### **NAME**

console – console terminal and virtual consoles

# **DESCRIPTION**

A Linux system has up to 63 *virtual consoles* (character devices with major number 4 and minor number 1 to 63), usually called  $\frac{dev}{ttyn}$  with  $1 \le n \le 63$ . The current console is also addressed by  $\frac{dev}{console}$  or  $\frac{dev}{tty0}$ , the character device with major number 4 and minor number 0. The device files  $\frac{dev}{*}$  are usually created using the script MAKEDEV, or using **mknod**(1), usually with mode 0622 and owner root.tty.

Before kernel version 1.1.54 the number of virtual consoles was compiled into the kernel (in tty.h: #define NR\_CONSOLES 8) and could be changed by editing and recompiling. Since version 1.1.54 virtual consoles are created on the fly, as soon as they are needed.

Common ways to start a process on a console are: (a) tell  $\mathbf{init}(8)$  (in  $\mathbf{inittab}(5)$ ) to start a  $\mathbf{mingetty}(8)$  (or  $\mathbf{agetty}(8)$ ) on the console; (b) ask  $\mathbf{openvt}(1)$  to start a process on the console; (c) start X — it will find the first unused console, and display its output there. (There is also the ancient  $\mathbf{doshell}(8)$ .)

Common ways to switch consoles are: (a) use Alt+Fn or Ctrl+Alt+Fn to switch to console n; AltGr+Fn might bring you to console n+12 [here Alt and AltGr refer to the left and right Alt keys, respectively]; (b) use Alt+RightArrow or Alt+LeftArrow to cycle through the presently allocated consoles; (c) use the program  $\mathbf{chvt}(1)$ . (The key mapping is user settable, see  $\mathbf{loadkeys}(1)$ ; the above mentioned key combinations are according to the default settings.)

The command **deallocvt**(1) (formerly **disalloc**) will free the memory taken by the screen buffers for consoles that no longer have any associated process.

## **Properties**

Consoles carry a lot of state. I hope to document that some other time. The most important fact is that the consoles simulate vt100 terminals. In particular, a console is reset to the initial state by printing the two characters ESC c. All escape sequences can be found in **console\_codes**(4).

# **FILES**

/dev/console /dev/tty\*

#### **SEE ALSO**

chvt(1), deallocvt(1), loadkeys(1), mknod(1), openvt(1),  $console\_codes(4)$ ,  $console\_ioctl(4)$ , tty(4), ttyS(4), charsets(7), agetty(8), init(8), mapscrn(8), mingetty(8), resizecons(8), setfont(8)

# **COLOPHON**

This page is part of release 3.22 of the Linux *man-pages* project. A description of the project, and information about reporting bugs, can be found at http://www.kernel.org/doc/man-pages/.

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