking is configured. You can then use `ssh` on another computer to log into your installation image. Now you can start an installation script to install Red Hat Enterprise Linux.

4. Preparing for a Network Installation



Note

Make sure an installation CD (or any other type of CD) is not in your hosting partition's drive if you are performing a network-based installation. Having a CD in the drive may cause unexpected errors.

The Red Hat Enterprise Linux installation media must be available for either a network installation (via NFS, FTP, or HTTP) or installation via local storage. Use the following steps if you are performing an NFS, FTP, or HTTP installation.

The NFS, FTP, or HTTP server to be used for installation over the network must be a separate machine which can provide the complete contents of the installation DVD-ROM or the installation CD-ROMs.



Note

In the following examples, the directory on the installation staging server that will contain the installation files will be specified as `/location/of/disk/space`. The directory that will be made publicly available via FTP, NFS, or HTTP will be specified as `/export/directory`. For example, `/location/of/disk/space` may be a directory you create called `/var/isos`. `/export/directory` might be `/var/www/html/rhel5`, for

an HTTP install.

To copy the files from the installation DVD or CD-ROMs to a Linux machine which acts as an installation staging server, perform the following steps:

- Create an iso image from the installation disk(s) using the following command:

- For DVD:

```
dd if=/dev/dvd of=/location/of/disk/space/RHEL5.iso
```

where *dvd* refers to your DVD drive device.

- For CD-ROMs:

```
dd if=/dev/cdrom of=/location/of/disk/space/diskX.iso
```

where *cdrom* refers to your CD drive device, and *x* is the number of the disk that you are copying, beginning with 1 for the first disk, and so on.

4.1. Preparing for FTP and HTTP installation

For FTP and HTTP installation, the iso image or images should be mounted via loopback in the publicly available directory, in the following manner:

- For DVD:

```
mount -o loop /location/of/disk/space/RHEL5.iso /export/directory/
```

In this case */export/directory* will be a directory that is shared via FTP or HTTP.

- For CDROMs:

```
mount -o loop /location/of/disk/space/diskX.iso /export/directory/diskX/
```

Do the above for each of the CDROM iso images, for example:

```
mount -o loop /var/isos/disk1.iso /var/www/html/rhel5-install/disk1/
```

Next make sure that the */export/directory* directory is shared via FTP or HTTP, and verify client access. You can check to see whether the directory is accessible from the server itself, and then from another machine on the same subnet that you will be installing to.

4.2. Preparing for an NFS install

For NFS installation it is not necessary to mount the iso image. It is sufficient to make the iso image itself available via NFS. You can do this by moving the iso image or images to the NFS exported directory:

- For DVD:

5. Preparing for a Hard Drive Installation

```
mv /location/of/disk/space/RHEL5.iso /export/directory/
```

- For CDROMs:

```
mv /location/of/disk/space/disk*.iso /export/directory/
```

Ensure that the `/export/directory` directory is exported via NFS via an entry in `/etc/exports`.

To export to a specific system:

```
/export/directory client.ip.address(ro,no_root_squash)
```

To export to all systems use an entry such as:

```
/export/directory *(ro,no_root_squash)
```

Start the NFS daemon (on a Red Hat Enterprise Linux system, use `/sbin/service nfs start`). If NFS is already running, reload the configuration file (on a Red Hat Enterprise Linux system use `/sbin/service nfs reload`).

Be sure to test the NFS share following the directions in the Red Hat Enterprise Linux Deployment Guide.

5. Preparing for a Hard Drive Installation



Note

Hard drive installations using DASD or SCSI source storage only work from native ext2 or ext3 partitions. If you have a file system based on devices other than native ext2 or ext3 (particularly a file system based on RAID or LVM partitions) you will not be able to use it as a source to perform a hard drive installation.

To prepare your system for a hard drive installation, you must set the system up in one of the following ways:

- Using a set of CD-ROMs, or a DVD — Create ISO image files from each installation CD-ROM, or from the DVD. For each CD-ROM (once for the DVD), execute the following command on a Linux system:

```
dd if=/dev/cdrom of=/tmp/file-name.iso
```

This command may raise an error message when the data at the end of the CD-ROM is reached which can be ignored. The ISO images created can now be used for installation, once copied to the correct DASD.

- Using ISO images - transfer these to the system to be installed (or to the correct DASD or SCSI devices).

Verifying that ISO images are intact before you attempt an installation, helps to avoid prob-

6. Installing under z/VM

lems. To verify the ISO images are intact prior to performing an installation, use an `md5sum` program (many `md5sum` programs are available for various operating systems). An `md5sum` program should be available on the same Linux machine as the ISO images.

Make the correct DASDs or SCSI LUNs accessible to the new VM or LPAR, and then proceed with installation.

Additionally, if a file called `updates.img` exists in the location from which you install, it is used for updates to `anaconda`, the installation program. Refer to the file `install-methods.txt` in the `anaconda` RPM package for detailed information on the various ways to install Red Hat Enterprise Linux, as well as how to apply the installation program updates.

6. Installing under z/VM

Log onto z/VM as the Linux guest account. You can use `x3270` or `c3270` (from the `x3270-text` package in Red Hat Enterprise Linux) to log in to z/VM from other Linux systems. Alternatively, use the 3270 terminal emulator on the IBM System z management console. If you are working from a Windows based machine, Jolly Giant (<http://www.jollygiant.com/> [<http://www.jollygiant.com/>]) offers an SSL-enabled 3270 emulator.

If you are not in CMS mode, enter it now.

```
i cms
```

If necessary, add the device containing z/VM's TCP/IP tools to your CMS disk list. For example:

```
vmlink tcpmaint 592 592
```

If using any of the `qdio/qeth` based network connection types (such as *OSA express* or *hiper-sockets*), set the VM guest `qioassist` parameter off:

```
set qioassist off
```

FTP to the machine containing the boot images (`kernel.img` and `initrd.img`), log in, and execute the following commands (use the `(repl` option if you are overwriting existing `kernel.img` and `initrd.img` image files):

- `cd /location/of/boot/images/`
- `locsite fix 80`
- `bin`
- `get kernel.img (repl`
- `get initrd.img (repl`
- `ascii`
- `get generic.prmredhat.parm (repl`
- `quit`

6. Installing under z/VM

You may now create the parameter file (for example, `redhat.parm`). Refer to Chapter 19, *Sample Parameter Files* for sample `parm` files. Below is an explanation of the `parm` file contents.

There is a limit of 32 total parameters in the parameter file. In order to accommodate limitations with parameter files, a new configuration file on a CMS DASD should be used to configure the initial network setup and the DASD specification.

A `.parm` file is still required for the *real* kernel parameters, such as `root=/dev/ram0 ro ip=off ramdisk_size=40000`, and single parameters which are not assigned to variables, such as `vnc`. Two parameters which are used in z/VM installs to point the installation program at the new CMS configuration file need to be added to the `.parm` file:

```
CMSDASD=191 CMSCONFFILE=redhat.conf
```

CMSDASD is the device ID of the CMS formatted DASD which contains the configuration file. CMSDASD is often the 'A' DASD (usually disk 191) of the z/VM guest account. The name of the configuration file must be set with CMSCONFFILE and needs to be all lowercase.

The syntax of the CMSCONFFILE is bash style with `variable="value"` pairs, one on each line.

Example `redhat.parm` file:

```
root=/dev/ram0 ro ip=off ramdisk_size=40000
CMSDASD=191 CMSCONFFILE=redhat.conf
vnc
```

Example `redhat.exec` file:

```
/* */
'cl rdr'
'purge rdr all'
'spool punch * rdr'
'PUNCH KERNEL IMG A (NOH'
'PUNCH REDHAT PARM A (NOH'
'PUNCH INITRD IMG A (NOH'
'ch rdr all keep nohold'
'i 00c'
```

Example `redhat.conf` file:

```
HOSTNAME="foobar.systemz.example.com"
DASD="200-203"
NETTYPE="qeth"
IPADDR="192.168.17.115"
SUBCHANNELS="0.0.0600,0.0.0601,0.0.0602"
PORTNAME="FOOBAR"
NETWORK="192.168.17.0"
NETMASK="255.255.255.0"
BROADCAST="192.168.17.255"
SEARCHDNS="example.com:systemz.example.com"
GATEWAY="192.168.17.254"
DNS="192.168.17.1"
MTU="4096"
```

The following parameters are required and must be included in the parameter file:

- `DASD=dasd-list`

6. Installing under z/VM

Where *dasd-list* represents the list of DASD devices to be used by Red Hat Enterprise Linux.

Although autoprobng for DASDs is done if this parameter is omitted, it is highly recommended to include the `DASD=` parameter, as the device numbers (and therefore the device names) can vary when a new DASD is added to the Red Hat Enterprise Linux guest. This can result in an unusable system.

Additionally, in SAN-based environments, autoprobng in an LPAR-based install may have unintended side effects, as the number of DASD and SCSI volumes visible may be unexpectedly large and include volumes currently in use by other users. In particular, autoprobng during a kickstart install (which may have enabled autopartitioning to clear all partitions) is highly discouraged.

- `root=file-system`

where *file-system* represents the device on which the root file system can be found. For installation purposes, it should be set to `/dev/ram0`, which is the ramdisk containing the Red Hat Enterprise Linux installation program.

The following parameters are required to set up networking:

- `SUBCHANNELS=`

Provides required device bus IDs for the various network interfaces.

```
qeth: SUBCHANNELS="read_device_bus_id,write_device_bus_id, data_device_bus_id"  
lcs: SUBCHANNELS="read_device_bus_id,write_device_bus_id"
```

For example (a sample qeth SUBCHANNEL statement):

```
SUBCHANNELS=0.0.0600,0.0.0601,0.0.0602
```

The following parameters are optional:

- `HOSTNAME=string`

Where *string* is the hostname of the newly-installed Linux guest.

- `NETTYPE=type`

Where *type* must be one of the following: `lcs`, or `qeth`.

- `IPADDR=IP`

Where *IP* is the IP address of the new Linux guest.

- `NETWORK=network`

Where *network* is the address of your network.

- `NETMASK=netmask`

6. Installing under z/VM

Where *netmask* is the netmask.

- `BROADCAST=broadcast`

Where *broadcast* is the broadcast address.

- `GATEWAY=gw`

Where *gw* is the gateway-IP for your `eth` device.

- `MTU=mtu`

Where *mtu* is the Maximum Transmission Unit (MTU) for this connection.

- `DNS=server1:server2::serverN`

Where `server1:server2::serverN` is a list of DNS servers, separated by colons. For example:

```
DNS=10.0.0.1:10.0.0.2
```

- `SEARCHDNS=domain1:domain2::domainN`

Where `domain1:domain2::domainN` is a list of the search domains, separated by colons. For example:

```
SEARCHDNS=example.com:example.org
```

- `PORTNAME=osa_portname | lcs_portnumber`

This variable supports OSA devices operating in qdio mode or non-qdio mode.

When using qdio mode: *osa_portname* is the portname specified on the OSA device when operating in qeth mode. `PORTNAME` is only required for z/VM 4.3 or older without APARs VM63308 and PQ73878.

When using non-qdio mode: *lcs_portnumber* is used to pass the relative port number as integer in the range of 0 through 15.

- `FCP_n="device_number SCSI_ID WWPN SCSI_LUN FCP_LUN"`

The variables can be used on systems with FCP devices to preconfigure the FCP setup and can be subsequently edited in `anaconda` during the installation. An example value may look similar to:

```
FCP_1="0.0.5000 0x01 0x5105074308c212e9 0x0 4010"
```

- *n* is an integer value (e.g. `FCP_1`, `FCP_2`, ...).
- *device_number* is used to specify the address of the FCP device (`0.0.5000` for device 5000, for example).
- *SCSI_ID* is specified in hex-value, typically sequential values (e.g. `0x01`, `0x02` ...) are used over multiple `FCP_` variables.

7. Installing in an LPAR using the Red Hat Enterprise Linux LPAR CD

- *WWPN* is the world wide port name used for routing (often in conjunction with multipathing) and is as a 16-digit hex value (e.g. 0x5105074308c212e9).
- *SCSI_LUN* refers to the local SCSI logical unit value and is specified as a hex-value, typically sequential values (e.g. 0x00, 0x01, ...) are used over multiple FCP_ variables.
- *FCP_LUN* refers to the storage logical unit identifier and is specified as a hex-value (such as 0x4010).



Note

Each of the values used in the FCP parameters (FCP_1, FCP_2, ...) are site-specific and are normally supplied by the FCP storage administrator.

The following parameters for kickstart installations are optional:

- `RUNKS=value`

Where *value* is defined as `1` if you want to run the installation program in noninteractive (kickstart) mode in the 3270 terminal, or `0` otherwise.

- `cmdline`

When `cmdline` is specified, 3270 terminal output becomes much more readable, as the installer disables most escape terminal sequences that are applicable to unix-like consoles, but not supported on the 3270 console.

- Make sure that your kickstart file contains all required parameters before you use either of the `RUNKS` or `cmdline` options.

If any of the network parameters required to make the network operate correctly are omitted from the `parm` file, a prompt appears during the installation boot process.

If you logged off, reconnect and log in using z/VM guest ID you configured for installation. If you are not in CMS mode, enter it now.

```
i cms
```

Create an executable script containing the commands necessary to IPL the kernel image and start the installation. The following sample script is a typical initial start-up script:

```
/* */ 'CL RDR' 'PURGE RDR ALL' 'SPOOL PUNCH * RDR' 'PUNCH KERNEL IMG A (NOH' 'PUNCH REDHAT PARM A (NOH' 'P
```

The initial installation start-up script prompts you for information about your networking and DASDs unless you have specified all necessary information in the `parm` file.

Once all questions have been answered, you are ready to begin the core installation program, **loader**. To continue with the installation, refer to Chapter 17, *Installing on IBM System z Systems* for further instructions.

7. Installing in an LPAR using the Red Hat Enterprise Linux LPAR CD

The following steps must be taken when installing onto an LPAR.

- Log in on the Hardware Master Console (HMC) or the Support Element Workplace (SEW) as a user with sufficient privileges to install a new OS to an LPAR. The SYSPROG user is recommended.
- Select **Images**, then select the LPAR to which you wish to install. Use the arrows in the frame on the right side to navigate to the **CPC Recovery** menu.
- Double-click on **Load from CD-ROM or Server**.
- In the dialog box that follows, select **Local CD-ROM** then click **Continue**.
- In the dialog that follows, keep the default selection of `generic.ins` then click **Continue**.
- Skip to Section 9, “Installing in an LPAR (Common Steps)” to continue.

8. Installing in an LPAR without the Red Hat Enterprise Linux for System z CD-ROMs

- Log in on the Support Element Workplace as a user with sufficient privileges to install a new OS to an LPAR.
- Select **Images**, then select the LPAR you wish to install to.
- Use the arrows in the frame on the right side to navigate to the **CPC Recovery** menu.
- Double-click on **Load from CD-ROM or Server**.
- In the dialog box that follows, select **FTP Source**, and enter the following information:

Host Computer:

Hostname or IP address of the FTP server you wish to install from (for example, `ftp.redhat.com`)

User ID:

Your user name on the FTP server (or *anonymous*)

Password:

Your password (use your email address if you are logging in as anonymous)

Account:

Leave this field empty

File location (can be left blank):

Directory on the FTP server holding Red Hat Enterprise Linux for System z (for example, /

9. Installing in an LPAR (Common Steps)

pub/redhat/linux/rawhide/s390x)

- Click **Continue**.
- In the dialog that follows, keep the default selection of `redhat.ins` and click **Continue**.
- Refer to Section 9, “Installing in an LPAR (Common Steps)” to continue.

9. Installing in an LPAR (Common Steps)

Once the installation program has started (if the red field behind the LPAR icon is disappearing, the installation program has begun), select the LPAR and double-click on **Operating System Messages**.

The initial installation start-up script asks you questions about your networking and DASD configurations. *Red Hat Enterprise Linux has changed the limit for parameter file definitions and now accepts thirty-two (32) parameters.* Any information not specified in the parameter file must be specified by answering the installation program questions.

Once all questions have been answered, you are ready to begin the core installation program, **loader**. To continue with the installation, refer to Chapter 17, *Installing on IBM System z Systems* for further instructions.



Note

If you install over a network with a Hard Drive Installation source you must perform a text mode installation.

10. Do You Have Enough Disk Space?

Nearly every modern-day operating system (OS) uses *disk partitions*, and Red Hat Enterprise Linux is no exception. When you install Red Hat Enterprise Linux, you may have to work with disk partitions.

The disk space used by Red Hat Enterprise Linux must be separate from the disk space used by other OSes you may have installed on your system.

For more information about disks and partition configuration, refer to Section 14.4, “Recommended Partitioning Scheme”.

Chapter 17. Installing on IBM System z Systems

This chapter explains how to perform a Red Hat Enterprise Linux installation using the graphical, mouse-based installation program. The following topics are discussed:

- Becoming familiar with the installation program's user interface
- Starting the installation program
- Selecting an installation method
- Configuration steps during the installation (language, keyboard, mouse, partitioning, etc.)
- Finishing the installation

1. The Graphical Installation Program User Interface

If you have used a *graphical user interface (GUI)* before, you are already familiar with this process; use your mouse to navigate the screens, click buttons, or enter text fields.

You can also navigate through the installation using the keyboard. The **Tab** key allows you to move around the screen, the Up and Down arrow keys to scroll through lists, **+** and **-** keys expand and collapse lists, while **Space** and **Enter** selects or removes from selection a highlighted item. You can also use the **Alt-x** key command combination as a way of clicking on buttons or making other screen selections, where *x* is replaced with any underlined letter appearing within that screen.



Note

While text mode installations are not explicitly documented, those using the text mode installation program can easily follow the GUI installation instructions. One thing to note is that manipulation of LVM (Logical Volume Management) disk volumes and the configuration of zFCP devices are only possible in graphical mode. In text mode it is only possible to view and accept the default LVM setup.

2. The Text Mode Installation Program User Interface

The Red Hat Enterprise Linux text mode installation program uses a screen-based interface that includes most of the on-screen *widgets* commonly found on graphical user interfaces. Fig-

2. The Text Mode Installation Program User Interface

Figure 17.1, “Installation Program Widgets as seen in Boot Loader Configuration”, and Figure 17.2, “Installation Program Widgets as seen in Disk Druid”, illustrate the screens that appear during the installation process.



Note

While text mode installations are not explicitly documented, those using the text mode installation program can easily follow the GUI installation instructions. One thing to note is that manipulation of LVM (Logical Volume Management) disk volumes is only possible in graphical mode. In text mode it is only possible to view and accept the default LVM setup.

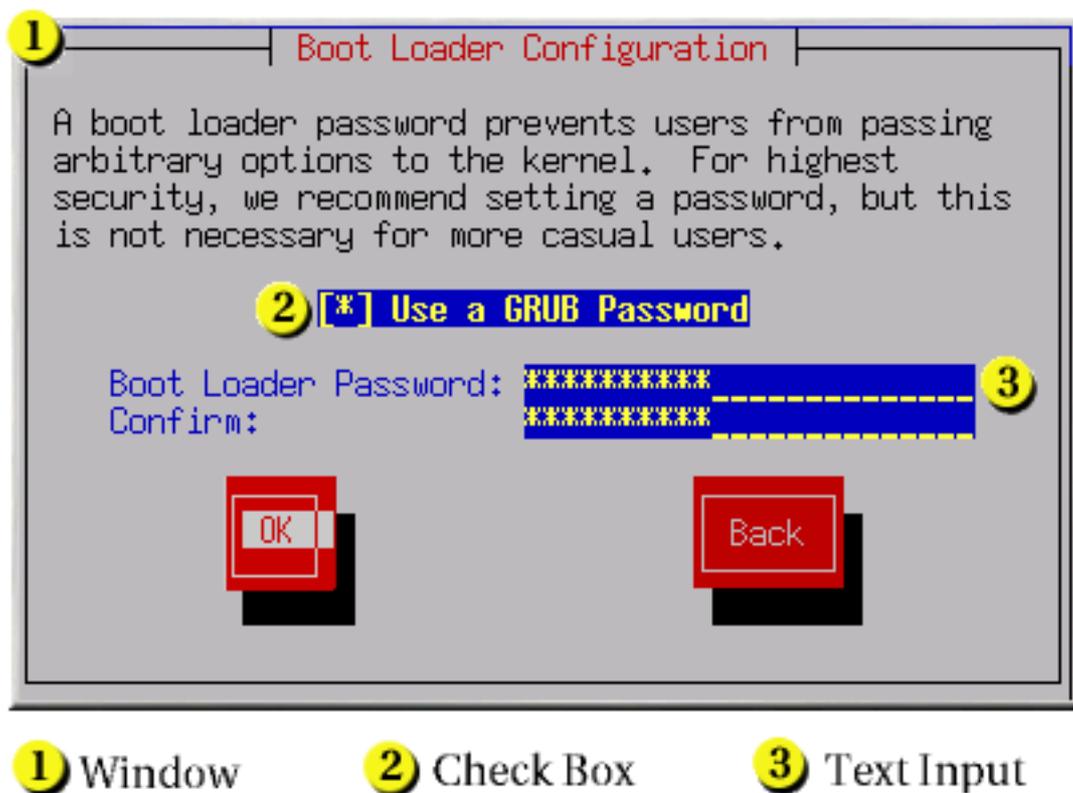


Figure 17.1. Installation Program Widgets as seen in Boot Loader Configuration

2. The Text Mode Installation Program User Interface

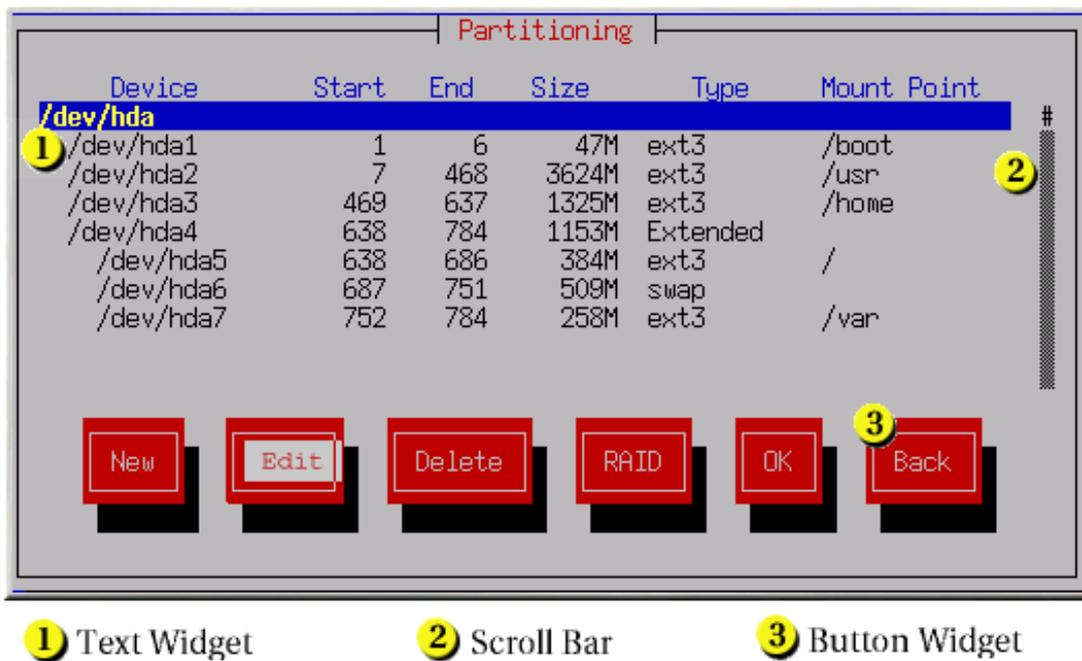


Figure 17.2. Installation Program Widgets as seen in Disk Druid

Here is a list of the most important widgets shown in Figure 17.1, "Installation Program Widgets as seen in Boot Loader Configuration" and Figure 17.2, "Installation Program Widgets as seen in Disk Druid":

- Window — Windows (usually referred to as *dialogs* in this manual) appear on your screen throughout the installation process. At times, one window may overlay another; in these cases, you can only interact with the window on top. When you are finished in that window, it disappears, allowing you to continue working in the window underneath.
- Checkbox — Checkboxes allow you to select or deselect a feature. The box displays either an asterisk (selected) or a space (unselected). When the cursor is within a checkbox, press **Space** to select or deselect a feature.
- Text Input — Text input lines are regions where you can enter information required by the installation program. When the cursor rests on a text input line, you may enter and/or edit information on that line.
- Text Widget — Text widgets are regions of the screen for the display of text. At times, text widgets may also contain other widgets, such as checkboxes. If a text widget contains more information than can be displayed in the space reserved for it, a scroll bar appears; if you position the cursor within the text widget, you can then use the **Up** and **Down** arrow keys to scroll through all the information available. Your current position is shown on the scroll bar by a **#** character, which moves up and down the scroll bar as you scroll.
- Scroll Bar — Scroll bars appear on the side or bottom of a window to control which part of a list or document is currently in the window's frame. The scroll bar makes it easy to move to any part of a file.

2.1. Using the Keyboard to Navigate

- **Button Widget** — Button widgets are the primary method of interacting with the installation program. You progress through the windows of the installation program by navigating these buttons, using the **Tab** and **Enter** keys. Buttons can be selected when they are highlighted.
- **Cursor** — Although not a widget, the cursor is used to select (and interact with) a particular widget. As the cursor is moved from widget to widget, it may cause the widget to change color, or the cursor itself may only appear positioned in or next to the widget. In Figure 17.1, “Installation Program Widgets as seen in Boot Loader Configuration”, the cursor is positioned on the **OK** button. Figure 17.2, “Installation Program Widgets as seen in Disk Druid”, shows the cursor on the **Edit** button.

2.1. Using the Keyboard to Navigate

Navigation through the installation dialogs is performed through a simple set of keystrokes. To move the cursor, use the **Left**, **Right**, **Up**, and **Down** arrow keys. Use **Tab**, and **Shift-Tab** to cycle forward or backward through each widget on the screen. Along the bottom, most screens display a summary of available cursor positioning keys.

To “press” a button, position the cursor over the button (using **Tab**, for example) and press **Space** or **Enter**. To select an item from a list of items, move the cursor to the item you wish to select and press **Enter**. To select an item with a checkbox, move the cursor to the checkbox and press **Space** to select an item. To deselect, press **Space** a second time.

Pressing **F12** accepts the current values and proceeds to the next dialog; it is equivalent to pressing the **OK** button.



Caution

Unless a dialog box is waiting for your input, do not press any keys during the installation process (doing so may result in unpredictable behavior).

3. Running the Installation Program

After following the steps outlined in Chapter 16, *Steps to Get You Started* for booting an LPAR or VM system, `ssh` to the configured Linux install system on the IBM System z.

Although the text mode installation program is run by default for most installations, you can optionally run the graphical installation program available for both VM and LPAR installations via the NFS installation method.



Note

If you have a slow network connection or prefer a text-based installation, do not set the `DISPLAY=` variable in the `parm` file. The text-based installation is similar to the graphical installation; however, the graphical installation offers more package se-

3.1. Installation using X11 Forwarding

lection details and other options not available in text-based installs. It is strongly recommended to use the graphical installation whenever possible.

To run the graphical installation, use a workstation that has an X Window System server or VNC client installed. Use an SSH client that allows X11 forwarding or a Telnet client. SSH is strongly recommended for its security features as well as its ability to forward X and VNC sessions. Enable X11 forwarding in your SSH client prior to connecting to the *Linux image* (the Linux guest running on z/VM).

3.1. Installation using X11 Forwarding

For example, to connect to the Linux image and display the graphical installation program using OpenSSH with X11 forwarding on a Linux workstation, type the following at the workstation shell prompt:

```
ssh -X linuxvm.example.com
```

The `-x` option enables X11 forwarding.

The graphical installation program cannot be started if your DNS or hostnames are not set correctly, or the Linux image is not allowed to open applications on your display. You can prevent this by setting a correct `DISPLAY=` variable. Add the parameter `DISPLAY=workstationname:0.0` in the parameter file, replacing `workstationname` with the hostname of the client workstation connecting to the Linux Image. Allow the Linux image to connect to the workstation using the command `xhost +linuxvm` on the local workstation.

If the graphical installation via NFS does not automatically begin for you, verify the `DISPLAY=` variable settings in the `parm` file. If performing a VM installation, rerun the installation to load the new `parm` file on the reader. Additionally, make sure when performing an X11 forwarded display that the X server is started on the workstation machine. Finally, make sure either the NFS, FTP or HTTP protocols are selected, as all 3 methods support graphical installations.

3.2. Installation using VNC

If you are using VNC, a message on the workstation SSH terminal prompts you to start the VNC client viewer and details the VNC display specifications. Enter the specifications from the SSH terminal into the VNC client viewer and connect to the Linux image to begin the installation.

Once you have logged into the Linux image the `loader` will start the installation program.

When the `loader` starts, several screens appear for selecting the installation method.

4. Installing from a Hard Drive (DASD)

The **Select Partition** screen applies only if you are installing from a disk partition (that is, if you selected **Hard Drive** in the **Installation Method** dialog). This dialog allows you to name the disk partition and directory from which you are installing Red Hat Enterprise Linux.

Enter the device name of the partition containing the Red Hat Enterprise Linux ISO images.

5. Installing via NFS

This partition must be formatted with a ext2 or vfat filesystem, and cannot be a logical volume. There is also a field labeled **Directory holding images**.

If the ISO images are in the root (top-level) directory of a partition, enter a `.`. If the ISO images are located in a subdirectory of a mounted partition, enter the name of the directory holding the ISO images within that partition. For example, if the partition on which the ISO images is normally mounted as `/home/`, and the images are in `/home/new/`, you would enter `/new/`.

After you have identified the disk partition, the **Welcome** dialog appears.

5. Installing via NFS

The NFS dialog applies only if you are installing from an NFS server (if you selected **NFS Image** in the **Installation Method** dialog).

Enter the domain name or IP address of your NFS server. For example, if you are installing from a host named `eastcoast` in the domain `example.com`, enter `eastcoast.example.com` in the **NFS Server** field.

Next, enter the name of the exported directory. If you followed the setup described in Section 4, "Preparing for a Network Installation", you would enter the directory `/export/directory/`.

If the NFS server is exporting a mirror of the Red Hat Enterprise Linux installation tree, enter the directory which contains the root of the installation tree. You will enter an Installation Key later on in the process which will determine which subdirectories are used to install from. If everything was specified properly, a message appears indicating that the installation program for Red Hat Enterprise Linux is running.

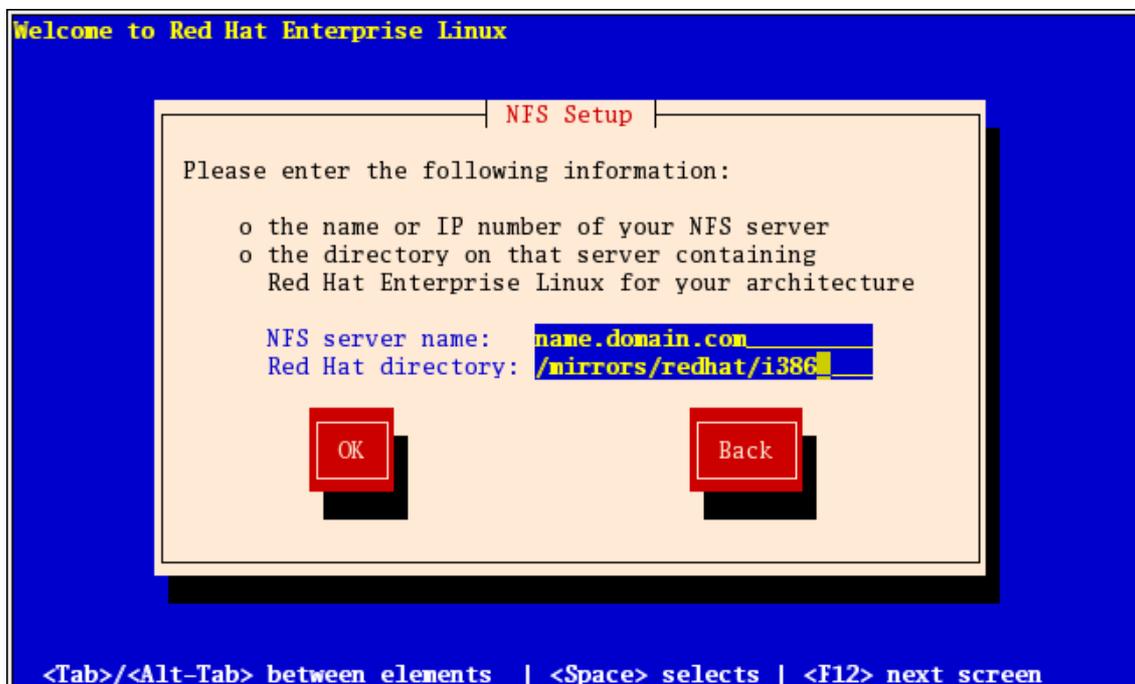


Figure 17.3. NFS Setup Dialog

6. Installing via FTP

If the NFS server is exporting the ISO images of the Red Hat Enterprise Linux CD-ROMs, enter the directory which contains the ISO images.

Next, the **Welcome** dialog appears.

6. Installing via FTP

The FTP dialog applies only if you are installing from an FTP server (if you selected **FTP** in the **Installation Method** dialog). This dialog allows you to identify the FTP server from which you are installing Red Hat Enterprise Linux.



Figure 17.4. FTP Setup Dialog

Enter the name or IP address of the FTP site you are installing from, and the name of the directory containing the *variant/* directory for your architecture. For example, if the FTP site contains the directory `/mirrors/redhat/arch/variant/`, enter `/mirrors/redhat/arch/` (where *arch* is replaced with the architecture type of your system, such as *i386*, *ia64*, *ppc*, or *s390x*, and *variant* is the variant that you are installing, such as *Client*, *Server*, *Workstation*, etc.). If everything was specified properly, a message box appears indicating that files are being retrieved from the server.

Next, the **Welcome** dialog appears.



Tip

You can save disk space by using the ISO images you have already copied to the server. To accomplish this, install Red Hat Enterprise Linux using ISO images

7. Installing via HTTP

without copying them into a single tree by loopback mounting them. For each ISO image:

```
mkdir discX
mount -o loop RHEL5-discX.iso discX
```

7. Installing via HTTP

The HTTP dialog applies only if you are installing from an HTTP server (if you selected **HTTP** in the **Installation Method** dialog). This dialog prompts you for information about the HTTP server from which you are installing Red Hat Enterprise Linux.

Enter the name or IP address of the HTTP site you are installing from, and the name of the directory containing the *variant/* directory for your architecture. For example, if the HTTP site contains the directory `/mirrors/redhat/arch/variant/`, enter `/mirrors/redhat/arch/` (where *arch* is replaced with the architecture type of your system, such as i386, ia64, ppc, or s390x, and *variant* is the variant that you are installing, such as Client, Server, Workstation, etc.). If everything was specified properly, a message box appears indicating that files are being retrieved from the server.

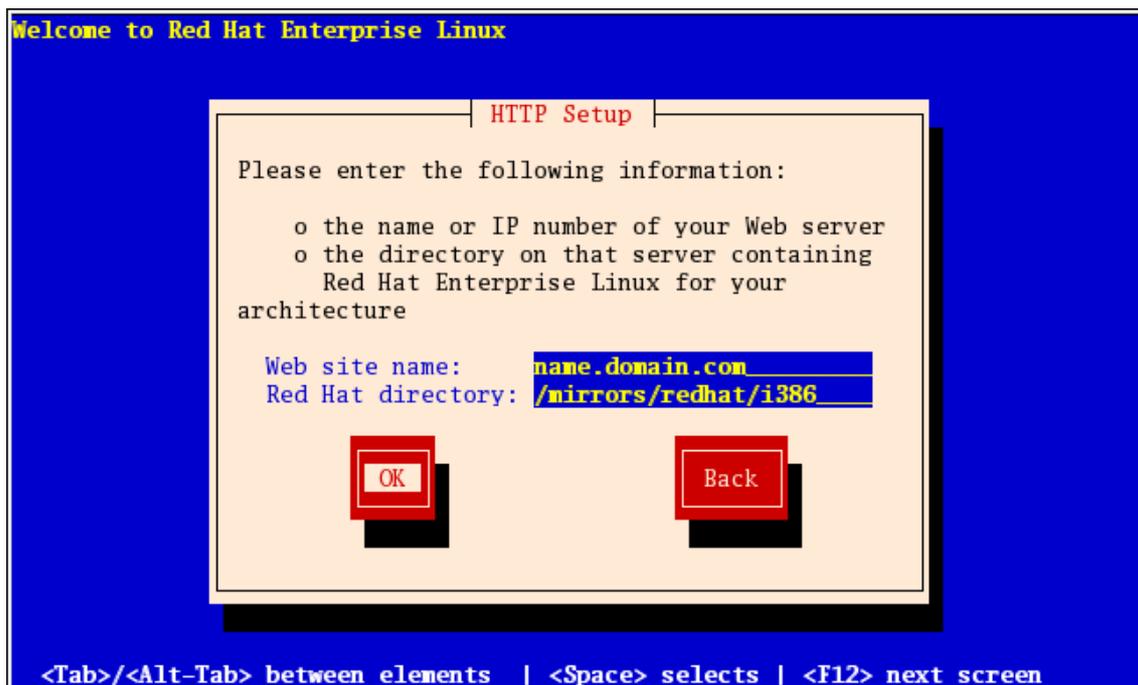


Figure 17.5. HTTP Setup Dialog

Next, the **Welcome** dialog appears.



Tip

You can save disk space by using the ISO images you have already copied to the server. To accomplish this, install Red Hat Enterprise Linux using ISO images without copying them into a single tree by loopback mounting them. For each ISO image:

```
mkdir discX
mount -o loop RHEL5-discX.iso discX
```

8. Welcome to Red Hat Enterprise Linux

The **Welcome** screen does not prompt you for any input. From this screen you can access the Release Notes for Red Hat Enterprise Linux 5.0.0 by clicking on the Release Notes button.



Click on the **Next** button to continue.

9. Language Selection

Using your mouse, select a language to use for the installation (refer to Figure 17.6, “Language Selection”).

The language you select here will become the default language for the operating system once it is installed. Selecting the appropriate language also helps target your time zone configuration

10. Enter the Installation Number

later in the installation. The installation program tries to define the appropriate time zone based on what you specify on this screen.



Figure 17.6. Language Selection

Once you select the appropriate language, click **Next** to continue.

10. Enter the Installation Number

Enter your Installation Number (refer to Figure 17.7, “Installation Number”). This number will determine the package selection set that is available to the installer. If you choose to skip entering the installation number you will be presented with a basic selection of packages to install later on.

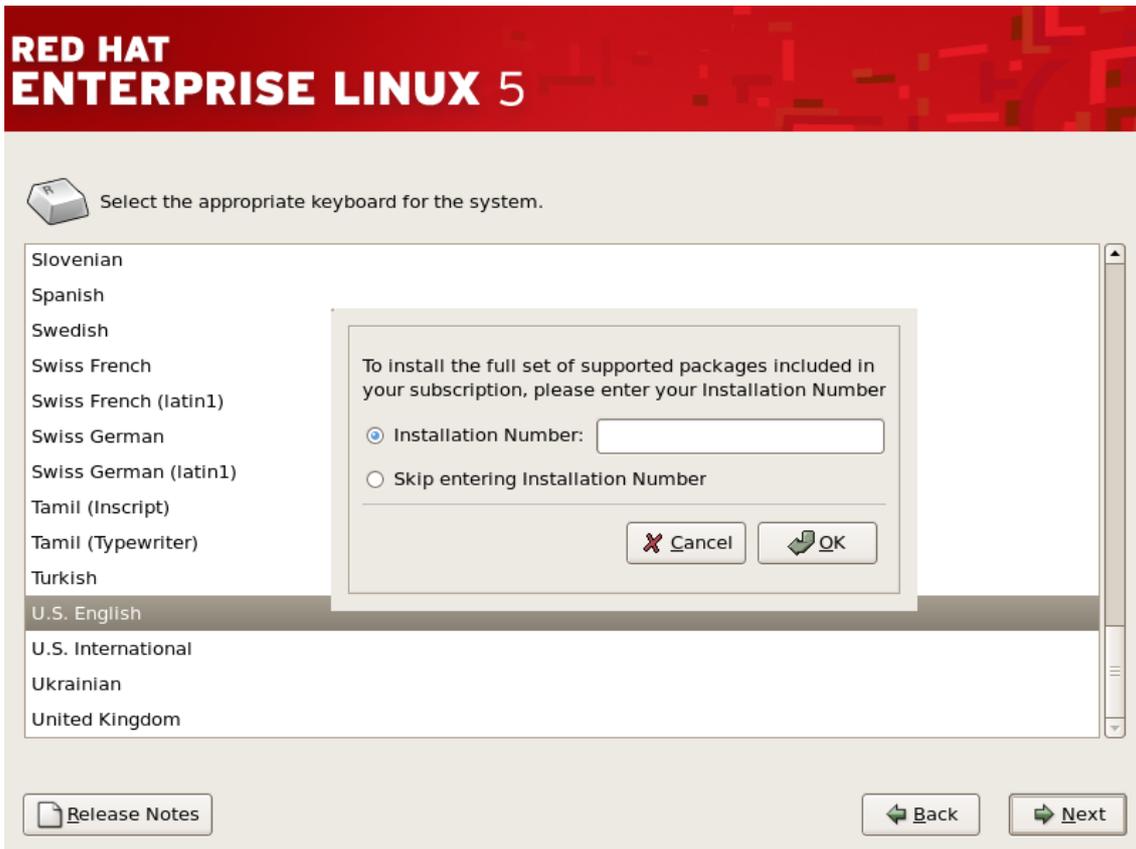


Figure 17.7. Installation Number

11. Disk Partitioning Setup

Partitioning allows you to divide your storage drive(s) into isolated sections, where each section behaves as its own drive. Partitioning is particularly useful if you run multiple operating systems, or wish to enforce a logical or functional distinction between your storage partitions (such as a `/home` partition that persistently contains user information).

On this screen you can choose to create the default layout or choose to manual partition using the 'Create custom layout' option of **Disk Druid**.

The first three options allow you to perform an automated installation without having to partition your drive(s) yourself. If you do not feel comfortable with partitioning your system, it is recommended that you *do not* choose to create a custom layout and instead let the installation program partition for you.

You can configure an zFCP LUN for installation, or disable a dmraid device from this screen by clicking on the 'Advanced storage configuration' button. For more information refer to Section 12, "Advanced Storage Options".



Warning

The **Update Agent** downloads updated packages to `/var/cache/yum/` by default. If you partition the system manually, and create a separate `/var/` partition, be sure to create the partition large enough (3.0 GB or more) to download package updates.

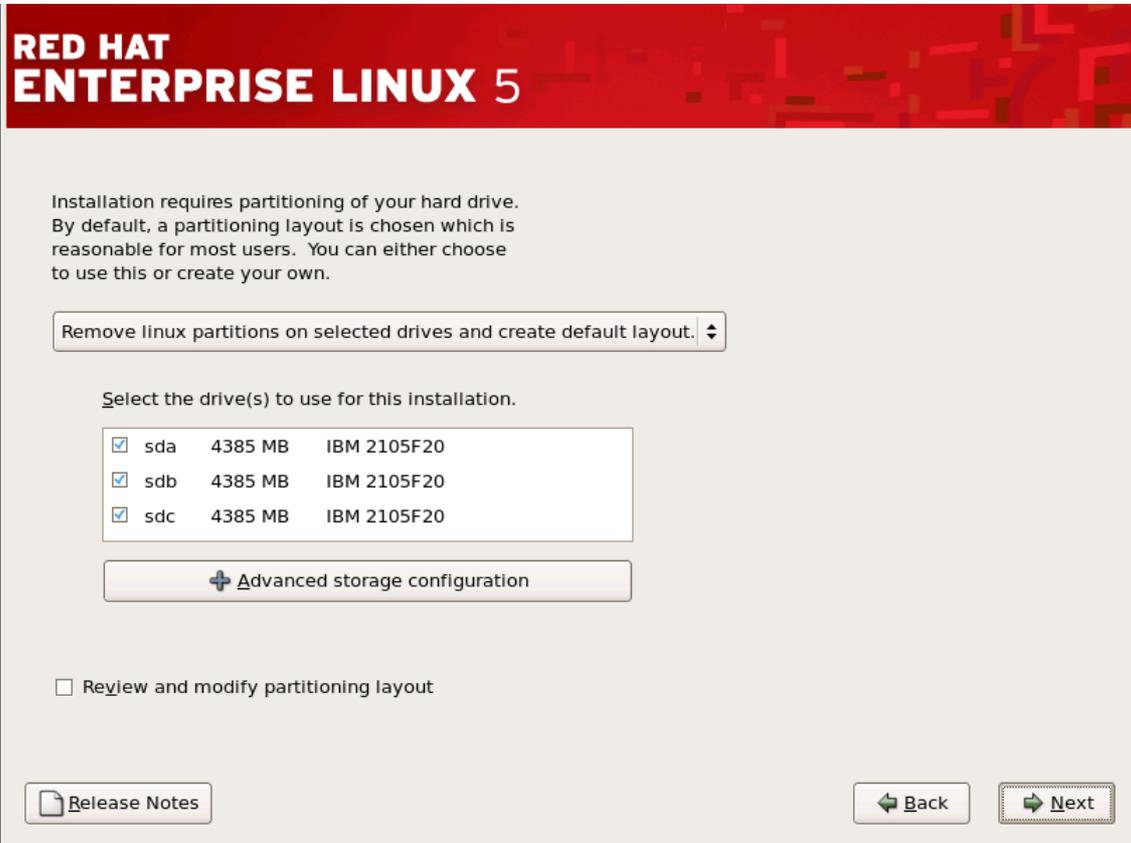


Figure 17.8. Disk Partitioning Setup

If you choose to create a custom layout using **Disk Druid**, refer to Section 14, “Partitioning Your System”.



Warning

If you receive an error after the **Disk Partitioning Setup** phase of the installation saying something similar to:

"The partition table on device dasda was unreadable. To create new partitions it must be initialized, causing the loss of ALL DATA on this drive."

you may not have a partition table on that drive or the partition table on the drive may not be recognizable by the partitioning software used in the installation pro-

gram.

No matter what type of installation you are performing, backups of the existing data on your systems should always be made.

12. Advanced Storage Options

12.1. FCP Devices

FCP (Fibre Channel protocol) devices enable IBM System z to use SCSI devices rather than DASD devices. *FCP (Fibre Channel protocol)* devices provide a switched fabric topology that enables zSeries systems to use SCSI LUNs as disk devices in addition to traditional DASD devices.

Typically, an operating system is loaded, and the automatic probing and defining of hardware is done by the OS. However, because of the flexibility of configurations associated with FCP, IBM System z requires that any FCP (Fibre Channel protocol) device be entered manually (either in the installation program interactively, or specified as unique parameter entries in the CMS conf file) in order for the installation program to recognize the hardware. The values entered here are unique to each site in which they are setup.



Note

Interactive creation of a zFCP device is only possible in the graphical mode installer. It is not possible to interactively configure a zFCP device in a text-only install.

Each value entered should be verified as correct, as any mistakes made may cause the system not to operate properly.

For more information on these values, refer to the hardware documentation that came with your system and check with the system administrator who has setup the network for this system.



Figure 17.9. Advanced Storage Options

To configure a Fiber Channel Protocol SCSI device invoke the 'Add FCP device' dialog by selecting 'Add ZFCP LUN' and clicking on the 'Add Drive' button. Fill in the details for the 16 bit device number, 64 bit World Wide Port Number (WWPN) and 64 bit FCP LUN. Click the 'Add' button to attempt connection to the FCP device using this information.

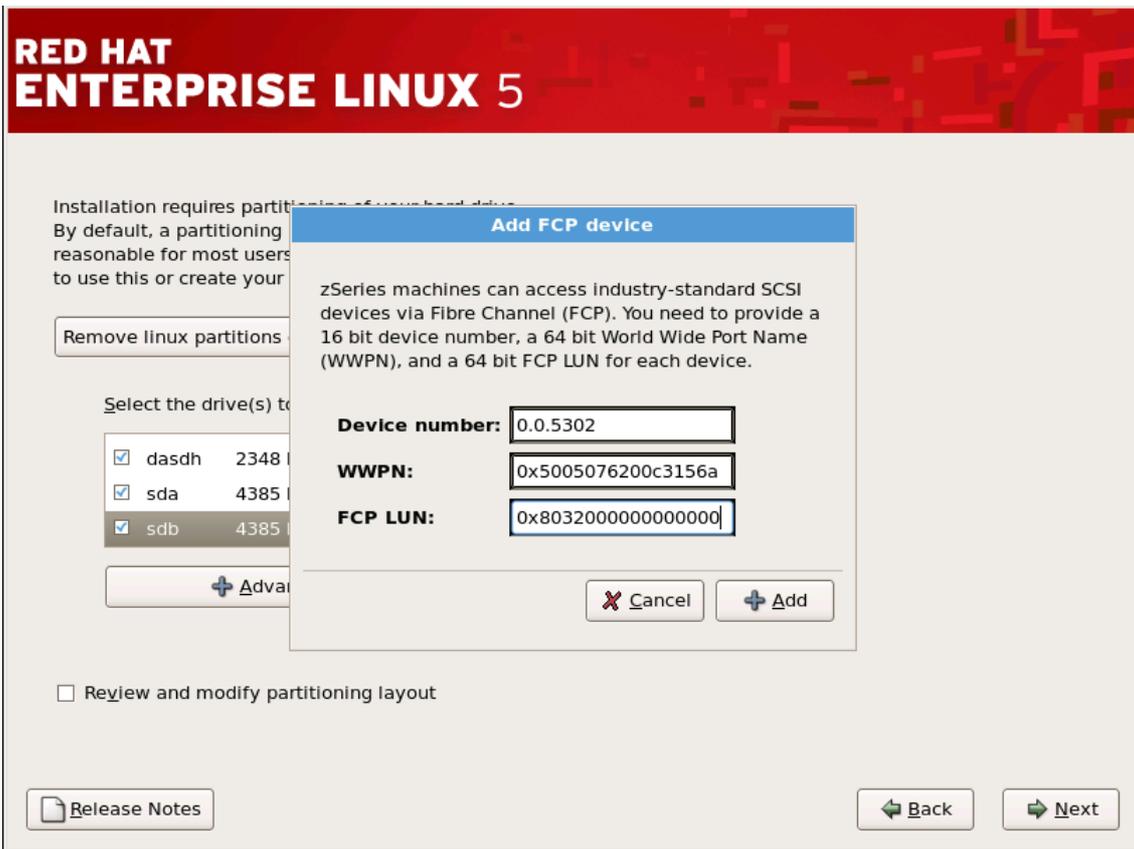


Figure 17.10. Configure FCP Device

The newly added device should then be present and usable during the *Disk Druid* portion of the installation.

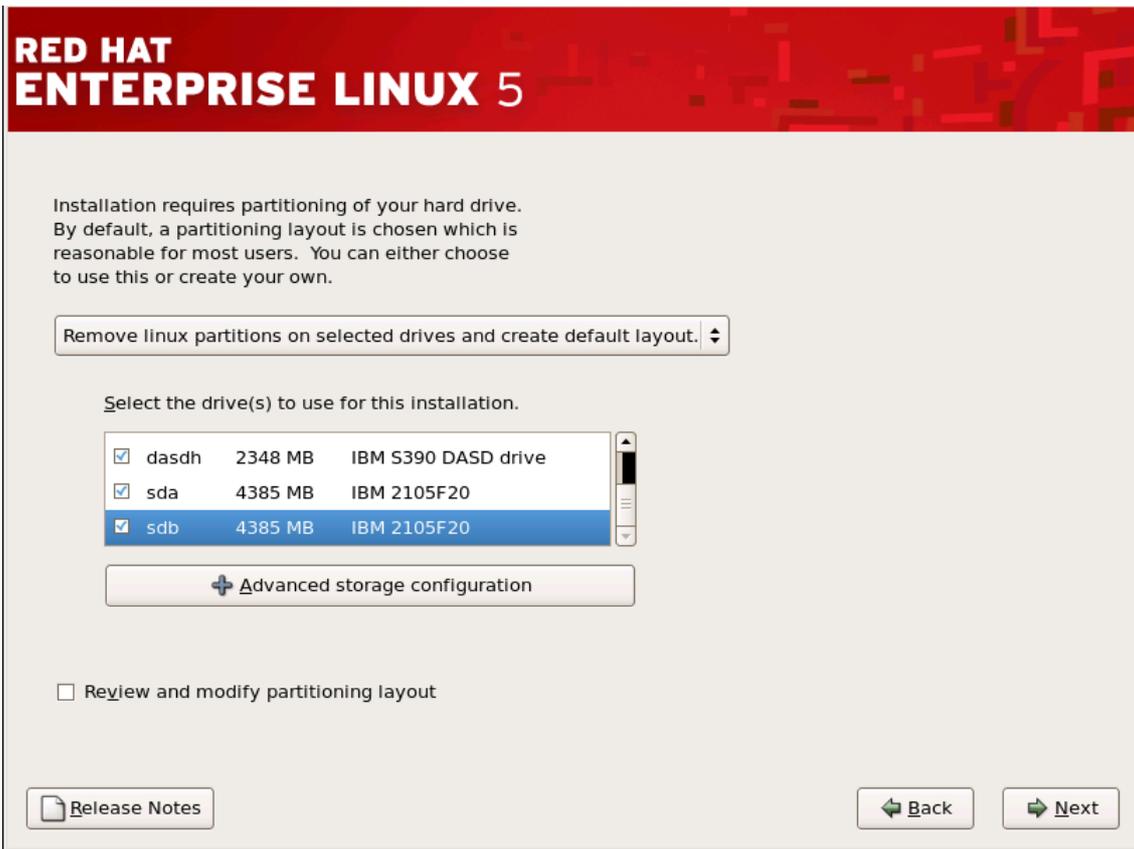


Figure 17.11. Configure FCP Device



Note

The installer requires that at least one ECKD DASD be defined. In the situation where a SCSI-only installation is desired a DASD= parameter should be entered into the CMS conf file with a non-existent device number. This will satisfy Anaconda's requirement for a defined ECKD DASD, while resulting in a SCSI-only environment.

13. Create Default Layout

Create default layout allows you to have some control concerning what data is removed (if any) from your system. Your options are:

- **Remove all partitions on selected drives and create default layout** — select this option to remove all partitions on your hard drive(s) (this includes partitions created by other operating systems such as z/VM or z/OS).



Caution

If you select this option, all data on the selected DASD and SCSI storage drive(s) is removed by the installation program. Do not select this option if you have information that you want to keep on the storage drive(s) where you are installing Red Hat Enterprise Linux.

- **Remove Linux partitions on selected drives and create default layout** — select this option to remove only Linux partitions (partitions created from a previous Linux installation). This does not remove other partitions you may have on your storage drive(s) (such as z/VM or z/OS partitions).
- **Use free space on selected drives and create default layout** — select this option to retain your current data and partitions, assuming you have enough free space available on your storage drive(s).

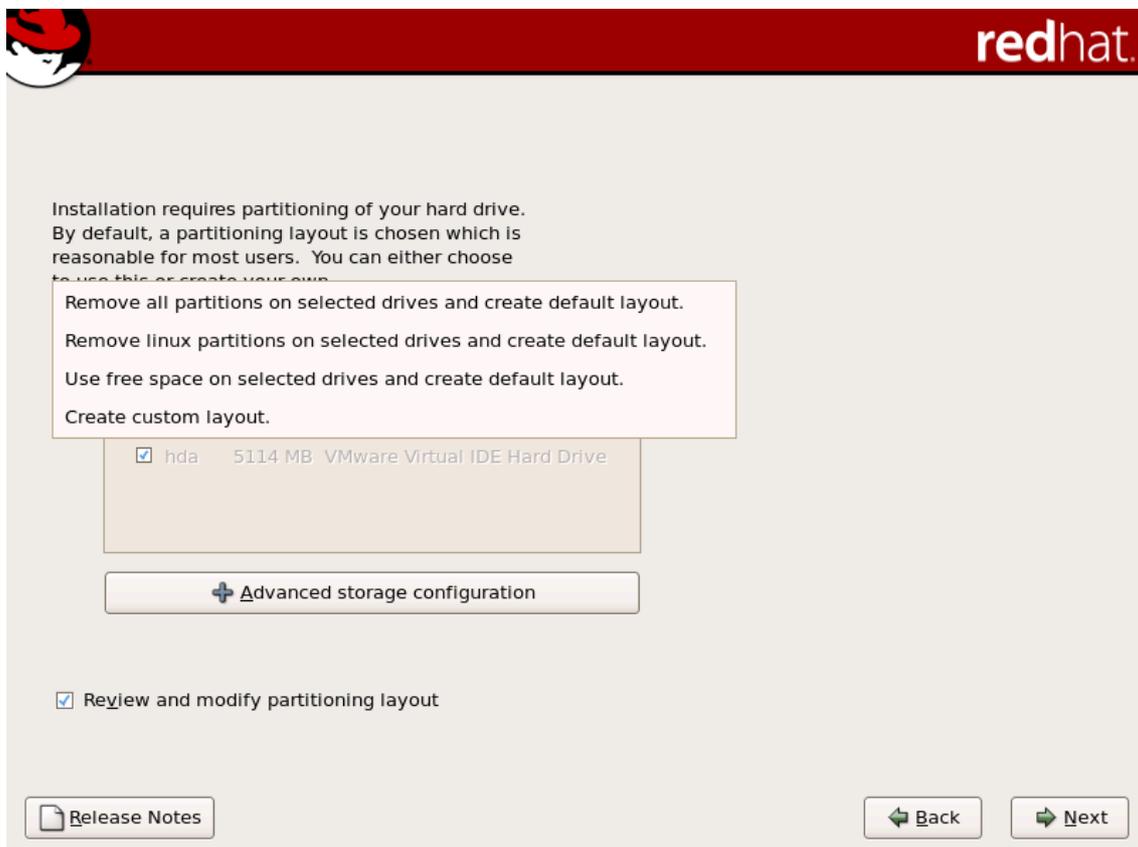


Figure 17.12. Create Default Layout

Using your mouse, choose the storage drive(s) on which you want Red Hat Enterprise Linux to be installed. If you have two or more drives, you can choose which drive(s) should contain this installation. Unselected drives, and any data on them, are not touched.



Caution

It is always a good idea to back up any data that you have on your systems. For example, if you are upgrading or creating a dual-boot system, you should back up any data you wish to keep on your drive(s). Mistakes do happen and can result in the loss of all your data.

To review and make any necessary changes to the partitions created by automatic partitioning, select the **Review** option. After selecting **Review** and clicking **Next** to move forward, the partitions created for you in **Disk Druid** appear. You can make modifications to these partitions if they do not meet your needs.

Click **Next** once you have made your selections to proceed.

14. Partitioning Your System

If you chose to create a custom layout, you must tell the installation program where to install Red Hat Enterprise Linux. This is done by defining mount points for one or more disk partitions in which Red Hat Enterprise Linux is installed.

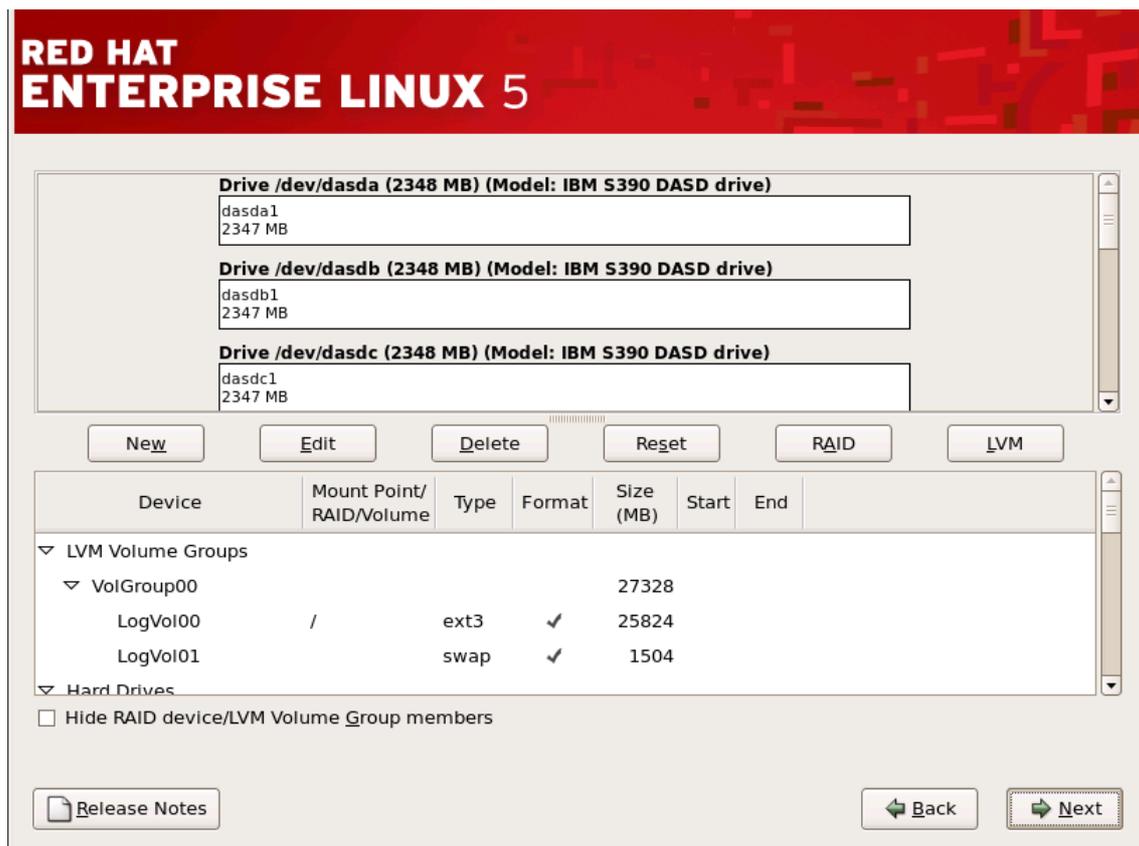


Figure 17.13. Partitioning with Disk Druid

14.1. Graphical Display of DASD Device(s)

The partitioning tool used by the installation program is **Disk Druid**. With the exception of certain esoteric situations, **Disk Druid** can handle the partitioning requirements for a typical installation.

14.1. Graphical Display of DASD Device(s)

Disk Druid offers a graphical representation of your DASD device(s).

Using your mouse, click once to highlight a particular field in the graphical display. Double-click to edit an existing partition or to create a partition out of existing free space.

Above the display, you can review the **Drive** name (such as `/dev/dasda`), the **Geom** (which shows the hard disk's geometry and consists of three numbers representing the number of cylinders, heads, and sectors as reported by the hard disk), and the **Model** of the hard drive as detected by the installation program.

Finally, note which device is associated with `/boot`. The kernel files and bootloader sector will be associated with this device. For most common cases, the first DASD or SCSI LUN will be used, but for some unusual cases, this may not be the case. The device number will be used when re-ipling the post-installed system.

14.2. Disk Druid's Buttons

These buttons control **Disk Druid's** actions. They are used to change the attributes of a partition (for example the file system type and mount point) and also to create RAID devices. Buttons on this screen are also used to accept the changes you have made, or to exit **Disk Druid**. For further explanation, take a look at each button in order:

- **Edit**: Used to modify attributes of the partition currently selected in the **Partitions** section. Selecting **Edit** opens a dialog box. Some or all of the fields can be edited, depending on whether the partition information has already been written to disk.
- **RAID**: Used to provide redundancy to any or all disk partitions. *It should only be used if you have experience using RAID.* To read more about RAID, refer to the *Red Hat Enterprise Linux Deployment Guide*.

To make a RAID device, you must first create software RAID partitions. Once you have created two or more software RAID partitions, select **RAID** to join the software RAID partitions into a RAID device.

14.3. Partition Fields

Above the partition hierarchy are labels which present information about the partitions you are creating. The labels are defined as follows:

- **Device**: This field displays the partition's device name.
- **Mount Point/RAID/Volume**: A mount point is the location within the directory hierarchy at which a volume exists; the volume is "mounted" at this location. This field indicates where the partition is mounted. If a partition exists, but is not set, then you need to define its mount

14.4. Recommended Partitioning Scheme

point. Double-click on the partition or click the **Edit** button.

- **Type:** This field shows the partition's file system type (for example, ext2, ext3, or vfat).
- **Format:** This field shows if the partition being created will be formatted.
- **Size (MB):** This field shows the partition's size (in MB).
- **Start:** This field shows the cylinder on your hard drive where the partition begins.
- **End:** This field shows the cylinder on your hard drive where the partition ends.

Hide RAID device/LVM Volume Group members: Select this option if you do not want to view any RAID device or LVM Volume Group members that have been created.

14.4. Recommended Partitioning Scheme

Unless you have a reason for doing otherwise, we recommend that you create the following partitions:

- A swap partition (at least 256 MB) — swap partitions are used to support virtual memory. In other words, data is written to a swap partition when there is not enough RAM to store the data your system is processing.

If you are unsure about what size swap partition to create, make it twice the amount of RAM on your machine. It must be of type swap.

Creation of the proper amount of swap space varies depending on a number of factors including the following (in descending order of importance):

- The applications running on the machine.
- The amount of physical RAM installed on the machine.
- The version of the OS.

Swap should equal 2x physical RAM for up to 2 GB of physical RAM, and then an additional 1x physical RAM for any amount above 2 GB, but never less than 32 MB.

So, if:

M = Amount of RAM in GB, and S = Amount of swap in GB, then

```
If M < 2
S = M * 2
Else
S = M + 2
```

Using this formula, a system with 2 GB of physical RAM would have 4 GB of swap, while one with 3 GB of physical RAM would have 5 GB of swap. Creating a large swap space partition can be especially helpful if you plan to upgrade your RAM at a later time.

For systems with really large amounts of RAM (more than 32 GB) you can likely get away with a smaller swap partition (around 1x, or less, of physical RAM).

14.5. Editing Partitions

- A `/boot/` partition (100 MB) — the partition mounted on `/boot/` contains the operating system kernel (which allows your system to boot Red Hat Enterprise Linux), along with files used during the bootstrap process. Due to limitations, creating a native ext3 partition to hold these files is required. For most users, a 100 MB boot partition is sufficient.

14.5. Editing Partitions

To edit a partition, select the **Edit** button or double-click on the existing partition.



Note

If the partition already exists on your disk, you can only change the partition's mount point. To make any other changes, you must delete the partition and recreate it.

15. Network Configuration

If you do not have a network device, this screen does not appear during your installation and you should advance to Section 16, “Time Zone Configuration”.

RED HAT ENTERPRISE LINUX 5

Network Devices

Active on Boot	Device	IPv4/Netmask	IPv6/Prefix	Edit
<input checked="" type="checkbox"/>	eth0	DHCP	Disabled	

Hostname

Set the hostname:

automatically via DHCP

manually (e.g., host.domain.com)

Miscellaneous Settings

Gateway:

Primary DNS:

Secondary DNS:

Figure 17.14. Network Configuration

15. Network Configuration

The installation program automatically detects any network devices you have and displays them in the **Network Devices** list.

Once you have selected a network device, click **Edit**. From the **Edit Interface** pop-up screen, you can choose to configure the IP address and Netmask (for IPv4 - Prefix for IPv6) of the device via DHCP (or manually if DHCP is not selected) and you can choose to activate the device at boot time. If you select **Activate on boot**, your network interface is started when you boot. If you do not have DHCP client access or you are unsure what to provide here, please contact your network administrator.



Note

DHCP should not be chosen for `qdio/qeth` devices that are configured with OSA layer 3 support. Layer 3 does not provide MAC address or Address Resolution Protocol (ARP) abilities and so can not be used with network services that require them.

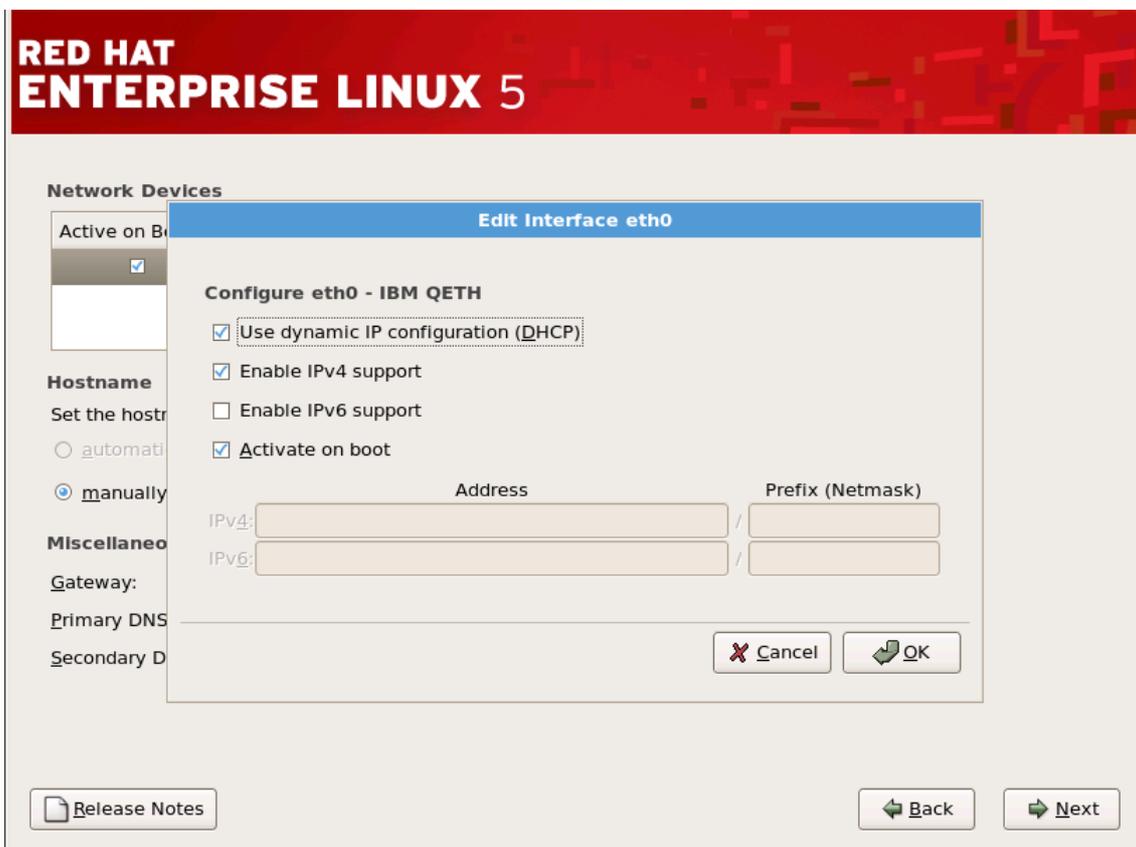


Figure 17.15. Editing a Network Device



Note

Do not use the numbers as seen in this sample configuration. These values will not work for your own network configuration. If you are not sure what values to enter, contact your network administrator for assistance.

If you have a hostname (fully qualified domain name) for the network device, you can choose to have DHCP (Dynamic Host Configuration Protocol) automatically detect it or you can manually enter the hostname in the field provided.

Finally, if you entered the IP and Netmask information manually, you may also enter the Gateway address and the Primary and Secondary DNS addresses.

16. Time Zone Configuration

Set your time zone by selecting the city closest to your computer's physical location. Click on the map to zoom in to a particular geographical region of the world.

From here there are two ways for you to select your time zone:

- Using your mouse, click on the interactive map to select a specific city (represented by a yellow dot). A red **X** appears indicating your selection.
- You can also scroll through the list at the bottom of the screen to select your time zone. Using your mouse, click on a location to highlight your selection.

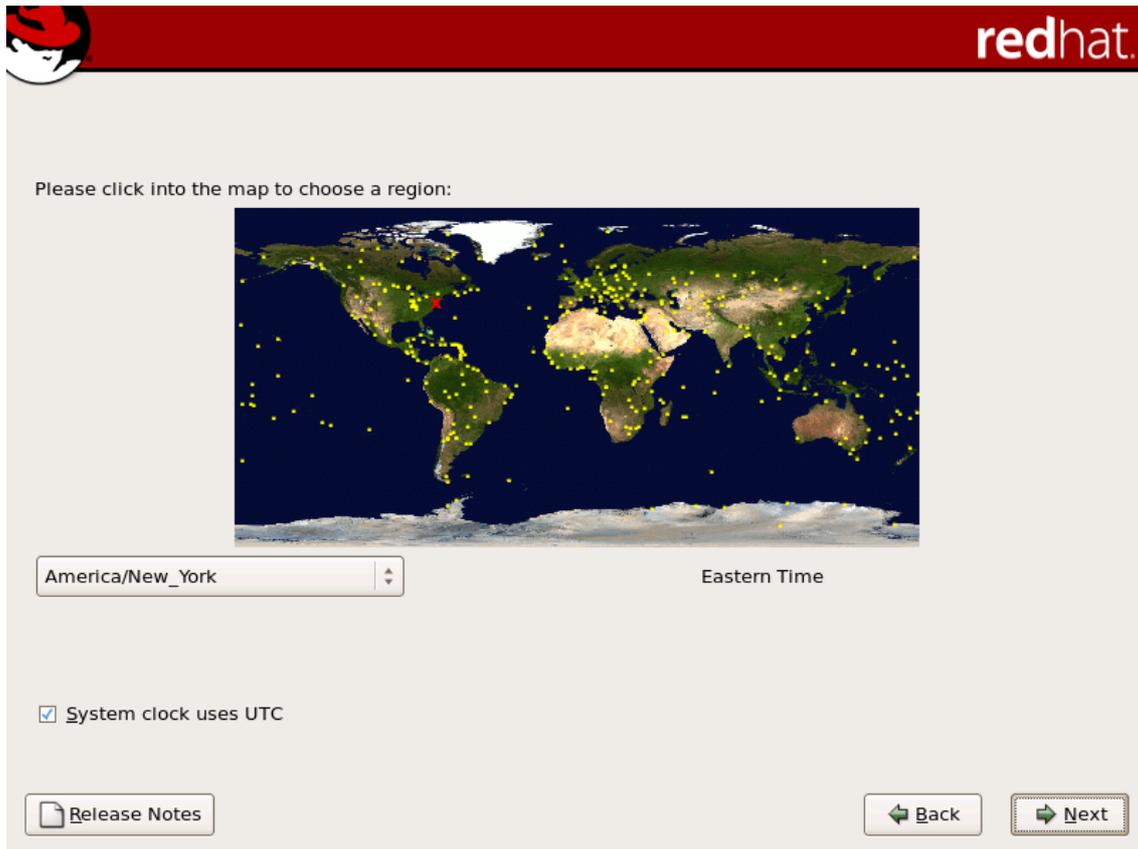


Figure 17.16. Configuring the Time Zone

Select **System Clock uses UTC** if you know that your system is set to UTC.



Tip

To change your time zone configuration after you have completed the installation, use the **Time and Date Properties Tool**.

Type the `system-config-date` command in a shell prompt to launch the **Time and Date Properties Tool**. If you are not root, it prompts you for the root password to continue.

To run the **Time and Date Properties Tool** as a text-based application, use the command `timeconfig`.

17. Set Root Password

Setting up a root account and password is one of the most important steps during your installation. Your root account is similar to the administrator account used on Windows NT machines. The root account is used to install packages, upgrade RPMs, and perform most system maintenance. Logging in as root gives you complete control over your system.



Note

The root user (also known as the superuser) has complete access to the entire system; for this reason, logging in as the root user is best done *only* to perform system maintenance or administration.

Figure 17.17. Root Password

Use the root account only for system administration. Create a non-root account for your general use and `su -` to root when you need to fix something quickly. These basic rules minimize the chances of a typo or an incorrect command doing damage to your system.



Tip

To become root, type `su -` at the shell prompt in a terminal window and then press **Enter**. Then, enter the root password and press **Enter**.

The installation program prompts you to set a root password¹⁰ for your system. *You cannot pro-*

¹⁰ A root password is the administrative password for your Red Hat Enterprise Linux system. You should only log in as root when needed for system maintenance. The root account does not operate within the restrictions placed on normal user accounts, so changes made as root can have implications for your entire system.

18. Package Group Selection

ceed to the next stage of the installation process without entering a root password.

The root password must be at least six characters long; the password you type is not echoed to the screen. You must enter the password twice; if the two passwords do not match, the installation program asks you to enter them again.

You should make the root password something you can remember, but not something that is easy for someone else to guess. Your name, your phone number, *qwerty*, *password*, *root*, *123456*, and *anteater* are all examples of bad passwords. Good passwords mix numerals with upper and lower case letters and do not contain dictionary words: *Aard387vark* or *420BMttNT*, for example. Remember that the password is case-sensitive. If you write down your password, keep it in a secure place. However, it is recommended that you do not write down this or any password you create.



Note

Do not use one of the example passwords offered in this manual. Using one of these passwords could be considered a security risk.



Tip

To change your root password after you have completed the installation, use the **Root Password Tool**.

Type the `system-config-rootpassword` command in a shell prompt to launch the **Root Password Tool**. If you are not root, it prompts you for the root password to continue.

18. Package Group Selection

Now that you have made most of the choices for your installation, you are ready to confirm the default package selection or customize packages for your system.

The **Package Installation Defaults** screen appears and details the default package set for your Red Hat Enterprise Linux installation. This screen varies depending on the version of Red Hat Enterprise Linux you are installing.

If you choose to accept the current package list, skip ahead to Section 19, “Preparing to Install”.

To customize your package set further, select the **Customize now** option on the screen. Clicking **Next** takes you to the **Package Group Selection** screen.

You can select package groups, which group components together according to function (for example, **X Window System** and **Editors**), individual packages, or a combination of the two.



Note

Users of IBM System z who want support for developing or running legacy 31-bit applications are encouraged to select the **Compatibility Arch Support** and **Compatibility Arch Development Support** packages to install architecture specific support for their systems.

To select a component, click on the checkbox beside it (refer to Figure 17.18, “Package Group Selection”).

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The default installation of Red Hat Enterprise Linux Server includes a set of software applicable for general internet usage. What additional tasks would you like your system to include support for?

- Software Development
- Web server

You can further customize the software selection now, or after install via the software management application.

Customize later Customize now

[Release Notes](#) [Back](#) [Next](#)

Figure 17.18. Package Group Selection

Select each component you wish to install.

Once a package group has been selected, if optional components are available you can click on **Optional packages** to view which packages are installed by default, and to add or remove optional packages from that group. If there are no optional components this button will be disabled.



Figure 17.19. Package Group Details

19. Preparing to Install

19.1. Preparing to Install

A screen preparing you for the installation of Red Hat Enterprise Linux now appears.

For your reference, a complete log of your installation can be found in `/root/install.log` once you reboot your system.



Warning

If, for some reason, you would rather not continue with the installation process, this is your last opportunity to safely cancel the process and reboot your machine. Once you press the **Next** button, partitions are written and packages are installed. If you wish to abort the installation, you should close your SSH session and re-IPL the machine now before any existing information on any hard drive is rewritten.

To cancel this installation process, close your SSH session and re-IPL the system using your

3270 terminal emulator.

20. Installing Packages

At this point there is nothing left for you to do until all the packages have been installed. How quickly this happens depends on the number of packages you have selected and your computer's speed.

21. Installation Complete

Congratulations! Your Red Hat Enterprise Linux installation is now complete!

The installation program prompts you to prepare your system for reboot.

Once the installation is complete, you must IPL (boot) from either the DASD or SCSI LUN where the `/boot` partition for Red Hat Enterprise Linux has been installed.

For example, using `dasd` at device `200` on the 3270 console you may issue the command `#cp i 200`. Often, especially in DASD only environments where automatic partitioning (clearing data from all partitions) was chosen, the first `dasd` (`dasda`) is where the `/boot` partition is located.

Using `/boot` on a SCSI LUN in a z/VM guest account, it may be necessary to provide WWPN and LUN information through which a zFCP device can ipl. As an example,

```
#CP SET LOADDEV PORTNAME 50050763 FCCD9689 LUN 83030000 00000000
```

could be used to provide zFCP routing information to a zFCP device (where `0x50050763FCCD9689` is the example WWPN, and `8303` is the SCSI LUN). Then the zFCP device information can be queried and used to start the IPL:

```
#cp q v fcp
```

After querying this information the zFCP device (`4322` in this example) could be ipl-ed with a command like:

```
#cp ipl 4322
```

For LPAR-based installations, the HMC console may be used to issue a load command to the LPAR, specifying the particular DASD or SCSI LUN and zFCP WWPN where the `/boot` partition is located.



Note

For guest accounts using z/VM, assuming you want to disconnect from the 3270 console without halting the linux guest, use `#cp disc` instead of `#cp logout` or `#cp log`. This allows for the virtual system running Red Hat Enterprise Linux for IBM System z to continue even when not connected to the 3270 console.

Following IPLing the installed Red Hat Enterprise Linux OS, you may log on to the system via

21. Installation Complete

`ssh`. It is important to note that the only place you can log in as root is from the 3270 or from other devices as listed in `/etc/securetty`.

The first time you start your Red Hat Enterprise Linux system in a graphical environment, the **Setup Agent** may be manually started, which guides you through the Red Hat Enterprise Linux configuration. Using this tool, you can set your system time and date, install software, register your machine with Red Hat Network, and more. The **Setup Agent** lets you configure your environment at the beginning, so that you can get started using your Red Hat Enterprise Linux system quickly.

For information on registering your Red Hat Enterprise Linux subscription, refer to Chapter 24, *Activate Your Subscription*.

Chapter 18. Removing Red Hat Enterprise Linux

To remove from the S/390 you can either remove the DASD allocation from the VM or you can start the installation program and re-format all of the DASD partitions. Instead of selecting **OK** you will select **Cancel** to exit the installation program.

Chapter 19. Sample Parameter Files

The IBM System z architectures use a special parameter file to set up networking before the installation program (**anaconda**) can be started. This section describes the contents of the parameter file.

The parameter file has a limit of 32 total parameters. To accommodate limitations of the parameter files, a new configuration file on a CMS DASD should be used to configure the initial network setup and the DASD specification. The `.parm` file should contain the real kernel parameters, such as `root=/dev/ram0 ro ip=off ramdisk_size=40000`, and single parameters which are not assigned to variables, such as `vnc`. Two new parameters which point the installation program at the new configuration file need to be added to the `.parm` file. They are `CMSDASD` and `CMSCONF`.

`CMSDASD=cmsdasd_address`

Where `cmsdasd_address` represents the list of the device ID of the CMS DASD device which contains the configuration file. This is usually the CMS user's 'A' disk. This option is applicable only for users who have a CMS formatted disk (z/VM) available.

For example: `CMSDASD=191`

`CMSCONFFILE=configuration_file`

Where `configuration_file` represents the name of the configuration file. This value must be specified in lower case. It is specified in a Linux style file name format. The CMS file `REDHAT.CONF` is specified as `redhat.conf`. This option is applicable only for users who have a CMS formatted disk (z/VM) available.

For example: `CMSCONFFILE=redhat.conf`

`DASD=dasd-list`

Where `dasd-list` represents the list of DASD devices to be used by Red Hat Enterprise Linux.

Although automatic probing for DASDs is done if this parameter is omitted, it is highly recommended to include the `DASD=` parameter, as the device numbers (and therefore the device names) can vary when a new DASD is added to the guest. This can result in an unusable system.

For example: `DASD=0.0.0100,0.0201-0.0.0204`

The following parameters are required to set up networking:

`SUBCHANNELS=`

Provides required device bus IDs for the various network interfaces.

```
qeth: SUBCHANNELS="read_device_bus_id,write_device_bus_id,
    data_device_bus_id"
lcs: SUBCHANNELS="read_device_bus_id,write_device_bus_id"
```

Due to the length of the qeth command line, it has been broken into two lines.



Note

The CTC, and NETIUCV drivers have been deprecated and are no longer supported in Red Hat Enterprise Linux.

For example (a sample qeth SUBCHANNEL statement):

```
SUBCHANNELS=0.0.0600,0.0.0601,0.0.0602
```

The following parameters are optional:

HOSTNAME=string

Where *string* is the hostname of the newly-installed Linux guest.

NETTYPE=type

Where *type* must be one of the following: qeth or lcs.

IPADDR=IP

Where *IP* is the IP address of the new Linux guest.

NETWORK=network

Where *network* is the address of your network.

NETMASK=netmask

Where *netmask* is the netmask.

BROADCAST=broadcast

Where *broadcast* is the broadcast address.

GATEWAY=gw

Where *gw* is the gateway-IP for your eth device.

MTU=mtu

Where *mtu* is the Maximum Transmission Unit (MTU) for this connection.

DNS=server1:server2:additional_server_terms:serverN

Where *server1:server2:additional_server_terms:serverN* is a list of DNS servers, separated by colons. For example:

```
DNS=10.0.0.1:10.0.0.2
```

SEARCHDNS=domain1:domain2:additional_dns_terms:domainN

Where *domain1:domain2:additional_dns_terms:domainN* is a list of the search domains, separated by colons. For example:

```
SEARCHDNS=example.com:example.org
```

PORTNAME=osa_portname | lcs_portnumber

This variable supports OSA devices operating in qdio mode or in non-qdio mode.

When using qdio mode: *osa_portname* is the portname specified on the OSA device when

operating in qeth mode. PORTNAME is only required for z/VM 4.3 or older without APARs VM63308 and PQ73878.

When using non-qdio mode: *lcs_portnumber* is used to pass the relative port number as integer in the range of 0 through 15.

FCP_* (FCP_1, FCP_2, ...)

These variables can be used on systems with FCP devices to preconfigure the FCP setup (these can be changed during the installation).

Use the following samples as a guide to formatting proper parameter files.

Sample file with minimally required parameters:

```
root=/dev/ram0 DASD=200
```



Note

The installation program prompts the user for any required parameters not specified in the parameter file.

Sample file configuring a QETH networking device:

Example of `redhat.parm` file:

```
root=/dev/ram0 ro ip=off ramdisk_size=40000
CMSDASD=191 CMSCONFFILE=redhat.conf
vnc
```

Example of `redhat.conf` file (pointed to by CMSCONFFILE in `redhat.parm`)

```
DASD=200
HOSTNAME="foobar.systemz.example.com"
DASD="200-203"
NETTYPE="qeth"
IPADDR="192.168.17.115"
SUBCHANNELS="0.0.0600,0.0.0601,0.0.0602"
PORTNAME="FOOBAR"
NETWORK="192.168.17.0"
NETMASK="255.255.255.0"
BROADCAST="192.168.17.255"
SEARCHDNS="example.com:systemz.example.com"
GATEWAY="192.168.17.254"
DNS="192.168.17.1"
MTU="4096"
```

Chapter 20. Additional Boot Options

This appendix discusses additional boot and kernel boot options available for the Red Hat Enterprise Linux installation program.

To use any of the boot options presented here, type the command you wish to invoke at the installation `boot:` prompt.

boot time command arguments

`askmethod`

this command asks you to select the installation method you would like to use when booting from the Red Hat Enterprise Linux CD-ROM.

`dd=url`

this argument causes the installation program to prompt you to use a driver image from a specified HTTP, FTP, or NFS network address.

`display=ip:0`

this command allows remote display forwarding. In this command, `ip` should be replaced with the IP address of the system on which you want the display to appear.

On the system you want the display to appear on, you must execute the command `xhost +remotehostname`, where `remotehostname` is the name of the host from which you are running the original display. Using the command `xhost +remotehostname` limits access to the remote display terminal and does not allow access from anyone or any system not specifically authorized for remote access.

`mediacheck`

this command gives you the option of testing the integrity of the install source (if an ISO-based method). this command works with the CD, DVD, hard drive ISO, and NFS ISO installation methods. Verifying that the ISO images are intact before you attempt an installation helps to avoid problems that are often encountered during an installation.

`noprobe`

this command disables hardware detection and instead prompts the user for hardware information.

`rescue`

this command runs rescue mode. Refer to Chapter 26, *Basic System Recovery* for more information about rescue mode.

`text`

this command disables the graphical installation program and forces the installation program to run in text mode.

`vnc`

this command allows you to install from a VNC server.

`vncpassword=`

this command sets the password used to connect to the VNC server.

`noipv6`

this command disables the default selection of ipv6 options during the installer stage 1 processing. Ipv6 settings may still be made manually if this option is specified, but the default behavior will be that Ipv6 settings are not enabled.

`cmdline`

The 3270 console (most often used during installation on IBM System z) does not recognize terminal formatting entries common to most unix-style terminals. Specifying this option changes the behavior of anaconda during kickstart installations so that console output on the 3270 is much better. This option should not be used for regular, interactive installations.

`RUNKS=1`

This option is used to specify (usually in conjunction with the `cmdline` option) kickstart installation for IBM System z.

Chapter 21. Troubleshooting Installation on an IBM System z System

This appendix discusses some common installation problems and their solutions.

1. You are Unable to Boot Red Hat Enterprise Linux

1.1. Is Your System Displaying Signal 11 Errors?

A signal 11 error, commonly known as a *segmentation fault*, means that the program accessed a memory location that was not assigned to it. A signal 11 error may be due to a bug in one of the software programs that is installed, or faulty hardware.

Ensure that you have the latest installation updates and images from Red Hat. Review the online errata to see if newer versions are available.

2. Trouble During the Installation

2.1. `No devices found to install Red Hat Enterprise Linux` Error Message

If you receive an error message stating `No devices found to install Red Hat Enterprise Linux`, then there may be an issue with your DASD devices. If you encounter this error, add the `DASD=<disks>` parameter to your `parm` file (where `disks` is the DASD range reserved for installation) and start the install again.

Additionally, make sure you format the DASDs using the `dasdfmt` command within a Linux root shell, instead of formatting the DASDs using CMS.

2.2. Trouble with Partition Tables

If you receive an error after the **Disk Partitioning Setup** (Section 11, “Disk Partitioning Setup”) phase of the installation saying something similar to

The partition table on device hda was unreadable. To create new partitions it must be initialized, causing the loss of ALL DATA on this drive.

you may not have a partition table on that drive or the partition table on the drive may not be recognizable by the partitioning software used in the installation program.

No matter what type of installation you are performing, backups of the existing data on your systems should always be made.

2.3. Other Partitioning Problems

If you are using **Disk Druid** to create partitions, but cannot move to the next screen, you probably have not created all the partitions necessary for **Disk Druid**'s dependencies to be satisfied.

You must have the following partitions as a bare minimum:

- A / (root) partition
- A <swap> partition of type swap



Tip

When defining a partition's type as swap, do not assign it a mount point. **Disk Druid** automatically assigns the mount point for you.

2.4. Are You Seeing Python Errors?

During some upgrades or installations of Red Hat Enterprise Linux, the installation program (also known as **anaconda**) may fail with a Python or traceback error. This error may occur after the selection of individual packages or while trying to save the upgrade log in the `/tmp/` directory. The error may look similar to:

```
Traceback (innermost last):
File "/var/tmp/anaconda-7.1//usr/lib/anaconda/iw/progress_gui.py", line 20, in run
rc = self.todo.doInstall ()
File "/var/tmp/anaconda-7.1//usr/lib/anaconda/todo.py", line 1468, in doInstall
self.fstab.savePartitions ()
File "fstab.py", line 221, in savePartitions
sys.exit(0)
SystemExit: 0
Local variables in innermost frame:
self: <fstab.GuiFstab instance at 8446fe0>
sys: <module 'sys' (built-in)>
ToDo object: (itodo ToDo p1 (dp2 S'method' p3 (iimage CdromInstallMethod
p4 (dp5 S'progressWindow' p6 <failed>
```

This error occurs in some systems where links to `/tmp/` are symbolic to other locations or have been changed since creation. These symbolic or changed links are invalid during the installation process, so the installation program cannot write information and fails.

If you experience such an error, first try to download any available errata for **anaconda**. Errata can be found at:

<http://www.redhat.com/support/errata/>

The **anaconda** website may also be a useful reference and can be found online at:

<http://rhlinux.redhat.com/anaconda/>

You can also search for bug reports related to this problem. To search Red Hat's bug tracking

3. Problems After Installation

system, go to:

<http://bugzilla.redhat.com/bugzilla/>

Finally, if you are still facing problems related to this error, register your product and contact our support team. To register your product, go to:

<http://www.redhat.com/apps/activate/>

3. Problems After Installation

3.1. Remote Graphical Desktops and XDMCP

If you have installed the X Window System and would like to log in to your Red Hat Enterprise Linux system using a graphical login manager, enable the *X Display Manager Control Protocol* (XDMCP). This protocol allows users to remotely log in to a desktop environment from any X Window System compatible client (such as a network-connected workstation or X terminal). To enable remote login using XDMCP, edit the following line in the `/etc/X11/gdm/gdm-config` file on the Red Hat Enterprise Linux system with a text editor such as `vi` or `nano`:

```
[xdmcp]
Enable=false
```

Edit the line to read `Enable=true`, save the file, and exit the text editor. Switch to runlevel 5 to start the X server:

```
/sbin/init 5
```

From the client machine, start remote X session using `x`. For example:

```
X :1 -query s390vm.example.com
```

The command connects to the remote X server via XDMCP (replace `s390vm.example.com` with the hostname of the remote X server) and displays the remote graphical login screen on display `:1` of the client system (usually accessible by using the **Ctrl-Alt-F8** key combination).

You may also access remote desktop sessions using a *nested* X server, which opens the remote desktop as a window in your current X session. `xnest` allows users to open a remote desktop nested within their local X session. For example, run `xnest` using the following command, replacing `s390vm.example.com` with the hostname of the remote X server:

```
Xnest :1 -query s390vm.example.com
```

3.2. Problems When You Try to Log In

If you did not create a user account in the **Setup Agent**, log in as root and use the password you assigned to root.

If you cannot remember your root password, boot your system as `linux single`.

Once you have booted into single user mode and have access to the `#` prompt, you must type

3.3. Your Printer Does Not Work

`passwd root`, which allows you to enter a new password for root. At this point you can type `shutdown -r now` to reboot the system with the new root password.

If you cannot remember your user account password, you must become root. To become root, type `su -` and enter your root password when prompted. Then, type `passwd <username>`. This allows you to enter a new password for the specified user account.

If the graphical login screen does not appear, check your hardware for compatibility issues. The *Hardware Compatibility List* can be found at:

<http://hardware.redhat.com/hcl/>

3.3. Your Printer Does Not Work

If you are not sure how to set up your printer or are having trouble getting it to work properly, try using the **Printer Configuration Tool**.

Type the `system-config-printer` command at a shell prompt to launch the **Printer Configuration Tool**. If you are not root, it prompts you for the root password to continue.

3.4. Apache-based `httpd` service/Sendmail Hangs During Startup

If you are having trouble with the Apache-based `httpd` service or Sendmail hanging at startup, make sure the following line is in the `/etc/hosts` file:

```
127.0.0.1 localhost.localdomain localhost
```

Chapter 22. Additional Information for IBM System z Users

1. The `sysfs` File System

The Linux 2.6 kernel introduced the `sysfs` file system. The `sysfs` file system is described as a union of the `proc`, `devfs`, and `devpty` file systems. The `sysfs` file system enumerates the devices and busses attached to the system into a file system hierarchy that can be accessed from user space. It is designed to handle the device and driver specific options that have previously resided in `/proc/`, and encompass the dynamic device addition previously offered by `devfs`.

The `sysfs` file system is mounted at `/sys/` and contains directories that organize the devices attached to the system in several different ways. The `/sysfs/` subdirectories include:

1. The `/devices/` directory

This directory contains the `/css0/` directory. Its subdirectories represent all the subchannels detected by the Linux kernel. Subchannel directories are named in the form `0.0.nnnn` where `nnnn` is the subchannel number in hex between 0000 and ffff. Subchannel directories in turn contain status files and another subdirectory which represents the actual device. The device directory is named `0.0.xxxx` where `xxxx` is the unit address for the device. The `/devices/` directory also contains status information as well as configuration options for the device.

2. The `/bus/` directory

This contains a `/ccw/` subdirectory and a `/ccwgroup/` subdirectory. CCW devices are accessed using channel command words. Devices in the `/ccw/` directory only use one subchannel on the mainframe channel subsystem. CCW group devices are also accessed with channel command words, but they use more than one subchannel per device. For example, a 3390-3 DASD device uses one subchannel, while a QDIO network connection for an OSA adapter uses three subchannels. The `/ccw/` and the `/ccwgroup/` directories both contain directories called `devices` and `drivers`:

The `/devices/` directory contains a symbolic link to the device directories in the `/sys/devices/css0/` directory.

The `/drivers/` directory contains directories for each device driver currently loaded on the system. Drivers associated with devices such as `dasd`, `console`, `qeth`, and `zfc` have directory entries here. The `/driver/` directory contains settings for the device driver, as well as symbolic links to the devices it is using (in the `/sys/devices/css0/` directory).

3. The `/class/` directory

This contains directories that group together similar devices such as `ttys`, SCSI tape drives, network devices, and other miscellaneous devices.

4. The `/block/` directory

2. Using the zFCP Driver

This directory contains directories for each of the block devices on the system. These are mostly disk type devices such as real DASD, loopback devices, and software raid block devices. The noticeable difference between older Linux systems and ones that use `sysfs` is the need to refer to devices by their `sysfs` name. On a 2.4 kernel image, the `zFCP` driver was passed as its device addresses. On the 2.6 Kernel image system the driver is passed as `0.0.1600`.

2. Using the `zFCP` Driver

During the initial installation, you are prompted to enter SCSI/FCP information. If this information is entered, it creates the `/etc/zfcp.conf` file which contains your SCSI configuration. It also adds the line `alias scsi_hostadapter zFCP` to `/etc/modprobe.conf`. This loads the required `zFCP` modules.

```
# cat /etc/zfcp.conf
0.0.010a 0x01 0x5005076300c18154 0x00 0x5719000000000000

# cat /etc/modprobe.conf
alias eth0 qeth
options dasd_mod dasd=201,4b2e
alias scsi_hostadapter zfcp
```

If no SCSI devices were defined during the initial installation, the following example demonstrates how to add one manually:

```
# cd /lib/modules/2.6.7-1.451.2.3/kernel/drivers/s390/scsi
# modprobe zfcp

# lsmod
Module                Size  Used by
zfcp                  221460  0 [permanent]
autofs4                39944  0
qeth                  166288  0
qdio                   60240  3 zfcp,qeth
ccwgroup               25344  1 qeth
ipt_REJECT             23552  1
ipt_state              18944  5
ip_contrack            57904  1 ipt_state
iptables_filter        19712  1
ip_tables              37888  3 ipt_REJECT,ipt_state,iptables_filter
sd_mod                 39688  0
scsi_mod               182904  2 zfcp,sd_mod
dm_mod                 86408  0
ext3                   179056  2
jbd                    92720  1 ext3
dasd_fba_mod           25344  0
dasd_eckd_mod          77056  4
dasd_mod               85328  6 dasd_fba_mod,dasd_eckd_mod

# cd /sys/bus/ccw/drivers/zfcp/0.0.010a

# echo 1 > online
# cat online
1

# echo 0x5005076300c18154 > /sys/bus/ccw/drivers/zfcp/0.0.010a/port_add
# ls
0x5005076300c18154  failed                lic_version           s_id
availability        fc_link_speed         nameserver            status
card_version        fc_service_class     online                wwnn
```

2. Using the zFCP Driver

```
cmb_enable          fc_topology        port_add           wwpn
cutype              hardware_version   port_remove
detach_state        host2              scsi_host_no
devtype             in_recovery        serial_number

# cd /sys/bus/ccw/drivers/zfcp/0.0.010a/0x5005076300c18154
# echo 0x5719000000000000 > unit_add
# ls
0x5719000000000000 d_id    in_recovery  status    unit_remove
detach_state        failed  scsi_id     unit_add  wwnn

# cat /sys/bus/ccw/drivers/zfcp/0.0.010a/scsi_host_no
0x0
# cat /sys/bus/ccw/drivers/zfcp/0.0.010a/0x5005076300c18154/scsi_id
0x1
# cat \
/sys/bus/ccw/drivers/zfcp/0.0.010a/0x5005076300c18154/0x5719000000000000/scsi_lun
0x0

# cat /sys/bus/scsi/devices/0\:0\:1\:0/hba_id
0.0.010a
# cat /sys/bus/scsi/devices/0\:0\:1\:0/wwpn
0x5005076300c18154
# cat /sys/bus/scsi/devices/0\:0\:1\:0/fcp_lun
0x5719000000000000

# cat /sys/bus/scsi/devices/0\:0\:1\:0/block/dev
8:0
# cat /sys/bus/scsi/devices/0\:0\:1\:0/block/sda1/dev
8:1

# cat /proc/scsi/scsi
Attached devices:
Host: scsi2 Channel: 00 Id: 01 Lun: 00
  Vendor: IBM      Model: 2105F20      Rev: .123
  Type:   Direct-Access      ANSI SCSI revision: 03

# fdisk /dev/sda1

# mke2fs -j /dev/sda1

# mount /dev/sda1 /mnt
# df
Filesystem          1K-blocks      Used Available Use% Mounted on
/dev/dasda1          2344224      1427948    797196   65% /
none                 511652         0     511652    0% /dev/shm
/dev/dasdbl          2365444       32828    2212456    2% /opt
/dev/sda1            3844088       32828    3615988    1% /mnt

# cd /boot
# mv initrd-2.6.7-1.451.2.3.img initrd-2.6.7-1.451.2.3.img.orig
# mkinitrd -v --with=scsi_mod --with=zfcp --with=sd_mod initrd-2.6.7-1.451.2.3.img 2.6.7-1.451.2.3
Looking for deps of module ide-disk
Looking for deps of module dasd_mod
Looking for deps of module dasd_eckd_mod          dasd_mod
Looking for deps of module dasd_mod
Looking for deps of module dasd_fba_mod  dasd_mod
Looking for deps of module dasd_mod
Looking for deps of module ext3  jbd
Looking for deps of module jbd
Looking for deps of module scsi_mod
Looking for deps of module zfcp  qdio scsi_mod
Looking for deps of module qdio
Looking for deps of module scsi_mod
Looking for deps of module sd_mod          scsi_mod
Looking for deps of module scsi_mod
Using modules:  ./kernel/drivers/s390/block/dasd_mod.ko
./kernel/drivers/s390/block/dasd_eckd_mod.ko
```

3. Using mdadm to Configure RAID-Based and Multipath Storage

```
./kernel/drivers/s390/block/dasd_fba_mod.ko ./kernel/fs/jbd/jbd.ko
./kernel/fs/ext3/ext3.ko ./kernel/drivers/scsi/scsi_mod.ko
./kernel/drivers/s390/cio/qdio.ko ./kernel/drivers/s390/scsi/zfcp.ko
./kernel/drivers/scsi/sd_mod.ko
Using loopback device /dev/loop0
/sbin/nash -> /tmp/initrd.cT1534/bin/nash
/sbin/insmod.static -> /tmp/initrd.cT1534/bin/insmod
~/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/s390/block/dasd_mod.ko' ->
~/tmp/initrd.cT1534/lib/dasd_mod.ko'
~/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/s390/block/dasd_eckd_mod.ko' ->
~/tmp/initrd.cT1534/lib/dasd_eckd_mod.ko'
~/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/s390/block/dasd_fba_mod.ko' ->
~/tmp/initrd.cT1534/lib/dasd_fba_mod.ko'
~/lib/modules/2.6.7-1.451.2.3/./kernel/fs/jbd/jbd.ko' ->
~/tmp/initrd.cT1534/lib/jbd.ko'
~/lib/modules/2.6.7-1.451.2.3/./kernel/fs/ext3/ext3.ko' ->
~/tmp/initrd.cT1534/lib/ext3.ko'
~/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/scsi/scsi_mod.ko' ->
~/tmp/initrd.cT1534/lib/scsi_mod.ko'
~/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/s390/cio/qdio.ko' ->
~/tmp/initrd.cT1534/lib/qdio.ko'
~/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/s390/scsi/zfcp.ko' ->
~/tmp/initrd.cT1534/lib/zfcp.ko'
~/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/scsi/sd_mod.ko' ->
~/tmp/initrd.cT1534/lib/sd_mod.ko'
...
Loading module dasd_mod with options dasd=201,4b2e
Loading module dasd_eckd_mod
Loading module dasd_fba_mod
Loading module jbd
Loading module ext3
Loading module scsi_mod
Loading module qdio
Loading module zfcp
Loading module sd_mod

# zipl -V
Using config file '/etc/zipl.conf'
Target device information
  Device.....: 5e:00
  Partition.....: 5e:01
  Device name.....: dasda
  DASD device number.....: 0201
  Type.....: disk partition
  Disk layout.....: ECKD/compatible disk layout
  Geometry - heads.....: 15
  Geometry - sectors.....: 12
  Geometry - cylinders.....: 3308
  Geometry - start.....: 24
  File system block size.....: 4096
  Physical block size.....: 4096
  Device size in physical blocks..: 595416
Building bootmap '/boot//bootmap'
Building menu 'rh-automatic-menu'
Adding #1: IPL section 'linux' (default)
  kernel image.....: /boot/vmlinuz-2.6.7-1.451.2.3 at 0x10000
  kernel parmline...: 'root=LABEL=/' at 0x1000
  initial ramdisk...: /boot/initrd-2.6.7-1.451.2.3.img at 0x800000
Preparing boot device: dasda (0201).
Preparing boot menu
  Interactive prompt.....: disabled
  Menu timeout.....: disabled
  Default configuration...: 'linux'
Syncing disks...
Done.
```

3. Using `mdadm` to Configure RAID-Based and Multipath Storage

Similar to other tools comprising the `raidtools` package set, the `mdadm` command can be used to perform all the necessary functions related to administering multiple-device sets. This section explains how `mdadm` can be used to:

- Create a RAID device
- Create a multipath device

3.1. Creating a RAID Device With `mdadm`

To create a RAID device, edit the `/etc/mdadm.conf` file to define appropriate `DEVICE` and `ARRAY` values:

```
DEVICE /dev/sd[abcd]1
ARRAY /dev/md0 devices=/dev/sda1,/dev/sdb1,/dev/sdc1,/dev/sdd1
```

In this example, the `DEVICE` line is using traditional file name globbing (refer to the `glob(7)` man page for more information) to define the following SCSI devices:

- `/dev/sda1`
- `/dev/sdb1`
- `/dev/sdc1`
- `/dev/sdd1`

The `ARRAY` line defines a RAID device (`/dev/md0`) that is comprised of the SCSI devices defined by the `DEVICE` line.

Prior to the creation or usage of any RAID devices, the `/proc/mdstat` file shows no active RAID devices:

```
Personalities :
read_ahead not set
Event: 0
unused devices: none
```

Next, use the above configuration and the `mdadm` command to create a RAID 0 array:

```
mdadm -C /dev/md0 --level=raid0 --raid-devices=4 /dev/sda1 /dev/sdb1 /dev/sdc1 \
/dev/sdd1
Continue creating array? yes
mdadm: array /dev/md0 started.
```

Once created, the RAID device can be queried at any time to provide status information. The following example shows the output from the command `mdadm --detail /dev/md0`:

```
/dev/md0:
Version : 00.90.00
Creation Time : Mon Mar 1 13:49:10 2004
```

3.2. Creating a Multipath Device With mdadm

```
Raid Level : raid0
Array Size : 15621632 (14.90 GiB 15.100 GB)
Raid Devices : 4
Total Devices : 4
Preferred Minor : 0
Persistence : Superblock is persistent
```

```
Update Time : Mon Mar  1 13:49:10 2004
State : dirty, no-errors
Active Devices : 4
Working Devices : 4
Failed Devices : 0
Spare Devices : 0
```

```
Chunk Size : 64K
```

Number	Major	Minor	RaidDevice	State	
0	8	1	0	active sync	/dev/sda1
1	8	17	1	active sync	/dev/sdb1
2	8	33	2	active sync	/dev/sdc1
3	8	49	3	active sync	/dev/sdd1

```
UUID : 25c0f2a1:e882dfc0:c0fe135e:6940d932
Events : 0.1
```

3.2. Creating a Multipath Device With `mdadm`

In addition to creating RAID arrays, `mdadm` can also be used to take advantage of hardware supporting more than one I/O path to individual SCSI LUNs (disk drives). The goal of multipath storage is continued data availability in the event of hardware failure or individual path saturation. Because this configuration contains multiple paths (each acting as an independent virtual controller) accessing a common SCSI LUN (disk drive), the Linux kernel detects each shared drive once "through" each path. In other words, the SCSI LUN (disk drive) known as `/dev/sda` may also be accessible as `/dev/sdb`, `/dev/sdc`, and so on, depending on the specific configuration.

To provide a single device that can remain accessible if an I/O path fails or becomes saturated, `mdadm` includes an additional parameter to its `level` option. This parameter `multipath` directs the `md` layer in the Linux kernel to re-route I/O requests from one pathway to another in the event of an I/O path failure.

To create a multipath device, edit the `/etc/mdadm.conf` file to define values for the `DEVICE` and `ARRAY` lines that reflect your hardware configuration.



Note

Unlike the previous RAID example (where each device specified in `/etc/mdadm.conf` must represent different physical disk drives), each device in this file refers to the same shared disk drive.

The command used for the creation of a multipath device is similar to that used to create a RAID device; the difference is the replacement of a RAID level parameter with the `multipath` parameter:

```
mdadm -C /dev/md0 --level=multipath --raid-devices=4 /dev/sda1 /dev/sdb1
/dev/sdc1 /dev/sdd1
Continue creating array? yes
```

4. Configuring IPL from a SCSI Device

```
mdadm: array /dev/md0 started.
```

Due to the length of the mdadm command line, it has been broken into two lines.

In this example, the hardware consists of one SCSI LUN presented as four separate SCSI devices, each accessing the same storage by a different pathway. Once the multipath device `/dev/md0` is created, all I/O operations referencing `/dev/md0` are directed to `/dev/sda1`, `/dev/sdb1`, `/dev/sdc1`, or `/dev/sdd1` (depending on which path is currently active and operational).

The configuration of `/dev/md0` can be examined more closely using the command `mdadm -detail /dev/md0` to verify that it is, in fact, a multipath device:

```
/dev/md0:
Version : 00.90.00
Creation Time : Tue Mar  2 10:56:37 2004
Raid Level : multipath
Array Size : 3905408 (3.72 GiB 3.100 GB)
Raid Devices : 1
Total Devices : 4
Preferred Minor : 0
Persistence : Superblock is persistent

Update Time : Tue Mar  2 10:56:37 2004
State : dirty, no-errors
Active Devices : 1
Working Devices : 4
Failed Devices : 0
Spare Devices : 3

   Number   Major   Minor   RaidDevice State
    0         8       49         0     active sync   /dev/sdd1
    1         8       17         1     spare   /dev/sdb1
    2         8       33         2     spare   /dev/sdc1
    3         8        1         3     spare   /dev/sda1
        UUID : 4b564608:fa01c716:550bd8ff:735d92dc
        Events : 0.1
```

Another feature of `mdadm` is the ability to force a device (be it a member of a RAID array or a path in a multipath configuration) to be removed from an operating configuration. In the following example, `/dev/sda1` is flagged as being faulty, is then removed, and finally is added back into the configuration. For a multipath configuration, these actions would not affect any I/O activity taking place at the time:

```
# mdadm /dev/md0 -f /dev/sda1
mdadm: set /dev/sda1 faulty in /dev/md0
# mdadm /dev/md0 -r /dev/sda1
mdadm: hot removed /dev/sda1
# mdadm /dev/md0 -a /dev/sda1
mdadm: hot added /dev/sda1
#
```

4. Configuring IPL from a SCSI Device

Anaconda (the installation program) supports the direct installation to SCSI devices. This section includes information on how to IPL from a SCSI device within z/VM.

4.1. IPL the SCSI Disk

5. Adding DASD

To IPL the SCSI disk, we provide the WWPN and LUN to the machine loader using the `SET LOADDEV` command.

```
#cp set loaddev portname 50050763 00c18154 lun 57190000 00000000
Ready; T=0.01/0.01 15:47:53
q loaddev
PORTNAME 50050763 00C18154      LUN  57190000 00000000      BOOTPROG 0
BR_LBA  00000000 00000000
Ready; T=0.01/0.01 15:47:56
```

IPL the SCSI disk using the FCP device defined to the guest.

```
q fcp
00: FCP  010A ON FCP  010ACHPID C1 SUBCHANNEL = 0000
00:      010A QDIO-ELIGIBLE      QIOASSIST-ELIGIBLE
Ready; T=0.01/0.01 15:51:29

i 010a
00: I 010A
00: HCPLDI2816I Acquiring the machine loader from the processor
controller.
00: HCPLDI2817I Load completed from the processor controller.
00: HCPLDI2817I Now starting machine loader version 0001.
01: HCPGSP2630I The virtual machine is placed in CP mode due to a SIGP
stop and
store status from CPU 00.
00: MLOEVL012I: Machine loader up and running (version 0.13).
00: MLOPDM003I: Machine loader finished, moving data to final storage
location.
Linux version 2.6.7-1.451.2.3 (bhcompile@example.z900.redhat.com) (gcc
version 3.4
.1 20040702 (Red Hat Linux 3.4.1-2)) #1 SMP Wed Jul 14 17:52:22 EDT 2004
We are running under VM (64 bit mode)
```



Note

The example may vary slightly from your installed system due to the code available during the documentation process for this manual.

5. Adding DASD

The following is an example of how to add a DASD volume:



Note

Make sure the device is attached or linked to the Linux system if running under VM.

```
CP LINK RHEL4X 4B2E 4B2E MR
DASD 4B2E LINKED R/W
```

Use the `cd` command to change to the `/sys/` directory that represents that volume:

5. Adding DASD

```
# cd /sys/bus/ccw/drivers/dasd-eckd/0.0.4b2e/
# ls -l
total 0
-r--r--r-- 1 root root 4096 Aug 25 17:04 availability
-rw-r--r-- 1 root root 4096 Aug 25 17:04 cmb_enable
-r--r--r-- 1 root root 4096 Aug 25 17:04 cutype
-rw-r--r-- 1 root root 4096 Aug 25 17:04 detach_state
-r--r--r-- 1 root root 4096 Aug 25 17:04 devtype
-r--r--r-- 1 root root 4096 Aug 25 17:04 discipline
-rw-r--r-- 1 root root 4096 Aug 25 17:04 online
-rw-r--r-- 1 root root 4096 Aug 25 17:04 readonly
-rw-r--r-- 1 root root 4096 Aug 25 17:04 use_diag
```

Next, check to see if it is already online:

```
# cat online
0
```

If it is not online, run the following command to bring it online:

```
# echo 1 > online
# cat online
1
```

Verify which block devnode it is being accessed as:

```
# ls -l
total 0
-r--r--r-- 1 root root 4096 Aug 25 17:04 availability
lrwxrwxrwx 1 root root    0 Aug 25 17:07 block -> ../../../../block/dasdb
-rw-r--r-- 1 root root 4096 Aug 25 17:04 cmb_enable
-r--r--r-- 1 root root 4096 Aug 25 17:04 cutype
-rw-r--r-- 1 root root 4096 Aug 25 17:04 detach_state
-r--r--r-- 1 root root 4096 Aug 25 17:04 devtype
-r--r--r-- 1 root root 4096 Aug 25 17:04 discipline
-rw-r--r-- 1 root root    0 Aug 25 17:04 online
-rw-r--r-- 1 root root 4096 Aug 25 17:04 readonly
-rw-r--r-- 1 root root 4096 Aug 25 17:04 use_diag
```

As shown in this example, device 4B2E is being accessed as `/dev/dasdb`.

Use the `cd` command to change back to the `/root` directory and format the device:

```
# cd
# dasdfmt -b 4096 -d cdl -f /dev/dasdb -l LX4B2E -p -y

cyl   97 of  3338 |#-----| 2%
```

When the progress bar reaches the end and the format is complete, use `fdasd` to partition the device:

```
# fdasd -a /dev/dasdb
auto-creating one partition for the whole disk...
writing volume label...
writing VTOC...
checking !
wrote NATIVE!
rereading partition table...
```

Next, make a file system on the new partition:

```
# mke2fs -j /dev/dasdb1
```

5. Adding DASD

```
mke2fs 1.35 (28-Feb-2004)
Filesystem label=
OS type: Linux
Block size=4096 (log=2)
Fragment size=4096 (log=2)
300960 inodes, 600816 blocks
30040 blocks (5.00%) reserved for the super user
First data block=0
19 block groups
32768 blocks per group, 32768 fragments per group
15840 inodes per group
Superblock backups stored on blocks:
    32768, 98304, 163840, 229376, 294912
```

```
Writing inode tables: done
Creating journal (8192 blocks): done
Writing superblocks and filesystem accounting information: done
```

This filesystem will be automatically checked every 39 mounts or 180 days, whichever comes first. Use `tune2fs -c` or `-i` to override.

Mount the new file system:

```
# mount /dev/dasdbl /opt
# mount
/dev/dasdal on / type ext3 (rw)
none on /proc type proc (rw)
none on /sys type sysfs (rw)
none on /dev/pts type devpts (rw,gid=5,mode=620)
none on /dev/shm type tmpfs (rw)
/dev/dasdbl on /opt type ext3 (rw)
```

Add an entry to `/etc/fstab` so that the file system is mounted at IPL time:

```
# vi /etc/fstab
# cat /etc/fstab
LABEL=/          /                ext3    defaults
1 1
none             /dev/pts         devpts  gid=5,mode=620
0 0
none             /dev/shm         tmpfs   defaults
0 0
none             /proc            proc    defaults
0 0
none             /sys             sysfs   defaults
0 0
/dev/dasdbl     /opt             ext3    defaults
1 2
```

Add the device to the option line for the `dasd_mod` in `/etc/modprobe.conf`. Make sure to add the new device at the end of the list, otherwise it changes the `device number : devnode` mapping and file systems are not on the devices they used to be on.

```
# vi /etc/modprobe.conf
# cat /etc/modprobe.conf
alias eth0 qeth
options dasd_mod dasd=201,4B2E
```

Rerun `mkinitrd` to pick up the changes to `modprobe.conf` so that the device can be online and mountable after the next IPL:

Note that the example below has been modified slightly for readability and for printing purposes.

5. Adding DASD

Each line that ends with "(elf64-s390)" should be treated as one line with no spaces, such as /

```
tmp/initrd.AR1182/lib/dasd_mod.ko(elf64-s390).

# cd /boot
# mv initrd-2.6.7-1.451.2.3.img initrd-2.6.7-1.451.2.3.img.old
# mkinitrd -v initrd-2.6.7-1.451.2.3.img 2.6.7-1.451.2.3
Looking for deps of module ide-disk
Looking for deps of module dasd_mod
Looking for deps of module dasd_eckd_mod          dasd_mod
Looking for deps of module dasd_mod
Looking for deps of module dasd_fba_mod  dasd_mod
Looking for deps of module dasd_mod
Looking for deps of module ext3  jbd
Looking for deps of module jbd
Using modules:  ./kernel/drivers/s390/block/dasd_mod.ko
./kernel/drivers/s390/block/dasd_eckd_mod.ko
./kernel/drivers/s390/block/dasd_fba_mod.ko ./kernel/fs/jbd/jbd.ko
./kernel/fs/ext3/ext3.ko
Using loopback device /dev/loop0
/sbin/nash -> /tmp/initrd.AR1182/bin/nash
/sbin/instrmod.static -> /tmp/initrd.AR1182/bin/instrmod
copy from
/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/s390/block/dasd_mod.ko
(elf64-s390) to
/tmp/initrd.AR1182/lib/dasd_mod.ko(elf64-s390)
copy from
/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/s390/block/dasd_eckd_mod.ko
(elf64-s390) to
/tmp/initrd.AR1182/lib/dasd_eckd_mod.ko
(elf64-s390)
copy from
/lib/modules/2.6.7-1.451.2.3/./kernel/drivers/s390/block/dasd_fba_mod.ko
(elf64-s390) to
/tmp/initrd.AR1182/lib/dasd_fba_mod.ko
(elf64-s390)
copy from
/lib/modules/2.6.7-1.451.2.3/./kernel/fs/jbd/jbd.ko(elf64-s390) to
/tmp/initrd.AR1182/lib/jbd.ko(elf64-s390)
copy from
/lib/modules/2.6.7-1.451.2.3/./kernel/fs/ext3/ext3.ko(elf64-s390) to
/tmp/initrd.AR1182/lib/ext3.ko(elf64-s390)
Loading module dasd_mod with options dasd=201,4B2E
Loading module dasd_eckd_mod
Loading module dasd_fba_mod
Loading module jbd
Loading module ext3
```

Run `zipl` to save the changes to `initrd` for the next IPL:

```
# zipl -V
Using config file '/etc/zipl.conf'
Target device information
  Device.....: 5e:00
  Partition.....: 5e:01
  Device name.....: dasda
  DASD device number.....: 0201
  Type.....: disk partition
  Disk layout.....: ECKD/compatible disk layout
  Geometry - heads.....: 15
  Geometry - sectors.....: 12
  Geometry - cylinders.....: 3308
  Geometry - start.....: 24
  File system block size.....: 4096
  Physical block size.....: 4096
  Device size in physical blocks..: 595416
Building bootmap '/boot//bootmap'
```

6. Adding a Network Device

```
Building menu 'rh-automatic-menu'
Adding #1: IPL section 'linux' (default)
  kernel image.....: /boot/vmlinuz-2.6.7-1.451.2.3 at 0x10000
  kernel parmline...: 'root=LABEL=/' at 0x1000
  initial ramdisk...: /boot/initrd-2.6.7-1.451.2.3.img at 0x800000
Preparing boot device: dasda (0201).
Preparing boot menu
  Interactive prompt.....: disabled
  Menu timeout.....: disabled
  Default configuration...: 'linux'
Syncing disks...
Done.
```

6. Adding a Network Device

The process of adding a network device has changed with the migration of the 2.4 kernel to the 2.6 kernel:

- The `proc` file system is no longer used to control or obtain status on network devices.
- The new `sys` file system now provides facilities for controlling devices.
- `/sys/class/net/interface_name/device` now provides status on active devices.

`interface_name` is a name such as `eth0` or `eth2` that is given to a network interface by the device driver when the device is configured.

- `/etc/chandev.conf` no longer exists.

The `sys` file system now contains the information that was placed in `/etc/chandev.conf`.

- `/etc/modules.conf` no longer exists.

Network interface alias specifications are now placed in `/etc/modprobe.conf`.

Section 6.1, “Adding a qeth Device” describes in detail how to add a qeth device to an existing instance of Red Hat Enterprise Linux. Section 6.2, “Quick Reference for Adding Network Devices” is a quick reference for installing other IBM System z network interfaces.

6.1. Adding a qeth Device

First, determine whether the `qeth` device driver modules are loaded.

```
# lsmod | grep qeth
qeth                135240  0
qdio                 45360  2 qeth
ipv6                 303984  13 qeth
ccwgroup             15104  1 qeth
```

If the output of the `lsmod` command shows that the modules are not loaded, you must run the `modprobe` command to load them:

```
# modprobe qeth
```

Next, create a `qeth` group device.

6.1. Adding a qeth Device

```
# echo read_device_bus_id,write_device_bus_id,data_device_bus_id > /sys/bus/ccwgroup/drivers/qeth/group
```

Due to the length of this command, it has been broken into two lines.

In the following example, `read_device_bus_id` is 0.0.0600, `write_device_bus_id` is 0.0.0601, and `data_device_bus_id` is 0.0.0602. The device is a z/VM virtual NIC and the IP address to be assigned to this interface is 192.168.70.69.

```
# echo 0.0.0600,0.0.0601,0.0.0602 > /sys/bus/ccwgroup/drivers/qeth/group
```

Next, verify that the `qeth` group device was created properly:

```
# ls /sys/bus/ccwgroup/drivers/qeth
0.0.0600 0.0.09a0 group notifier_register
```

You may optionally add a portname. First, you must check to see if a portname is required:

```
# cat /sys/bus/ccwgroup/drivers/qeth/0.0.0600/portname
no portname required
```

The response indicates that you do not need to provide a portname.

To add a port name, check that the devices are offline, and then run the following command:



Note

The device(s) must be offline when you add a portname.

```
# echo portname > /sys/bus/ccwgroup/drivers/qeth/0.0.0600/portname
```

Next, bring the device back online:

```
# echo 1 /sys/bus/ccwgroup/drivers/qeth/0.0.0600/online
```

Then verify the state of the device:

```
# cat /sys/bus/ccwgroup/drivers/qeth/0.0.0600/online1
```

A return value of "1" indicates that the device is online, while a return value '0' indicates that the device is offline.

Check to see what interface name was assigned to the device:

```
# cat /sys/bus/ccwgroup/drivers/qeth/0.0.0600/if_name
eth1
```

To change the value of `if_name`, run the following command:

```
# echo new_if_name > /sys/bus/ccwgroup/drivers/qeth/0.0.0600/if_name
```

You may optionally set additional parameters and features, depending on the way you are setting up your system and the features you require.

6.1. Adding a qeth Device

- `add_hhlen`
- `broadcast_mode`
- `buffer_count`
- `canonical_macaddr`
- `card_type`
- `checksumming`
- `chpid`
- `detach_state`
- `fake_broadcast`
- `fake_ll`
- `ipa_takeover`
- `portno`
- `priority_queueing`
- `recover`
- `route4`
- `rxip`
- `state`
- `ungroup`
- `vipa`

For information on how these features work, refer to http://www-128.ibm.com/developerworks/linux/linux390/october2005_documentation.html#3 (*Device Drivers, Features, and Commands - SC33-8289-02*).

Now you need to create the configuration file for your new interface. The network interface configuration files are placed in `/etc/sysconfig/network-scripts/`.

The network configuration files use the naming convention `ifcfg-device`, where `device` is the value found in the `if_name` file in the qeth group device that was created earlier. In this example it is `eth1`.

If there is an existing configuration file for another device of the same type already defined, the simplest solution is to copy it to the new name.

```
# cd /etc/sysconfig/network-scripts
# cp ifcfg-eth0 ifcfg-eth1
```

If you do not have a similar device defined you must create one. Use this example of `ifcfg-eth0`

6.1. Adding a qeth Device

as a template.

```
/etc/sysconfig/network-scripts/ifcfg-eth0
# IBM QETH
DEVICE=eth0
BOOTPROTO=static
HWADDR=00:06:29:FB:5F:F1
IPADDR=9.12.20.136
NETMASK=255.255.255.0
ONBOOT=yes
NETTYPE=qeth
SUBCHANNELS=0.0.09a0,0.0.09a1,0.0.09a2
TYPE=Ethernet
```

Edit the new `ifcfg-eth1` file.

Remove the `HWADDR` line for now.

Modify the `DEVICE` statement to reflect the contents of the `if_name` file from your `ccwgroup`.

Modify the `IPADDR` statement to reflect the IP address of your new interface.

Modify the `NETMASK` statement as needed.

If you want your new interface to be activated at boot time, then make sure `ONBOOT` is set to `yes`.

Make sure the `SUBCHANNELS` statement matches the hardware addresses for your `qeth` device.

```
/etc/sysconfig/network-scripts/ifcfg-eth1
# IBM QETH
DEVICE=eth1
BOOTPROTO=static
IPADDR=192.168.70.87
NETMASK=255.255.255.0
ONBOOT=yes
NETTYPE=qeth
SUBCHANNELS=0.0.0600,0.0.0601,0.0.0602
TYPE=Ethernet
```

A `qeth` device requires an alias definition in `/etc/modprobe.conf`. Edit this file and add an alias for your interface.

```
/etc/modprobe.conf
alias eth0 qeth
alias eth1 qeth
options dasd_mod dasd=0.0.0100,0.0.4b19
```

Now you can start the new interface:

```
# ifup eth1
```

Check the status of the interface:

```
# ifconfig eth1
eth1      Link encap:Ethernet  HWaddr 02:00:00:00:00:01
          inet addr:192.168.70.87  Bcast:192.168.70.255  Mask:255.255.255.0
          inet6 addr: fe80::ff:fe00:1/64 Scope:Link
          UP BROADCAST RUNNING NOARP MULTICAST  MTU:1492  Metric:1
          RX packets:23 errors:0 dropped:0 overruns:0 frame:0
          TX packets:3 errors:0 dropped:0 overruns:0 carrier:0
```

6.2. Quick Reference for Adding Network Devices

```
collisions:0 txqueuelen:1000
RX bytes:644 (644.0 b) TX bytes:264 (264.0 b)
```

Note that the `HWaddr` field in the first line of the `ifconfig` command output. The value after that must be added to the `ifcfg-eth1` file. Add a line like the following to that file:

```
HWADDR=02:00:00:00:00:01
```

Now `ifcfg-eth1` looks similar to the following:

```
# IBM QETH
DEVICE=eth1
HWADDR=02:00:00:00:00:01
BOOTPROTO=static
IPADDR=192.168.70.69
NETMASK=255.255.255.0
ONBOOT=yes
NETTYPE=qeth
SUBCHANNELS=0.0.0600,0.0.0601,0.0.0602
TYPE=Ethernet
```

Check the routing for the new interface:

```
# route
Kernel IP routing table
Destination      Gateway          Genmask         Flags Metric Ref  Use Iface
192.168.70.0     *                255.255.255.0  U      0      0    0 eth1
9.12.20.0        *                255.255.255.0  U      0      0    0 eth0
169.254.0.0      *                255.255.0.0    U      0      0    0 eth1
default          pdlrouter-if5.p 0.0.0.0         UG     0      0    0 eth0
```

Verify your changes by using the `ping` command to ping the gateway:

```
# ping -c 1 192.168.70.8
PING 192.168.70.8 (192.168.70.8) 56(84) bytes of data.
64 bytes from 192.168.70.8: icmp_seq=0 ttl=63 time=8.07 ms
```

If the default route information has changed, you must also update `/etc/sysconfig/network` accordingly.

6.2. Quick Reference for Adding Network Devices

There are several basic tasks for adding a network interface on IBM System z.

- Load the device driver.
- Create the group device.
- Configure the device.
- Set the device online.
- Define the alias (if needed).
- Create a configuration script.
- Activate the device.

6.2. Quick Reference for Adding Network Devices

The following sections provide basic information for each task of each IBM System z network device driver.

6.2.1. Working With the LCS Device Driver

The LAN channel station (LCS) device driver supports OSA-2 Ethernet/Token Ring, OSA-Express Fast Ethernet in non-QDIO mode, and OSA-Express High Speed Token Ring in non-QDIO mode. For z990, the LCS driver also supports Gigabit Ethernet in non-QDIO mode (including 1000Base-T).

Based on the type of interface being added, the LCS driver assigns one of two base interface names: `ethn` for OSA-Express Fast Ethernet and Gigabit Ethernet and `trn` for Token Ring, where `n` is an integer that uniquely identifies the device. `n` is 0 for the first device of that type, 1 for the second, and so on.

- Load the device driver:

```
# modprobe lcs
```

- Create the group device:

```
# echo read_device_bus_id,write_device_bus_id >
/sys/bus/ccwgroup/drivers/lcs/group
```

Due to the length of this command, it has been broken into two lines.

- Configure the device.

OSA cards can provide up to 16 ports for a single CHPID. By default, the LCS group device uses port 0. To use a different port, issue a command similar to the following:

```
# echo portno > /sys/bus/ccwgroup/drivers/lcs/device_bus_id/portno
```

For more information about configuration of the LCS driver, refer to the following:

http://www-128.ibm.com/developerworks/linux/linux390/october2005_documentation.html#3
(Linux for IBM System z and S/390 Device Drivers, Features, and Commands)

- Set the device online:

```
# echo 1 > /sys/bus/ccwgroup/drivers/lcs/read_device_bus_id/online
```

- Define the alias.

Based on the type interface being added, add a line to `/etc/modprobe.conf` that is similar to one of the following:

```
ethn alias lcs
trn alias lcs
```

- Create a configuration script.

Create a file in `/etc/sysconfig/network-scripts/` with a name like one of the following:

6.2. Quick Reference for Adding Network Devices

```
ifcfg-ethn
ifcfg-trn
```

The file should look similar to the following:

```
/etc/sysconfig/network-scripts/ifcfg-eth0
# IBM LCS
DEVICE=eth0
BOOTPROTO=static
HWADDR=00:06:29:FB:5F:F1
IPADDR=9.12.20.136
NETMASK=255.255.255.0
ONBOOT=yes
NETTYPE=lcs
SUBCHANNELS=0.0.09a0,0.0.09a1
PORTNAME=0
TYPE=Ethernet
```

Based on the type interface being added, the `DEVICE` parameter should be one of the following:

```
DEVICE=ethn
DEVICE=trn
```

- Activate the device.

Based on the type interface being added, issue an `ifup` command:

```
# ifup ethn
# ifup trn
```

6.2.2. Working With the QETH Device Driver

The QETH network device driver supports IBM System z HiperSockets, OSA-Express Fast Ethernet, Gigabit Ethernet (including 1000Base-T), High Speed Token Ring, and ATM features (running Ethernet LAN emulation) in QDIO mode.

Based on the type of interface being added, the QETH driver assigns one of three base interface names:

- `hsin` for HiperSocket devices
- `ethn` for OSA-Express Fast Ethernet and Gigabit Ethernet
- `trn` for Token Ring

The value `n` is an integer that uniquely identifies the device. `n` is 0 for the first device of that type, 1 for the second, and so on.

- Load the device driver:

```
# modprobe qeth
```

- Create the group device:

```
# echo read_device_bus_id,write_device_bus_id,data_device_bus_id >
```

6.2. Quick Reference for Adding Network Devices

```
/sys/bus/ccwgroup/drivers/qeth/group
```

Due to the length of this command, it has been broken into two lines.

- Configure the device.

For more information about configuration of the QETH driver, refer to the following:

<http://oss.software.ibm.com/developerworks/opensource/linux390/docu/lx26apr04dd01.pdf>
(Linux for IBM System z and S/390 Device Drivers, Features, and Commands)

- Set the device online:

```
# echo 1 > /sys/bus/ccwgroup/drivers/qeth/read_device_bus_id/online
```

- Define the alias.

Based on the type interface being added, add a line to `/etc/modprobe.conf` that is like one of the following:

```
hsin alias qeth
ethn alias qeth
trn alias qeth
```

- Create a configuration script.

Create a file in `/etc/sysconfig/network-scripts/` with a name like one of the following:

```
ifcfg-hsin
ifcfg-ethn
ifcfg-trn
```

The file should look like this:

```
/etc/sysconfig/network-scripts/ifcfg-eth0
# IBM QETH
DEVICE=eth0
BOOTPROTO=static
HWADDR=00:06:29:FB:5F:F1
IPADDR=9.12.20.136
NETMASK=255.255.255.0
ONBOOT=yes
NETTYPE=qeth
SUBCHANNELS=0.0.09a0,0.0.09a1,0.0.09a2
TYPE=Ethernet
```

Based on the type interface being added, the `DEVICE` parameter should be like one of the following:

```
DEVICE=hsin
DEVICE=ethn
DEVICE=trn
```

- Activate the device.

Based on the type interface being added, issue an `ifup` command:

```
# ifup hsin
```

```
# ifup ethn
# ifup trn
```

7. Kernel-Related Information

Red Hat Enterprise Linux includes a modification to the way the Linux kernel timer interrupt is handled. Normally, a hardware timer is set to generate periodic interrupts at a fixed rate (100 times a second for most architectures). These periodic timer interrupts are used by the kernel to schedule various internal housekeeping tasks, such as process scheduling, accounting, and maintaining system uptime.

While a timer-based approach works well for a system environment where only one copy of the kernel is running, it can cause additional overhead when many copies of the kernel are running on a single system (for example, as z/VM(R) guests). In these cases, having thousands of copies of the kernel each generating interrupts many times a second can result in excessive system overhead.

Therefore, Red Hat Enterprise Linux now includes the ability to turn off periodic timer interrupts. This is done through the `/proc/` file system. To disable periodic timer interrupts, issue the following command:

```
echo 0 > /proc/sys/kernel/hz_timer
```

To enable periodic timer interrupts, issue the following command:

```
echo 1 > /proc/sys/kernel/hz_timer
```

By default, periodic timer interrupts are disabled.

Periodic timer interrupt states can also be set at boot-time; to do so, add the following line to `/etc/sysctl.conf` to disable periodic timer interrupts:

```
kernel.hz_timer = 0
```



Note

Disabling periodic timer interrupts can violate basic assumptions in system accounting tools. If you notice a malfunction related to system accounting, verify that the malfunction disappears if periodic timer interrupts are enabled, then submit a bug at <http://bugzilla.redhat.com/bugzilla/> (for malfunctioning bundled tools), or inform the tool vendor (for malfunctioning third-party tools).

Part IV. Common Tasks

Information that is common to all architectures related to registering your system with Red Hat Network, choosing whether to install or upgrade, and information on disk partitioning is contained in this section.



Chapter 23. Upgrading Your Current System

This chapter explains the various methods available for upgrading your Red Hat Enterprise Linux system.

1. Determining Whether to Upgrade or Re-Install

While upgrading from Red Hat Enterprise Linux version 4 Update 4 is supported, you are more likely to have a consistent experience by backing up your data and then installing this release of Red Hat Enterprise Linux 5.0.0 over your previous Red Hat Enterprise Linux installation.

To upgrade from Red Hat Enterprise Linux 4 you should bring your system up to date using RHN before performing the upgrade.

This recommended reinstallation method helps to ensure the best system stability possible.

For more information about re-installing your Red Hat Enterprise Linux system, refer to the Whitepapers available online at <http://www.redhat.com/solutions/info/whitepapers/>.

If you currently use Red Hat Enterprise Linux 4 Update 4, you can perform a traditional, installation program-based upgrade.

However, before you chose to upgrade your system, there are a few things you should keep in mind:

- Individual package configuration files may or may not work after performing an upgrade due to changes in various configuration file formats or layouts.
- If you have one of Red Hat's layered products (such as the Cluster Suite) installed, it may need to be manually upgraded after the Red Hat Enterprise Linux upgrade has been completed.
- Third party or ISV applications may not work correctly following the upgrade.

Upgrading your system installs updated versions of the packages which are currently installed on your system.

The upgrade process preserves existing configuration files by renaming them with an `.rpmsave` extension (for example, `sendmail.cf.rpmsave`). The upgrade process also creates a log of its actions in `/root/upgrade.log`.



Caution

As software evolves, configuration file formats can change. It is very important to

2. Upgrading Your System

carefully compare your original configuration files to the new files before integrating your changes.



Note

It is always a good idea to back up any data that you have on your systems. For example, if you are upgrading or creating a dual-boot system, you should back up any data you wish to keep on your hard drive(s). Mistakes do happen and can result in the loss of all of your data.

Some upgraded packages may require the installation of other packages for proper operation. If you choose to customize your packages to upgrade, you may be required to resolve dependency problems. Otherwise, the upgrade procedure takes care of these dependencies, but it may need to install additional packages which are not on your system.

Depending on how you have partitioned your system, the upgrade program may prompt you to add an additional swap file. If the upgrade program does not detect a swap file that equals twice your RAM, it asks you if you would like to add a new swap file. If your system does not have a lot of RAM (less than 256 MB), it is recommended that you add this swap file.

2. Upgrading Your System

The **Upgrade Examine** screen appears if you have instructed the installation program to perform an upgrade.



Note

If the contents of your `/etc/redhat-release` file have been changed from the default, your Red Hat Enterprise Linux installation may not be found when attempting an upgrade to Red Hat Enterprise Linux 5.0.0.

You can relax some of the checks against this file by booting with the following boot command:

```
linux upgradeany
```

Use the `linux upgradeany` command if your Red Hat Enterprise Linux installation was not given as an option to upgrade.

To perform an upgrade, select **Perform an upgrade of an existing installation**. Click **Next** when you are ready to begin your upgrade.

2. Upgrading Your System

To re-install your system, select **Perform a new Red Hat Enterprise Linux installation** and refer to <http://www.redhat.com/docs/wp/> as well as Chapter 4, *Installing on Intel and AMD Systems*, Chapter 12, *Installing on IBM System i and IBM System p systems*, or Chapter 17, *Installing on IBM System z Systems* for further instructions.

To perform a new installation of Red Hat Enterprise Linux on your system, select **Perform a new Red Hat Enterprise Linux installation** and refer to Chapter 4, *Installing on Intel and AMD Systems*, Chapter 12, *Installing on IBM System i and IBM System p systems*, or Chapter 17, *Installing on IBM System z Systems* for further instructions.

Chapter 24. Activate Your Subscription

1. RHN Registration

Before you can access service and software maintenance information, and the support documentation included in your subscription, you must activate your subscription by registering with Red Hat. Registration includes these simple steps:

- Provide a Red Hat login
- Provide an installation number
- Connect your system

The first time you boot your installation of Red Hat Enterprise Linux, you are prompted to register with Red Hat using the **Setup Agent**. If you follow the prompts during the **Setup Agent**, you can complete the registration steps and activate your subscription.

If you can not complete registration during the **Setup Agent** (which requires network access), you can alternatively complete the Red Hat registration process online at <http://www.redhat.com/register/>.

1.1. Provide a Red Hat Login

If you do not have an existing Red Hat login, you can create one when prompted during the **Setup Agent** or online at:

<https://www.redhat.com/apps/activate/newlogin.html>

A Red Hat login enables your access to:

- Software updates, errata and maintenance via Red Hat Network
- Red Hat technical support resources, documentation, and Knowledgebase

If you have forgotten your Red Hat login, you can search for your Red Hat login online at:

https://rhn.redhat.com/help/forgot_password.pxt

1.2. Provide Your Installation Number

Your installation number is located in the package that came with your order. If your package did not include an installation number, your subscription was activated for you and you can skip this step.

You can provide your installation number when prompted during the **Setup Agent** or by visiting <http://www.redhat.com/register/>.

1.3. Connect Your System

The Red Hat Network Registration Client helps you connect your system so that you can begin to get updates and perform systems management. There are three ways to connect:

1. During the **Setup Agent** — Check the **Send hardware information** and **Send system package list** options when prompted.
2. After the **Setup Agent** has been completed — From **Applications** (the main menu on the panel), go to **System Tools**, then select **Package Updater**.
3. After the **Setup Agent** has been completed — Enter the following command from the command line as the root user:

- `/usr/bin/rhn_register --register`

Chapter 25. An Introduction to Disk Partitions



Note

This appendix is not necessarily applicable to non-x86-based architectures. However, the general concepts mentioned here may apply.

This appendix is not necessarily applicable to non-x86-based architectures. However, the general concepts mentioned here may apply.

If you are reasonably comfortable with disk partitions, you could skip ahead to Section 1.4, “Making Room For Red Hat Enterprise Linux”, for more information on the process of freeing up disk space to prepare for a Red Hat Enterprise Linux installation. This section also discusses the partition naming scheme used by Linux systems, sharing disk space with other operating systems, and related topics.

1. Hard Disk Basic Concepts

Hard disks perform a very simple function — they store data and reliably retrieve it on command.

When discussing issues such as disk partitioning, it is important to know a bit about the underlying hardware. Unfortunately, it is easy to become bogged down in details. Therefore, this appendix uses a simplified diagram of a disk drive to help explain what is really happening when a disk drive is partitioned. Figure 25.1, “An Unused Disk Drive”, shows a brand-new, unused disk drive.



Figure 25.1. An Unused Disk Drive

Not much to look at, is it? But if we are talking about disk drives on a basic level, it is adequate. Say that we would like to store some data on this drive. As things stand now, it will not work. There is something we need to do first.

1.1. It is Not What You Write, it is How You Write It

Experienced computer users probably got this one on the first try. We need to *format* the drive.

1.1. It is Not What You Write, it is How You Write It

Formatting (usually known as "making a *file system*") writes information to the drive, creating order out of the empty space in an unformatted drive.

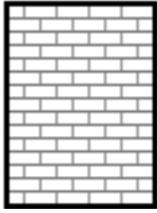


Figure 25.2. Disk Drive with a File System

As Figure 25.2, "Disk Drive with a File System", implies, the order imposed by a file system involves some trade-offs:

- A small percentage of the drive's available space is used to store file system-related data and can be considered as overhead.
- A file system splits the remaining space into small, consistently-sized segments. For Linux, these segments are known as *blocks*.¹¹

Given that file systems make things like directories and files possible, these trade-offs are usually seen as a small price to pay.

It is also worth noting that there is no single, universal file system. As Figure 25.3, "Disk Drive with a Different File System", shows, a disk drive may have one of many different file systems written on it. As you might guess, different file systems tend to be incompatible; that is, an operating system that supports one file system (or a handful of related file system types) may not support another. This last statement is not a hard-and-fast rule, however. For example, Red Hat Enterprise Linux supports a wide variety of file systems (including many commonly used by other operating systems), making data interchange between different file systems easy.

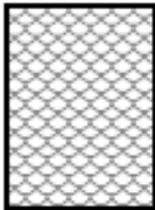


Figure 25.3. Disk Drive with a Different File System

Of course, writing a file system to disk is only the beginning. The goal of this process is to actually *store* and *retrieve* data. Let us take a look at our drive after some files have been written to it.

¹¹ Blocks really *are* consistently sized, unlike our illustrations. Keep in mind, also, that an average disk drive contains thousands of blocks. But for the purposes of this discussion, please ignore these minor discrepancies.

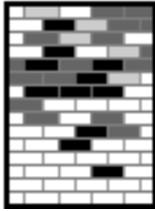


Figure 25.4. Disk Drive with Data Written to It

As Figure 25.4, “Disk Drive with Data Written to It”, shows, some of the previously-empty blocks are now holding data. However, by just looking at this picture, we cannot determine exactly how many files reside on this drive. There may only be one file or many, as all files use at least one block and some files use multiple blocks. Another important point to note is that the used blocks do not have to form a contiguous region; used and unused blocks may be interspersed. This is known as *fragmentation*. Fragmentation can play a part when attempting to resize an existing partition.

As with most computer-related technologies, disk drives changed over time after their introduction. In particular, they got bigger. Not larger in physical size, but bigger in their capacity to store information. And, this additional capacity drove a fundamental change in the way disk drives were used.

1.2. Partitions: Turning One Drive Into Many

As disk drive capacities soared, some people began to wonder if having all of that formatted space in one big chunk was such a great idea. This line of thinking was driven by several issues, some philosophical, some technical. On the philosophical side, above a certain size, it seemed that the additional space provided by a larger drive created more clutter. On the technical side, some file systems were never designed to support anything above a certain capacity. Or the file systems *could* support larger drives with a greater capacity, but the overhead imposed by the file system to track files became excessive.

The solution to this problem was to divide disks into *partitions*. Each partition can be accessed as if it was a separate disk. This is done through the addition of a *partition table*.



Note

While the diagrams in this chapter show the partition table as being separate from the actual disk drive, this is not entirely accurate. In reality, the partition table is stored at the very start of the disk, before any file system or user data. But for clarity, they are separate in our diagrams.

1.2. Partitions: Turning One Drive Into Many

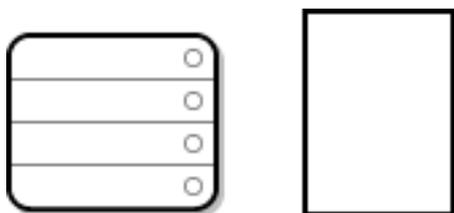


Figure 25.5. Disk Drive with Partition Table

As Figure 25.5, “Disk Drive with Partition Table” shows, the partition table is divided into four sections or four *primary* partitions. A primary partition is a partition on a hard drive that can contain only one logical drive (or section). Each section can hold the information necessary to define a single partition, meaning that the partition table can define no more than four partitions.

Each partition table entry contains several important characteristics of the partition:

- The points on the disk where the partition starts and ends
- Whether the partition is "active"
- The partition's type

Let us take a closer look at each of these characteristics. The starting and ending points actually define the partition's size and location on the disk. The "active" flag is used by some operating systems' boot loaders. In other words, the operating system in the partition that is marked "active" is booted.

The partition's type can be a bit confusing. The type is a number that identifies the partition's anticipated usage. If that statement sounds a bit vague, that is because the meaning of the partition type is a bit vague. Some operating systems use the partition type to denote a specific file system type, to flag the partition as being associated with a particular operating system, to indicate that the partition contains a bootable operating system, or some combination of the three.

By this point, you might be wondering how all this additional complexity is normally used. Refer to Figure 25.6, “Disk Drive With Single Partition”, for an example.

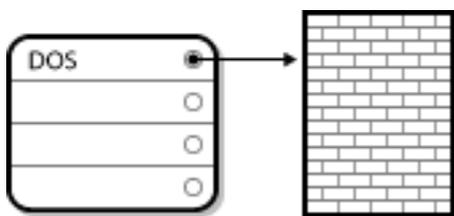


Figure 25.6. Disk Drive With Single Partition

In many cases, there is only a single partition spanning the entire disk, essentially duplicating the method used before partitions. The partition table has only one entry used, and it points to the start of the partition.

1.3. Partitions within Partitions — An Overview of Extended Partitions

We have labeled this partition as being of the "DOS" type. Although it is only one of several possible partition types listed in Table 25.1, "Partition Types", it is adequate for the purposes of this discussion.

Table 25.1, "Partition Types", contains a listing of some popular (and obscure) partition types, along with their hexadecimal numeric values.

Partition Type	Value	Partition Type	Value
Empty	00	Novell Netware 386	65
DOS 12-bit FAT	01	PIC/IX	75
XENIX root	02	Old MINIX	80
XENIX usr	03	Linux/MINUX	81
DOS 16-bit <=32M	04	Linux swap	82
Extended	05	Linux native	83
DOS 16-bit >=32	06	Linux extended	85
OS/2 HPFS	07	Amoeba	93
AIX	08	Amoeba BBT	94
AIX bootable	09	BSD/386	a5
OS/2 Boot Manager	0a	OpenBSD	a6
Win95 FAT32	0b	NEXTSTEP	a7
Win95 FAT32 (LBA)	0c	BSDI fs	b7
Win95 FAT16 (LBA)	0e	BSDI swap	b8
Win95 Extended (LBA)	0f	Syrinx	c7
Venix 80286	40	CP/M	db
Novell	51	DOS access	e1
PPC PReP Boot	41	DOS R/O	e3
GNU HURD	63	DOS secondary	f2
Novell Netware 286	64	BBT	ff

Table 25.1. Partition Types

1.3. Partitions within Partitions — An Overview of Extended

Partitions

Of course, over time it became obvious that four partitions would not be enough. As disk drives continued to grow, it became more and more likely that a person could configure four reasonably-sized partitions and still have disk space left over. There needed to be some way of creating more partitions.

Enter the extended partition. As you may have noticed in Table 25.1, “Partition Types”, there is an “Extended” partition type. It is this partition type that is at the heart of extended partitions.

When a partition is created and its type is set to “Extended,” an extended partition table is created. In essence, the extended partition is like a disk drive in its own right — it has a partition table that points to one or more partitions (now called *logical partitions*, as opposed to the four *primary partitions*) contained entirely within the extended partition itself. Figure 25.7, “Disk Drive With Extended Partition”, shows a disk drive with one primary partition and one extended partition containing two logical partitions (along with some unpartitioned free space).

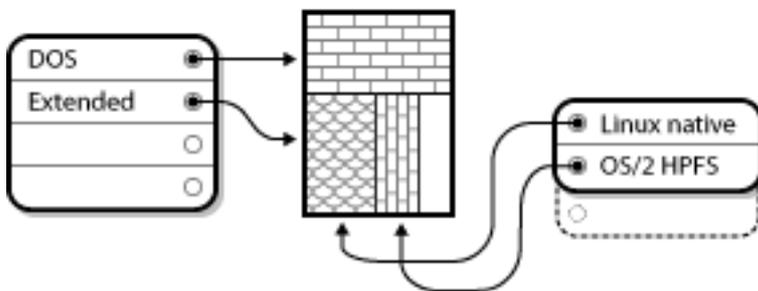


Figure 25.7. Disk Drive With Extended Partition

As this figure implies, there is a difference between primary and logical partitions — there can only be four primary partitions, but there is no fixed limit to the number of logical partitions that can exist. However, due to the way in which partitions are accessed in Linux, you should avoid defining more than 12 logical partitions on a single disk drive.

Now that we have discussed partitions in general, let us review how to use this knowledge to install Red Hat Enterprise Linux.

1.4. Making Room For Red Hat Enterprise Linux

The following list presents some possible scenarios you may face when attempting to repartition your hard disk:

- Unpartitioned free space is available
- An unused partition is available
- Free space in an actively used partition is available

Let us look at each scenario in order.



Note

Keep in mind that the following illustrations are simplified in the interest of clarity and do not reflect the exact partition layout that you encounter when actually installing Red Hat Enterprise Linux.

1.4.1. Using Unpartitioned Free Space

In this situation, the partitions already defined do not span the entire hard disk, leaving unallocated space that is not part of any defined partition. Figure 25.8, “Disk Drive with Unpartitioned Free Space”, shows what this might look like.

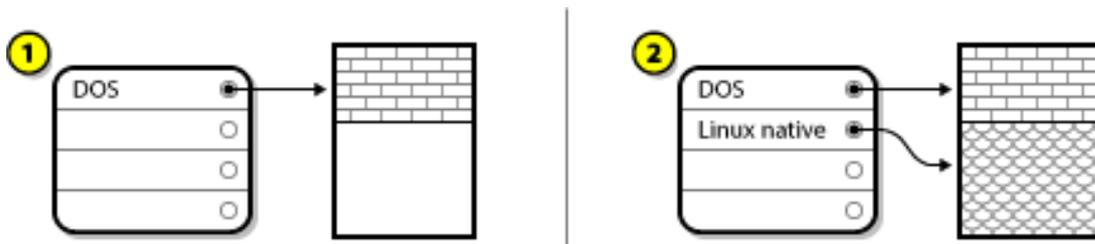


Figure 25.8. Disk Drive with Unpartitioned Free Space

In Figure 25.8, “Disk Drive with Unpartitioned Free Space”, 1 represents an undefined partition with unallocated space and 2 represents a defined partition with allocated space.

If you think about it, an unused hard disk also falls into this category. The only difference is that *all* the space is not part of any defined partition.

In any case, you can create the necessary partitions from the unused space. Unfortunately, this scenario, although very simple, is not very likely (unless you have just purchased a new disk just for Red Hat Enterprise Linux). Most pre-installed operating systems are configured to take up all available space on a disk drive (refer to Section 1.4.3, “Using Free Space from an Active Partition”).

Next, we will discuss a slightly more common situation.

1.4.2. Using Space from an Unused Partition

In this case, maybe you have one or more partitions that you do not use any longer. Perhaps you have dabbled with another operating system in the past, and the partition(s) you dedicated to it never seem to be used anymore. Figure 25.9, “Disk Drive With an Unused Partition”, illustrates such a situation.

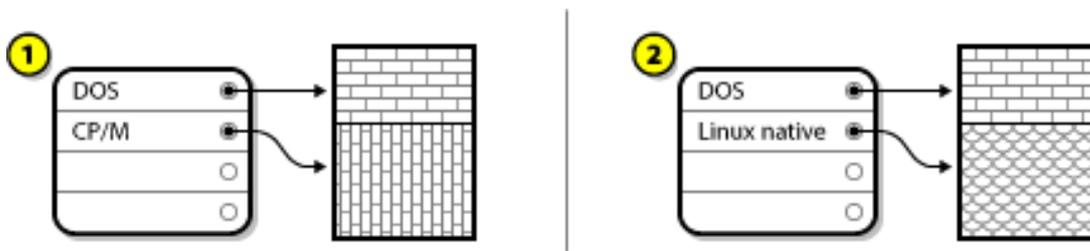


Figure 25.9. Disk Drive With an Unused Partition

In Figure 25.9, “Disk Drive With an Unused Partition”, 1 represents an unused partition and 2 represents reallocating an unused partition for Linux.

If you find yourself in this situation, you can use the space allocated to the unused partition. You first must delete the partition and then create the appropriate Linux partition(s) in its place. You can delete the unused partition and manually create new partitions during the installation process.

1.4.3. Using Free Space from an Active Partition

This is the most common situation. It is also, unfortunately, the hardest to handle. The main problem is that, even if you have enough free space, it is presently allocated to a partition that is already in use. If you purchased a computer with pre-installed software, the hard disk most likely has one massive partition holding the operating system and data.

Aside from adding a new hard drive to your system, you have two choices:

Destructive Repartitioning

Basically, you delete the single large partition and create several smaller ones. As you might imagine, any data you had in the original partition is destroyed. This means that making a complete backup is necessary. For your own sake, make two backups, use verification (if available in your backup software), and try to read data from your backup *before* you delete the partition.



Caution

If there was an operating system of some type installed on that partition, it needs to be reinstalled as well. Be aware that some computers sold with pre-installed operating systems may not include the CD-ROM media to reinstall the original operating system. The best time to notice if this applies to your system is *before* you destroy your original partition and its operating system installation.

After creating a smaller partition for your existing operating system, you can reinstall any software, restore your data, and start your Red Hat Enterprise Linux installation. Figure 25.10, “Disk Drive Being Destructively Repartitioned” shows this being done.

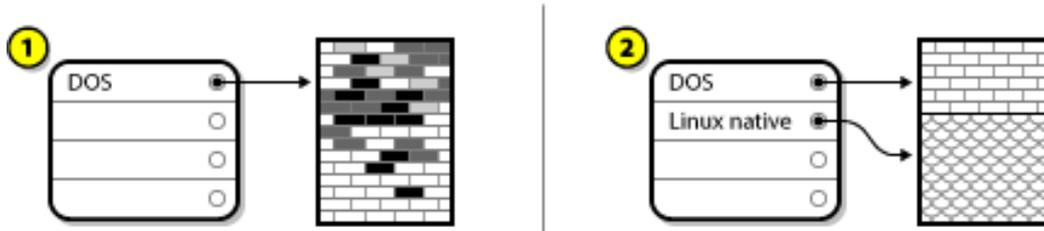


Figure 25.10. Disk Drive Being Destructively Repartitioned

In Figure 25.10, “Disk Drive Being Destructively Repartitioned”, 1 represents before and 2 represents after.

Caution

As Figure 25.10, “Disk Drive Being Destructively Repartitioned”, shows, any data present in the original partition is lost without proper backup!

Non-Destructive Repartitioning

Here, you run a program that does the seemingly impossible: it makes a big partition smaller without losing any of the files stored in that partition. Many people have found this method to be reliable and trouble-free. What software should you use to perform this feat? There are several disk management software products on the market. Do some research to find the one that is best for your situation.

While the process of non-destructive repartitioning is rather straightforward, there are a number of steps involved:

- Compress and backup existing data
- Resize the existing partition
- Create new partition(s)

Next we will look at each step in a bit more detail.

1.4.3.1. Compress existing data

As Figure 25.11, “Disk Drive Being Compressed”, shows, the first step is to compress the data in your existing partition. The reason for doing this is to rearrange the data such that it maximizes the available free space at the "end" of the partition.

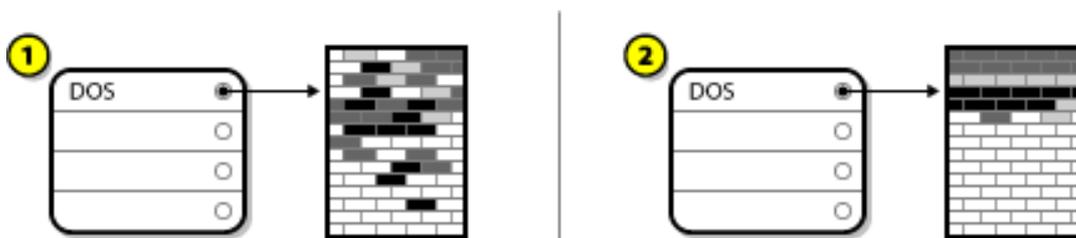


Figure 25.11. Disk Drive Being Compressed

In Figure 25.11, “Disk Drive Being Compressed”, 1 represents before and 2 represents after.

This step is crucial. Without it, the location of your data could prevent the partition from being resized to the extent desired. Note also that, for one reason or another, some data cannot be moved. If this is the case (and it severely restricts the size of your new partition(s)), you may be forced to destructively repartition your disk.

1.4.3.2. Resize the existing partition

Figure 25.12, “Disk Drive with Partition Resized”, shows the actual resizing process. While the actual result of the resizing operation varies depending on the software used, in most cases the newly freed space is used to create an unformatted partition of the same type as the original partition.

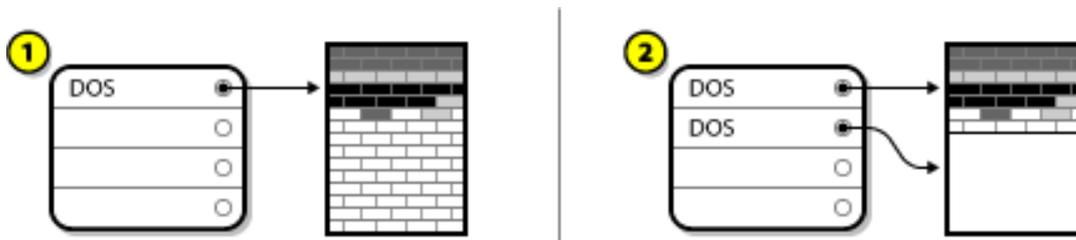


Figure 25.12. Disk Drive with Partition Resized

In Figure 25.12, “Disk Drive with Partition Resized”, 1 represents before and 2 represents after.

It is important to understand what the resizing software you use does with the newly freed space, so that you can take the appropriate steps. In the case we have illustrated, it would be best to delete the new DOS partition and create the appropriate Linux partition(s).

1.4.3.3. Create new partition(s)

As the previous step implied, it may or may not be necessary to create new partitions. However, unless your resizing software is Linux-aware, it is likely that you must delete the partition that was created during the resizing process. Figure 25.13, “Disk Drive with Final Partition Configuration”, shows this being done.



Figure 25.13. Disk Drive with Final Partition Configuration

1.5. Partition Naming Scheme

In Figure 25.13, "Disk Drive with Final Partition Configuration", 1 represents before and 2 represents after.



Note

The following information is specific to x86-based computers only.

As a convenience to our customers, we provide the `parted` utility. This is a freely available program that can resize partitions.

If you decide to repartition your hard drive with `parted`, it is important that you be familiar with disk storage and that you perform a backup of your computer data. You should make two copies of all the important data on your computer. These copies should be to removable media (such as tape, CD-ROM, or diskettes), and you should make sure they are readable before proceeding.

Should you decide to use `parted`, be aware that after `parted` runs you are left with *two* partitions: the one you resized, and the one `parted` created out of the newly freed space. If your goal is to use that space to install Red Hat Enterprise Linux, you should delete the newly created partition, either by using the partitioning utility under your current operating system or while setting up partitions during installation.

1.5. Partition Naming Scheme

Linux refers to disk partitions using a combination of letters and numbers which may be confusing, particularly if you are used to the "C drive" way of referring to hard disks and their partitions. In the DOS/Windows world, partitions are named using the following method:

- Each partition's type is checked to determine if it can be read by DOS/Windows.
- If the partition's type is compatible, it is assigned a "drive letter." The drive letters start with a "C" and move on to the following letters, depending on the number of partitions to be labeled.
- The drive letter can then be used to refer to that partition as well as the file system contained on that partition.

Red Hat Enterprise Linux uses a naming scheme that is more flexible and conveys more information than the approach used by other operating systems. The naming scheme is file-based, with file names in the form of `/dev/xyN`.

Here is how to decipher the partition naming scheme:

`/dev/`

This is the name of the directory in which all device files reside. Since partitions reside on hard disks, and hard disks are devices, the files representing all possible partitions reside in

`/dev/.`

1.6. Disk Partitions and Other Operating Systems

xx

The first two letters of the partition name indicate the type of device on which the partition resides, usually either `hd` (for IDE disks) or `sd` (for SCSI disks).

y

This letter indicates which device the partition is on. For example, `/dev/hda` (the first IDE hard disk) or `/dev/sdb` (the second SCSI disk).

N

The final number denotes the partition. The first four (primary or extended) partitions are numbered 1 through 4. Logical partitions start at 5. So, for example, `/dev/hda3` is the third primary or extended partition on the first IDE hard disk, and `/dev/sdb6` is the second logical partition on the second SCSI hard disk.



Note

There is no part of this naming convention that is based on partition type; unlike DOS/Windows, *all* partitions can be identified under Red Hat Enterprise Linux. Of course, this does not mean that Red Hat Enterprise Linux can access data on every type of partition, but in many cases it is possible to access data on a partition dedicated to another operating system.

Keep this information in mind; it makes things easier to understand when you are setting up the partitions Red Hat Enterprise Linux requires.

1.6. Disk Partitions and Other Operating Systems

If your Red Hat Enterprise Linux partitions are sharing a hard disk with partitions used by other operating systems, most of the time you will have no problems. However, there are certain combinations of Linux and other operating systems that require extra care.

1.7. Disk Partitions and Mount Points

One area that many people new to Linux find confusing is the matter of how partitions are used and accessed by the Linux operating system. In DOS/Windows, it is relatively simple: Each partition gets a "drive letter." You then use the correct drive letter to refer to files and directories on its corresponding partition.

This is entirely different from how Linux deals with partitions and, for that matter, with disk storage in general. The main difference is that each partition is used to form part of the storage necessary to support a single set of files and directories. This is done by associating a partition with a directory through a process known as *mounting*. Mounting a partition makes its storage available starting at the specified directory (known as a *mount point*).

For example, if partition `/dev/hda5` is mounted on `/usr/`, that would mean that all files and directories under `/usr/` physically reside on `/dev/hda5`. So the file `/usr/share/doc/FAQ/txt/Linux-FAQ` would be stored on `/dev/hda5`, while the file `/etc/X11/gdm/Sessions/Gnome` would not.

1.8. How Many Partitions?

Continuing our example, it is also possible that one or more directories below `/usr/` would be mount points for other partitions. For instance, a partition (say, `/dev/hda7`) could be mounted on `/usr/local/`, meaning that `/usr/local/man/whatis` would then reside on `/dev/hda7` rather than `/dev/hda5`.

1.8. How Many Partitions?

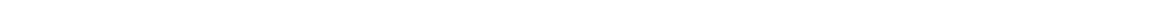
At this point in the process of preparing to install Red Hat Enterprise Linux, you must give some consideration to the number and size of the partitions to be used by your new operating system. The question of "how many partitions" continues to spark debate within the Linux community and, without any end to the debate in sight, it is safe to say that there are probably as many partition layouts as there are people debating the issue.

Keeping this in mind, we recommend that, unless you have a reason for doing otherwise, you should at least create the following partitions: `swap`, `/boot/` (or a `/boot/efi/` partition for Itanium systems), a `/var/` partition for Itanium systems, and `/` (root).

For more information, refer to Section 18.4, "Recommended Partitioning Scheme".

Part V. Basic System Recovery

When things go wrong, there are ways to fix problems. However, these methods require that you understand the system well. This section describes how to boot into rescue mode, single-user mode, and emergency mode, where you can use your own knowledge to repair the system..



Chapter 26. Basic System Recovery

When things go wrong, there are ways to fix problems. However, these methods require that you understand the system well. This chapter describes how to boot into rescue mode, single-user mode, and emergency mode, where you can use your own knowledge to repair the system.

1. Common Problems

You might need to boot into one of these recovery modes for any of the following reasons:

- You are unable to boot normally into Red Hat Enterprise Linux (runlevel 3 or 5).
- You are having hardware or software problems, and you want to get a few important files off of your system's hard drive.
- You forgot the root password.

1.1. Unable to Boot into Red Hat Enterprise Linux

This problem is often caused by the installation of another operating system after you have installed Red Hat Enterprise Linux. Some other operating systems assume that you have no other operating system(s) on your computer. They overwrite the Master Boot Record (MBR) that originally contained the GRUB boot loader. If the boot loader is overwritten in this manner, you cannot boot Red Hat Enterprise Linux unless you can get into rescue mode and reconfigure the boot loader.

Another common problem occurs when using a partitioning tool to resize a partition or create a new partition from free space after installation, and it changes the order of your partitions. If the partition number of your `/` partition changes, the boot loader might not be able to find it to mount the partition. To fix this problem, boot in rescue mode and modify the `/boot/grub/grub.conf` file.

For instructions on how to reinstall the GRUB boot loader from a rescue environment, refer to Section 2.1, “Reinstalling the Boot Loader”.

1.2. Hardware/Software Problems

This category includes a wide variety of different situations. Two examples include failing hard drives and specifying an invalid root device or kernel in the boot loader configuration file. If either of these occur, you might not be able to reboot into Red Hat Enterprise Linux. However, if you boot into one of the system recovery modes, you might be able to resolve the problem or at least get copies of your most important files.

1.3. Root Password

What can you do if you forget your root password? To reset it to a different password, boot into rescue mode or single-user mode, and use the `passwd` command to reset the root password.

2. Booting into Rescue Mode

Rescue mode provides the ability to boot a small Red Hat Enterprise Linux environment entirely from CD-ROM, or some other boot method, instead of the system's hard drive.

As the name implies, rescue mode is provided to rescue you from something. During normal operation, your Red Hat Enterprise Linux system uses files located on your system's hard drive to do everything — run programs, store your files, and more.

However, there may be times when you are unable to get Red Hat Enterprise Linux running completely enough to access files on your system's hard drive. Using rescue mode, you can access the files stored on your system's hard drive, even if you cannot actually run Red Hat Enterprise Linux from that hard drive.

To boot into rescue mode, you must be able to boot the system using one of the following methods¹²:

- By booting the system from an installation boot CD-ROM.
- By booting the system from other installation boot media, such as USB flash devices.
- By booting the system from the Red Hat Enterprise Linux CD-ROM #1.

Once you have booted using one of the described methods, add the keyword `rescue` as a kernel parameter. For example, for an x86 system, type the following command at the installation boot prompt:

```
linux rescue
```

You are prompted to answer a few basic questions, including which language to use. It also prompts you to select where a valid rescue image is located. Select from **Local CD-ROM, Hard Drive, NFS image, FTP, or HTTP**. The location selected must contain a valid installation tree, and the installation tree must be for the same version of Red Hat Enterprise Linux as the Red Hat Enterprise Linux disk from which you booted. If you used a boot CD-ROM or other media to start rescue mode, the installation tree must be from the same tree from which the media was created. For more information about how to setup an installation tree on a hard drive, NFS server, FTP server, or HTTP server, refer to the earlier section of this guide.

If you select a rescue image that does not require a network connection, you are asked whether or not you want to establish a network connection. A network connection is useful if you need to backup files to a different computer or install some RPM packages from a shared network location, for example.

The following message is displayed:

```
The rescue environment will now attempt to find your Linux installation and mount it under the directory /mnt/sysimage. You can then make any changes required to your system. If you want to proceed with this step choose 'Continue'. You can also choose to mount your file systems read-only instead of read-write by choosing 'Read-only'. If for some reason this process fails you can choose 'Skip' and this step will be skipped and you will go directly to a command shell.
```

¹² Refer to the earlier sections of this guide for more details.

2. Booting into Rescue Mode

If you select **Continue**, it attempts to mount your file system under the directory `/mnt/sysimage/`. If it fails to mount a partition, it notifies you. If you select **Read-Only**, it attempts to mount your file system under the directory `/mnt/sysimage/`, but in read-only mode. If you select **Skip**, your file system is not mounted. Choose **Skip** if you think your file system is corrupted.

Once you have your system in rescue mode, a prompt appears on VC (virtual console) 1 and VC 2 (use the **Ctrl-Alt-F1** key combination to access VC 1 and **Ctrl-Alt-F2** to access VC 2):

```
sh-3.00b#
```

If you selected **Continue** to mount your partitions automatically and they were mounted successfully, you are in single-user mode.

Even if your file system is mounted, the default root partition while in rescue mode is a temporary root partition, not the root partition of the file system used during normal user mode (runlevel 3 or 5). If you selected to mount your file system and it mounted successfully, you can change the root partition of the rescue mode environment to the root partition of your file system by executing the following command:

```
chroot /mnt/sysimage
```

This is useful if you need to run commands such as `rpm` that require your root partition to be mounted as `/`. To exit the `chroot` environment, type `exit` to return to the prompt.

If you selected **Skip**, you can still try to mount a partition or LVM2 logical volume manually inside rescue mode by creating a directory such as `/foo`, and typing the following command:

```
mount -t ext3 /dev/mapper/VolGroup00-LogVol102/foo
```

In the above command, `/foo` is a directory that you have created and `/dev/mapper/VolGroup00-LogVol102` is the LVM2 logical volume you want to mount. If the partition is of type `ext2`, replace `ext3` with `ext2`.

If you do not know the names of all physical partitions, use the following command to list them:

```
fdisk -l
```

If you do not know the names of all LVM2 physical volumes, volume groups, or logical volumes, use the following commands to list them:

```
pvdisplay
```

```
vgdisplay
```

```
lvdisplay
```

From the prompt, you can run many useful commands, such as:

- `ssh`, `scp`, and `ping` if the network is started
- `dump` and `restore` for users with tape drives
- `parted` and `fdisk` for managing partitions

2.1. Reinstalling the Boot Loader

- `rpm` for installing or upgrading software
- `joe` for editing configuration files



Note

If you try to start other popular editors such as `emacs`, `pico`, or `vi`, the `joe` editor is started.

2.1. Reinstalling the Boot Loader

In many cases, the GRUB boot loader can mistakenly be deleted, corrupted, or replaced by other operating systems.

The following steps detail the process on how GRUB is reinstalled on the master boot record:

- Boot the system from an installation boot medium.
- Type `linux rescue` at the installation boot prompt to enter the rescue environment.
- Type `chroot /mnt/sysimage` to mount the root partition.
- Type `/sbin/grub-install /dev/hda` to reinstall the GRUB boot loader, where `/dev/hda` is the boot partition.
- Review the `/boot/grub/grub.conf` file, as additional entries may be needed for GRUB to control additional operating systems.
- Reboot the system.

3. Booting into Single-User Mode

One of the advantages of single-user mode is that you do not need a boot CD-ROM; however, it does not give you the option to mount the file systems as read-only or not mount them at all.

If your system boots, but does not allow you to log in when it has completed booting, try single-user mode.

In single-user mode, your computer boots to runlevel 1. Your local file systems are mounted, but your network is not activated. You have a usable system maintenance shell. Unlike rescue mode, single-user mode automatically tries to mount your file system. *Do not use single-user mode if your file system cannot be mounted successfully.* You cannot use single-user mode if the runlevel 1 configuration on your system is corrupted.

On an x86 system using GRUB, use the following steps to boot into single-user mode:

1. At the GRUB splash screen at boot time, press any key to enter the GRUB interactive menu.

4. Booting into Emergency Mode

2. Select **Red Hat Enterprise Linux** with the version of the kernel that you wish to boot and type `a` to append the line.
3. Go to the end of the line and type `single` as a separate word (press the **Spacebar** and then type `single`). Press **Enter** to exit edit mode.

4. Booting into Emergency Mode

In emergency mode, you are booted into the most minimal environment possible. The root file system is mounted read-only and almost nothing is set up. The main advantage of emergency mode over single-user mode is that the `init` files are not loaded. If `init` is corrupted or not working, you can still mount file systems to recover data that could be lost during a re-installation.

To boot into emergency mode, use the same method as described for single-user mode in Section 3, “Booting into Single-User Mode” with one exception, replace the keyword `single` with the keyword `emergency`.

Chapter 27. Rescue Mode on POWER Systems

You can use the installation disks in rescue mode, in case your system does not boot. Rescue mode gives you access to the disk partitions on your system so you can make any changes necessary to rescue your installation.

To boot in rescue mode on IBM System i with power control NWSD, follow the instructions for booting the installation program, with this change: In the NWSD, set the IPL parameters field to 'rescue' (including the quotes), or to 'dd rescue' if you need to load the SCSI driver. On other systems, specify the `rescue` or `dd rescue` (without quotes) after the default kernel name at the YABOOT prompt.

After the Language Selection screen (Section 13, "Language Selection"), the installation program attempts to mount the disk partitions on your system. It then presents you with a shell prompt where you can make the changes you need. These changes may include storing the kernel and command line into the IPL source, as described in the Installation Complete section (Section 26, "Installation Complete").

When your changes are complete, you can exit the shell using `exit 0`. This causes a reboot from the C side. To reboot from the A or B side or from *NWSSTG, you should vary off the system instead of exiting the shell.

1. Special Considerations for Accessing the SCSI Utilities from Rescue Mode

If your system uses Native DASD disks, you may need access to the SCSI utilities from rescue mode. These utilities are located on the driver disc CD. The driver disc CD cannot be mounted from rescue mode unless special steps are taken. These steps are described below.

If you have a second CD-ROM drive assigned to your Linux system, you can mount the driver disc CD in the second drive.

If you have only one CD-ROM drive, you must set up an NFS boot, using the following steps:

1. Boot from the CD-ROM with the `linux rescue askmethod` command. This allows you to manually select NFS as the source of your rescue media instead of defaulting to the CD-ROM drive.
2. Copy the first installation disc onto a file system of another Linux system.
3. Make this copy of the installation disc available through NFS or FTP.
4. Vary off or power down the system you need to rescue. Set its IPL parameters as instructed for booting the Installation discs in rescue mode, except that the IPL source should point to the copy of `boot.img` on your IFS (from step 1, above).

1. Special Considerations for Accessing the SCSI Utilities from Rescue Mode

5. *Make sure the installation disc is not in your CD-ROM drive.*
6. IPL the Linux system.
7. Follow the prompts as described in Chapter 27, *Rescue Mode on POWER Systems*. An additional prompt for the installation source appears. Select NFS or FTP (as appropriate) and complete the following network configuration screen.
8. When the Linux system has booted into rescue mode, the CD-ROM drive is available for use and you can mount the driver media to access the SCSI utilities.

Part VI. Advanced Installation and Deployment

The *Red Hat Enterprise Linux Installation Guide* discusses the installation of Red Hat Enterprise Linux and some basic post-installation troubleshooting. However, advanced installation options are also covered in this manual. This part provides instructions for *kickstart* (an automated installation technique) and all related tools. Use this part in conjunction with the first part of the *Red Hat Enterprise Linux Installation Guide* to perform any of these advanced installation tasks.



Chapter 28. Kickstart Installations

1. What are Kickstart Installations?

Many system administrators would prefer to use an automated installation method to install Red Hat Enterprise Linux on their machines. To answer this need, Red Hat created the kickstart installation method. Using kickstart, a system administrator can create a single file containing the answers to all the questions that would normally be asked during a typical installation.

Kickstart files can be kept on a single server system and read by individual computers during the installation. This installation method can support the use of a single kickstart file to install Red Hat Enterprise Linux on multiple machines, making it ideal for network and system administrators.

Kickstart provides a way for users to automate a Red Hat Enterprise Linux installation.

2. How Do You Perform a Kickstart Installation?

Kickstart installations can be performed using a local CD-ROM, a local hard drive, or via NFS, FTP, or HTTP.

To use kickstart, you must:

1. Create a kickstart file.
2. Create a boot media with the kickstart file or make the kickstart file available on the network.
3. Make the installation tree available.
4. Start the kickstart installation.

This chapter explains these steps in detail.

3. Creating the Kickstart File

The kickstart file is a simple text file, containing a list of items, each identified by a keyword. You can create it by using the **Kickstart Configurator** application, or writing it from scratch. The Red Hat Enterprise Linux installation program also creates a sample kickstart file based on the options that you selected during installation. It is written to the file `/root/anaconda-ks.cfg`. You should be able to edit it with any text editor or word processor that can save files as ASCII text.

First, be aware of the following issues when you are creating your kickstart file:

- Sections must be specified *in order*. Items within the sections do not have to be in a specific order unless otherwise specified. The section order is:

4. Kickstart Options

- Command section — Refer to Section 4, “Kickstart Options” for a list of kickstart options. You must include the required options.
- The `%packages` section — Refer to Section 5, “Package Selection” for details.
- The `%pre` and `%post` sections — These two sections can be in any order and are not required. Refer to Section 6, “Pre-installation Script” and Section 7, “Post-installation Script” for details.
- Items that are not required can be omitted.
- Omitting any required item results in the installation program prompting the user for an answer to the related item, just as the user would be prompted during a typical installation. Once the answer is given, the installation continues unattended (unless it finds another missing item).
- Lines starting with a pound (also known as hash) sign (#) are treated as comments and are ignored.
- For kickstart *upgrades*, the following items are required:
 - Language
 - Installation method
 - Device specification (if device is needed to perform the installation)
 - Keyboard setup
 - The `upgrade` keyword
 - Boot loader configuration

If any other items are specified for an upgrade, those items are ignored (note that this includes package selection).

4. Kickstart Options

The following options can be placed in a kickstart file. If you prefer to use a graphical interface for creating your kickstart file, use the **Kickstart Configurator** application. Refer to Chapter 29, *Kickstart Configurator* for details.



Note

If the option is followed by an equals mark (=), a value must be specified after it. In the example commands, options in brackets ([]) are optional arguments for the command.

4. Kickstart Options

`autopart` (optional)

Automatically create partitions — 1 GB or more root (`/`) partition, a swap partition, and an appropriate boot partition for the architecture. One or more of the default partition sizes can be redefined with the `part` directive.

`ignoredisk` (optional)

Causes the installer to ignore the specified disks. This is useful if you use autopartition and want to be sure that some disks are ignored. For example, without `ignoredisk`, attempting to deploy on a SAN-cluster the kickstart would fail, as the installer detects passive paths to the SAN that return no partition table.

The `ignoredisk` option is also useful if you have multiple paths to your disks.

The syntax is:

```
ignoredisk --drives=drive1,drive2,...
```

where `driveN` is one of `sda`, `sdb`,..., `hda`,... etc.

`autostep` (optional)

Similar to `interactive` except it goes to the next screen for you. It is used mostly for debugging.

```
--autoscreenshot
```

Take a screenshot at every step during installation and copy the images over to `/root/anaconda-screenshots` after installation is complete. This is most useful for documentation.

`auth` or `authconfig` (required)

Sets up the authentication options for the system. It is similar to the `authconfig` command, which can be run after the install. By default, passwords are normally encrypted and are not shadowed.

```
--enablemd5
```

Use md5 encryption for user passwords.

```
--enablenis
```

Turns on NIS support. By default, `--enablenis` uses whatever domain it finds on the network. A domain should almost always be set by hand with the `--nisdomain=` option.

```
--nisdomain=
```

NIS domain name to use for NIS services.

```
--nisserver=
```

Server to use for NIS services (broadcasts by default).

```
--useshadow OR --enablesshadow
```

Use shadow passwords.

```
--enableldap
```

Turns on LDAP support in `/etc/nsswitch.conf`, allowing your system to retrieve information

4. Kickstart Options

about users (UIDs, home directories, shells, etc.) from an LDAP directory. To use this option, you must install the `nss_ldap` package. You must also specify a server and a base DN (distinguished name) with `--ldapserver=` and `--ldapbasedn=`.

`--enableldapauth`

Use LDAP as an authentication method. This enables the `pam_ldap` module for authentication and changing passwords, using an LDAP directory. To use this option, you must have the `nss_ldap` package installed. You must also specify a server and a base DN with `--ldapserver=` and `--ldapbasedn=`.

`--ldapserver=`

If you specified either `--enableldap` or `--enableldapauth`, use this option to specify the name of the LDAP server to use. This option is set in the `/etc/ldap.conf` file.

`--ldapbasedn=`

If you specified either `--enableldap` or `--enableldapauth`, use this option to specify the DN in your LDAP directory tree under which user information is stored. This option is set in the `/etc/ldap.conf` file.

`--enableldaptls`

Use TLS (Transport Layer Security) lookups. This option allows LDAP to send encrypted usernames and passwords to an LDAP server before authentication.

`--enablekrb5`

Use Kerberos 5 for authenticating users. Kerberos itself does not know about home directories, UIDs, or shells. If you enable Kerberos, you must make users' accounts known to this workstation by enabling LDAP, NIS, or Hesiod or by using the `/usr/sbin/useradd` command. If you use this option, you must have the `pam_krb5` package installed.

`--krb5realm=`

The Kerberos 5 realm to which your workstation belongs.

`--krb5kdc=`

The KDC (or KDCs) that serve requests for the realm. If you have multiple KDCs in your realm, separate their names with commas (,).

`--krb5adminserver=`

The KDC in your realm that is also running `kadmin`. This server handles password changing and other administrative requests. This server must be run on the master KDC if you have more than one KDC.

`--enablehesiod`

Enable Hesiod support for looking up user home directories, UIDs, and shells. More information on setting up and using Hesiod on your network is in `/usr/share/doc/glibc-2.x.x/README.hesiod`, which is included in the `glibc` package. Hesiod is an extension of DNS that uses DNS records to store information about users, groups, and various other items.

`--hesiodlhs`

The Hesiod LHS ("left-hand side") option, set in `/etc/hesiod.conf`. This option is used by the Hesiod library to determine the name to search DNS for when looking up information, similar to LDAP's use of a base DN.

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--hesiodrhs

The Hesiod RHS ("right-hand side") option, set in `/etc/hesiod.conf`. This option is used by the Hesiod library to determine the name to search DNS for when looking up information, similar to LDAP's use of a base DN.



Tip

To look up user information for "jim", the Hesiod library looks up `jim.passwd<LHS><RHS>`, which should resolve to a TXT record that looks like what his passwd entry would look like (`jim:*:501:501:Jungle`
`Jim:/home/jim:/bin/bash`). For groups, the situation is identical, except `jim.group<LHS><RHS>` would be used.

Looking up users and groups by number is handled by making "501.uid" a CNAME for "jim.passwd", and "501.gid" a CNAME for "jim.group". Note that the library does not place a period . in front of the LHS and RHS values when performing a search. Therefore the LHS and RHS values need to have a period placed in front of them in order if they require this.

--enablesmbauth

Enables authentication of users against an SMB server (typically a Samba or Windows server). SMB authentication support does not know about home directories, UIDs, or shells. If you enable SMB, you must make users' accounts known to the workstation by enabling LDAP, NIS, or Hesiod or by using the `/usr/sbin/useradd` command to make their accounts known to the workstation. To use this option, you must have the `pam_smb` package installed.

--smbserver=

The name of the server(s) to use for SMB authentication. To specify more than one server, separate the names with commas (,).

--smbworkgroup=

The name of the workgroup for the SMB servers.

--enablecache

Enables the `nscd` service. The `nscd` service caches information about users, groups, and various other types of information. Caching is especially helpful if you choose to distribute information about users and groups over your network using NIS, LDAP, or hesiod.

`bootloader` (required)

Specifies how the boot loader should be installed. This option is required for both installations and upgrades.

--append=

Specifies kernel parameters. To specify multiple parameters, separate them with spaces. For example:

```
bootloader --location=mbr --append="hdd=ide-scsi ide=nodma"
```

4. Kickstart Options

`--driveorder`

Specify which drive is first in the BIOS boot order. For example:

```
bootloader --driveorder=sda,hda
```

`--location=`

Specifies where the boot record is written. Valid values are the following: `mbr` (the default), `partition` (installs the boot loader on the first sector of the partition containing the kernel), or `none` (do not install the boot loader).

`--password=`

If using GRUB, sets the GRUB boot loader password to the one specified with this option. This should be used to restrict access to the GRUB shell, where arbitrary kernel options can be passed.

`--md5pass=`

If using GRUB, similar to `--password=` except the password should already be encrypted.

`--upgrade`

Upgrade the existing boot loader configuration, preserving the old entries. This option is only available for upgrades.

`clearpart` (optional)

Removes partitions from the system, prior to creation of new partitions. By default, no partitions are removed.



Note

If the `clearpart` command is used, then the `--onpart` command cannot be used on a logical partition.

`--all`

Erases all partitions from the system.

`--drives=`

Specifies which drives to clear partitions from. For example, the following clears all the partitions on the first two drives on the primary IDE controller:

```
clearpart --drives=hda,hdb --all
```

`--initlabel`

Initializes the disk label to the default for your architecture (for example `msdos` for x86 and `gpt` for Itanium). It is useful so that the installation program does not ask if it should initialize the disk label if installing to a brand new hard drive.

`--linux`

Erases all Linux partitions.

`--none` (default)

4. Kickstart Options

Do not remove any partitions.

cmdline (optional)

Perform the installation in a completely non-interactive command line mode. Any prompts for interaction halts the install. This mode is useful on IBM System z systems with the x3270 console.

device (optional)

On most PCI systems, the installation program autoprobes for Ethernet and SCSI cards properly. On older systems and some PCI systems, however, kickstart needs a hint to find the proper devices. The `device` command, which tells the installation program to install extra modules, is in this format:

```
device <type><moduleName> --opts=<options>
```

<type>

Replace with either `scsi` or `eth`

<moduleName>

Replace with the name of the kernel module which should be installed.

--opts=

Options to pass to the kernel module. Note that multiple options may be passed if they are put in quotes. For example:

```
--opts="aic152x=0x340 io=11"
```

driverdisk (optional)

Driver diskettes can be used during kickstart installations. You must copy the driver diskettes's contents to the root directory of a partition on the system's hard drive. Then you must use the `driverdisk` command to tell the installation program where to look for the driver disk.

```
driverdisk <partition> [--type=<fstype>]
```

Alternatively, a network location can be specified for the driver diskette:

```
driverdisk --source=ftp://path/to/dd.img  
driverdisk --source=http://path/to/dd.img  
driverdisk --source=nfs:host:/path/to/img
```

<partition>

Partition containing the driver disk.

--type=

File system type (for example, `vfat` or `ext2`).

firewall (optional)

This option corresponds to the **Firewall Configuration** screen in the installation program:

```
firewall --enabled|--disabled [--trust=] <device> [--port=]
```

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`--enabled` **OR** `--enable`

Reject incoming connections that are not in response to outbound requests, such as DNS replies or DHCP requests. If access to services running on this machine is needed, you can choose to allow specific services through the firewall.

`--disabled` **OR** `--disable`

Do not configure any iptables rules.

`--trust=`

Listing a device here, such as `eth0`, allows all traffic coming from that device to go through the firewall. To list more than one device, use `--trust eth0 --trust eth1`. Do NOT use a comma-separated format such as `--trust eth0, eth1`.

`<incoming>`

Replace with one or more of the following to allow the specified services through the firewall.

- `--ssh`
- `--telnet`
- `--smtp`
- `--http`
- `--ftp`

`--port=`

You can specify that ports be allowed through the firewall using the `port:protocol` format. For example, to allow IMAP access through your firewall, specify `imap:tcp`. Numeric ports can also be specified explicitly; for example, to allow UDP packets on port 1234 through, specify `1234:udp`. To specify multiple ports, separate them by commas.

`firstboot` (optional)

Determine whether the **Setup Agent** starts the first time the system is booted. If enabled, the `firstboot` package must be installed. If not specified, this option is disabled by default.

`--enable` **OR** `--enabled`

The **Setup Agent** is started the first time the system boots.

`--disable` **OR** `--disabled`

The **Setup Agent** is not started the first time the system boots.

`--reconfig`

Enable the **Setup Agent** to start at boot time in reconfiguration mode. This mode enables the language, mouse, keyboard, root password, security level, time zone, and networking configuration options in addition to the default ones.

`halt` (optional)

Halt the system after the installation has successfully completed. This is similar to a manual installation, where `anaconda` displays a message and waits for the user to press a key be-

4. Kickstart Options

fore rebooting. During a kickstart installation, if no completion method is specified, the `reboot` option is used as default.

The `halt` option is roughly equivalent to the `shutdown -h` command.

For other completion methods, refer to the `poweroff`, `reboot`, and `shutdown` kickstart options.

`graphical` (optional)

Perform the kickstart installation in graphical mode. This is the default.

The `halt` option is roughly equivalent to the `shutdown -h` command.

For other completion methods, refer to the `poweroff`, `reboot`, and `shutdown` kickstart options.

`install` (optional)

Tells the system to install a fresh system rather than upgrade an existing system. This is the default mode. For installation, you must specify the type of installation from `cdrom`, `harddrive`, `nfs`, or `url` (for FTP or HTTP installations). The `install` command and the installation method command must be on separate lines.

`cdrom`

Install from the first CD-ROM drive on the system.

`harddrive`

Install from a Red Hat installation tree on a local drive, which must be either `vfat` or `ext2`.

- `--biospart=`

BIOS partition to install from (such as `82`).

- `--partition=`

Partition to install from (such as `sdb2`).

- `--dir=`

Directory containing the `variant` directory of the installation tree.

For example:

```
harddrive --partition=hdb2 --dir=/tmp/install-tree
```

`nfs`

Install from the NFS server specified.

- `--server=`

Server from which to install (hostname or IP).

- `--dir=`

Directory containing the `variant` directory of the installation tree.

- `--opts=`

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Mount options to use for mounting the NFS export. (optional)

For example:

```
nfs --server=nfsserver.example.com --dir=/tmp/install-tree
```

url

Install from an installation tree on a remote server via FTP or HTTP.

For example:

```
url --url http://<server>/<dir>
```

or:

```
url --url ftp://<username>:<password>@<server>/<dir>
```

ignore disk (optional)

Used to specify disks that anaconda should not touch when partitioning, formatting, and clearing. This command has a single required argument, which takes a comma-separated list of drive names to ignore.

```
ignoredisk --drives=[disk1,disk2,...]
```

interactive (optional)

Uses the information provided in the kickstart file during the installation, but allow for inspection and modification of the values given. You are presented with each screen of the installation program with the values from the kickstart file. Either accept the values by clicking **Next** or change the values and click **Next** to continue. Refer to the `autostep` command.

iscsi (optional)

issci --ipaddr= [options].

```
--target
```

```
--port=
```

```
--user=
```

```
--password=
```

iscsiname (optional)

key (optional)

Specify an installation key, which is needed to aid in package selection and identify your system for support purposes. This command is Red Hat Enterprise Linux-specific; it has no meaning for Fedora and will be ignored.

```
--skip
```

Skip entering a key. Usually if the key command is not given, anaconda will pause at this step to prompt for a key. This option allows automated installation to continue if you do not have a key or do not want to provide one.

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keyboard (required)

Sets system keyboard type. Here is the list of available keyboards on i386, Itanium, and Alpha machines:

```
be-latin1, bg, br-abnt2, cf, cz-lat2, cz-us-qwertz, de, de-latin1,
de-latin1-noddeadkeys, dk, dk-latin1, dvorak, es, et, fi, fi-latin1,
fr, fr-latin0, fr-latin1, fr-pc, fr_CH, fr_CH-latin1, gr, hu, hu101,
is-latin1, it, it-ibm, it2, jpl106, la-latin1, mk-utf, no, no-latin1,
pl, pt-latin1, ro_win, ru, ru-cp1251, ru-ms, ru1, ru2, ru_win,
se-latin1, sg, sg-latin1, sk-qwerty, slovene, speakup, speakup-lt,
sv-latin1, sg, sg-latin1, sk-querty, slovene, trq, ua, uk, us, us-acentos
```

The file `/usr/lib/python2.2/site-packages/rhpl/keyboard_models.py` also contains this list and is part of the `rhpl` package.

lang (required)

Sets the language to use during installation and the default language to use on the installed system. For example, to set the language to English, the kickstart file should contain the following line:

```
lang en_US
```

The file `/usr/share/system-config-language/locale-list` provides a list of the valid language codes in the first column of each line and is part of the `system-config-language` package.

Certain languages (mainly Chinese, Japanese, Korean, and Indic languages) are not supported during text mode installation. If one of these languages is specified using the `lang` command, installation will continue in English though the running system will have the specified language by default.

langsupport (deprecated)

The `langsupport` keyword is deprecated and its use will cause an error message to be printed to the screen and installation to halt. Instead of using the `langsupport` keyword, you should now list the support package groups for all languages you want supported in the `%packages` section of your kickstart file. For instance, adding support for French means you should add the following to `%packages`:

```
@french-support
```

logvol (optional)

Create a logical volume for Logical Volume Management (LVM) with the syntax:

```
logvol <mntpoint> --vgname=<name> --size=<size> --name=<name><options>
```

The options are as follows:

--noformat

Use an existing logical volume and do not format it.

--useexisting

Use an existing logical volume and reformat it.

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--fstype=

Sets the file system type for the logical volume. Valid values are ext2, ext3, swap, and vfat.

--fsoptions=

Sets the file system type for the logical volume. Valid values are ext2, ext3, swap, and vfat.

--bytes-per-inode=

Specifies the size of inodes on the filesystem to be made on the logical volume. Not all filesystems support this option, so it is silently ignored for those cases.

--grow=

Tells the logical volume to grow to fill available space (if any), or up to the maximum size setting.

--maxsize=

The maximum size in megabytes when the logical volume is set to grow. Specify an integer value here, and do not append the number with MB.

--recommended=

Determine the size of the logical volume automatically.

--percent=

Specify the size of the logical volume as a percentage of available space in the volume group.

Create the partition first, create the logical volume group, and then create the logical volume. For example:

```
part pv.01 --size 3000
volgroup myvg pv.01
logvol / --vgname=myvg --size=2000 --name=rootvol
```

logging (optional)

This command controls the error logging of anaconda during installation. It has no effect on the installed system.

--host=

Send logging information to the given remote host, which must be running a syslogd process configured to accept remote logging.

--port=

If the remote syslogd process uses a port other than the default, it may be specified with this option.

--level=

One of debug, info, warning, error, or critical.

Specify the minimum level of messages that appear on tty3. All messages will still be sent to the log file regardless of this level, however.

mediacheck (optional)

If given, this will force anaconda to run mediacheck on the installation media. This command requires that installs be attended, so it is disabled by default.

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`monitor` (optional)

If the `monitor` command is not given, anaconda will use X to automatically detect your monitor settings. Please try this before manually configuring your monitor.

`--hsync=`

Specifies the horizontal sync frequency of the monitor.

`--monitor=`

Use specified monitor; monitor name should be from the list of monitors in `/usr/share/hwdata/MonitorsDB` from the `hwdata` package. The list of monitors can also be found on the X Configuration screen of the Kickstart Configurator. This is ignored if `--hsync` or `--vsync` is provided. If no monitor information is provided, the installation program tries to probe for it automatically.

`--noprobe=`

Do not try to probe the monitor.

`--vsync=`

Specifies the vertical sync frequency of the monitor.

`mouse` (deprecated)

The `mouse` keyword is deprecated and its use will now cause an error message to be printed to the screen and installation to halt.

`network` (optional)

Configures network information for the system. If the kickstart installation does not require networking (in other words, it is not installed over NFS, HTTP, or FTP), networking is not configured for the system. If the installation does require networking and network information is not provided in the kickstart file, the installation program assumes that the installation should be done over `eth0` via a dynamic IP address (BOOTP/DHCP), and configures the final, installed system to determine its IP address dynamically. The `network` option configures networking information for kickstart installations via a network as well as for the installed system.

`--bootproto=`

One of `dhcp`, `bootp`, or `static`.

It defaults to `dhcp`. `bootp` and `dhcp` are treated the same.

The DHCP method uses a DHCP server system to obtain its networking configuration. As you might guess, the BOOTP method is similar, requiring a BOOTP server to supply the networking configuration. To direct a system to use DHCP:

```
network --bootproto=dhcp
```

To direct a machine to use BOOTP to obtain its networking configuration, use the following line in the kickstart file:

```
network --bootproto=bootp
```

The static method requires that you enter all the required networking information in the kick-

4. Kickstart Options

start file. As the name implies, this information is static and are used during and after the installation. The line for static networking is more complex, as you must include all network configuration information on one line. You must specify the IP address, netmask, gateway, and nameserver. For example: (the "\ " indicates that this should be read as one continuous line):

```
network --bootproto=static --ip=10.0.2.15 --netmask=255.255.255.0 \  
--gateway=10.0.2.254 --nameserver=10.0.2.1
```

If you use the static method, be aware of the following two restrictions:

- All static networking configuration information must be specified on *one* line; you cannot wrap lines using a backslash, for example.
- You can only specify one nameserver here. However, you can use the kickstart file's `%post` section (described in Section 7, "Post-installation Script") to add more name servers, if needed.

`--device=`

Used to select a specific Ethernet device for installation. Note that using `--device=` is not effective unless the kickstart file is a local file (such as `ks=floppy`), since the installation program configures the network to find the kickstart file. For example:

```
network --bootproto=dhcp --device=eth0
```

`--ip=`

IP address for the machine to be installed.

`--gateway=`

Default gateway as an IP address.

`--nameserver=`

Primary nameserver, as an IP address.

`--nodns`

Do not configure any DNS server.

`--netmask=`

Netmask for the installed system.

`--hostname=`

Hostname for the installed system.

`--ethtool=`

Specifies additional low-level settings for the network device which will be passed to the `ethtool` program.

`--essid=`

The network ID for wireless networks.

`--wepkey=`

The encryption key for wireless networks.

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`--onboot=`

Whether or not to enable the device at boot time.

`--class=`

The DHCP class.

`--mtu=`

The MTU of the device.

`--noipv4=`

Disable IPv4 on this device.

`--noipv6=`

Disable IPv6 on this device.

`multipath` (optional)

`multipath --name= --device= --rule=`

`part` or `partition` (required for installs, ignored for upgrades)

Creates a partition on the system.

If more than one Red Hat Enterprise Linux installation exists on the system on different partitions, the installation program prompts the user and asks which installation to upgrade.



Warning

All partitions created are formatted as part of the installation process unless `-noformat` and `--onpart` are used.

For a detailed example of `part` in action, refer to Section 4.1, “Advanced Partitioning Example”.

`<mntpoint>`

The `<mntpoint>` is where the partition is mounted and must be of one of the following forms:

- `/<path>`

For example, `/`, `/usr`, `/home`

- `swap`

The partition is used as swap space.

To determine the size of the swap partition automatically, use the `--recommended` option:

```
swap --recommended
```

The minimum size of the automatically-generated swap partition is no smaller than the amount of RAM in the system and no larger than twice the amount of RAM in the system.

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- `raid.<id>`

The partition is used for software RAID (refer to `raid`).

- `pv.<id>`

The partition is used for LVM (refer to `logvol`).

`--size=`

The minimum partition size in megabytes. Specify an integer value here such as 500. Do not append the number with MB.

`--grow`

Tells the partition to grow to fill available space (if any), or up to the maximum size setting.

`--maxsize=`

The maximum partition size in megabytes when the partition is set to grow. Specify an integer value here, and do not append the number with MB.

`--noformat`

Tells the installation program not to format the partition, for use with the `--onpart` command.

`--onpart=` **OR** `--usepart=`

Put the partition on the *already existing* device. For example:

```
partition /home --onpart=hda1
```

`puts /home on /dev/hda1`, which must already exist.

`--ondisk=` **OR** `--ondrive=`

Forces the partition to be created on a particular disk. For example, `--ondisk=sdb` puts the partition on the second SCSI disk on the system.

`--asprimary`

Forces automatic allocation of the partition as a primary partition, or the partitioning fails.

`--type=` (replaced by `fstype`)

This option is no longer available. Use `fstype`.

`--fstype=`

Sets the file system type for the partition. Valid values are `ext2`, `ext3`, `swap`, and `vfat`.

`--start=`

Specifies the starting cylinder for the partition. It requires that a drive be specified with `--ondisk=` or `ondrive=`. It also requires that the ending cylinder be specified with `--end=` or the partition size be specified with `--size=`.

`--end=`

Specifies the ending cylinder for the partition. It requires that the starting cylinder be specified with `--start=`.

`--bytes-per-inode=`

Specifies the size of inodes on the filesystem to be made on the partition. Not all filesystems support this option, so it is silently ignored for those cases.

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`--recommended`

Determine the size of the partition automatically.

`--onbiosdisk`

Forces the partition to be created on a particular disk as discovered by the BIOS.



Note

If partitioning fails for any reason, diagnostic messages appear on virtual console 3.

`poweroff` (optional)

Shut down and power off the system after the installation has successfully completed. Normally during a manual installation, anaconda displays a message and waits for the user to press a key before rebooting. During a kickstart installation, if no completion method is specified, the `reboot` option is used as default.

The `poweroff` option is roughly equivalent to the `shutdown -p` command.



Note

The `poweroff` option is highly dependent on the system hardware in use. Specifically, certain hardware components such as the BIOS, APM (advanced power management), and ACPI (advanced configuration and power interface) must be able to interact with the system kernel. Contact your manufacturer for more information on your system's APM/ACPI abilities.

For other completion methods, refer to the `halt`, `reboot`, and `shutdown` kickstart options.

`raid` (optional)

Assembles a software RAID device. This command is of the form:

```
raid <mntpoint> --level=<level> --device=<mddevice><partitions*>
```

`<mntpoint>`

Location where the RAID file system is mounted. If it is `/`, the RAID level must be 1 unless a boot partition (`/boot`) is present. If a boot partition is present, the `/boot` partition must be level 1 and the root (`/`) partition can be any of the available types. The `<partitions*>` (which denotes that multiple partitions can be listed) lists the RAID identifiers to add to the RAID array.

`--level=`

RAID level to use (0, 1, or 5).

`--device=`

Name of the RAID device to use (such as `md0` or `md1`). RAID devices range from `md0` to

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md7, and each may only be used once.

`--bytes-per-inode=`

Specifies the size of inodes on the filesystem to be made on the RAID device. Not all filesystems support this option, so it is silently ignored for those cases.

`--spares=`

Specifies the number of spare drives allocated for the RAID array. Spare drives are used to rebuild the array in case of drive failure.

`--fstype=`

Sets the file system type for the RAID array. Valid values are ext2, ext3, swap, and vfat.

`--fsoptions=`

Specifies a free form string of options to be used when mounting the filesystem. This string will be copied into the `/etc/fstab` file of the installed system and should be enclosed in quotes.

`--noformat`

Use an existing RAID device and do not format the RAID array.

`--useexisting`

Use an existing RAID device and reformat it.

The following example shows how to create a RAID level 1 partition for `/`, and a RAID level 5 for `/usr`, assuming there are three SCSI disks on the system. It also creates three swap partitions, one on each drive.

```
part raid.01 --size=60 --ondisk=sda
part raid.02 --size=60 --ondisk=sdb
part raid.03 --size=60 --ondisk=sd

part swap --size=128 --ondisk=sda
part swap --size=128 --ondisk=sdb
part swap --size=128 --ondisk=sd

part raid.11 --size=1 --grow --ondisk=sda
part raid.12 --size=1 --grow --ondisk=sdb
part raid.13 --size=1 --grow --ondisk=sd

raid / --level=1 --device=md0 raid.01 raid.02 raid.03
raid /usr --level=5 --device=md1 raid.11 raid.12 raid.13
```

For a detailed example of `raid` in action, refer to Section 4.1, “Advanced Partitioning Example”.

`reboot` (optional)

Reboot after the installation is successfully completed (no arguments). Normally, kickstart displays a message and waits for the user to press a key before rebooting.

The `reboot` option is roughly equivalent to the `shutdown -r` command.



Note

Use of the `reboot` option *may* result in an endless installation loop, depending on the installation media and method.

The `reboot` option is the default completion method if no other methods are explicitly specified in the kickstart file.

For other completion methods, refer to the `halt`, `poweroff`, and `shutdown` kickstart options.

`repo` (optional)

Configures additional yum repositories that may be used as sources for package installation. Multiple `repo` lines may be specified.

```
repo --name=<repopid> [--baseline=<url>| --mirrorlist=<url>]
```

`--name=`

The repo id. This option is required.

`--baseurl=`

The URL for the repository. The variables that may be used in yum repo config files are not supported here. You may use one of either this option or `--mirrorlist`, not both.

`--mirrorlist=`

The URL pointing at a list of mirrors for the repository. The variables that may be used in yum repo config files are not supported here. You may use one of either this option or `--baseurl`, not both.

`rootpw` (required)

Sets the system's root password to the `<password>` argument.

```
rootpw [--iscrypted] <password>
```

`--iscrypted`

If this is present, the password argument is assumed to already be encrypted.

`selinux` (optional)

Sets the state of SELinux on the installed system. SELinux defaults to enforcing in `anaconda`.

```
selinux [--disabled|--enforcing|--permissive]
```

`--enforcing`

Enables SELinux with the default targeted policy being enforced.



Note

If the `selinux` option is not present in the kickstart file, SELinux is enabled and set to `--enforcing` by default.

`--permissive`

Outputs warnings based on the SELinux policy, but does not actually enforce the policy.

`--disabled`

Disables SELinux completely on the system.

For complete information regarding SELinux for Red Hat Enterprise Linux, refer to the *Red Hat Enterprise Linux Deployment Guide*.

`services` (optional)

Modifies the default set of services that will run under the default runlevel. The services listed in the disabled list will be disabled before the services listed in the enabled list are enabled.

`--disabled`

Disable the services given in the comma separated list.

`--enabled`

Enable the services given in the comma separated list.

`shutdown` (optional)

Shut down the system after the installation has successfully completed. During a kickstart installation, if no completion method is specified, the `reboot` option is used as default.

The `shutdown` option is roughly equivalent to the `shutdown` command.

For other completion methods, refer to the `halt`, `poweroff`, and `reboot` kickstart options.

`skipx` (optional)

If present, X is not configured on the installed system.

`text` (optional)

Perform the kickstart installation in text mode. Kickstart installations are performed in graphical mode by default.

`timezone` (required)

Sets the system time zone to `<timezone>` which may be any of the time zones listed by `timeconfig`.

```
timezone [--utc] <timezone>
```

`--utc`

If present, the system assumes the hardware clock is set to UTC (Greenwich Mean) time.

`upgrade` (optional)

4. Kickstart Options

Tells the system to upgrade an existing system rather than install a fresh system. You must specify one of `cdrom`, `harddrive`, `nfs`, or `url` (for FTP and HTTP) as the location of the installation tree. Refer to `install` for details.

`user` (optional)

Creates a new user on the system.

```
user --name=<username> [--groups=<list>] [--homedir=<homedir>] [--password=<password>] [--iscrypted] [
```

`--name=`

Provides the name of the user. This option is required.

`--groups=`

In addition to the default group, a comma separated list of group names the user should belong to.

`--homedir=`

The home directory for the user. If not provided, this defaults to `/home/<username>`.

`--password=`

The new user's password. If not provided, the account will be locked by default.

`--iscrypted=`

Is the password provided by `--password` already encrypted or not?

`--shell=`

The user's login shell. If not provided, this defaults to the system default.

`--uid=`

The user's UID. If not provided, this defaults to the next available non-system UID.

`vnc` (optional)

Allows the graphical installation to be viewed remotely via VNC. This method is usually preferred over text mode, as there are some size and language limitations in text installs. With no options, this command will start a VNC server on the machine with no password and will print out the command that needs to be run to connect a remote machine.

```
vnc [--host=<hostname>] [--port=<port>] [--password=<password>]
```

`--host=`

Instead of starting a VNC server on the install machine, connect to the VNC viewer process listening on the given hostname.

`--port=`

Provide a port that the remote VNC viewer process is listening on. If not provided, `anaconda` will use the VNC default.

`--password=`

Set a password which must be provided to connect to the VNC session. This is optional, but recommended.

`volgroup` (optional)

Use to create a Logical Volume Management (LVM) group with the syntax:

4. Kickstart Options

```
volgroup <name><partition><options>
```

The options are as follows:

```
--noformat
```

Use an existing volume group and do not format it.

```
--useexisting
```

Use an existing volume group and reformat it.

```
--pesize=
```

Set the size of the physical extents.

Create the partition first, create the logical volume group, and then create the logical volume. For example:

```
part pv.01 --size 3000
volgroup myvg pv.01
logvol / --vgname=myvg --size=2000 --name=rootvol
```

For a detailed example of `volgroup` in action, refer to Section 4.1, “Advanced Partitioning Example”.

`xconfig` (optional)

Configures the X Window System. If this option is not given, the user must configure X manually during the installation, if X was installed; this option should not be used if X is not installed on the final system.

```
--driver
```

Specify the X driver to use for the video hardware.

```
--videoram=
```

Specifies the amount of video RAM the video card has.

```
--defaultdesktop=
```

Specify either GNOME or KDE to set the default desktop (assumes that GNOME Desktop Environment and/or KDE Desktop Environment has been installed through `%packages`).

```
--startxonboot
```

Use a graphical login on the installed system.

```
--resolution=
```

Specify the default resolution for the X Window System on the installed system. Valid values are 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1400x1050, 1600x1200. Be sure to specify a resolution that is compatible with the video card and monitor.

```
--depth=
```

Specify the default color depth for the X Window System on the installed system. Valid values are 8, 16, 24, and 32. Be sure to specify a color depth that is compatible with the video card and monitor.

`zerombr` (optional)

4.1. Advanced Partitioning Example

If `zerombr` is specified, and `yes` is its sole argument, any invalid partition tables found on disks are initialized. This destroys all of the contents of disks with invalid partition tables. This command should be in the following format:

```
zerombr yes
```

No other format is effective.

`zfcpl` (optional)

```
zfcpl [--devnum=<devnum>] [--fcplun=<fcplun>] [--scsiid=<scsiid>]  
      [--scsilun=<scsilun>] [--wwpn=<wwpn>]
```

`%include`

Use the `%include /path/to/file` command to include the contents of another file in the kickstart file as though the contents were at the location of the `%include` command in the kickstart file.

4.1. Advanced Partitioning Example

The following is a single, integrated example showing the `clearpart`, `raid`, `part`, `volgroup`, and `logvol` kickstart options in action:

```
clearpart --drives=hda,hdc --initlabel  
# Raid 1 IDE config  
part raid.11 --size 1000 --asprimary --ondrive=hda  
part raid.12 --size 1000 --asprimary --ondrive=hda  
part raid.13 --size 2000 --asprimary --ondrive=hda  
part raid.14 --size 8000 --ondrive=hda  
part raid.15 --size 1 --grow --ondrive=hda  
part raid.21 --size 1000 --asprimary --ondrive=hdc  
part raid.22 --size 1000 --asprimary --ondrive=hdc  
part raid.23 --size 2000 --asprimary --ondrive=hdc  
part raid.24 --size 8000 --ondrive=hdc  
part raid.25 --size 1 --grow --ondrive=hdc  
  
# You can add --spares=x  
raid / --fstype ext3 --device md0 --level=RAID1 raid.11 raid.21  
raid /safe --fstype ext3 --device md1 --level=RAID1 raid.12 raid.22  
raid swap --fstype swap --device md2 --level=RAID1 raid.13 raid.23  
raid /usr --fstype ext3 --device md3 --level=RAID1 raid.14 raid.24  
raid pv.01 --fstype ext3 --device md4 --level=RAID1 raid.15 raid.25  
  
# LVM configuration so that we can resize /var and /usr/local later  
volgroup sysvg pv.01  
logvol /var --vgname=sysvg --size=8000 --name=var  
logvol /var/freespace --vgname=sysvg --size=8000 --name=freespacetouse  
logvol /usr/local --vgname=sysvg --size=1 --grow --name=usrlocal
```

This advanced example implements LVM over RAID, as well as the ability to resize various directories for future growth.

5. Package Selection

Use the `%packages` command to begin a kickstart file section that lists the packages you would like to install (this is for installations only, as package selection during upgrades is not supported).

Packages can be specified by group or by individual package name, including with globs using

6. Pre-installation Script

the asterisk. The installation program defines several groups that contain related packages. Refer to the `variant/repodata/comps-*.xml` file on the first Red Hat Enterprise Linux CD-ROM for a list of groups. Each group has an id, user visibility value, name, description, and package list. In the package list, the packages marked as mandatory are always installed if the group is selected, the packages marked default are selected by default if the group is selected, and the packages marked optional must be specifically selected even if the group is selected to be installed.

In most cases, it is only necessary to list the desired groups and not individual packages. Note that the `Core` and `Base` groups are always selected by default, so it is not necessary to specify them in the `%packages` section.

Here is an example `%packages` selection:

```
%packages
@ X Window System
@ GNOME Desktop Environment
@ Graphical Internet
@ Sound and Video dhcp
```

As you can see, groups are specified, one to a line, starting with an `@` symbol, a space, and then the full group name as given in the `comps.xml` file. Groups can also be specified using the id for the group, such as `gnome-desktop`. Specify individual packages with no additional characters (the `dhcp` line in the example above is an individual package).

You can also specify which packages not to install from the default package list:

```
-autofs
```

The following options are available for the `%packages` option:

```
--nobase
```

Do not install the `@Base` group. Use this option if you are trying to create a very small system.

```
--resolvedeps
```

The `--resolvedeps` option has been deprecated. Dependencies are resolved automatically every time now.

```
--ignoredeps
```

The `--ignoredeps` option has been deprecated. Dependencies are resolved automatically every time now.

```
--ignoremissing
```

Ignore the missing packages and groups instead of halting the installation to ask if the installation should be aborted or continued. For example:

```
%packages --ignoremissing
```

6. Pre-installation Script

You can add commands to run on the system immediately after the `ks.cfg` has been parsed.

6.1. Example

This section must be at the end of the kickstart file (after the commands) and must start with the `%pre` command. You can access the network in the `%pre` section; however, *name service* has not been configured at this point, so only IP addresses work.



Note

Note that the pre-install script is not run in the change root environment.

```
--interpreter /usr/bin/python
```

Allows you to specify a different scripting language, such as Python. Replace `/usr/bin/python` with the scripting language of your choice.

6.1. Example

Here is an example `%pre` section:

```
%pre
#!/bin/sh
hds=""
mymedia=""
for file in /proc/ide/h* do
mymedia=`cat $file/media`
if [ $mymedia == "disk" ] ; then
hds="$hds `basename $file`"
fi
done
set $hds
numhd=`echo $#`
drive1=`echo $hds | cut -d' ' -f1`
drive2=`echo $hds | cut -d' ' -f2`
#Write out partition scheme based on whether there are 1 or 2 hard drives
if [ $numhd == "2" ] ; then
#2 drives
echo "#partitioning scheme generated in %pre for 2 drives" > /tmp/part-include
echo "clearpart --all" >> /tmp/part-include
echo "part /boot --fstype ext3 --size 75 --ondisk hda" >> /tmp/part-include
echo "part / --fstype ext3 --size 1 --grow --ondisk hda" >> /tmp/part-include
echo "part swap --recommended --ondisk $drive1" >> /tmp/part-include
echo "part /home --fstype ext3 --size 1 --grow --ondisk hdb" >> /tmp/part-include
else
#1 drive
echo "#partitioning scheme generated in %pre for 1 drive" > /tmp/part-include
echo "clearpart --all" >> /tmp/part-include
echo "part /boot --fstype ext3 --size 75" >> /tmp/part-include
echo "part swap --recommended" >> /tmp/part-include
echo "part / --fstype ext3 --size 2048" >> /tmp/part-include
echo "part /home --fstype ext3 --size 2048 --grow" >> /tmp/part-include
fi
```

This script determines the number of hard drives in the system and writes a text file with a different partitioning scheme depending on whether it has one or two drives. Instead of having a set of partitioning commands in the kickstart file, include the line:

```
%include /tmp/part-include
```

The partitioning commands selected in the script are used.

**Note**

The pre-installation script section of kickstart *cannot* manage multiple install trees or source media. This information must be included for each created ks.cfg file, as the pre-installation script occurs during the second stage of the installation process.

7. Post-installation Script

You have the option of adding commands to run on the system once the installation is complete. This section must be at the end of the kickstart file and must start with the `%post` command. This section is useful for functions such as installing additional software and configuring an additional nameserver.

**Note**

If you configured the network with static IP information, including a nameserver, you can access the network and resolve IP addresses in the `%post` section. If you configured the network for DHCP, the `/etc/resolv.conf` file has not been completed when the installation executes the `%post` section. You can access the network, but you can not resolve IP addresses. Thus, if you are using DHCP, you must specify IP addresses in the `%post` section.

**Note**

The post-install script is run in a chroot environment; therefore, performing tasks such as copying scripts or RPMs from the installation media do not work.

```
--nochroot
```

Allows you to specify commands that you would like to run outside of the chroot environment.

The following example copies the file `/etc/resolv.conf` to the file system that was just installed.

```
%post --nochroot cp /etc/resolv.conf /mnt/sysimage/etc/resolv.conf
```

```
--interpreter /usr/bin/python
```

Allows you to specify a different scripting language, such as Python. Replace `/usr/bin/python` with the scripting language of your choice.

7.1. Examples

Register the system to a Red Hat Network Satellite:

```
%post
( # Note that in this example we run the entire %post section as a subshell for logging.
wget -O- http://proxy-or-sat.example.com/pub/bootstrap_script | /bin/bash
/usr/sbin/rhnreg_ks --activationkey=<activationkey>
# End the subshell and capture any output to a post-install log file.
) 1>/root/post_install.log 2>&1
```

Run a script named `runme` from an NFS share:

```
mkdir /mnt/temp
mount -o nolock 10.10.0.2:/usr/new-machines /mnt/temp open -s -w --
/mnt/temp/runme
umount /mnt/temp
```



Note

NFS file locking is *not* supported while in kickstart mode, therefore `-o nolock` is required when mounting an NFS mount.

8. Making the Kickstart File Available

A kickstart file must be placed in one of the following locations:

- On a boot diskette
- On a boot CD-ROM
- On a network

Normally a kickstart file is copied to the boot diskette, or made available on the network. The network-based approach is most commonly used, as most kickstart installations tend to be performed on networked computers.

Let us take a more in-depth look at where the kickstart file may be placed.

8.1. Creating Kickstart Boot Media

Diskette-based booting is no longer supported in Red Hat Enterprise Linux. Installations must use CD-ROM or flash memory products for booting. However, the kickstart file may still reside on a diskette's top-level directory, and must be named `ks.cfg`.

To perform a CD-ROM-based kickstart installation, the kickstart file must be named `ks.cfg` and must be located in the boot CD-ROM's top-level directory. Since a CD-ROM is read-only, the file must be added to the directory used to create the image that is written to the CD-ROM. Refer to the *Red Hat Enterprise Linux Installation Guide* for instructions on creating boot media; however, before making the `file.iso` image file, copy the `ks.cfg` kickstart file to the `isolinux/` directory.

8.2. Making the Kickstart File Available on the Network

To perform a pen-based flash memory kickstart installation, the kickstart file must be named `ks.cfg` and must be located in the flash memory's top-level directory. Create the boot image first, and then copy the `ks.cfg` file.

For example, the following transfers a boot image to the pen drive (`/dev/sda`) using the `dd` command:

```
dd if=diskboot.img of=/dev/sda bs=1M
```



Note

Creation of USB flash memory pen drives for booting is possible, but is heavily dependent on system hardware BIOS settings. Refer to your hardware manufacturer to see if your system supports booting to alternate devices.

8.2. Making the Kickstart File Available on the Network

Network installations using kickstart are quite common, because system administrators can easily automate the installation on many networked computers quickly and painlessly. In general, the approach most commonly used is for the administrator to have both a BOOTP/DHCP server and an NFS server on the local network. The BOOTP/DHCP server is used to give the client system its networking information, while the actual files used during the installation are served by the NFS server. Often, these two servers run on the same physical machine, but they are not required to.

To perform a network-based kickstart installation, you must have a BOOTP/DHCP server on your network, and it must include configuration information for the machine on which you are attempting to install Red Hat Enterprise Linux. The BOOTP/DHCP server provides the client with its networking information as well as the location of the kickstart file.

If a kickstart file is specified by the BOOTP/DHCP server, the client system attempts an NFS mount of the file's path, and copies the specified file to the client, using it as the kickstart file. The exact settings required vary depending on the BOOTP/DHCP server you use.

Here is an example of a line from the `dhcpd.conf` file for the DHCP server:

```
filename "/usr/new-machine/kickstart/"; next-server blarg.redhat.com;
```

Note that you should replace the value after `filename` with the name of the kickstart file (or the directory in which the kickstart file resides) and the value after `next-server` with the NFS server name.

If the file name returned by the BOOTP/DHCP server ends with a slash ("/"), then it is interpreted as a path only. In this case, the client system mounts that path using NFS, and searches for a particular file. The file name the client searches for is:

```
<ip-addr>-kickstart
```

The `<ip-addr>` section of the file name should be replaced with the client's IP address in dotted

9. Making the Installation Tree Available

decimal notation. For example, the file name for a computer with an IP address of 10.10.0.1 would be `10.10.0.1-kickstart`.

Note that if you do not specify a server name, then the client system attempts to use the server that answered the BOOTP/DHCP request as its NFS server. If you do not specify a path or file name, the client system tries to mount `/kickstart` from the BOOTP/DHCP server and tries to find the kickstart file using the same `<ip-addr>-kickstart` file name as described above.

9. Making the Installation Tree Available

The kickstart installation must access an *installation tree*. An installation tree is a copy of the binary Red Hat Enterprise Linux CD-ROMs with the same directory structure.

If you are performing a CD-based installation, insert the Red Hat Enterprise Linux CD-ROM #1 into the computer before starting the kickstart installation.

If you are performing a hard drive installation, make sure the ISO images of the binary Red Hat Enterprise Linux CD-ROMs are on a hard drive in the computer.

If you are performing a network-based (NFS, FTP, or HTTP) installation, you must make the installation tree available over the network. Refer to the *Preparing for a Network Installation* section of the *Red Hat Enterprise Linux Installation Guide* for details.

10. Starting a Kickstart Installation

To begin a kickstart installation, you must boot the system from boot media you have made or the Red Hat Enterprise Linux CD-ROM #1, and enter a special boot command at the boot prompt. The installation program looks for a kickstart file if the `ks` command line argument is passed to the kernel.

CD-ROM #1 and Diskette

The `linux ks=floppy` command also works if the `ks.cfg` file is located on a vfat or ext2 file system on a diskette and you boot from the Red Hat Enterprise Linux CD-ROM #1.

An alternate boot command is to boot off the Red Hat Enterprise Linux CD-ROM #1 and have the kickstart file on a vfat or ext2 file system on a diskette. To do so, enter the following command at the `boot:` prompt:

```
linux ks=hd:fd0:/ks.cfg
```

With Driver Disk

If you need to use a driver disk with kickstart, specify the `ad` option as well. For example, to boot off a boot diskette and use a driver disk, enter the following command at the `boot:` prompt:

```
linux ks=floppy dd
```

Boot CD-ROM

If the kickstart file is on a boot CD-ROM as described in Section 8.1, “Creating Kickstart Boot Media”, insert the CD-ROM into the system, boot the system, and enter the following

10. Starting a Kickstart Installation

command at the `boot: prompt` (where `ks.cfg` is the name of the kickstart file):

```
linux ks=cdrom:/ks.cfg
```

Other options to start a kickstart installation are as follows:

`askmethod`

Do not automatically use the CD-ROM as the install source if we detect a Red Hat Enterprise Linux CD in your CD-ROM drive.

`autostep`

Make kickstart non-interactive.

`debug`

Start up `pdb` immediately.

`dd`

Use a driver disk.

`dhcpclass=<class>`

Sends a custom DHCP vendor class identifier. ISC's `dhcpcd` can inspect this value using "option vendor-class-identifier".

`dns=<dns>`

Comma separated list of nameservers to use for a network installation.

`driverdisk`

Same as 'dd'.

`expert`

Turns on special features:

- allows partitioning of removable media
- prompts for a driver disk

`gateway=<gw>`

Gateway to use for a network installation.

`graphical`

Force graphical install. Required to have `ftp/http` use GUI.

`isa`

Prompt user for ISA devices configuration.

`ip=<ip>`

IP to use for a network installation, use 'dhcp' for DHCP.

`keymap=<keymap>`

Keyboard layout to use. Valid values are those which can be used for the 'keyboard' kickstart command.

`ks=nfs:<server>:/<path>`

The installation program looks for the kickstart file on the NFS server `<server>`, as file

10. Starting a Kickstart Installation

`<path>`. The installation program uses DHCP to configure the Ethernet card. For example, if your NFS server is `server.example.com` and the kickstart file is in the NFS share `/mydir/ks.cfg`, the correct boot command would be

```
ks=nfs:server.example.com:/mydir/ks.cfg.
```

```
ks=http://<server>/<path>
```

The installation program looks for the kickstart file on the HTTP server `<server>`, as file `<path>`. The installation program uses DHCP to configure the Ethernet card. For example, if your HTTP server is `server.example.com` and the kickstart file is in the HTTP directory `/mydir/ks.cfg`, the correct boot command would be

```
ks=http://server.example.com/mydir/ks.cfg.
```

```
ks=floppy
```

The installation program looks for the file `ks.cfg` on a vfat or ext2 file system on the diskette in `/dev/fd0`.

```
ks=floppy: /<path>
```

The installation program looks for the kickstart file on the diskette in `/dev/fd0`, as file `<path>`.

```
ks=hd:<device>:/<file>
```

The installation program mounts the file system on `<device>` (which must be vfat or ext2), and look for the kickstart configuration file as `<file>` in that file system (for example, `ks=hd:sda3:/mydir/ks.cfg`).

```
ks=file: /<file>
```

The installation program tries to read the file `<file>` from the file system; no mounts are done. This is normally used if the kickstart file is already on the `initrd` image.

```
ks=cdrom: /<path>
```

The installation program looks for the kickstart file on CD-ROM, as file `<path>`.

```
ks
```

If `ks` is used alone, the installation program configures the Ethernet card to use DHCP. The kickstart file is read from the "bootServer" from the DHCP response as if it is an NFS server sharing the kickstart file. By default, the bootServer is the same as the DHCP server. The name of the kickstart file is one of the following:

- If DHCP is specified and the boot file begins with a `/`, the boot file provided by DHCP is looked for on the NFS server.
- If DHCP is specified and the boot file begins with something other than a `/`, the boot file provided by DHCP is looked for in the `/kickstart` directory on the NFS server.
- If DHCP did not specify a boot file, then the installation program tries to read the file `/kickstart/1.2.3.4-kickstart`, where `1.2.3.4` is the numeric IP address of the machine being installed.

```
ksdevice=<device>
```

The installation program uses this network device to connect to the network. For example, consider a system connected to an NFS server through the `eth1` device. To perform a kickstart installation on this system using a kickstart file from the NFS server, you would use the command `ks=nfs:<server>:/<path> ksdevice=eth1` at the `boot:` prompt.

10. Starting a Kickstart Installation

`kssendmac`

Adds HTTP headers to `ks=http://` request that can be helpful for provisioning systems. Includes MAC address of all nics in CGI environment variables of the form: "X-RHN-Provisioning-MAC-0: eth0 01:23:45:67:89:ab".

`lang=<lang>`

Language to use for the installation. This should be a language which is valid to be used with the 'lang' kickstart command.

`loglevel=<level>`

Set the minimum level required for messages to be logged. Values for `<level>` are debug, info, warning, error, and critical. The default value is info.

`lowres`

Force GUI installer to run at 640x480.

`mediacheck`

Activates loader code to give user option of testing integrity of install source (if an ISO-based method).

`method=cdrom`

Do a CDROM based installation.

`method=ftp://<path>`

Use `<path>` for an FTP installation.

`method=hd://<dev>/<path>`

Use `<path>` on `<dev>` for a hard drive installation.

`method=http://<path>`

Use `<path>` for an HTTP installation.

`method=nfs:<path>`

Use `<path>` for an NFS installation.

`netmask=<nm>`

Netmask to use for a network installation.

`nofallback`

If GUI fails exit.

`nofb`

Do not load the VGA16 framebuffer required for doing text-mode installation in some languages.

`nofirewire`

Do not load support for firewire devices.

`noipv6`

Disable IPv6 networking during installation.

`nokill`

A debugging option that prevents anaconda from terminating all running programs when a

10. Starting a Kickstart Installation

fatal error occurs.

`nomount`

Don't automatically mount any installed Linux partitions in rescue mode.

`nonet`

Do not auto-probe network devices.

`noparport`

Do not attempt to load support for parallel ports.

`nopass`

Don't pass keyboard/mouse info to stage 2 installer, good for testing keyboard and mouse config screens in stage2 installer during network installs.

`nopcmcia`

Ignore PCMCIA controller in system.

`noprobe`

Do not attempt to detect hw, prompts user instead.

`noshell`

Do not put a shell on tty2 during install.

`nostorage`

Do not auto-probe storage devices (SCSI, IDE, RAID).

`nousb`

Do not load USB support (helps if install hangs early sometimes).

`nousbstorage`

Do not load usbstorage module in loader. May help with device ordering on SCSI systems.

`rescue`

Run rescue environment.

`resolution=<mode>`

Run installer in mode specified, '1024x768' for example.

`serial`

Turns on serial console support.

`skipddc`

Skips DDC probe of monitor, may help if it's hanging system.

`syslog=<host>[:<port>]`

Once installation is up and running, send log messages to the syslog process on *<host>*, and optionally, on port *<port>*. Requires the remote syslog process to accept connections (the *-r* option).

`text`

Force text mode install.

`updates`

Prompt for floppy containing updates (bug fixes).

10. Starting a Kickstart Installation

`updates=ftp://<path>`

Image containing updates over FTP.

`updates=http://<path>`

Image containing updates over HTTP.

`upgradeany`

Don't require an `/etc/redhat-release` that matches the expected syntax to upgrade.

`vnc`

Enable vnc-based installation. You will need to connect to the machine using a vnc client application.

`vncconnect=<host>[:<port>]`

Once installation is up and running, connect to the vnc client named `<host>`, and optionally use port `<port>`.

Requires 'vnc' option to be specified as well.

`vncpassword=<password>`

Enable a password for the vnc connection. This will prevent someone from inadvertently connecting to the vnc-based installation.

Requires 'vnc' option to be specified as well.

Chapter 29. Kickstart Configurator

Kickstart Configurator allows you to create or modify a kickstart file using a graphical user interface, so that you do not have to remember the correct syntax of the file.

To use **Kickstart Configurator**, you must be running the X Window System. To start **Kickstart Configurator**, select **Applications** (the main menu on the panel) => **System Tools** => **Kickstart**, or type the command `/usr/sbin/system-config-kickstart`.

As you are creating a kickstart file, you can select **File** => **Preview** at any time to review your current selections.

To start with an existing kickstart file, select **File** => **Open** and select the existing file.

1. Basic Configuration

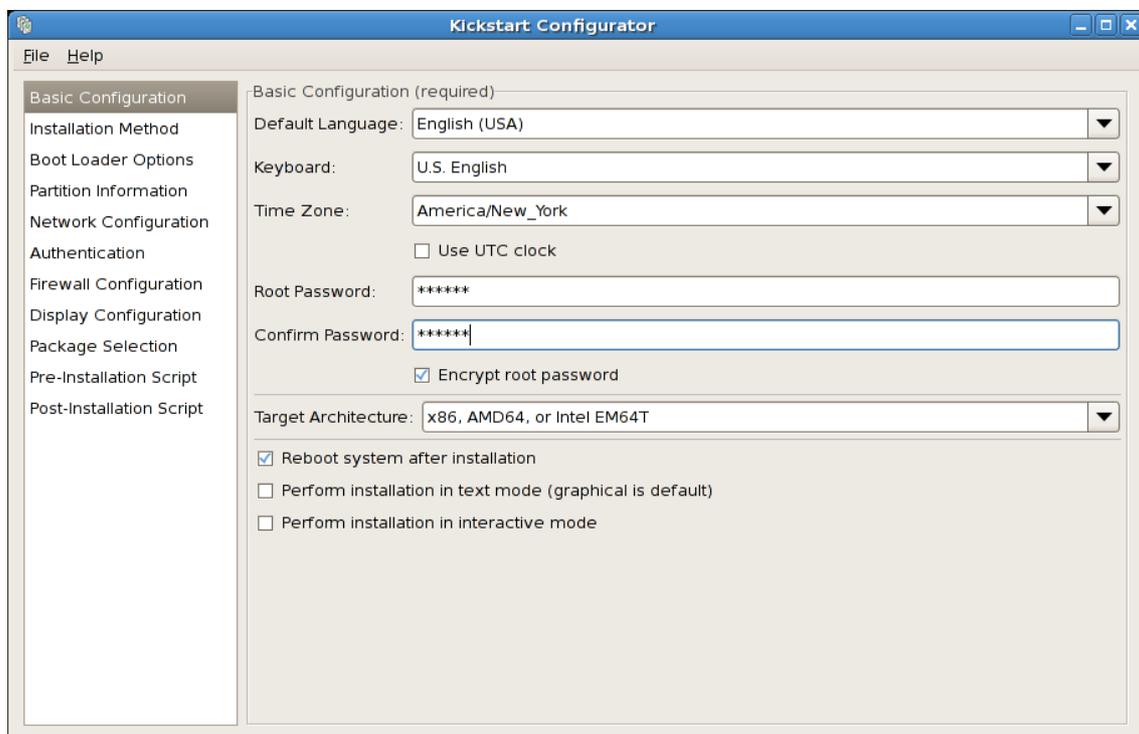


Figure 29.1. Basic Configuration

Choose the language to use during the installation and as the default language to be used after installation from the **Default Language** menu.

Select the system keyboard type from the **Keyboard** menu.

From the **Time Zone** menu, choose the time zone to use for the system. To configure the system to use UTC, select **Use UTC clock**.

Enter the desired root password for the system in the **Root Password** text entry box. Type the same password in the **Confirm Password** text box. The second field is to make sure you do not

2. Installation Method

mistype the password and then realize you do not know what it is after you have completed the installation. To save the password as an encrypted password in the file, select **Encrypt root password**. If the encryption option is selected, when the file is saved, the plain text password that you typed is encrypted and written to the kickstart file. Do not type an already encrypted password and select to encrypt it. Because a kickstart file is a plain text file that can be easily read, it is recommended that an encrypted password be used.

Choosing **Target Architecture** specifies which specific hardware architecture distribution is used during installation.

Choosing **Reboot system after installation** reboots your system automatically after the installation is finished.

Kickstart installations are performed in graphical mode by default. To override this default and use text mode instead, select the **Perform installation in text mode** option.

You can perform a kickstart installation in interactive mode. This means that the installation program uses all the options pre-configured in the kickstart file, but it allows you to preview the options in each screen before continuing to the next screen. To continue to the next screen, click the **Next** button after you have approved the settings or change them before continuing the installation. To select this type of installation, select the **Perform installation in interactive mode** option.

2. Installation Method

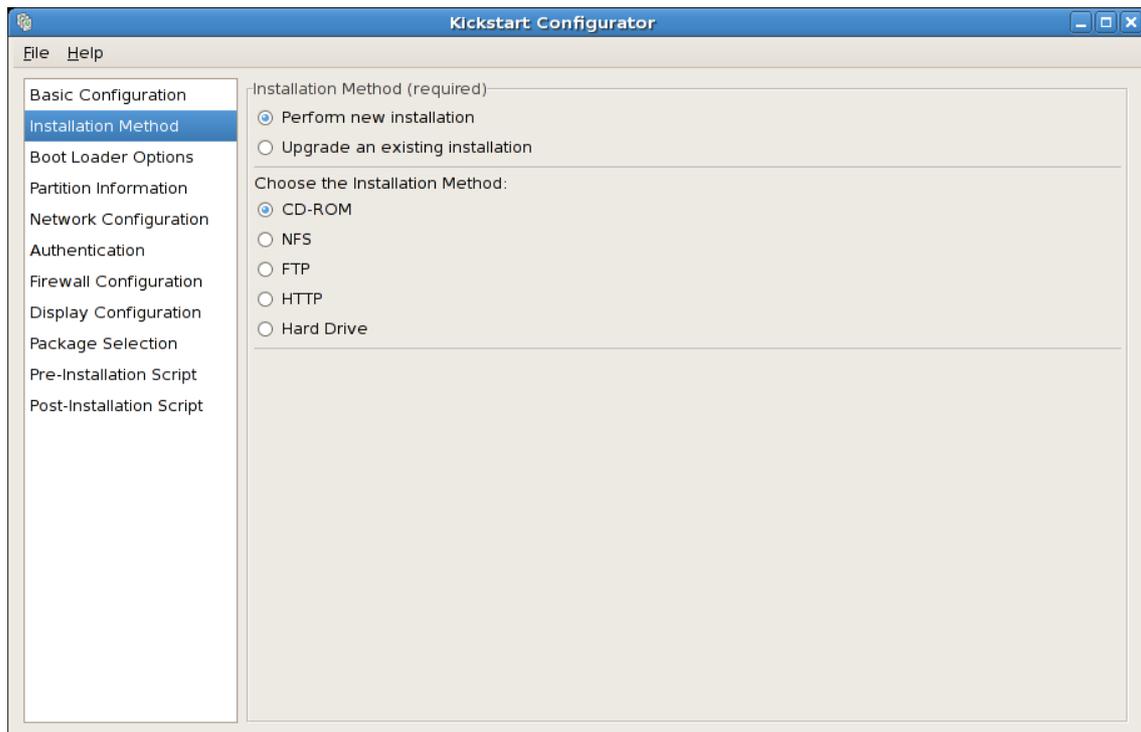


Figure 29.2. Installation Method

The **Installation Method** screen allows you to choose whether to perform a new installation or an upgrade. If you choose upgrade, the **Partition Information** and **Package Selection** options

3. Boot Loader Options

are disabled. They are not supported for kickstart upgrades.

Choose the type of kickstart installation or upgrade from the following options:

- **CD-ROM** — Choose this option to install or upgrade from the Red Hat Enterprise Linux CD-ROMs.
- **NFS** — Choose this option to install or upgrade from an NFS shared directory. In the text field for the the NFS server, enter a fully-qualified domain name or IP address. For the NFS directory, enter the name of the NFS directory that contains the *variant* directory of the installation tree. For example, if the NFS server contains the directory `/mirrors/redhat/i386/Server/`, enter `/mirrors/redhat/i386/` for the NFS directory.
- **FTP** — Choose this option to install or upgrade from an FTP server. In the FTP server text field, enter a fully-qualified domain name or IP address. For the FTP directory, enter the name of the FTP directory that contains the *variant* directory. For example, if the FTP server contains the directory `/mirrors/redhat/i386/Server/`, enter `/mirrors/redhat/i386/Server/` for the FTP directory. If the FTP server requires a username and password, specify them as well.
- **HTTP** — Choose this option to install or upgrade from an HTTP server. In the text field for the HTTP server, enter the fully-qualified domain name or IP address. For the HTTP directory, enter the name of the HTTP directory that contains the *variant* directory. For example, if the HTTP server contains the directory `/mirrors/redhat/i386/Server/`, enter `/mirrors/redhat/i386/Server/` for the HTTP directory.
- **Hard Drive** — Choose this option to install or upgrade from a hard drive. Hard drive installations require the use of ISO (or CD-ROM) images. Be sure to verify that the ISO images are intact before you start the installation. To verify them, use an `md5sum` program as well as the `linux mediacheck` boot option as discussed in the *Red Hat Enterprise Linux Installation Guide*. Enter the hard drive partition that contains the ISO images (for example, `/dev/hda1`) in the **Hard Drive Partition** text box. Enter the directory that contains the ISO images in the **Hard Drive Directory** text box.

3. Boot Loader Options

3. Boot Loader Options

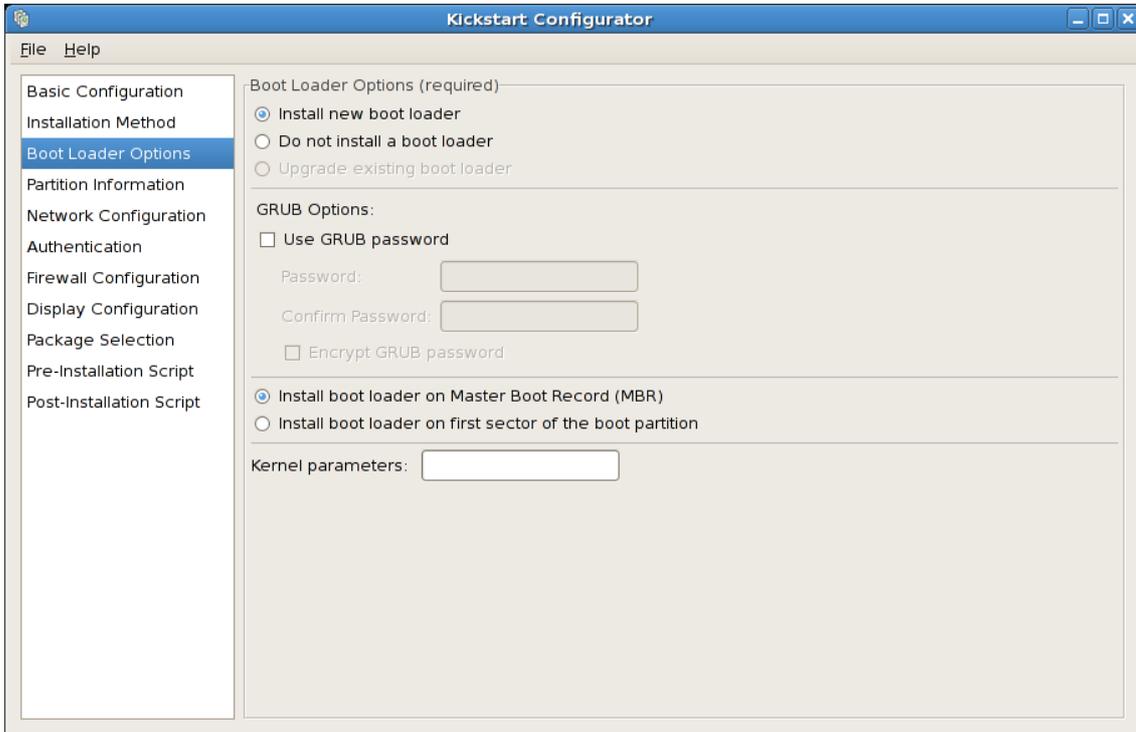


Figure 29.3. Boot Loader Options

Please note that this screen will be disabled if you have specified a target architecture other than `x86 / x86_64`.

GRUB is the default boot loader for Red Hat Enterprise Linux on `x86 / x86_64` architectures. If you do not want to install a boot loader, select **Do not install a boot loader**. If you choose not to install a boot loader, make sure you create a boot diskette or have another way to boot your system, such as a third-party boot loader.

You must choose where to install the boot loader (the Master Boot Record or the first sector of the `/boot` partition). Install the boot loader on the MBR if you plan to use it as your boot loader.

To pass any special parameters to the kernel to be used when the system boots, enter them in the **Kernel parameters** text field. For example, if you have an IDE CD-ROM Writer, you can tell the kernel to use the SCSI emulation driver that must be loaded before using `cdrecord` by configuring `hdd=ide-scsi` as a kernel parameter (where `hdd` is the CD-ROM device).

You can password protect the GRUB boot loader by configuring a GRUB password. Select **Use GRUB password**, and enter a password in the **Password** field. Type the same password in the **Confirm Password** text field. To save the password as an encrypted password in the file, select **Encrypt GRUB password**. If the encryption option is selected, when the file is saved, the plain text password that you typed is encrypted and written to the kickstart file. If the password you typed was already encrypted, unselect the encryption option.

If **Upgrade an existing installation** is selected on the **Installation Method** page, select **Upgrade existing boot loader** to upgrade the existing boot loader configuration, while preserving the old entries.



Note

The **Upgrade existing boot loader** option does not function at the time of General Availability of Red Hat Enterprise Linux 5. This issue is being addressed, and the functionality will be made available in an errata release.

4. Partition Information

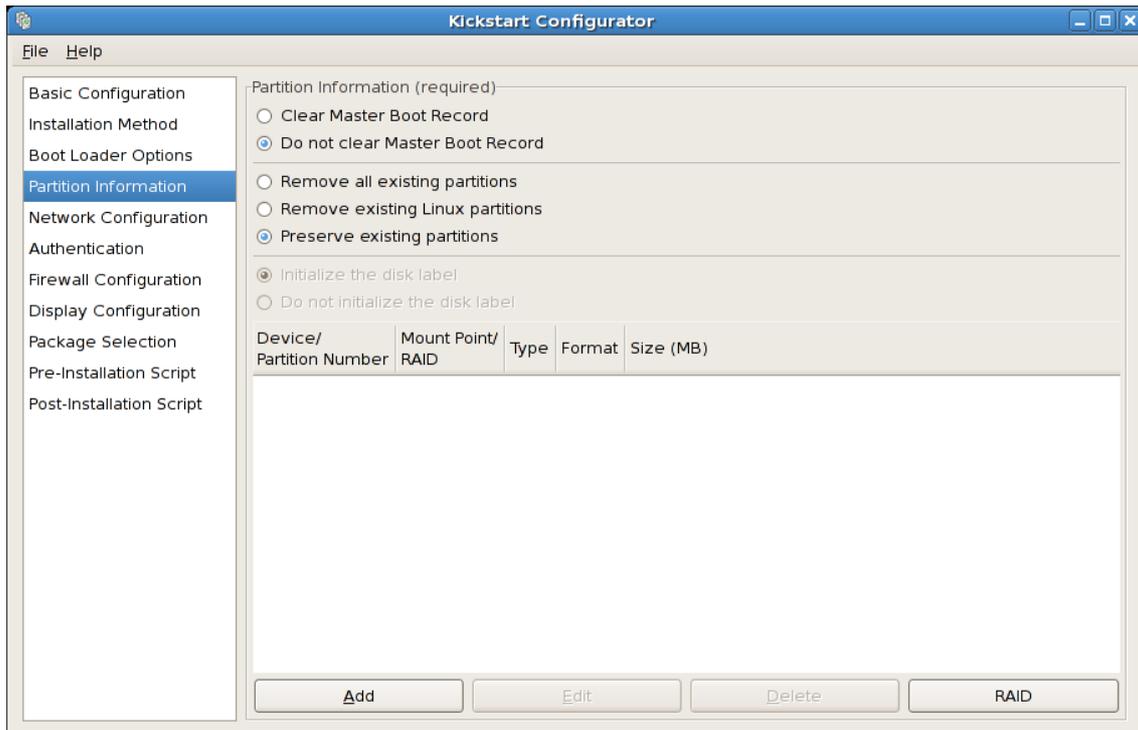


Figure 29.4. Partition Information

Select whether or not to clear the Master Boot Record (MBR). Choose to remove all existing partitions, remove all existing Linux partitions, or preserve existing partitions.

To initialize the disk label to the default for the architecture of the system (for example, `msdos` for x86 and `gpt` for Itanium), select **Initialize the disk label** if you are installing on a brand new hard drive.



Note

Although `anaconda` and `kickstart` support Logical Volume Management (LVM), at present there is no mechanism for configuring this using the **Kickstart Configurator**.

4.1. Creating Partitions

To create a partition, click the **Add** button. The **Partition Options** window shown in Figure 29.5, “Creating Partitions” appears. Choose the mount point, file system type, and partition size for the new partition. Optionally, you can also choose from the following:

- In the **Additional Size Options** section, choose to make the partition a fixed size, up to a chosen size, or fill the remaining space on the hard drive. If you selected swap as the file system type, you can select to have the installation program create the swap partition with the recommended size instead of specifying a size.
- Force the partition to be created as a primary partition.
- Create the partition on a specific hard drive. For example, to make the partition on the first IDE hard disk (`/dev/hda`), specify `hda` as the drive. Do not include `/dev` in the drive name.
- Use an existing partition. For example, to make the partition on the first partition on the first IDE hard disk (`/dev/hda1`), specify `hda1` as the partition. Do not include `/dev` in the partition name.
- Format the partition as the chosen file system type.

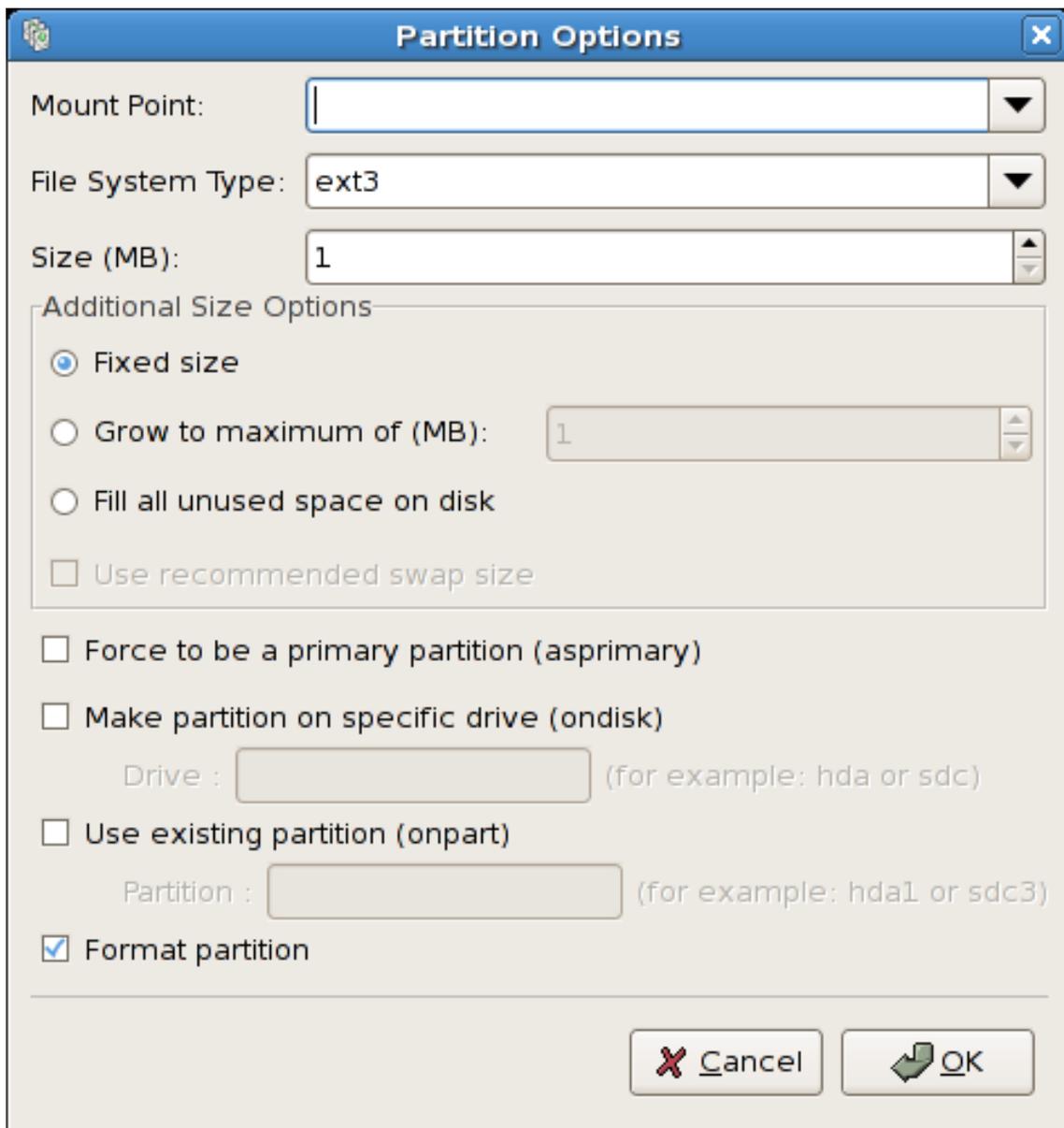


Figure 29.5. Creating Partitions

To edit an existing partition, select the partition from the list and click the **Edit** button. The same **Partition Options** window appears as when you chose to add a partition as shown in Figure 29.5, “Creating Partitions”, except it reflects the values for the selected partition. Modify the partition options and click **OK**.

To delete an existing partition, select the partition from the list and click the **Delete** button.

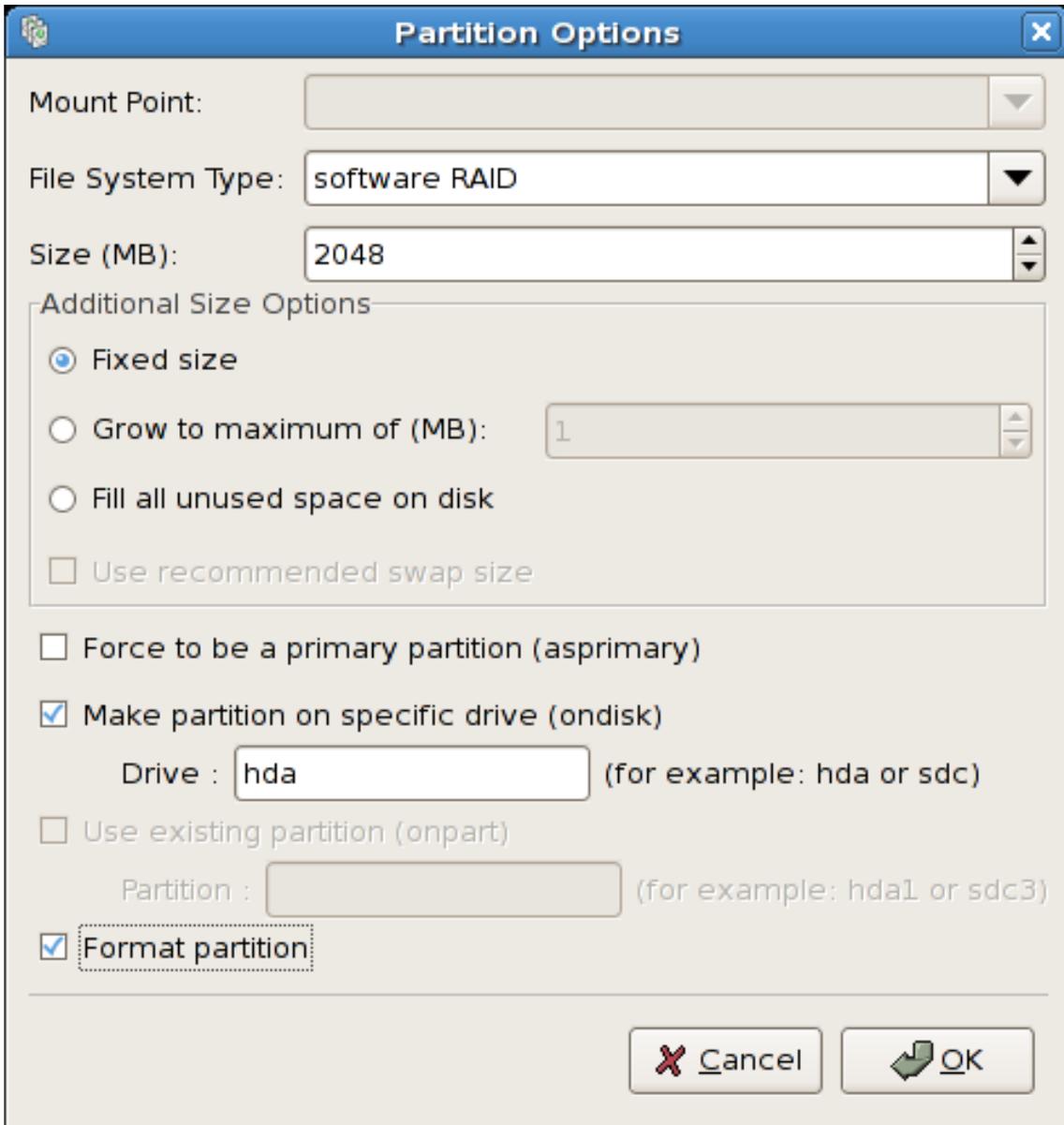
4.1.1. Creating Software RAID Partitions

To create a software RAID partition, use the following steps:

1. Click the **RAID** button.

4.1. Creating Partitions

2. Select **Create a software RAID partition**.
3. Configure the partitions as previously described, except select **Software RAID** as the file system type. Also, you must specify a hard drive on which to make the partition or specify an existing partition to use.



The screenshot shows the 'Partition Options' dialog box. The 'File System Type' is set to 'software RAID'. The 'Size (MB)' is set to '2048'. Under 'Additional Size Options', 'Fixed size' is selected. The 'Drive' is set to 'hda'. The 'Format partition' checkbox is checked. The 'Cancel' and 'OK' buttons are at the bottom right.

Mount Point:

File System Type: software RAID

Size (MB): 2048

Additional Size Options

Fixed size

Grow to maximum of (MB):

Fill all unused space on disk

Use recommended swap size

Force to be a primary partition (asprimary)

Make partition on specific drive (ondisk)

Drive : (for example: hda or sdc)

Use existing partition (onpart)

Partition : (for example: hda1 or sdc3)

Format partition

Figure 29.6. Creating a Software RAID Partition

Repeat these steps to create as many partitions as needed for your RAID setup. All of your partitions do not have to be RAID partitions.

After creating all the partitions needed to form a RAID device, follow these steps:

1. Click the **RAID** button.
2. Select **Create a RAID device**.

5. Network Configuration

3. Select a mount point, file system type, RAID device name, RAID level, RAID members, number of spares for the software RAID device, and whether to format the RAID device.

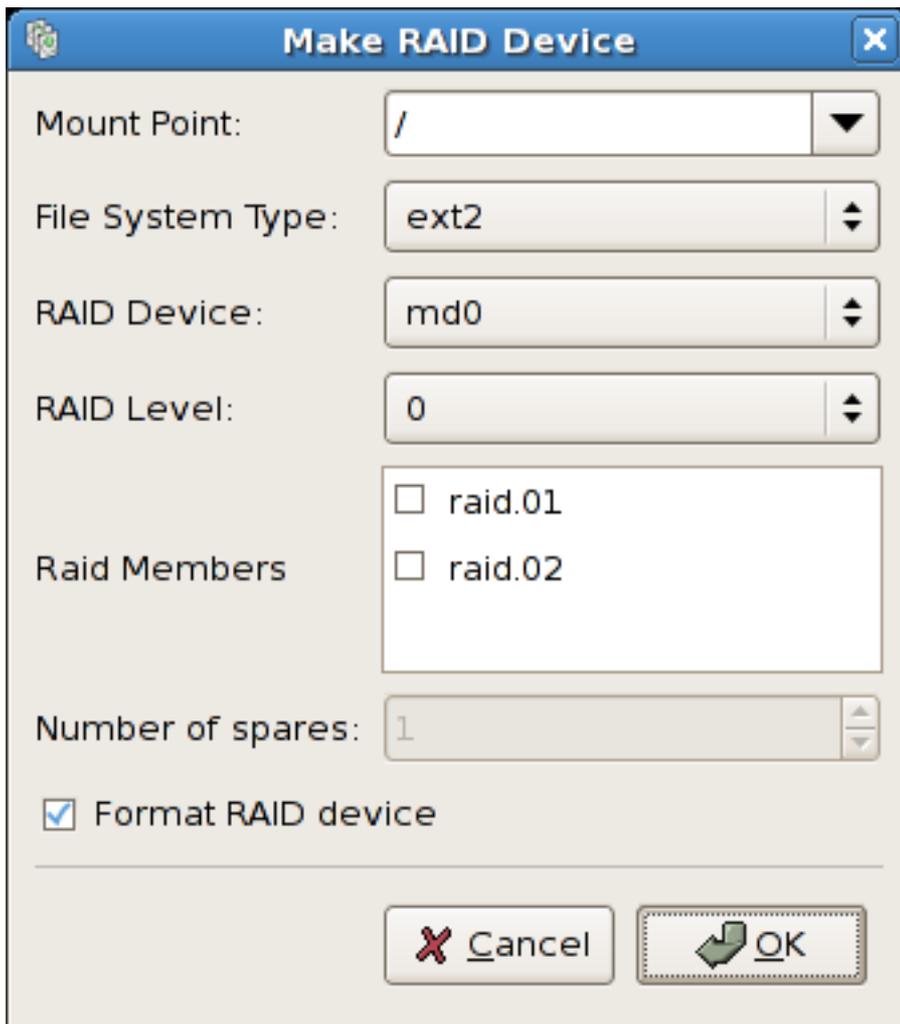


Figure 29.7. Creating a Software RAID Device

4. Click **OK** to add the device to the list.

5. Network Configuration

6. Authentication

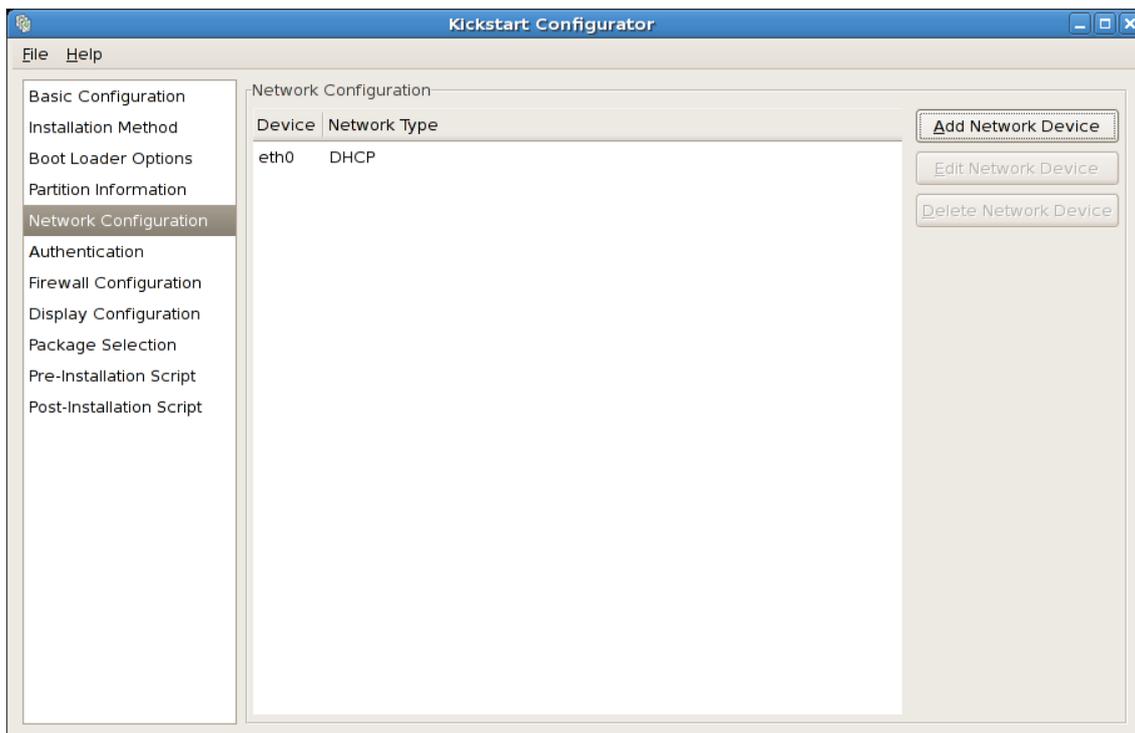


Figure 29.8. Network Configuration

If the system to be installed via kickstart does not have an Ethernet card, do not configure one on the **Network Configuration** page.

Networking is only required if you choose a networking-based installation method (NFS, FTP, or HTTP). Networking can always be configured after installation with the **Network Administration Tool** (`system-config-network`). Refer to the Red Hat Enterprise Linux Deployment Guide for details.

For each Ethernet card on the system, click **Add Network Device** and select the network device and network type for the device. Select **eth0** to configure the first Ethernet card, **eth1** for the second Ethernet card, and so on.

6. Authentication

7. Firewall Configuration

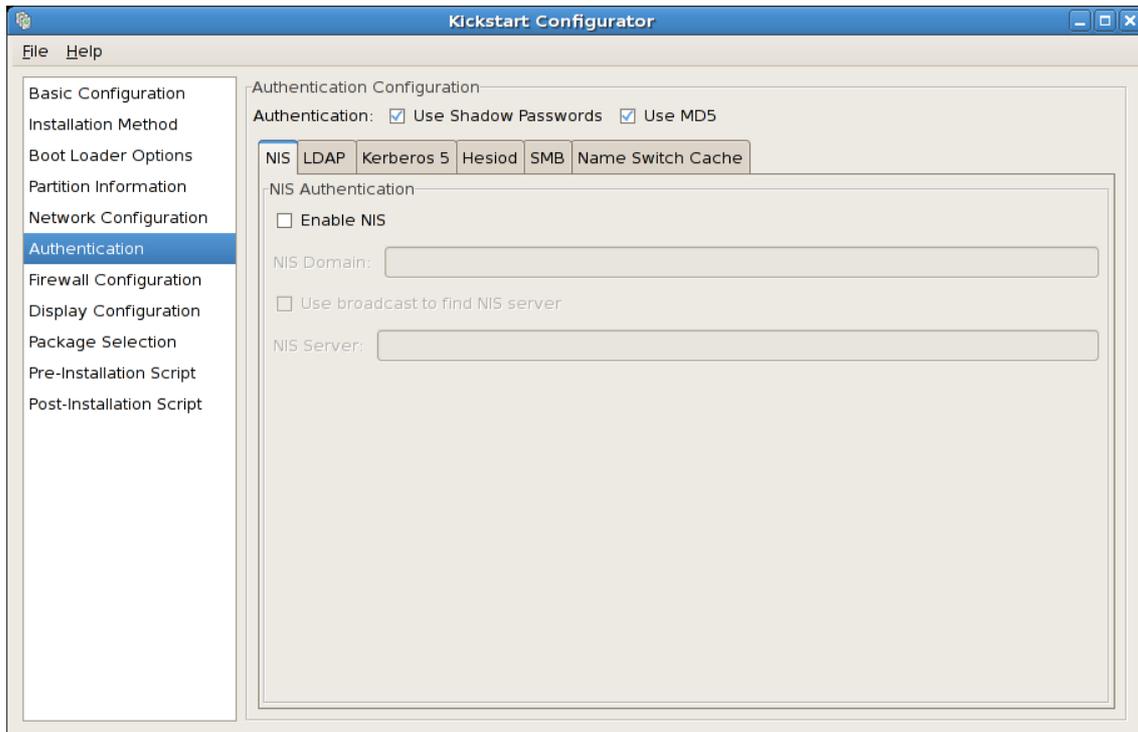


Figure 29.9. Authentication

In the **Authentication** section, select whether to use shadow passwords and MD5 encryption for user passwords. These options are highly recommended and chosen by default.

The **Authentication Configuration** options allow you to configure the following methods of authentication:

- NIS
- LDAP
- Kerberos 5
- Hesiod
- SMB
- Name Switch Cache

These methods are not enabled by default. To enable one or more of these methods, click the appropriate tab, click the checkbox next to **Enable**, and enter the appropriate information for the authentication method. Refer to the Red Hat Enterprise Linux Deployment Guide for more information about the options.

7. Firewall Configuration

The **Firewall Configuration** window is similar to the screen in the installation program and the **Security Level Configuration Tool**.

7.1. SELinux Configuration

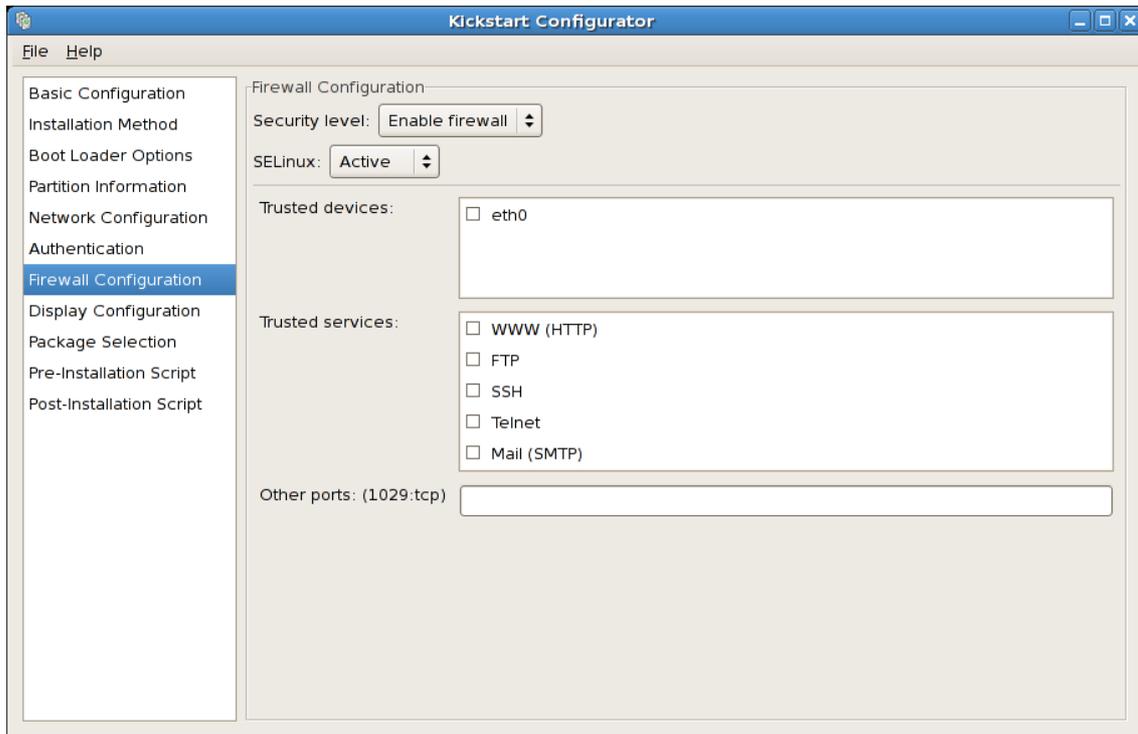


Figure 29.10. Firewall Configuration

If **Disable firewall** is selected, the system allows complete access to any active services and ports. No connections to the system are refused or denied.

Selecting **Enable firewall** configures the system to reject incoming connections that are not in response to outbound requests, such as DNS replies or DHCP requests. If access to services running on this machine is required, you can choose to allow specific services through the firewall.

Only devices configured in the **Network Configuration** section are listed as available **Trusted devices**. Connections from any devices selected in the list are accepted by the system. For example, if **eth1** only receives connections from internal system, you might want to allow connections from it.

If a service is selected in the **Trusted services** list, connections for the service are accepted and processed by the system.

In the **Other ports** text field, list any additional ports that should be opened for remote access. Use the following format: `port:protocol`. For example, to allow IMAP access through the firewall, specify `imap:tcp`. Numeric ports can also be specified explicitly; to allow UDP packets on port 1234 through the firewall, enter `1234:udp`. To specify multiple ports, separate them with commas.

7.1. SELinux Configuration

Kickstart can set SELinux to `enforcing`, `permissive` or `disabled` mode. Finer grained configuration is not possible at this time.

8. Display Configuration

If you are installing the X Window System, you can configure it during the kickstart installation by checking the **Configure the X Window System** option on the **Display Configuration** window as shown in Figure 29.11, “X Configuration - General”. If this option is not chosen, the X configuration options are disabled and the `skipx` option is written to the kickstart file.

8.1. General

The first step in configuring X is to choose the default color depth and resolution. Select them from their respective pulldown menus. Be sure to specify a color depth and resolution that is compatible with the video card and monitor for the system.

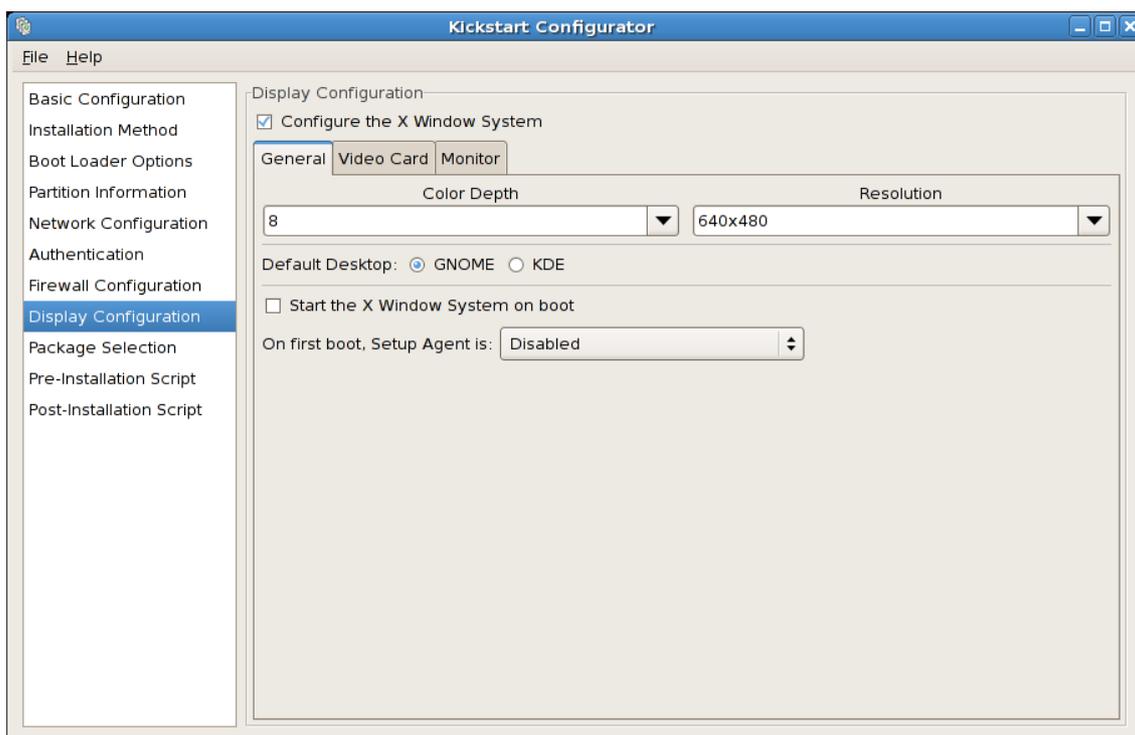


Figure 29.11. X Configuration - General

If you are installing both the GNOME and KDE desktops, you must choose which desktop should be the default. If only one desktop is to be installed, be sure to choose it. Once the system is installed, users can choose which desktop they want to be their default.

Next, choose whether to start the X Window System when the system is booted. This option starts the system in runlevel 5 with the graphical login screen. After the system is installed, this can be changed by modifying the `/etc/inittab` configuration file.

Also select whether to start the **Setup Agent** the first time the system is rebooted. It is disabled by default, but the setting can be changed to enabled or enabled in reconfiguration mode. Reconfiguration mode enables the language, mouse, keyboard, root password, security level, time zone, and networking configuration options in addition to the default ones.

8.2. Video Card

Probe for video card driver is selected by default. Accept this default to have the installation program probe for the video card during installation. Probing works for most modern video cards. If this option is selected and the installation program cannot successfully probe the video card, the installation program stops at the video card configuration screen. To continue the installation process, select the driver for your video card from the list and click **Next**.

Alternatively, you can select the video card driver from the list on the **Video Card** tab as shown in Figure 29.12, “X Configuration - Video Card”. Specify the amount of video RAM the selected video card has from the **Video Card RAM** pulldown menu. These values are used by the installation program to configure the X Window System.

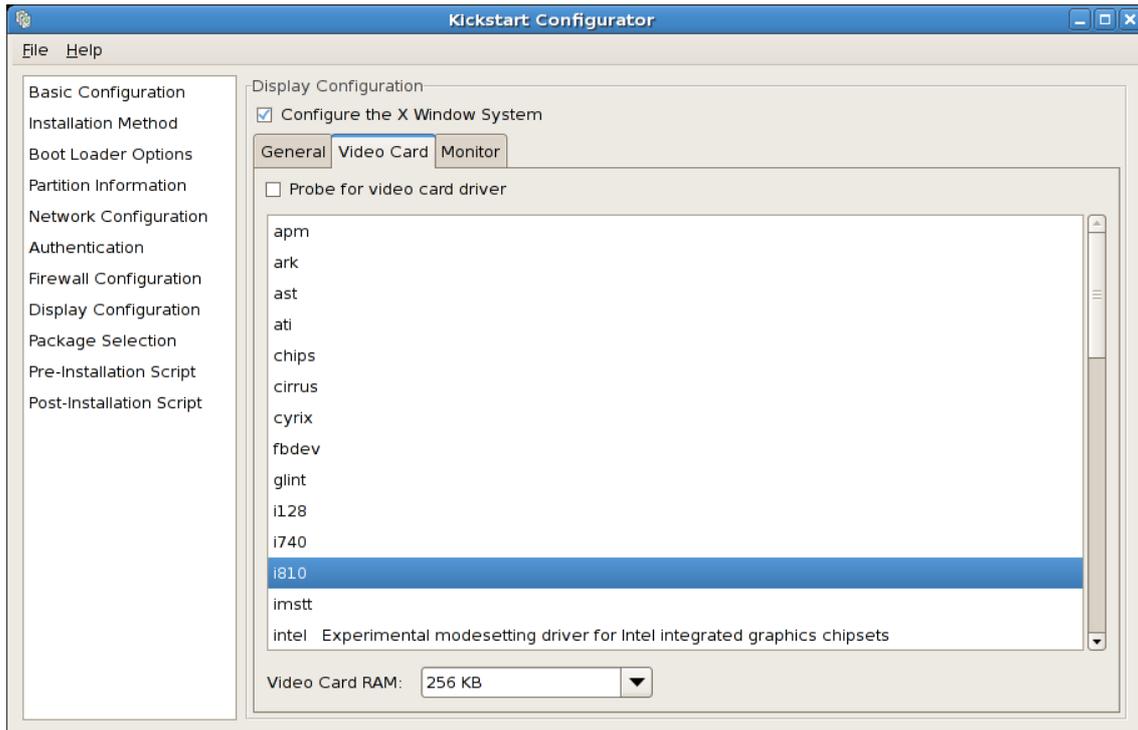


Figure 29.12. X Configuration - Video Card

8.3. Monitor

After configuring the video card, click on the **Monitor** tab as shown in Figure 29.13, “X Configuration - Monitor”.

9. Package Selection

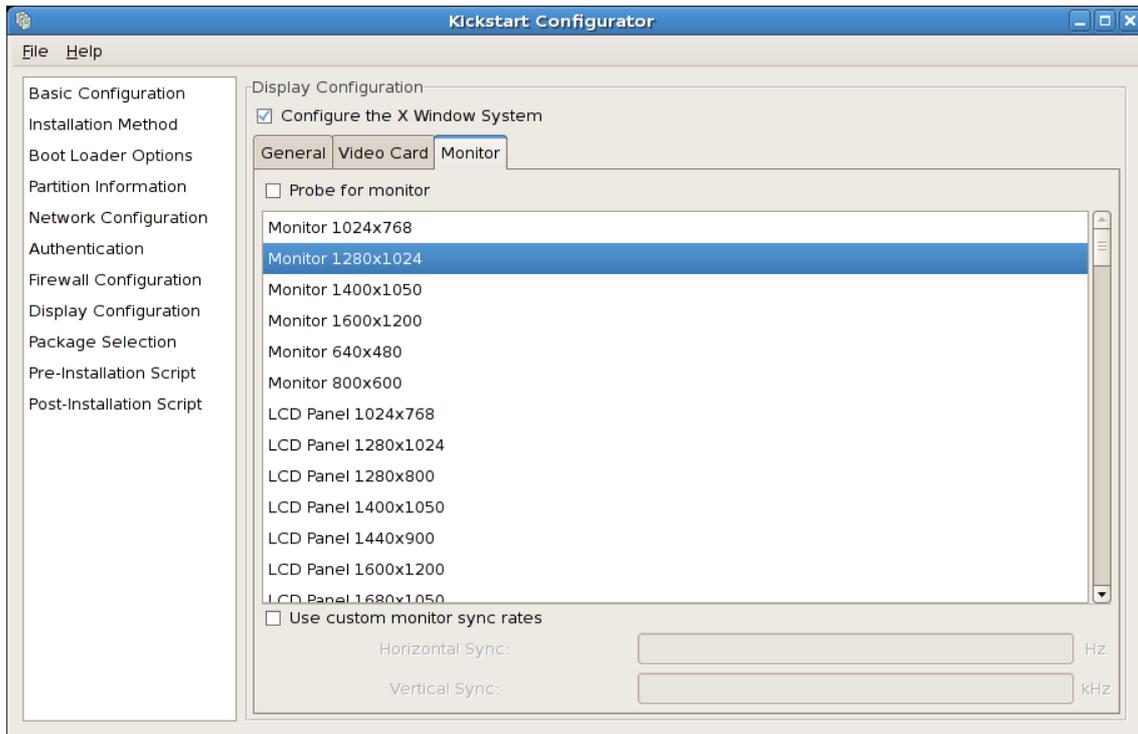


Figure 29.13. X Configuration - Monitor

Probe for monitor is selected by default. Accept this default to have the installation program probe for the monitor during installation. Probing works for most modern monitors. If this option is selected and the installation program cannot successfully probe the monitor, the installation program stops at the monitor configuration screen. To continue the installation process, select your monitor from the list and click **Next**.

Alternatively, you can select your monitor from the list. You can also specify the horizontal and vertical sync rates instead of selecting a specific monitor by checking the **Specify hsync and vsync instead of monitor** option. This option is useful if the monitor for the system is not listed. Notice that when this option is enabled, the monitor list is disabled.

9. Package Selection

10. Pre-Installation Script

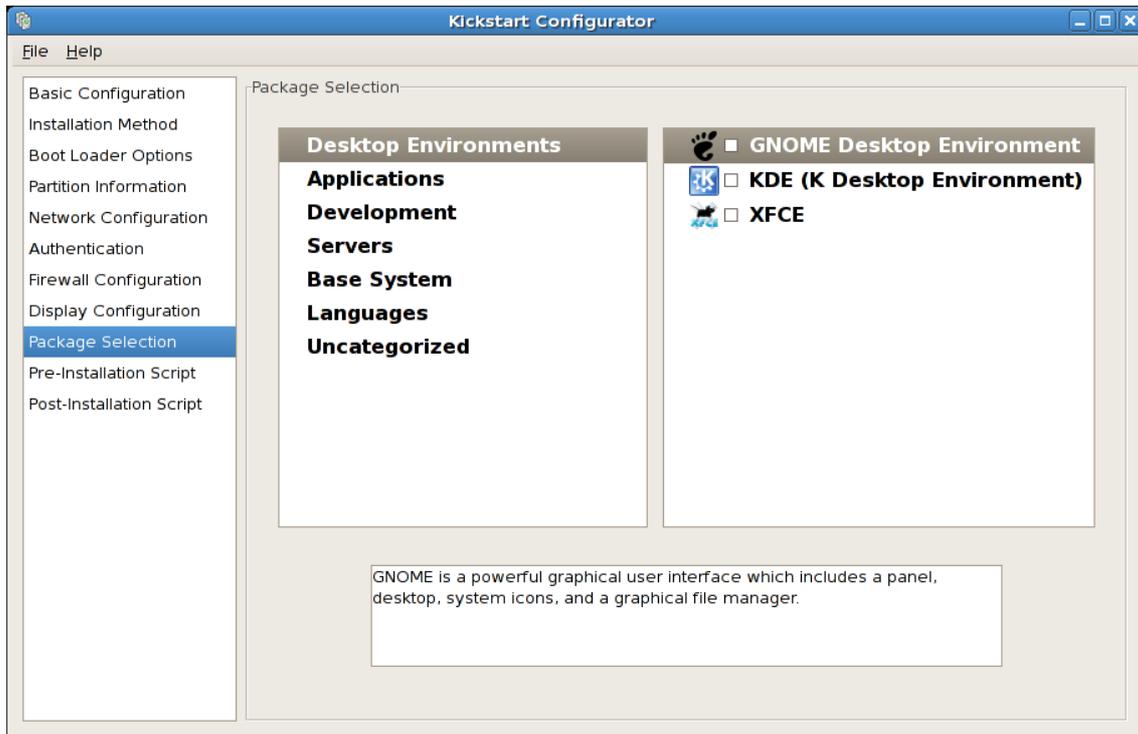


Figure 29.14. Package Selection

The **Package Selection** window allows you to choose which package groups to install.

Package resolution is carried out automatically.

Currently, **Kickstart Configurator** does not allow you to select individual packages. To install individual packages, modify the `%packages` section of the kickstart file after you save it. Refer to Section 5, “Package Selection” for details.

10. Pre-Installation Script

10. Pre-Installation Script

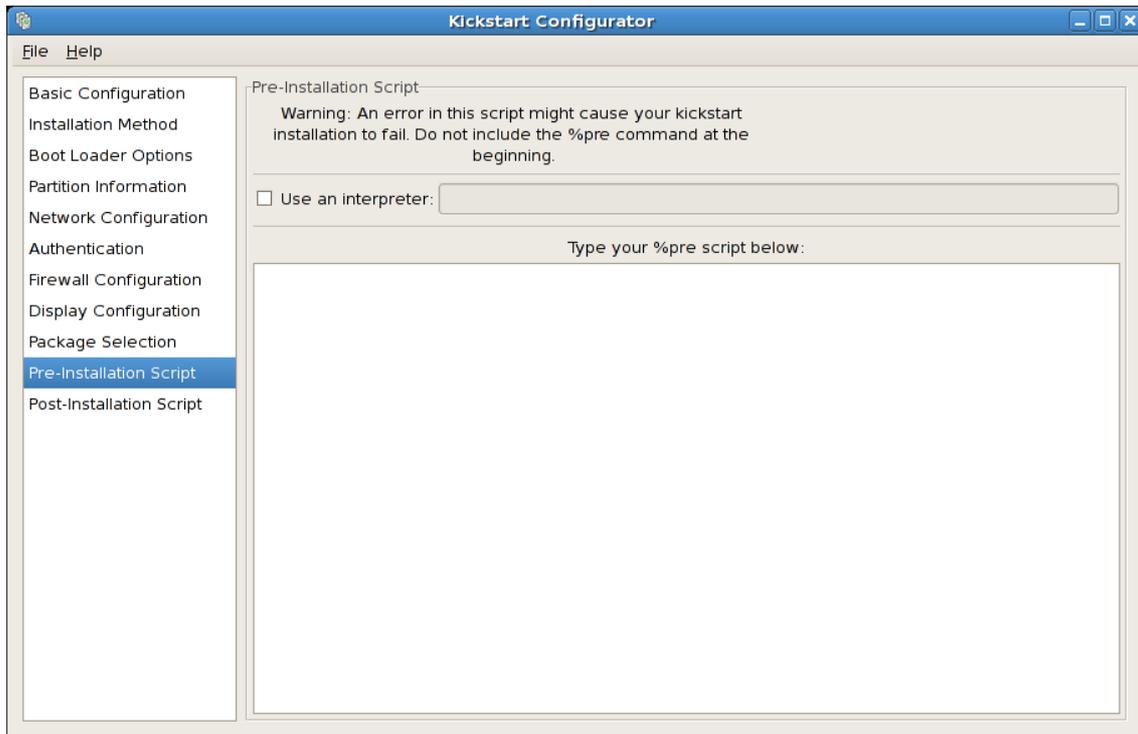


Figure 29.15. Pre-Installation Script

You can add commands to run on the system immediately after the kickstart file has been parsed and before the installation begins. If you have configured the network in the kickstart file, the network is enabled before this section is processed. To include a pre-installation script, type it in the text area.

To specify a scripting language to use to execute the script, select the **Use an interpreter** option and enter the interpreter in the text box beside it. For example, `/usr/bin/python2.4` can be specified for a Python script. This option corresponds to using `%pre --interpreter /usr/bin/python2.4` in your kickstart file.

Many of the commands that are available in the pre-installation environment are provided by a version of **busybox** called **busybox-anaconda**. **Busybox**-supplied commands do not provide all features, but supply only the most commonly used features. The following list of available commands include commands provided by **busybox**:

```
addgroup, adduser, adjtimex, ar, arping, ash, awk, basename, bbconfig, bunzip2, busybox,
bzip2, cal, cat, catv, chattr, chgrp, chmod, chown, chroot, chvt, cksum, clear, cmp,
comm, cp, cpio, crond, crontab, cut, date, dc, dd, deallocvt, delgroup, deluser, devfsd,
df, diff, dirname, dmesg, dnsd, dos2unix, dpkg, dpkg-deb, du, dumpkmap, dumpleases,
e2fsck, e2label, echo, ed, egrep, eject, env, ether-wake, expr, fakeidentd, false, fb-
set, fdflush, fdformat, fdisk, fgrep, find, findfs, fold, free, freeramdisk, fsck,
fsck.ext2, fsck.ext3, fsck.minix, ftpget, ftpput, fuser, getopt, getty, grep, gunzip,
gzip, hdparm, head, hexdump, hostid, hostname, httpd, hush, hwclock, id, ifconfig, if-
down, ifup, inetd, insmod, install, ip, ipaddr, ipcalc, ipcrm, ipcs, iplink, iproute,
iptunnel, kill, killall, lash, last, length, less, linux32, linux64, ln, load_policy,
loadfont, loadkmap, login, logname, losetup, ls, lsattr, lsmod, lzmacat, madevcs,
```

11. Post-Installation Script

```
md5sum, mdev, mesg, mkdir, mke2fs, mkfifo, mkfs.ext2, mkfs.ext3, mkfs.minix, mknod, mk-  
swap, mktemp, modprobe, more, mount, mountpoint, msh, mt, mv, nameif, nc, netstat, nice,  
nohup, nslookup, od, openvt, passwd, patch, pidof, ping, ping6, pipe_progress,  
pivot_root, printenv, printf, ps, pwd, rdate, readlink, readprofile, realpath, renice,  
reset, rm, rmdir, rmmmod, route, rpm, rpm2cpio, run-parts, runlevel, rx, sed, seq,  
setarch, setconsole, setkeycodes, setlogcons, setsid, sh, shasum, sleep, sort, start-  
stop-daemon, stat, strings, stty, su, sulogin, sum, swapoff, swapon, switch_root, sync,  
sysctl, tail, tar, tee, telnet, telnetd, test, tftp, time, top, touch, tr, traceroute,  
true, tty, tune2fs, udhcp, udhcpd, umount, uname, uncompress, uniq, unix2dos, unlzma,  
unzip, uptime, usleep, uudecode, uuencode, vconfig, vi, vlock, watch, watchdog, wc,  
wget, which, who, whoami, xargs, yes, zcat, zcip
```

Some of the previous commands are provided by **busybox** and some are provided in their full featured versions. In addition to the commands above the following commands are provided in their full featured versions:

```
anaconda bash bzip2 jmacros ftp head joe kudzu-probe list-harddrives loadkeys mtools mbchk  
mtools mini-wm mtools jpico pump python python2.4 raidstart raidstop rcp rlogin rsync  
setxkbmap sftp shred ssh syslinux syslogd tac termidx vncconfig vncpasswd xkbcomp Xorg  
Xvnc zcat
```



Caution

Do not include the `%pre` command. It is added for you.



Note

The pre-installation script is run after the source media is mounted and stage 2 of the bootloader has been loaded. For this reason it is not possible to change the source media in the pre-installation script.

11. Post-Installation Script

11.1. Chroot Environment

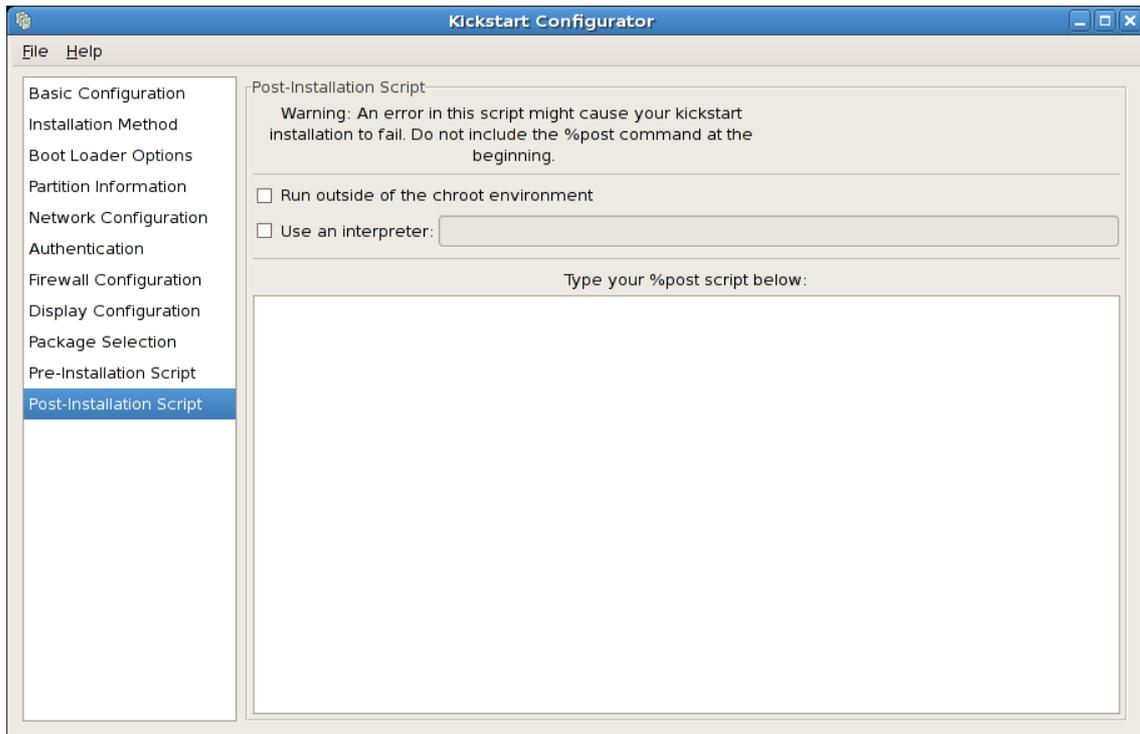


Figure 29.16. Post-Installation Script

You can also add commands to execute on the system after the installation is completed. If the network is properly configured in the kickstart file, the network is enabled, and the script can include commands to access resources on the network. To include a post-installation script, type it in the text area.



Caution

Do not include the `%post` command. It is added for you.

For example, to change the message of the day for the newly installed system, add the following command to the `%post` section:

```
echo "Hackers will be punished!" > /etc/motd
```



Tip

More examples can be found in Section 7.1, "Examples".

11.1. Chroot Environment

To run the post-installation script outside of the chroot environment, click the checkbox next to

11.2. Use an Interpreter

this option on the top of the **Post-Installation** window. This is equivalent to using the `-nochroot` option in the `%post` section.

To make changes to the newly installed file system, within the post-installation section, but outside of the chroot environment, you must prepend the directory name with `/mnt/sysimage/`.

For example, if you select **Run outside of the chroot environment**, the previous example must be changed to the following:

```
echo "Hackers will be punished!" > /mnt/sysimage/etc/motd
```

11.2. Use an Interpreter

To specify a scripting language to use to execute the script, select the **Use an interpreter** option and enter the interpreter in the text box beside it. For example, `/usr/bin/python2.2` can be specified for a Python script. This option corresponds to using `%post --interpreter /usr/bin/python2.2` in your kickstart file.

12. Saving the File

To review the contents of the kickstart file after you have finished choosing your kickstart options, select **File => Preview** from the pull-down menu.

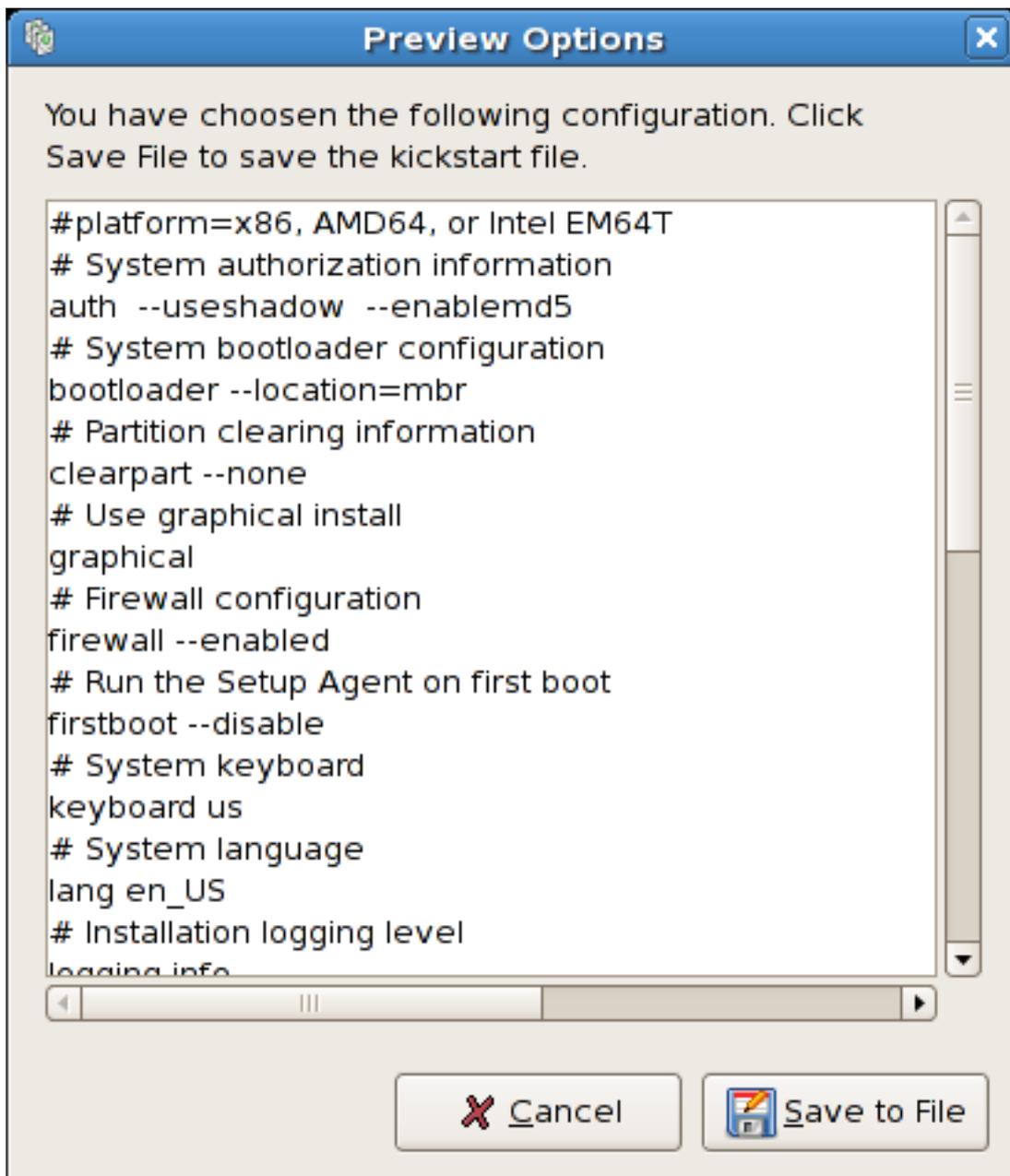


Figure 29.17. Preview

To save the kickstart file, click the **Save to File** button in the preview window. To save the file without previewing it, select **File => Save File** or press **Ctrl-S**. A dialog box appears. Select where to save the file.

After saving the file, refer to Section 10, "Starting a Kickstart Installation" for information on how to start the kickstart installation.

Chapter 30. Boot Process, Init, and Shutdown

An important and powerful aspect of Red Hat Enterprise Linux is the open, user-configurable method it uses for starting the operating system. Users are free to configure many aspects of the boot process, including specifying the programs launched at boot-time. Similarly, system shutdown gracefully terminates processes in an organized and configurable way, although customization of this process is rarely required.

Understanding how the boot and shutdown processes work not only allows customization, but also makes it easier to troubleshoot problems related to starting or shutting down the system.

1. The Boot Process

Below are the basic stages of the boot process for an x86 system:

1. The system BIOS checks the system and launches the first stage boot loader on the MBR of the primary hard disk.
2. The first stage boot loader loads itself into memory and launches the second stage boot loader from the `/boot/` partition.
3. The second stage boot loader loads the kernel into memory, which in turn loads any necessary modules and mounts the root partition read-only.
4. The kernel transfers control of the boot process to the `/sbin/init` program.
5. The `/sbin/init` program loads all services and user-space tools, and mounts all partitions listed in `/etc/fstab`.
6. The user is presented with a login screen for the freshly booted Linux system.

Because configuration of the boot process is more common than the customization of the shutdown process, the remainder of this chapter discusses in detail how the boot process works and how it can be customized to suite specific needs.

2. A Detailed Look at the Boot Process

The beginning of the boot process varies depending on the hardware platform being used. However, once the kernel is found and loaded by the boot loader, the default boot process is identical across all architectures. This chapter focuses primarily on the x86 architecture.

2.1. The BIOS

When an x86 computer is booted, the processor looks at the end of system memory for the *Basic Input/Output System* or *BIOS* program and runs it. The BIOS controls not only the first step of the boot process, but also provides the lowest level interface to peripheral devices. For this

2.2. The Boot Loader

reason it is written into read-only, permanent memory and is always available for use.

Other platforms use different programs to perform low-level tasks roughly equivalent to those of the BIOS on an x86 system. For instance, Itanium-based computers use the *Extensible Firmware Interface (EFI) Shell*.

Once loaded, the BIOS tests the system, looks for and checks peripherals, and then locates a valid device with which to boot the system. Usually, it checks any diskette drives and CD-ROM drives present for bootable media, then, failing that, looks to the system's hard drives. In most cases, the order of the drives searched while booting is controlled with a setting in the BIOS, and it looks on the master IDE device on the primary IDE bus. The BIOS then loads into memory whatever program is residing in the first sector of this device, called the *Master Boot Record* or *MBR*. The MBR is only 512 bytes in size and contains machine code instructions for booting the machine, called a boot loader, along with the partition table. Once the BIOS finds and loads the boot loader program into memory, it yields control of the boot process to it.

2.2. The Boot Loader

This section looks at the default boot loader for the x86 platform, GRUB. Depending on the system's architecture, the boot process may differ slightly. Refer to Section 2.2.1, “Boot Loaders for Other Architectures” for a brief overview of non-x86 boot loaders. For more information about configuring and using GRUB, see Chapter 9, *The GRUB Boot Loader*.

A boot loader for the x86 platform is broken into at least two stages. The first stage is a small machine code binary on the MBR. Its sole job is to locate the second stage boot loader and load the first part of it into memory.

GRUB has the advantage of being able to read ext2 and ext3¹³ partitions and load its configuration file — `/boot/grub/grub.conf` — at boot time. Refer to Section 7, “GRUB Menu Configuration File” for information on how to edit this file.



Tip

If upgrading the kernel using the **Red Hat Update Agent**, the boot loader configuration file is updated automatically. More information on Red Hat Network can be found online at the following URL: <https://rhn.redhat.com/>.

Once the second stage boot loader is in memory, it presents the user with a graphical screen showing the different operating systems or kernels it has been configured to boot. On this screen a user can use the arrow keys to choose which operating system or kernel they wish to boot and press **Enter**. If no key is pressed, the boot loader loads the default selection after a configurable period of time has passed.

Once the second stage boot loader has determined which kernel to boot, it locates the corresponding kernel binary in the `/boot/` directory. The kernel binary is named using the following format — `/boot/vmlinuz-<kernel-version>` file (where `<kernel-version>` corresponds to the kernel version specified in the boot loader's settings).

¹³ GRUB reads ext3 file systems as ext2, disregarding the journal file. Refer to the chapter titled *The ext3 File System* in the *Red Hat Enterprise Linux Deployment Guide* for more information on the ext3 file system.

2.3. The Kernel

For instructions on using the boot loader to supply command line arguments to the kernel, refer to Chapter 9, *The GRUB Boot Loader*. For information on changing the runlevel at the boot loader prompt, refer Section 8, “Changing Runlevels at Boot Time”.

The boot loader then places one or more appropriate *initramfs* images into memory. Next, the kernel decompresses these images from memory to `/sysroot/`, a RAM-based virtual file system, via `cpio`. The *initramfs* is used by the kernel to load drivers and modules necessary to boot the system. This is particularly important if SCSI hard drives are present or if the systems use the `ext3` file system.

Once the kernel and the *initramfs* image(s) are loaded into memory, the boot loader hands control of the boot process to the kernel.

For a more detailed overview of the GRUB boot loader, refer to Chapter 9, *The GRUB Boot Loader*.

2.2.1. Boot Loaders for Other Architectures

Once the kernel loads and hands off the boot process to the `init` command, the same sequence of events occurs on every architecture. So the main difference between each architecture's boot process is in the application used to find and load the kernel.

For example, the Itanium architecture uses the ELILO boot loader, the IBM eServer pSeries architecture uses `yaboot`, and the IBM System z systems use the `z/IPL` boot loader.

2.3. The Kernel

When the kernel is loaded, it immediately initializes and configures the computer's memory and configures the various hardware attached to the system, including all processors, I/O subsystems, and storage devices. It then looks for the compressed *initramfs* image(s) in a predetermined location in memory, decompresses it directly to `/sysroot/`, and loads all necessary drivers. Next, it initializes virtual devices related to the file system, such as LVM or software RAID, before completing the *initramfs* processes and freeing up all the memory the disk image once occupied.

The kernel then creates a root device, mounts the root partition read-only, and frees any unused memory.

At this point, the kernel is loaded into memory and operational. However, since there are no user applications that allow meaningful input to the system, not much can be done with the system.

To set up the user environment, the kernel executes the `/sbin/init` program.

2.4. The `/sbin/init` Program

The `/sbin/init` program (also called `init`) coordinates the rest of the boot process and configures the environment for the user.

When the `init` command starts, it becomes the parent or grandparent of all of the processes that start up automatically on the system. First, it runs the `/etc/rc.d/rc.sysinit` script, which sets the environment path, starts swap, checks the file systems, and executes all other steps re-

2.4. The /sbin/init Program

quired for system initialization. For example, most systems use a clock, so `rc.sysinit` reads the `/etc/sysconfig/clock` configuration file to initialize the hardware clock. Another example is if there are special serial port processes which must be initialized, `rc.sysinit` executes the `/etc/rc.serial` file.

The `init` command then runs the `/etc/inittab` script, which describes how the system should be set up in each *SysV init runlevel*. Runlevels are a state, or *mode*, defined by the services listed in the SysV `/etc/rc.d/rc<x>.d/` directory, where `<x>` is the number of the runlevel. For more information on SysV init runlevels, refer to Section 4, “SysV Init Runlevels”.

Next, the `init` command sets the source function library, `/etc/rc.d/init.d/functions`, for the system, which configures how to start, kill, and determine the PID of a program.

The `init` program starts all of the background processes by looking in the appropriate `rc` directory for the runlevel specified as the default in `/etc/inittab`. The `rc` directories are numbered to correspond to the runlevel they represent. For instance, `/etc/rc.d/rc5.d/` is the directory for runlevel 5.

When booting to runlevel 5, the `init` program looks in the `/etc/rc.d/rc5.d/` directory to determine which processes to start and stop.

Below is an example listing of the `/etc/rc.d/rc5.d/` directory:

```
K05innd -> ../init.d/innd K05saslauthd -> ../init.d/saslauthd K10dc_server -> ../init.d/dc_server K10psacc
```

As illustrated in this listing, none of the scripts that actually start and stop the services are located in the `/etc/rc.d/rc5.d/` directory. Rather, all of the files in `/etc/rc.d/rc5.d/` are *symbolic links* pointing to scripts located in the `/etc/rc.d/init.d/` directory. Symbolic links are used in each of the `rc` directories so that the runlevels can be reconfigured by creating, modifying, and deleting the symbolic links without affecting the actual scripts they reference.

The name of each symbolic link begins with either a `K` or an `S`. The `K` links are processes that are killed on that runlevel, while those beginning with an `S` are started.

The `init` command first stops all of the `K` symbolic links in the directory by issuing the `/etc/rc.d/init.d/<command> stop` command, where `<command>` is the process to be killed. It then starts all of the `S` symbolic links by issuing `/etc/rc.d/init.d/<command> start`.



Tip

After the system is finished booting, it is possible to log in as root and execute these same scripts to start and stop services. For instance, the command `/etc/rc.d/init.d/httpd stop` stops the Apache HTTP Server.

Each of the symbolic links are numbered to dictate start order. The order in which the services are started or stopped can be altered by changing this number. The lower the number, the earlier it is started. Symbolic links with the same number are started alphabetically.



Note

One of the last things the `init` program executes is the `/etc/rc.d/rc.local` file. This file is useful for system customization. Refer to Section 3, “Running Additional Programs at Boot Time” for more information about using the `rc.local` file.

After the `init` command has progressed through the appropriate `rc` directory for the runlevel, the `/etc/inittab` script forks an `/sbin/mingetty` process for each virtual console (login prompt) allocated to the runlevel. Runlevels 2 through 5 have all six virtual consoles, while runlevel 1 (single user mode) has one, and runlevels 0 and 6 have none. The `/sbin/mingetty` process opens communication pathways to `tty` devices¹⁴, sets their modes, prints the login prompt, accepts the user's username and password, and initiates the login process.

In runlevel 5, the `/etc/inittab` runs a script called `/etc/X11/prefdm`. The `prefdm` script executes the preferred X display manager¹⁵ — `gdm`, `kdm`, or `xdm`, depending on the contents of the `/etc/sysconfig/desktop` file.

Once finished, the system operates on runlevel 5 and displays a login screen.

3. Running Additional Programs at Boot Time

The `/etc/rc.d/rc.local` script is executed by the `init` command at boot time or when changing runlevels. Adding commands to the bottom of this script is an easy way to perform necessary tasks like starting special services or initialize devices without writing complex initialization scripts in the `/etc/rc.d/init.d/` directory and creating symbolic links.

The `/etc/rc.serial` script is used if serial ports must be setup at boot time. This script runs `setserial` commands to configure the system's serial ports. Refer to the `setserial` man page for more information.

4. SysV Init Runlevels

The SysV init runlevel system provides a standard process for controlling which programs `init` launches or halts when initializing a runlevel. SysV init was chosen because it is easier to use and more flexible than the traditional BSD-style init process.

The configuration files for SysV init are located in the `/etc/rc.d/` directory. Within this directory, are the `rc`, `rc.local`, `rc.sysinit`, and, optionally, the `rc.serial` scripts as well as the following directories:

```
init.d/ rc0.d/ rc1.d/ rc2.d/ rc3.d/ rc4.d/ rc5.d/ rc6.d/
```

The `init.d/` directory contains the scripts used by the `/sbin/init` command when controlling

¹⁴ Refer to the Red Hat Enterprise Linux Deployment Guide for more information about `tty` devices.

¹⁵ Refer to the Red Hat Enterprise Linux Deployment Guide for more information about display managers.

4.1. Runlevels

services. Each of the numbered directories represent the six runlevels configured by default under Red Hat Enterprise Linux.

4.1. Runlevels

The idea behind SysV init runlevels revolves around the idea that different systems can be used in different ways. For example, a server runs more efficiently without the drag on system resources created by the X Window System. Or there may be times when a system administrator may need to operate the system at a lower runlevel to perform diagnostic tasks, like fixing disk corruption in runlevel 1.

The characteristics of a given runlevel determine which services are halted and started by `init`. For instance, runlevel 1 (single user mode) halts any network services, while runlevel 3 starts these services. By assigning specific services to be halted or started on a given runlevel, `init` can quickly change the mode of the machine without the user manually stopping and starting services.

The following runlevels are defined by default under Red Hat Enterprise Linux:

- 0 — Halt
- 1 — Single-user text mode
- 2 — Not used (user-definable)
- 3 — Full multi-user text mode
- 4 — Not used (user-definable)
- 5 — Full multi-user graphical mode (with an X-based login screen)
- 6 — Reboot

In general, users operate Red Hat Enterprise Linux at runlevel 3 or runlevel 5 — both full multi-user modes. Users sometimes customize runlevels 2 and 4 to meet specific needs, since they are not used.

The default runlevel for the system is listed in `/etc/inittab`. To find out the default runlevel for a system, look for the line similar to the following near the top of `/etc/inittab`:

```
id:5:initdefault:
```

The default runlevel listed in this example is five, as the number after the first colon indicates. To change it, edit `/etc/inittab` as root.



Warning

Be very careful when editing `/etc/inittab`. Simple typos can cause the system to become unbootable. If this happens, either use a boot diskette, enter single-user mode, or enter rescue mode to boot the computer and repair the file.

For more information on single-user and rescue mode, refer to the chapter titled *Basic System Recovery* in the *Red Hat Enterprise Linux Deployment Guide*.

It is possible to change the default runlevel at boot time by modifying the arguments passed by the boot loader to the kernel. For information on changing the runlevel at boot time, refer to Section 8, “Changing Runlevels at Boot Time”.

4.2. Runlevel Utilities

One of the best ways to configure runlevels is to use an *initscript utility*. These tools are designed to simplify the task of maintaining files in the SysV init directory hierarchy and relieves system administrators from having to directly manipulate the numerous symbolic links in the subdirectories of `/etc/rc.d/`.

Red Hat Enterprise Linux provides three such utilities:

- `/sbin/chkconfig` — The `/sbin/chkconfig` utility is a simple command line tool for maintaining the `/etc/rc.d/init.d/` directory hierarchy.
- `/usr/sbin/ntsysv` — The ncurses-based `/sbin/ntsysv` utility provides an interactive text-based interface, which some find easier to use than `chkconfig`.
- **Services Configuration Tool** — The graphical **Services Configuration Tool** (`system-config-services`) program is a flexible utility for configuring runlevels.

Refer to the chapter titled *Controlling Access to Services* in the *Red Hat Enterprise Linux Deployment Guide* for more information regarding these tools.

5. Shutting Down

To shut down Red Hat Enterprise Linux, the root user may issue the `/sbin/shutdown` command. The `shutdown` man page has a complete list of options, but the two most common uses are:

```
/sbin/shutdown -h now/sbin/shutdown -r now
```

After shutting everything down, the `-h` option halts the machine, and the `-r` option reboots.

PAM console users can use the `reboot` and `halt` commands to shut down the system while in runlevels 1 through 5. For more information about PAM console users, refer to the Red Hat Enterprise Linux Deployment Guide.

If the computer does not power itself down, be careful not to turn off the computer until a message appears indicating that the system is halted.

Failure to wait for this message can mean that not all the hard drive partitions are unmounted, which can lead to file system corruption.

Chapter 31. PXE Network Installations

Red Hat Enterprise Linux allows for installation over a network using the NFS, FTP, or HTTP protocols. A network installation can be started from a boot CD-ROM, a bootable flash memory drive, or by using the `askmethod` boot option with the Red Hat Enterprise Linux CD #1. Alternatively, if the system to be installed contains a network interface card (NIC) with Pre-Execution Environment (PXE) support, it can be configured to boot from files on another networked system rather than local media such as a CD-ROM.

For a PXE network installation, the client's NIC with PXE support sends out a broadcast request for DHCP information. The DHCP server provides the client with an IP address, other network information such as name server, the IP address or hostname of the `tftp` server (which provides the files necessary to start the installation program), and the location of the files on the `tftp` server. This is possible because of PXELINUX, which is part of the `syslinux` package.

The following steps must be performed to prepare for a PXE installation:

1. Configure the network (NFS, FTP, HTTP) server to export the installation tree.
2. Configure the files on the `tftp` server necessary for PXE booting.
3. Configure which hosts are allowed to boot from the PXE configuration.
4. Start the `tftp` service.
5. Configure DHCP.
6. Boot the client, and start the installation.

1. Setting up the Network Server

First, configure an NFS, FTP, or HTTP server to export the entire installation tree for the version and variant of Red Hat Enterprise Linux to be installed. Refer to the section *Preparing for a Network Installation* in the *Red Hat Enterprise Linux Installation Guide* for detailed instructions.

2. PXE Boot Configuration

The next step is to copy the files necessary to start the installation to the `tftp` server so they can be found when the client requests them. The `tftp` server is usually the same server as the network server exporting the installation tree.

To copy these files, run the **Network Booting Tool** on the NFS, FTP, or HTTP server. A separate PXE server is not necessary.

2.1. Command Line Configuration

If the network server is not running X, the `pxeos` command line utility, which is part of the `system-`

3. Adding PXE Hosts

`config-netboot` package, can be used to configure the `tftp` server files as described in Section 4, “TFTP”:

```
pxeos -a -i "<description>" -p <NFS|HTTP|FTP> -D 0 -s client.example.com \
-L <net-location> -k <kernel> -K <kickstart><os-identifier>
```

The following list explains the options:

- `-a` — Specifies that an OS instance is being added to the PXE configuration.
- `-i "<description>"` — Replace "`<description>`" with a description of the OS instance.
- `-p <NFS|HTTP|FTP>` — Specify which of the NFS, FTP, or HTTP protocols to use for installation. Only one may be specified.
- `-D <0|1>` — Specify "0" which indicates that it is *not* a diskless configuration since `pxeos` can be used to configure a diskless environment as well.
- `-s client.example.com` — Provide the name of the NFS, FTP, or HTTP server after the `-s` option.
- `-L <net-location>` — Provide the location of the installation tree on that server after the `-L` option.
- `-k <kernel>` — Provide the specific kernel version of the server installation tree for booting.
- `-K <kickstart>` — Provide the location of the kickstart file, if available.
- `<os-identifier>` — Specify the OS identifier, which is used as the directory name in the `/tftpboot/linux-install/` directory.

If FTP is selected as the installation protocol and anonymous login is not available, specify a username and password for login, with the following options before `<os-identifier>` in the previous command:

```
-A 0 -u <username> -p <password>
```

For more information on command line options available for the `pxeos` command, refer to the `pxeos` man page.

3. Adding PXE Hosts

After configuring the network server, the interface as shown in Figure 31.1, “Add Hosts” is displayed.

Figure 31.1. Add Hosts

The next step is to configure which hosts are allowed to connect to the PXE boot server. For the command line version of this step, refer to Section 3.1, “Command Line Configuration”.

To add hosts, click the **New** button.

Figure 31.2. Add a Host

Enter the following information:

- **Hostname or IP Address/Subnet** — The IP address, fully qualified hostname, or a subnet of systems that should be allowed to connect to the PXE server for installations.
- **Operating System** — The operating system identifier to install on this client. The list is populated from the network install instances created from the **Network Installation Dialog**.
- **Serial Console** — This option allows use of a serial console.
- **Kickstart File** — The location of a kickstart file to use, such as `http://server.example.com/kickstart/ks.cfg`. This file can be created with the **Kickstart Configurator**. Refer to Chapter 29, *Kickstart Configurator* for details.

Ignore the **Snapshot name** and **Ethernet** options. They are only used for diskless environments.

3.1. Command Line Configuration

If the network server is not running X, the `pxeboot` utility, a part of the `system-config-netboot` package, can be used to add hosts which are allowed to connect to the PXE server:

```
pxeboot -a -K <kickstart> -O <os-identifier> -r <value><host>
```

The following list explains the options:

- `-a` — Specifies that a host is to be added.
- `-K<kickstart>` — The location of the kickstart file, if available.
- `-O<os-identifier>` — Specifies the operating system identifier as defined in Section 2, “PXE Boot Configuration”.
- `-r<value>` — Specifies the ram disk size.
- `<host>` — Specifies the IP address or hostname of the host to add.

For more information on command line options available for the `pxeboot` command, refer to the `pxeboot man` page.

4. TFTP

4.1. Starting the `tftp` Server

On the DHCP server, verify that the `tftp-server` package is installed with the command `rpm -q tftp-server`. If it is not installed, install it via Red Hat Network or the Red Hat Enterprise Linux CD-ROMs.



Note

For more information on installing RPM packages, refer to the Package Management Section of the Red Hat Enterprise Linux Deployment Guide.

`tftp` is an `xinetd`-based service; start it with the following commands:

```
/sbin/chkconfig --level 345 xinetd on /sbin/chkconfig --level 345 tftp on
```

These commands configure the `tftp` and `xinetd` services to immediately turn on and also configure them to start at boot time in runlevels 3, 4, and 5.

5. Configuring the DHCP Server

If a DHCP server does not already exist on the network, configure one. Refer to the Red Hat Enterprise Linux Deployment Guide for details. Make sure the configuration file contains the following so that PXE booting is enabled for systems which support it:

```
allow booting; allow bootp; class "pxeclients" { match if substring(option vendor-class-identifier, 0, 9) = "PXEClient"; next-server <server-ip>; filename "linux-install/pxelinux.0"; }
```

where the `next-server <server-ip>` should be replaced with the IP address of the `tftp` server.

6. Adding a Custom Boot Message

Optionally, modify `/tftpboot/linux-install/msgs/boot.msg` to use a custom boot message.

7. Performing the PXE Installation

For instructions on how to configure the network interface card with PXE support to boot from the network, consult the documentation for the NIC. It varies slightly per card.

After the system boots the installation program, refer to the *Red Hat Enterprise Linux Installation Guide*.