

# RPM Building

# What to Expect?

- ★ System Setup to build an RPM
- ★ Steps to build an RPM
- ★ Testing the built RPM

# Master Steps

- ★ Setting up the build system
- ★ Collating the package source
- ★ Writing the .spec file
- ★ Actually building the rpm
- ★ Testing the built rpm

# System Setup

- ★ Creating a separate login, say rpmbuild
  - To avoid security hazards
- ★ Create a package directory
  - mkdir <pkg\_dir>
- ★ Create the following subdirectories
  - BUILD: Place for building by rpmbuild
  - RPMS with i386, i686, noarch: For built binary package
  - SOURCES: For the original software sources
  - SPECS: For .spec file
  - SRPMS: For built source rpm
  - tmp: For temporary files (Optional)
- ★ Install the following commands
  - rpmbuild: Typically part of rpm-build package
  - Other Optionals: rpmlint, gpg



# Steps to Build an RPM

- ★ Collating the package sources
  - ◆ Typically as a .tgz file
- ★ Writing a spec file
  - ◆ Basic structure
  - ◆ Building the package
  - ◆ Cleaning the package
  - ◆ Installing the package
  - ◆ Uninstalling the package
- ★ Building using rpmbuild

# Locate your Templates

- ★ Create the .tgz of sources
  - View the 'sources' target in the makefile
  - Output: SOURCES/pkg\_cmd-1.0.tgz
- ★ Spec file & the macros
  - Example: SPECS/pkg\_cmd-1.0.spec
- ★ Building the rpm
  - View the 'build' target in the makefile
  - Output: RPMS/pkg\_cmd-1.0-1.i386.rpm



# Spec Sections

- ★ Introduction
  - ◆ Defines, Keywords, %description
- ★ %prep – Unpack source code
- ★ %build – Compile code
- ★ % install – Install code onto build machine
- ★ %clean – Clean up code
- ★ %files – List of files to use
- ★ %changelog – Change log of the code

# %file specific Macros

- ★ %defattr – Default attributes
  - file attributes, owner, group, dir attributes
- ★ %doc – Documentation files
- ★ %exclude – Exclude these files
- ★ Useful Path Macros
  - %{\_prefix}
  - %{\_bindir}, %{\_sbindir}, %{\_libdir}
  - %{\_datadir}, %{\_sysconfdir}
  - %{\_mandir}, %{\_infodir}
  - %{\_gamesbindir}, %{\_gamesdatadir}



# Additional Spec Sections

- ★ %pre – Execute before install
- ★ %post – Execute after install
- ★ %preun – Execute before uninstall
- ★ %postun – Execute after uninstall
- ★ Option to these: -p <interpreter>

# Signing an RPM

- ★ Assuming that a GPG key is there
- ★ Add the following macros in the .spec file
  - ◆ %\_signature gpg
  - ◆ %\_gpg\_path /path/to/.gnupg
  - ◆ %\_gpg\_name *name lastname (comment) <email>*
    - 'gpg --list-keys' to get the value
  - ◆ %\_gpgbin /usr/bin/gpg

Build with --sign option to rpmbuild

- ★ Alternatively, an RPM can be signed as follows
  - ◆ rpm --addsign <rpm\_package>

After putting the above macros in ~/.rpmmmacros



# Interesting Spec Macros

- ★ Triggers on operation with other packages
  - ▶ %triggerin <pkg> – On installing <pkg>
  - ▶ %triggerun <pkg> – On uninstalling <pkg>
  - ▶ %triggerin <pkg> – After uninstalling <pkg>
- ★ Details about all
  - ▶ /usr/lib/rpm/macros
- ★ Place for repeated macros
  - ▶ ~/.rpmmacros



# Building the RPM

## ★ Using rpmbuild

- `rpmbuild <build_options> [options] <spec_file>`

## ★ <build\_options>

- `-bs, bb, -ba`
- `-bp (%prep), -bc (%build), -bi (%install)`
- `-bl` (list check from %files)

## ★ A very clean way

- `rpmbuild -ba --rmspec --rmsource`
- `rpmbuild --rebuild`

# Testing the RPM Build(ing)

- ★ Are rpms created in their directories?
- ★ Are the rpms with the correct names?
- ★ Is the rpm info correct? Issued by
  - `rpm -qlvp --changelog <rpm_package>`
- ★ Linting the rpms or even the spec files
  - `rpmlint [-i] <rpm_package | spec_file>`
- ★ Install Tests
  - Expected files at expected places & privileges
  - Binaries executable, Documentation accessible
  - Various installs, uninstalls
    - On different machines
    - Without required packages

# Backup



# Options to setup

- ★ -c – Create upper directory first
  - Useful for archive without a parent directory
- ★ -D – Does not delete the directory
  - Useful in later setups, if multiple
- ★ -T – Override the default behaviour
  - Rather specified by -a 0, -b 0, etc
- ★ -n <name> - <name> what source unpacks to
  - Useful if different from the source name

# Generating a GPG key

- ★ Generate a key using `gpg --gen-key`
- ★ Listings (provides <UID>)
  - ◆ `gpg --list-sigs`
  - ◆ `gpg --list-keys`
- ★ Generating a public key
  - ◆ `gpg --armor --export "<UID>" > my.key.file.asc`
- ★ Publishing the public key
  - ◆ `gpg --keyserver pgp.mit.edu --send-key "<UID>"`



# What all have we learnt?

- ★ System Setup to build an RPM
- ★ Steps to build an RPM
  - Collating the sources
  - Writing the spec file
  - Building the rpm
- ★ Testing the built RPM



Any Queries?