



# siduction manual

siduction team

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# 1 Welcome

## 1.1 The siduction™ GNU/Linux operating system

The name **siduction** is a play on two words: the word **sid**, meaning the code name of Debian Unstable, and **seduction**.

siduction is an operating system based on the [Linux kernel](#) and the [GNU project](#). In addition there are application programs from [Debian](#). siduction is committed to the core values of the [Debian Social Contract](#) and the following “*Debian Free Software Guidelines*”.

See also [DFSG](#)

### 1.1.1 General

For those who want to get started quickly, here is the [Quick Start Guide](#)

The siduction operating system manual is a reference for getting to know the system as well as for refreshing your knowledge of the system. It not only provides basic knowledge, but also covers complex topics and supports the work as an administrator of siduction systems.

It is divided into similar topics: Everything concerning partitioning, for example, is in the “Installation/Partitioning” chapter, and topics concerning WiFi are in the “Network” chapter.

Printing manual pages:

Linux commands can be more than 120 characters long. In order to optimize the display on a screen, automatic line breaks are not applied. Our manual in PDF format, on the other hand, contains line breaks for the long commands. The PDF manual is available on all ISOs, on the system after installation, and also [online here](#).

To print manual pages, please use the PDF and print only the pages you need.

To get help for a specific pre-installed or self-installed application program (also called a package), it is best to consult the FAQs, online manuals or forums on the home page, or the application’s help menu.

Almost all application programs offer assistance by means of an associated “Manual-Page” (short manpage). It can be called in the terminal using the command **man <package\_name>**. You can also check for documentation in the `/usr` ↗ `/share/doc/<packagename>` directory.

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Errors excepted (E&OE)

### 1.1.3 Disclaimer

This is experimental software. Use at your own risk. The siduction project, its developers, and team members cannot be held liable under any circumstances for any damage to hardware or software, loss of data, or any other direct or indirect damage caused by the use of this software.

If you do not agree with these terms, you are not allowed to further use or distribute this software.

Last edited: 2022/03/29

## 1.2 The siduction team

List of maintainers and authors committed to development, maintenance, and support of **siduction**, sorted alphabetically by surname or pseudonym.

You can reach the siduction team via this [contact form](#).

### 1.2.1 Credit for siduction 2021.2.0

#### 1.2.1.1 Core Team

- Axel Beu (from) 2021 †
- Ferdinand Thommes (devil)
- Hendrik Lehmbruch (hendrikL)
- Torsten Wohlfarth (towo)
- Vinzenz Vietzke (vinzv)
- Alf Gaida (agaida)

#### 1.2.1.2 Art Team

- hendrikL

We **need** contributors for siduction release art!

#### 1.2.1.3 code ideas support manual

- der\_bud
- Markus Meyer (coruja)
- A.Konrad (akli) (for his work on getting the manual back into shape)
- Stefan Tell (cryptosteve)

#### 1.2.1.4 Credit for the original manual team

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- Roland Engert (RoEn)
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- zenren

**We would like to thank everyone who has contributed and continues to contribute to siduction as well as the original creators and translators of the bluewater-manual.**

Last edited: 2022/01/12

## 1.3 siduction help

Quick help can save you a lot of tears and gives you the opportunity to work on the important things in life. This section is organized by areas where the siduction distribution offers help.

### 1.3.1 The siduction forum

The siduction forum offers the possibility to ask questions and get answers to them. Before creating a new post, use the forum search, as there is a good chance that this or a similar question has been asked before. [The forum](#) is available in English and German.

### 1.3.2 The siduction wiki

The siduction wiki is freely usable and modifiable by all siduction users. We hope that this way the siduction documentation will grow with the project over time.

We hope for contributions from Linux users of all experience levels as this wiki intends to help users of all skill levels. The few minutes “sacrificed” to the wiki and project can save other users (and perhaps yourself) hours of dealing with problems. [Link to siduction wiki](#)

### 1.3.3 IRC - interactive live support.

**The IRC should never be entered as “root” but only as a normal user.**

If you are unsure, please announce this immediately in the IRC channel so that help can be given.

#### **Rules of conduct in IRC**

- A friendly tone is obligatory because we all do the support on a voluntary basis.
- It is helpful to make a request that is accurate to the best of your knowledge and to search for solutions in the siduction wiki beforehand if possible.
- Please never post a request in IRC and the forum at the same time. At best, we rub our eyes in amazement.

## Reach siduction

- Just click on the “**IRC Chat #siduction**” icon on the desktop or use the *kmenu* entry of *konversation*.

If you prefer another chat client, you need to enter these server details:

```
irc.oftc.net
port 6667
```

- [With this link you can start the IRC immediately in your browser](#): Enter a free nickname and join the channel #siduction-en.

### 1.3.4 Useful helpers in text mode

Normally, you should use text mode runlevel 3 (*init 3* or *journalctl isolate multi-user.target*) if you want to perform a dist-upgrade or if you are forced to because of a serious system error.

#### gpm

is a useful program in text mode. It allows you to use the mouse for copying and pasting in the terminal.

gpm is preconfigured in siduction. In case it is not:

```
$ gpm -t imps2 -m /dev/input/mice
```

After that, you should check if the service is active:

```
$ systemctl status gpm.service
```

If successful, you will also find a line similar to the following in the output:

```
Active: active (running) since Thu 2020-04-09 12:17:14 CEST; 5min ago
```

Now you should be able to use your mouse in text mode (tty).

## File manager and text editing



Midnight Commander is an easy to use text mode (tty) file manager and text editor preinstalled in siduction.

Apart from normal keyboard input, the mouse can also be used due to gpm.

`mc` shows the file system, and with `mcedit` you can edit an existing file or create a new one.

This is how to open an existing file (a backup copy is created first):

```
$ cp /etc/apt/sources.list.d/debian.list /etc/apt/sources.~  
list.d/debian.list_$(date +%F)  
  
then  
  
$ mcedit /etc/apt/sources.list.d/debian.list
```

Now the file can be edited and saved. The changes will take effect immediately.

See the man page for more information:

```
$ man mc
```

### 1.3.5 siduction IRC support in text mode

#### Rules of conduct in IRC

**The IRC should never be entered as “root” but only as a normal user.**

If you are unsure, please announce this immediately in the IRC channel so that help can be given.

#### IRC in text mode

The program `irssi` provides an IRC client in text mode or console and is activated in siduction.

With the key combination `ALT+F2` or `F3` etc., you can switch from one terminal/TTY to another and log in with your user account:

```
$ siductionbox login: <username> <password> (not as root)
```

After that you enter

```
$ siduction-irc
```

to start irssi.

Instructions for using a different client (weechat in the example):

First, make sure that weechat is installed by looking for the weechat entry in the menu. If this is not available:

```
# apt update
# apt install weechat-curses

and then start the program

$ weechat-curses
```

Now you can connect to irc.oftc.net on port 6667. After successful connection, the pseudonym (the “nickname”) will be changed:

**/nick ‘Your\_new\_nick’.**

You can enter the siduction channel with the following input:

**/join #siduction-en**

If you want to change the server, enter a command with the following syntax:

**/server server.name**

In the bottom menu, you can see numbers if the channels are active. In order to connect to a channel, you can use **ALT+1**, **ALT+2**, **ALT+3**, **ALT+4**, and so on.

To exit a channel use

**/exit**

If a dist-upgrade is performed at the same time, you can switch to the terminal to monitor the upgrade progress as follows:

key combination **ALT+F3**

To return to the IRC, you can use the key combination **ALT+F2**.

The following links provide more information:

[Documentation page of irssi](#)

[Documentation page of WeeChat](#)

### 1.3.6 Surfing the Internet in text mode

The command line browser **w3m** allows you to surf the internet in a terminal, console, or in text mode.

If neither w3m nor elinks are installed, proceed as follows:

```
# apt update
# apt install w3m
# apt install elinks
```

Now you can use the command line browser **w3m**. For this purpose, it is useful to switch to another terminal and log in with your user account:

key combination **ALT+F2**

```
$ siductionbox login: <username> <password> (not root!)
```

The program call is **w3m URL** or **w3m ?**.

Example: <https://siduction.org> is called like this (<https://> is omitted):

```
$ w3m siduction.org
```

A new URL is called using the key combination **Shift+U**.

After that, you will see a line like **Goto URL: <https://siduction.org>**. With the backspace key you delete the last selected URL and enter the desired one.

Exit w3m with:

**SHIFT+Q**

More information can be found on the [documentation page of w3m](#).

It is advisable to familiarize yourself with **elinks/w3m**, **irssi/weechat**, **midnight commander**. Print this file to have the information handy in case of an emergency.

### 1.3.7 inxi

**inxi** is a system information script that works independently of individual IRC clients. This script outputs various information about the hardware and software being used, so that other users in #siduction can better help with troubleshooting. Alternatively, run it in a console to get information about your own system yourself.

To use inxi in **konversation**, type this into the chat box:

```
/cmd inxi -v2
```

To use inxi in **weechat**, enter this into the chat box:

```
/shell -o inxi -v2
```

This requires the shell extension to be installed.

See: <https://www.weechat.org/scripts/>

To use inxi in other clients, type this into the chat box:

```
/exec -o inxi -v2
```

or

```
/inxi -v2
```

Type the following command into a console:

```
$ inxi -v2
```

Help for inxi:

```
$ inxi --help
```

### 1.3.8 Useful links

[Debian reference card - to print on a single sheet](#)

[HOWTOs from the Debian site](#) (automatically in your language if browser is local-

ized)

[Debian Reference: Basics and System Administration](#) (documents available as HTML, text, PDF, and PS)

[Common Unix Printing System CUPS](#) (In KDE, the KDE Help Center provides information about CUPS.)

[LibreOffice](#) (There is a wide choice in the “Help” menu.)

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## 2 Quickstart

### 2.1 siduction Quick Start Guide

siduction strives to be 100% compatible with Debian Sid. Nevertheless, siduction may provide packages that temporarily replace buggy Debian packages. The siduction apt repository contains siduction specific packages like the siduction kernel, scripts, packages we would like to push to Debian, utilities, and documentation.

#### 2.1.1 Essential chapters

Some chapters of the manual are essential reading for users who are new to Linux or new to siduction. In addition to this brief introduction, these are:

- [Terminal/Console](#) - describes how to use a terminal and the `su` command.
- [Partitioning the hard disk](#) - describes how to partition a hard disk.
- [Downloading siduction ISO](#) - describes how to download and check a siduction ISO file.
- [ISO to USB stick - memory card](#) - Describes how to create a siduction life media.
- [Installation on a hard disk](#) - describes how to install siduction onto a hard disk.
- [Non-free drivers, firmware, and sources](#) - describes how software sources can be adapted and non-free firmwares can be installed.
- [Internet connection](#) - describes how to connect to the Internet.
- [Package Manager and System Update](#) - describes how to install new software and update the system.

### 2.1.2 About the stability of Debian Sid

'Sid' is the name of Debian's unstable repository. Debian Sid is regularly updated with new software packages, which means that this Debian distribution contains the latest versions of the respective programs in a very timely manner. However, this also means that there is less time between a release in the upstream (by the software developers) and the distribution in Debian Sid to test the packages.

### 2.1.3 The siduction kernel

The Linux kernel of siduction is optimized to achieve the following goals: problem solving, enhanced and updated features, performance optimization, higher stability. The basis is always the latest kernel from <http://www.kernel.org/>.

### 2.1.4 The management of software packages

siduction follows Debian rules regarding package structure and uses `apt` as well as `dpkg` for software package management. The Debian and siduction repositories are located in `/etc/sources.list.d/*`.

Debian siduction contains more than 20,000 program packages, so the chances of finding a program suitable for a task are very good. Information on how to search for program packages can be found here:

[Program search with apt-cache or aptitude](#)

or

[GUI package search with packagesearch.](#)

A program package is installed with this command:

```
apt install <package_name>
```

See also: [Install new packages.](#)

New and updated software packages are pushed to Debian Sid Repositories four times a day. Quick package management is achieved by using a local database. The command

```
apt update
```

is necessary before each installation of a new software package to synchronize the local database with the repositories' software supply.

### **The use of other Debian based repositories, sources, and RPMs.**

Installations from source code are not supported. It is recommended to compile as user (not root) and to place the application in the home directory without installing it onto the system. The use of `checkinstall` to generate DEB packages should be limited to purely private use. Conversion programs for RPM packages like `alien` are not recommended either.

Other well-known (and lesser-known) Debian based distributions create new packages with a structure different from Debian. They often use other directories for programs, scripts, and files during installation, which can lead to unstable systems. Some packages cannot be installed at all because of unresolvable dependencies, different naming conventions, or different versioning. For example, a different version of `glibc` may result in the inability to execute any program at all.

For this reason, Debian's repositories should be used to install the required software packages. Other software sources may be difficult or impossible to support by siduction. This includes packages and PPAs from Ubuntu.

### **2.1.5 Updating the system - upgrade**

An upgrade can only be performed when X graphics server is stopped. To stop the graphics server, the following command can be entered into a console as **root**:

```
init 3
```

After that, system updates can be performed safely. First, refresh the local package database with

```
apt update
```

Then update the system with one of the two alternatives



```
apt upgrade
apt full-upgrade
```

Afterwards, start the graphical user interface with the following command:

```
init 5
```

**apt full-upgrade** is the recommended procedure to upgrade a siduction installation to the latest version. It is described in more detail here:

[Updating an installed system - full-upgrade.](#)

### 2.1.6 Network configuration

The **Networkmanager** integrated in all graphical interfaces of siduction offers a quick configuration of network cards (Ethernet and wireless). It is mostly self-explanatory. In the terminal, the script **nmcli** provides access to the networkmanagers functionality. Wireless networks are scanned by the script. You can choose WEP as well as WPA encryption methods and use the **wireless-tools** or **wpa\_supplicant** backends to configure wireless networks. Ethernet configuration is done automatically when using a DHCP server on the router (dynamic assignment of an IP address), but manual setup (from netmasks to nameservers) is also possible with this script.

The start command in the console is **nmcli** or **nmtui**. If the script is not available, install it with:

```
apt install network-manager
```

More information at [network - nmcli](#)

Intel's [iNet wireless daemon \(IWD\)](#) is preparing to retire the WPA supplicant. Only one tenth as big and much faster, iwd will be the successor. If you want to switch to iwd already, please refer to our manual page [IWD instead of wpa\\_supplicant](#) for the procedure.

### 2.1.7 Runlevels - target unit

By default, siduction boots into the graphical user interface (except NoX). Configuration of runlevels is described in the chapter [siduction runlevels - target unit](#).

### 2.1.8 Other desktop environments

Plasma, Gnome, Xfce, LXQt, Cinnamon, and Xorg are shipped by siduction.

### 2.1.9 Help in IRC and in the forum

Help is always available in IRC or in the siduction forum.

- Read more in the chapter [Where to get help](#).
- [With this link you can call the IRC immediately in your browser](#): enter a freely chosen nickname and join the channel #siduction-en.

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## 3 ISO images

This section contains information and notes on

- [The Content of the live ISO](#),  
available variants, system requirements, applications, utilities, and the disclaimer.
- [Using the live DVD](#),  
the available users and their passwords, working with root privileges, and software installation during the live session.
- [The boot options \(cheat codes\)](#),  
in tabular form for both the live ISO and installed systems.
- [Downloading and integrity check of ISOs](#),  
the mirror servers and the files on them, and the integrity check of the download.
- [Write the ISOs onto a flash drive, SD or SDHC card](#),  
methods to write a siduction ISO image file as live media to a USB stick, SD card or SDHC card.
- [Burning the ISOs onto a DVD with GUI](#),  
using programs on a graphical user interface on the operating systems Linux and Windows™.
- [Burning the ISOs without GUI](#),  
by means of a whole set of directly usable terminal commands, which can also be used to determine available devices.

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## 3.1 Contents of the Live-ISO

### 3.1.1 Note about the software on the Live-ISO

siduction provides DFSG-free software on the Live-ISO as well as non-free firmware. To uninstall proprietary software, use the command **apt purge \$([↗](#) **vrms -s**)** or our script **remove-nonfree** after installation.

The ISO is based exclusively on the latest Debian Sid at the time of release, enriched and stabilized with custom packages and scripts from the siduction repositories. The kernel we use is a patched version of the latest vanilla mainline kernel. ACPI and DMA are enabled.

A complete manifest file with a list of all installed programs for each release variant of siduction can be found on each download mirror.

### 3.1.2 Variants of the ISO

siduction offers seven current images in 64-bit as live ISO to get started with Debian Sid. Five of the images come with a preinstalled desktop environment. Typically, an installation takes between 1 and 10 minutes, depending on the hardware.

The alternatives are:

1. **KDE Plasma 64-bit**, live-ISO with about 2.8 GByte:
  - Qt based Plasma Desktop and KDE frameworks; with a representative selection of KDE Applications
  - installation of additional applications easily possible via apt
2. **Xfce 64-bit**, live-ISO with about 2.3 GByte:
  - includes a GTK based desktop environment with all features (no minimal version!) and all productivity applications right away
  - resource requirements lower than for KDE
  - installation of additional applications easily possible via apt
3. **LXQt 64-bit**, live ISO with about 2.2 GByte:
  - includes desktop environment with a selection of Qt applications
  - footprint somewhat smaller than with Xfce
  - installation of additional applications easily possible via apt

4. **Xorg 64-bit**, live ISO with about 1.8 GByte:

- ISO image with an Xorg stack and the spartan window manager Fluxbox
- for users who want to build their system according to their own ideas

5. **NoX 64-bit**, live ISO with about 800 MByte:

- as the name implies, no pre-installed Xorg stack

**32-bit ISOs** are no longer offered by default.

If a 32bit ISO is desired, we will gladly create one on request in IRC. Unfortunately, we cannot test such an ISO.

### 3.1.3 Minimum system requirements

for: KDE-Plasma, Mate, Xfce, LXQt, LXDE, Cinnamon, Xorg, and NoX

#### Processor requirements: 64Bit CPU

AMD64

Intel Core2

Intel Atom 330

any x86-64/ EM64T capable CPU or newer

newer 64-bit capable AMD or Intel CPUs

(look for the "lm" flag in /proc/cpuinfo or use `inxi -v3`)

#### Memory requirements

KDE Plasma	at least	4 GByte	RAM
Xfce	at least	4 GByte	RAM
LXQt	at least	512 MByte	RAM
Xorg	at least	512 MByte	RAM
NoX	at least	256 MByte	RAM

At least 5 GByte hard disk space for NoX

At least 10 GByte of disk space for all the others

#### Other

VGA graphics card with at least 640x480 pixel resolution and optical drive or USB media.

### 3.1.4 Applications and utilities

As web browser, [Firefox](#) or [Chromium](#) is included (depending on the variant).

LibreOffice is pre-installed as office software. Dolphin, Thunar, and PCManFM are available as file managers.

Connman or Network Manager is available for network and internet configuration.

Xorg and NoX are delivered with [IWD](#) as wireless daemon. It can be configured via [nmtui/nmcli](#) or [iwctl](#).

For disk partitioning, [cfdisk](#), [gdisk](#) and [cgdisk](#), and [GParted](#) are supplied. Gparted also provides the ability to resize NTFS partitions.

System analysis tools such as [Memtest86+](#) (a tool for comprehensive memory analysis) are included, too.

Each ISO variant contains an extensive selection of applications for the command line. A complete manifest file with the installed programs for each release variant of siduction can be found on each download mirror.

### 3.1.5 Disclaimer

siduction is experimental software. Use at your own risk. The siduction project, its developers, and team members cannot be held liable under any circumstances for damage to hardware or software, lost data, or any other direct or indirect damage to the user by using this software. Anyone who does not agree to these terms may not use or distribute this software.

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## 3.2 How to use the live DVD

### 3.2.1 Users set up on the live medium

The users **siducer** and **root** (the system administrator) are set up on the live medium.

The password for the user **siducer** is **live**.

No password is set for **root** (system administrator).

The live session will be locked after some time without any input. To unlock, please enter the username **siducer** and the password **live**.

### 3.2.2 root privileges on the live DVD

Several ways of how to run a program with root privileges are described below.

#### Caution

Whenever you work with root privileges, you should know exactly what you are doing. For web browsing and similar actions, root privileges are not necessary.

1. The easiest way is to open a terminal and get root privileges by typing **su**. To start a program that works with a graphical user interface, just enter the program name.

```
root@siduction:~# gparted &
```

Now Gparted will be executed with root privileges. The “&” at the end of the command puts the process into the background so that the terminal remains usable.

2. Open a command prompt window:  
Use the key combination **Alt+F2** to get a program launcher and enter the following command:

```
sudo <application>
```

A terminal window will open, asking you for the root password. Now simply press the **Enter** key, unless a temporary root password has been set as described below. In the latter case, the corresponding password must be entered.

3. Enter the following command into a terminal without root privileges:

```
sudo <application> &
```

Please note:

**sudo** is not preconfigured on hard disk installations. We recommend to directly use the real **root** account.

See [why sudo is not configured](#).

### 3.2.3 How to set a new password

Remember: The livesession's standard user is **siducer** with the password **live**. If you want to change the password, open a terminal and enter the following commands:

```
siducer@siduction:~$ passwd
Enter a new password:
Re-enter the new password:
passwd: Password successfully changed
siducer@siduction:~$
```

This new password for **siducer** can be used for the rest of the live session.

The same procedure can be used to set a password for **root** in any terminal, but you have to become root via **su** first. Afterwards, a login on a virtual console as **root** is possible.

### 3.2.4 Software installation during live session

The command sequence for installing software during a live session is similar to that on a hard disk installation. The prerequisite is a root terminal:



```
apt update  
apt install <the-package-you-want>
```

Otherwise, type `sudo` before the commands.

```
sudo apt update  
sudo apt install <the-package-you-want>
```

However, if you shut down the live DVD, no changes will be kept.

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## 3.3 Boot options and cheat codes

### Info

This manual page contains tables of

1. [siduction specific parameters \(Live DVD only\)](#)
2. [boot options for the graphics server X](#)
3. [general parameters of the Linux kernel](#)
4. [values for the general parameter \*\*vga\*\*](#)

If the “*value*” field is non-empty, one of the possible values must be appended to the corresponding boot option with a = character. For example, if “1280x1024” is the desired value for the boot option **screen**, enter **screen=1280x1024** into the Grub command line. For language selection (here German), type **lang=de**. The Grub command line can be accessed by pressing the **e** key as soon as the Grub menu appears. After that, you are in edit mode. Now you can navigate to the kernel line with the arrow keys and insert the desired cheatcode(s) at the end. The space character serves as separator. The boot process can be continued with the key combination **Ctrl+X** or **F10**.

[Detailed reference list for kernel boot codes from kernel.org](#)

### 3.3.1 siduction specific parameters

These boot options apply only to the live DVD.

boot option	value	description
blacklist	module_name	temporary deactivation of modules before udev becomes active
desktop	kde, gnome, fluxbox	select desktop environment
fromiso	<a href="#">Please read “booting ‘fromiso’”.</a>	

boot option	value	description
hostname	myhostname	changes the network name (hostname) of the live CD system
lang	be, bg, cz, da, de, de_CH, el, en, en_AU, en_GB, en_IE, es, fr, fr_BE, ga, hr, hu, it, ja, nl, nl_BE, pl, pt (pt_BR), pt_PT, ro, ru, zh	sets the language preference, the basic localization settings (locales), the keyboard layout (in the console and in X), the timezone, and the Debian mirror. In the long form <code>lang=ll_cc</code> or <code>lang=ll-cc</code> , “ll” refers to the language selection and “cc” to the keyboard layout, mirror server, and time zone selection (e.g. <code>lang=fr-be</code> ). The default setting for English is <code>en_US</code> with UTC as the time zone and for German <code>de</code> with Europe/Berlin as the time zone. Example for a self-selected setting: <code>lang=pt_PT ↗ tz=Pacific/Auckland</code>
md5sum		tests the checksum of the CD/DVD (to check if CD/DVD is OK)
noaptlang		prevents the installation of localization packages of the selected language
nocpufreq		does not enable speedstep/powernow
nodhcp		no DHCP (DHCP automatically tries to establish Ethernet connections)
noeject		does not remove CD/DVD from drive
nofstab		prevents writing a new fstab
nointro		skips the output of <code>index.html</code> when starting the live DVD/CD
nomodeset	<code>radeon.modeset=0</code>	together with <code>xmodule=vesa</code> allows a clean boot to X for Radeon cards in live mode

boot option	value	description
nonetwork		prevents automatic configuration of network interfaces at boot time
noswap		no activation of the swap partition
persist	Please read "fromiso and persist".	
smouse		searches for serial mouse input devices using hwinio
tz	tz=Europe/Dublin	sets the time zone. If the bios or hardware clock is set to UTC, <b>utc=yes</b> is specified. A list of all supported time zones can be viewed by copying & pasting <b>file:///usr/share/zoneinfo/</b> into the browser.
toram	copies the DVD/CD into RAM and boots from the RAM copy	

### 3.3.2 Boot options for the graphics server X

Either the **xandr** or **xmodule** boot option should also be used when applying boot options for the X graphics server for Radeon, Intel, or MGA graphics cards.

boot option	value	description
dpi	auto or DPI count	sets the desired pixels per inch for the monitor. The DPI is obtained by dividing the number of pixels of the monitor width by the diagonal (in inch) and multiplying the result by one of the following values: 1.25 for a 4:3 screen, 1.18 for a 16:10 screen, or 1.147 for a 16:9 screen. For a 24" screen with 1920x1080 resolution this results in 1.147x1920/24 dpi=92, or for a 15" screen with 1600x1200 resolution this results in 1.25x1600/15 dpi=133.
hsync	80	sets the horizontal frequency of the monitor (in kilohertz)
noml		prevents the X.org configuration from containing a list of modelines, thus causing the correct mode to be detected automatically
noxrandr		prevents the new X.org drivers from using the extensions of RandR 1.2 and uses the old techniques to query monitor properties
screen	1280x1024	sets custom resolution for X (1280x1024 or other screen resolutions)
vsync	(e.g.) 60	sets the vertical frequency of the monitor (in hertz)
xdepth	values: 8 15 16 24	set the color depth used by X.org (not all drivers support 1 and 4)
keytable	(e.g.) us, de, gb	keyboard layout used by X.org
xkbmodel	(e.g.) pc105	keyboard type used by X.org (the number indicates the number of keys)
xkboptions	(e.g.) grp:alt_shift_toggle	assignment variant of the keyboard used by X.org

boot option	value	description
xkbvariant	(e.g.) nodeadkeys	set a layout variant of the keyboard
xmode	800x600	set the screen resolution according to the given value ( <a href="#">1024x768</a> , <a href="#">1600x1200</a> etc.)
xmodule or xdriver	ati, fbdev, i810, intel, mga, nouveau, radeon, savage, vesa	uses the selected X module
xrandr		forces X.org configuration using the new RandR 1.2 extensions of the X.org drivers
xrate	XX	forces a preferred retry frequency for drivers supported by RandR 1.2. This option must be used in conjunction with the <a href="#">xmode</a> boot option. Detailed documentation can be found <a href="#">here</a> .
xhrefresh	(e.g.) 75	sets the horizontal frequency of the monitor for X (in kilohertz)
xvrefresh	(e.g.) 60	sets the vertical frequency of the monitor for X (in hertz)

### 3.3.3 General parameters of the Linux kernel

boot option	value	description
apm	off	disables Advanced Power Management
1, 3, 5	(e.g.) 3	boot targets or runlevels which can be entered manually in the Grub boot line. See also the manual page <a href="#">Runlevel - target unit</a> .
irqpoll		uses IRQ polling
mem	(e.g.) 128M, 1G	uses the specified memory size

boot option	value	description
noagp		no AGP support (Accelerated Graphics Port)
noapic		no APIC query (Advanced Programmable Interrupt Controller)
nodma		no support for DMA (Direct Memory Access)
noisapnpbios		does not perform an ISA “Plug and Play” query at startup
nomce		disables the kernel option “Machine Check Exception”
nosmp		does not use Symmetric Multi-Processor (multiple CPUs or CPUs with Hyper-Threading)
pci	noacpi	no ACPI for PCI devices
quiet		no output on screen
vga	normal	more about vga codes in the next paragraph
video	(e.g.) DVI-0:800x600	for graphics cards with KMS enabled; applies to Intel and ATI graphics cards (the latter with Radeon driver); DVI-X/LVDS-X refers to video output shown by <b>xrandr</b>

### 3.3.4 VGA codes

The following tables list the values that can be specified with the general parameter **vga**.

An example of use is **vga=791** (VESA code, resolution 1024x768 with 64000 colors).

Problems with netbooks or other screen resolutions can be solved by entering **vga=0** in the grub line.

#### Decimal

colors	640x480	800x600	1024x768	1280x1024
256	257	259	261	263
32k	272	275	278	281
64k	273	276	279	282
16M	274	277	280	

**hexadecimal**

colors	640x480	800x600	1024x768	1280x1024
256	0x101	0x103	0x105	0x107
32k	0x110	0x113	0x116	0x119
64k	0x111	0x114	0x117	0x11A
16M	0x112	0x115	0x118	

**VESA**

colors	640x480	800x600	1024x768	1280x1024	1600x1200
256	769	771	773	775	796
32k	784	787	790	793	797
64k	785	788	791	794	798
16M	786	789	792	795	

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### 3.4 Downloading the ISO

Please use the closest mirror. Mirror servers listed below, with details for the entry in

`/etc/apt/sources.list.d/siduction.list`, are updated in a timely manner.

#### Europe

- Office Vienna, Vienna, Austria  
<https://siduction.office-vienna.at/>
- Freie Universität Berlin/spline (Student Project LInux NEtwork), Germany  
<http://ftp.spline.de/pub/siduction/>  
<https://ftp.spline.de/pub/siduction/>  
<ftp://ftp.spline.de/pub/siduction/>
- University of Stuttgart, Germany  
<https://ftp.uni-stuttgart.de/siduction/>  
<ftp://ftp.uni-stuttgart.de/siduction/>
- Academic Computer Club, Umeå University, Sweden  
<http://ftp.acc.umu.se/mirror/siduction.org/>  
<https://ftp.acc.umu.se/mirror/siduction.org/>  
<rsync://ftp.acc.umu.se/mirror/siduction.org/>
- Dotsrc.org, Aalborg University, Denmark  
<http://mirrors.dotsrc.org/siduction/>  
<https://mirrors.dotsrc.org/siduction/>  
<ftp://mirrors.dotsrc.org/siduction/>  
<rsync://mirrors.dotsrc.org/siduction/>
- Yandex, Moscow, Russia  
<https://mirror.yandex.ru/mirrors/siduction/>  
<http://mirror.yandex.ru/mirrors/siduction/>  
<ftp://mirror.yandex.ru/mirrors/siduction/>  
<rsync://mirror.yandex.ru/mirrors/siduction/>

- GARR Consortium, Italy  
<http://siduction.mirror.garr.it/>  
<https://siduction.mirror.garr.it/>
- Quantum Mirror, Hungary  
<http://quantum-mirror.hu/mirrors/pub/siduction/>  
<https://quantum-mirror.hu/mirrors/pub/siduction/>  
<rsync://quantum-mirror.hu/siduction/>
- Belnet, Brussels, Belgium  
<http://ftp.belnet.be/mirror/siduction/>  
<https://ftp.belnet.be/mirror/siduction/>  
<ftp://ftp.belnet.be/mirror/siduction/>  
<rsync://ftp.belnet.be/siduction/>
- Gesellschaft für wissenschaftliche Datenverarbeitung mbH Göttingen, Germany  
<https://ftp.gwdg.de/pub/linux/siduction/>  
<ftp://ftp.gwdg.de/pub/linux/siduction/>  
<rsync://ftp.gwdg.de/pub/linux/siduction/>
- RWTH Aachen, Germany  
<https://ftp.halifax.rwth-aachen.de/siduction/>  
<rsync://ftp.halifax.rwth-aachen.de/siduction/>  
<ftp://ftp.halifax.rwth-aachen.de/siduction/>  
<http://ftp.halifax.rwth-aachen.de/siduction/>
- Studenten Net Twente, Netherlands  
<http://ftp.snt.utwente.nl/pub/linux/siduction/>  
<https://ftp.snt.utwente.nl/pub/linux/siduction/>  
<ftp://ftp.snt.utwente.nl/pub/linux/siduction/>  
<rsync://ftp.snt.utwente.nl/siduction/>

## Asia

- KoDDOS, Amarutu Technology, Hong Kong  
<https://mirror-hk.koddos.net/siduction/>

<http://mirror-hk.koddos.net/siduction/>  
<rsync://mirror-hk.koddos.net/siduction/>

### South America

- Corporación Ecuatoriana para el Desarrollo de la Investigación y la Academia, Cuenca  
<https://mirror.cedia.org.ec/siduction/>  
<http://mirror.cedia.org.ec/siduction/>  
<rsync://mirror.cedia.org.ec/siduction/>

### North America

- Department of Mathematics, Princeton University, United States  
<http://mirror.math.princeton.edu/pub/siduction/>  
<https://mirror.math.princeton.edu/pub/siduction/>
- Georgia Tech Software Library (GTlib), Atlanta, United States  
<http://www.gtlib.gatech.edu/pub/siduction/>  
<ftp://ftp.gtlib.gatech.edu/pub/siduction/>  
<rsync://rsync.gtlib.gatech.edu/siduction/>
- Liquorix.net, United States  
<https://liquorix.net/siduction/>

#### 3.4.1 Files on the siduction mirrors

Each mirror includes the following files:

siduction-20xx-xx-release-name-window-manager-arch-  
datetimestamp.arch.manifest

siduction-20xx-xx-release-name-window-manager-arch-datetimestamp.iso

MD5SUM

MD5SUM.gpg

SHA256SUM

SHA256SUM.gpg

SOURCES

The `xxx.manifest` file lists all packages of the respective ISO.

`xxx.iso` is the image file provided for download.

The `xxx.md5` and `xxx.sha256` files are used to verify the integrity of the ISO.

The `xxx.gpg` files are the signature files used to validate checksum files (`.md5`, `.sha256`) for changes.

`xxx.sources` contains the download links to the source code files of the packages used.

Download links and mirrors can be found at [siduction.org](https://siduction.org).

The tar archive with the sources is interesting for those who want to redistribute siduction. Here, the source code must be published to comply with the license. More information can be found in the tar archive.

If someone can provide an FTP server with appropriate traffic, we are always available in the [siduction forums](#) or in IRC [irc.oftc.net #siduction-en](#).

### 3.4.2 Integrity check

#### md5sum

An md5sum is the checksum of a file and is used to check the integrity of the associated file. The siduction ISO file and its respective md5sum files can be downloaded from the same directory. For example:

```
siduction-21.3.0-wintersky-kde-amd64-202112231751.iso
siduction-21.3.0-wintersky-kde-amd64-202112231751.iso.md5
```

During the integrity check, a md5sum is created for the downloaded ISO file and then compared to a sum in the file with the `.md5` extension that we have created in advance. If the check sums deviate, the file has been changed or damaged. This test protects you from using a manipulated ISO file and saves you a lot of time for debugging in case of a non functioning DVD.

On Linux, use the terminal and navigate to the directory containing both the ISO file and the `.md5` file. Then you can get the ISO file's checksum by entering `md5sum ↵`  
`siduction-*.iso` and the the `.md5` file's content with `cat siduction-*.iso ↵`

**.md5.** If you combine the two commands, the output is given one upon the other and is thus easy to compare.

```
$ md5sum siduction-*.iso && cat siduction-*.iso.md5
358369ebc617613e3c58afc1af716827 siduction-21.3.0-wintersky-
kde-amd64-202112231751.iso
358369ebc617613e3c58afc1af716827 *siduction-21.3.0-wintersky-
kde-amd64-202112231751.iso
```

The check is made even easier on Linux with the **md5sum -c**. Note that you need to specify the .md5 file in this command.

```
(command and output in case of success)
$ md5sum -c siduction-21.3.0-wintersky-kde-amd64-
-202112231751.iso.md5
siduction-21.3.0-wintersky-kde-amd64-202112231751.iso: OK
```

```
(command and output in case of error)
$ md5sum -c siduction-21.3.0-wintersky-kde-amd64-
-202112231751.iso.md5
siduction-21.3.0-wintersky-kde-amd64-202112231751.iso: 
FEHLSCHLAG
md5sum: WARNUNG: 1 berechnete Prüfsumme passte NICHT
```

## sha256sum

A check using the sha256sum works exactly like the one with md5sum. The major difference is the increased security due to a 256 Bit check sum (md5sum: 128 Bit).

## Windows

If you have downloaded the siduction ISO file on Windows 7 or later, the Powershell provides the preinstalled **CertUtil** helper program to create check sums. You can call it like this:

```
CertUtil -hashfile C:\TEMP\<my_ISO_file.img> MD5
or
CertUtil -hashfile C:\TEMP\<my_ISO_file.img> SHA256
```

On older Windows versions you can use the [md5summer](#) program (486 kB) published under the General Public License.

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## 3.5 ISO to USB stick - memory card

Below we describe methods to write a siduction ISO image file as live media to a USB stick, SD card, or SHDC card.

If “*persist*” is needed, we recommend the manual page [Boot from ISO file](#).

### Prerequisites

- The PC’s BIOS must allow booting from a USB stick or SD card. Normally this is the case if the BIOS offers this boot option.
- A USB stick or SD card with a recommended capacity of at least 4 GB.
- Back up all your data on the devices you want to use for making the siduction live media in advance as well as the currently used operating system and your private data. A small typo or a hasty click can destroy all your data!

#### Important information

The following methods will overwrite existing partition tables on the target media, causing all data to be lost. Take extreme care when selecting the target media and its drive label.

### 3.5.1 GUI application

#### For Linux™, RasPi™, MS Windows™, or Mac OS X™

The small tool [USBImager](#) is available for all the above operating systems and is used to backup data and create the live medium. The program is open source and licensed under the MIT license. Download the necessary file for your operating system and install the program according to the instructions on the download page.

The handling is very simple thanks to the no-frills interface.

Write the image file to the device: 1. Select an image by clicking on [...](#) in the first line. 2. Select a device by clicking on the 3rd line. 3. Click on the [Write](#) button in the 2nd line.

Detailed information can be found in the [Readme](#) of the project page.

### 3.5.2 Linux command line

We recommend using the command line. There is no need to install additional programs, since all the tools you need are already available. A single, easy-to-understand command line is sufficient to transfer the siduction ISO image file to the storage medium.

Before we write the siduction ISO image file to the storage medium, we need to determine its drive label. The easiest way is to use `journald`. The command `journalctl -f` executed in a terminal shows continuously the messages of `systemd`. Now we plug in the storage medium and watch the messages in the terminal. Lines of the following type contain the information we are looking for.

```
kernel: usb 2-3.3: new high-speed USB device number 7 ...  
[...]  
kernel: scsi 1:0:0:0: Direct-Access Intenso Alu Line ...  
kernel: sd 1:0:0:0: Attached scsi generic sg1 type 0  
kernel: sd 1:0:0:0: [sdb] 7866368 512-byte logical blocks: ↵  
      (4.03 GB/3.75 GiB)  
[...]  
kernel: sd 1:0:0:0: [sdb] Write cache: disabled, read ...
```

This is an Intenso USB flash drive with 4 GB storage capacity and a sector size of 512 bytes. The drive name is `sdb`. It follows that `/dev/sdb` is the path to use for the target medium.

Assuming the siduction ISO image file is stored in the `/home` directory of user `tux`, we can use the `dd` or `cat` commands to write to the target medium. The commands require root privileges. Therefore, depending on the system, either prepend `sudo` or `doas`, or use a terminal and become `root` with `su`.

```
dd if=/home/tux/siduction-21.3.0-wintersky-kde-amd64↵  
   -202112231751.iso of=/dev/sdb  
   (or)  
cat /home/tux/siduction-21.3.0-wintersky-kde-amd64↵  
   -202112231751.iso > /dev/sdb
```



The copying process may take 15 minutes or longer for an ISO image file of about 3 GB. Please wait relaxed until the prompt returns.

**3.5.2.1 Additional data partition** Usually the storage medium is much larger than the ISO image file. The methods shown so far all use the entire storage medium, although the ISO image file only occupies 2.9 GiB. This cannot be changed afterwards. It is a good idea to take advantage of the command line and set up two partitions in advance. The first partition will later contain the live system and the second one the otherwise unused space. This allows us to take data on the media to the live session and store it there during the live session.

We use as root the command `cgdisk /dev/sdb` to create a new GUID partition table (see the manual page [Partitioning with gdisk](#)) and use the following data:

1st partition:

Start sector: 64 (default)

Size: 3G (3 GB, slightly larger than the ISO image file)

Type hex code: 0700 (Microsoft basic data)

Name: siduction

2nd partition:

Start sector: xxxxxxxx (default, 1st sector after the previous partition).

Size: xxxxxx (default, the maximum possible size)

type hex code: 8300 (Linux)

Name: data

We write the partition table to the medium and exit `cgdisk`, but still stay in the root console, because the second partition still needs a file system and a meaningful label to make it easier to find in the file manager during the life session after mounting. The commands are:

```
mkfs.ext4 -L LifeData /dev/sdb2
```

With the storage medium prepared in this way, we write the ISO image file to the **1st partition**.

```
dd if=/home/tux/siduction-21.3.0-wintersky-kde-amd64-  
-202112231751.iso of=/dev/sdb1
```

Please pay attention to `/dev/sdb1`. If only `/dev/sdb` is used, the `dd` command will mercilessly overwrite our newly created partition table.

### 3.5.3 Mac OS X command line

The copy process is very similar to the procedure for a Linux operating system. Connect your USB device, Mac OS X should mount it automatically. In the Terminal (under **Applications > Utilities**), run this command:

```
diskutil list
```

Determine the name of the USB device and unmount the partitions. In our example the name is `/dev/disk1`:

```
diskutil unmountDisk /dev/disk1
```

Assuming the siduction ISO image file is stored in the `/home` directory of user **steve**, and the USB device is named `disk1`, execute the following command:

```
dd if=/Users/steve/siduction-21.3.0-wintersky-kde-amd64-  
-202112231751.iso of=/dev/disk1
```

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## 3.6 Burn ISO

Before burning the ISO image file to a DVD, you should always check it using the md5sum or sha256sum provided by siduction. This may save a lot of time troubleshooting a changed or corrupted file.

Detailed instructions can be found in the manual chapter [ISO Download, Integrity Check](#).

### IMPORTANT INFORMATION:

siduction, as a Linux LIVE DVD/CD, is very heavily compressed. For this reason, special attention must be paid to the burning method of the image. Please use high quality media, burning in DAO mode (disk-at-once), and not faster than eight times (8x).

We recommend, however, if the hardware supports booting from USB, to put the image on a USB stick or SD memory card. Instructions for this can be found on the manual page [ISO to USB stick / memory card](#).

### 3.6.1 Burn DVD with Linux

If you already have Linux on your computer, you can create the DVD with any installed burning program. Depending on the desktop environment, these are the programs

- + **K3b** for KDE
- + **Brasero** for Gnome
- + **Xfburn** for XFCE, LXQt, and Gnome

The burning programs are largely self-explanatory in their operation.

In K3b you select **More actions...** -> **Write image...**

In Xfburn and Brasero you should click **Burn image**.

Then select the ISO file to be burned (e.g. siduction-21.3.0-wintersky-kde-amd64-202112231751.iso) and set the burning mode **DAO** (Disk At Once) or **Automatic** and start the burning process.

Occasional problems when burning the live DVD are mostly caused by the graphical frontend applications. This can be worked around by using the very easy to

use script `burniso` on the console. The manual page [Burn DVD without GUI](#) explains the use of `burniso` briefly and exactly, as well as other commands to detect available hardware, compile data, and burn CD/DVDs.

### 3.6.2 Burn DVD with Windows

Of course, you can also burn the DVD on Windows. The downloaded file must be burned to a DVD as an ISO image and not from Windows Explorer as a file.

There are several good programs that extend the built-in CD and DVD burning feature introduced with Windows Vista to burn ISO files. Here are just two examples.

- The current version of the open source software [cdrtfe](#) is compatible with Windows Vista, 7, 8, 10, and 11. The program can be used to burn ISO images, create data discs (CD, DVD, BD), and audio as well as video CD/DVDs. You can install it on Windows or download the zip archive and run `cdrtfe` after unpacking it without any further installation.
- The closed-source software [CDBurnerXP](#) is a free program that can create data and audio CD/DVDs in addition to burning ISO images, and erases rewritable media if necessary. Available from [CDBurnerXP](#).

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## 3.7 Burn Live-DVD without GUI

### IMPORTANT INFORMATION:

siduction, as a Linux LIVE DVD/CD, is heavily compressed. For this reason, special attention must be paid to the burning method of the image. Please use high quality media, burning in DAO mode (Disk-At-Once), and not faster than eight times (8x).

You don't necessarily need a graphical user interface (GUI) to burn a CD/DVD. Problems that occur during burning are usually caused by frontends like K3b, not so often by backends like growisofs, wodim, or cdrdao.

Before burning the ISO image file to a DVD, you should always check it using the md5sum or sha256sum offered by siduction. This may save a lot of time troubleshooting a changed or corrupted file.

Detailed instructions can be found in the manual chapter [ISO Download, Integrity Check](#).

### 3.7.1 burniso

siduction provides a script called `burniso`.

It burns ISO image files, using wodim in Disk-At-Once mode with a fixed burning speed of 8x. First burniso tests if the necessary hardware is available and then lists all recognized ISO image files.

As **user**, change to the directory with the ISO image files and call `burniso`:

```
$ cd /path/to/ISO
$ burniso
Using device /dev/sr0.
Choose an ISO to burn:
1) siduction-21.3.0-wintersky-kde-amd64-202112231751.iso
2) siduction-21.3.0-wintersky-lxqt-amd64-202112231805.iso
3) siduction-21.3.0-wintersky-xfce-amd64-202112231826.iso
#? _
```

After entering the number for the desired ISO image file, `burniso` checks the integrity if there is an associated `.md5` file in the same directory. If successful, the burning process starts immediately afterwards. Therefore you should make sure that the medium to be burned to is already inserted before starting the script.

Burniso perfects and simplifies one single function for the user, namely burning ISO images. In addition, the command line programs offer all the possibilities to create media with data of various types on CD, DVD, and BD. In the following chapter we show some examples that are often used.

### 3.7.2 Burning with `cdrecord` `wodim` `growisofs`

The command line programs are the basis for the popular GUI programs like `K3b`, `Brasero`, or `Xfburn`. Those who prefer the full range of options offered by the programs `cdrecord`, `wodim`, `growisofs`, etc. use the command line. We present only a minimal part of the possibilities here. Studying the manpages should be self-evident and is a bit easier with the examples. In addition, tips for your own project can be found on the Internet with the search engine of choice.

### 3.7.3 Available devices

If the available hardware for burning is not exactly known, the programs `wodim` and `cdrecord` analyze the device data and output the information. First `wodim` for an external DVD writer to USB:

```
$ wodim -checkdrive
Device was not specified. Trying to find an [...] drive...
Detected CD-R drive: /dev/sr0
[...]
Vendor_info      : 'HL-DT-ST'
Identification  : 'DVDRAM GP50NB40 '
Revision        : 'RB00'
Device seems to be: Generic mmc2 DVD-R/DVD-RW.
Using generic SCSI-3/mmc DVD-R(W) driver (mmc_mdvd).
Driver flags    : SWABAUDIO BURNFREE
Supported modes: PACKET SAO
```

The output for the same device with `cdrdao`:

```
$ cdrdao scanbus
Cdrdao version 1.2.4 - (C) Andreas Mueller
/dev/sr0 : HL-DT-ST, DVD-RAM GP50NB40 , RB00
```

Another example with `wodim` on another PC with two IDE/ATAPI devices:

```
$ wodim --devices
wodim: Overview of accessible drives (2 found) :
-----
0 dev='/dev/scd0' rwrw-- : 'AOPEN' 'CD-RW CRW2440'
1 dev='/dev/scd1' rwrw-- : '_NEC' 'DVD_RW ND-3540A'
-----
```

To use the correct recorder, we first of all need the exact name for of the device file ("`/dev/sr0`" or "`/devscd1`").

### 3.7.4 Examples for CD DVD BD

In the examples, we do not provide extensive explanations of the options used. Please consult the man pages for detailed information.

#### Burning a CD/DVD from an ISO image

Wodim recognizes by the filename extension `*.iso` and the option `-dao` that an image is to be burned.

```
$ wodim dev=/dev/scd0 driveropts=burnfree,noforcespeed fs=14M\
speed=8 -dao -eject -v <image.iso>
```

If you get an error message concerning "`driveropts`", this is because `burnfree` is not possible on some burners. This is solved by removing the `driveropts` from the command.

```
$ wodim dev=/dev/sr0 fs=14M speed=8 -dao -eject -v <image.iso>
>
```

With `genisoimage` and `growisofs` you can create an ISO image file from a folder and all subfolders and burn it afterwards.

```
(create ISO)
$ genisoimage -o <my-image.iso> -r -J -l <directory>
(burn ISO)
$ growisofs -dvd-compat -Z /dev/dvd=<my-image.iso>
```

Burn a CD using a bin/cue image:

```
$ cdrdao write --speed 24 --device ATA:1,0,0 --eject filename.
.cue
```

### Erase a rewritable blank disk

In order to add new data to rewritable media, it must first be erased. The commands for deleting the tables of contents are:

```
$ wodim -blank=fast -v dev=/dev/scd0
(or)
$ cdrdao blank --device ATA:1,0,0 --blank-mode minimal
```

If you want to overburn the entire data, use `-blank=all` for `wodim` and `-blank-mode full` for `cdrdao`.

### Copy CD/DVD

It is possible to copy even if there is only one drive. After reading, the source media is ejected and you have to insert the blank media into the same drive to continue.

```
$ cdrdao copy --fast-toc --device ATA:1,0,0 --buffers 256 -v2
```

You can copy a CD on the fly if two drives are available.

```
$ cdrdao copy --fast-toc --source-device ATA:1,1,0 --device
ATA:1,0,0 --on-the-fly --buffers 256 --eject -v2
```



**Burn an audio CD**

Burn all wav files in the current folder at 12x speed.

```
$ wodim -v -eject -pad -dao speed=12 dev=/dev/scd0 defpregap=0 -audio *.wav
```

**Burn files to DVD**

```
$ growisofs -Z /dev/dvd -R -J file1 file2 file3 ...
```

If there is still space on the DVD, you can add files using the **-M** option.

```
$ growisofs -M /dev/dvd -R -J file8 file9
```

This command fills the remaining free space on the DVD with zeros and closes the media.

```
$ growisofs -M /dev/dvd=/dev/zero
```

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## 4 Installation

This section contains informations and notes on

- [Installation from live media to HDD](#), the necessary preparations, partitioning, and instructions for the installation program Calamares.
- [Booting without installation from an ISO file](#).
- [Partitioning of installation media](#), with examples of different disk sizes and single or dual boot.
- [Naming of block devices \(UUID\)](#), the different types of naming, the use of labels, the adjustment of the `fstab`, and the creation of new mount points.
- [Partitioning with GParted](#) on the graphical user interface.
- [Partitioning with gdisk](#) according to the UEFI-GPT standard in the terminal.
- [Partitioning with fdisk](#) based on the conventional BIOS with MBR partition tables (should only be used on old hardware).
- [LVM partitioning \(Logical Volume Manager\)](#) - in six steps to the goal, and the management of *logical volume*.
- moving private data from [/home directory](#), for example to make one data partition available for multiple operating systems on parallel installations.

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## 4.1 Installation on HDD

### 4.1.1 Data backup

**IMPORTANT: ALWAYS CREATE A DATA BACKUP!**

If the installation target is already home to an operating system or data is to be preserved, please always create a backup before installing siduction.

### 4.1.2 Installation preparations

First, change the boot order so that the medium to be booted (DVD, flashcard, or USB stick) is at the top of the list. On most computers, pressing the **F2** or **Del** key during the boot process takes you to the UEFI or BIOS setup. Alternatively, pressing **F12**, **F11**, **F7**, or **F8** (depending on the hardware manufacturer's specifications) during the boot process will take you directly to the boot menu where you can select the live media as the boot drive.

siduction usually starts without problems now. If this is not the case, boot options (cheat codes), which can be passed to the boot manager, are helpful. The manual page [Cheatcodes](#) explains the possible options.

At the start screen, use the arrow keys to navigate to “From CD/DVD/ISO: ...” or “From Stick/HDD: ...” (according to the used live medium) and press **e**. This takes you to the kernel command line where you can add the cheatcodes. Pressing **F10** will continue the boot process.

**Before the installation, please remove all USB sticks, cameras, etc.**

If siduction is not to be installed from, but **to a USB medium**, a different procedure is necessary. See the manual page [Installation to a USB medium](#).

### HDD, RAM, and Swap

The minimum requirements for installing the siduction variants are described on the manual page [Live ISO content](#).

With 15 GB hard disk space and 2 GB RAM you are currently on the safe side. A swap partition should be created on PCs with 1 GByte RAM or less. More than

2 GByte swap is rarely required and only useful for suspend to disk and server systems.

### 4.1.3 Partitioning

The partitioning of the drives depends on many factors:

- the chosen siduction variant
- size of the available drives and RAM
- single-boot or dual-boot with an already installed system (Windows, Linux, MAC)
- sharing of data for the installed systems

Examples and sizes for different installation situations are described on the manual page [Partitioning](#).

We recommend leaving the `/home` directory on the root partition. The `/home` directory should be the place where individual configurations are stored, and only those. For all other private data, including `.ssh`, `.gnupg`, and the mail archives, a separate data partition should be created and linked to the `/home` directory if necessary. The advantages for data stability, data backup, and also in case of data recovery are almost immeasurable.

The partitioning can be done during installation or already in advance during the live session with the following programs:

[Gparted](#), a graphical user interface program for GTK desktops

KDE Partition Manager, another graphical user interface program for Qt desktops

[gdisk](#), recommended for UEFI hardware with GTP partition tables

[cfdisk](#), only for older hardware with traditional BIOS and MBR partition tables

### 4.1.4 File systems

We recommend the **ext4** file system, which is used as the default file system on siduction. This applies to all partitions if only Linux operating systems are used.

For a dual-boot installation with *Windows*, a separate data partition with the **NTFS** file system makes sense. Linux can read and write to it; on Windows it is the default file system.

For a dual-boot installation with *MAC*, it also makes sense to have a separate data partition, but with the **HFS** or **HFS+** file system. Linux and MAC can have read and write access to it.

#### 4.1.5 Duplication to another computer

The following console command creates a list of installed software packages. This list can be used to install an identical software selection on another computer or in the event of a new installation:

```
~# dpkg -l|awk '/^ii/{ print $2 }'|grep -v -e ^lib -e -dev -e \
$(uname -r) >/home/username/installed.txt
```


We recommend to copy this text file to a USB drive or a disk of your choice.

The text file can then be copied to the target systems **\$HOME** directory and be used as a reference to install the required program packages. You can install the complete package list via

```
~# apt install $(/home/username/installed.txt)
```

#### 4.1.6 The Calamares installer

During the installation, the computer should preferably be connected to the Internet because Calamares uses the GeoIP service to determine default settings for localization and time.

1. The installation program can be started comfortably via the  icon on the desktop or in the menu: “System” > “Install system”.
2. After a double click on the icon, Calamares starts and we see the “Welcome” window.

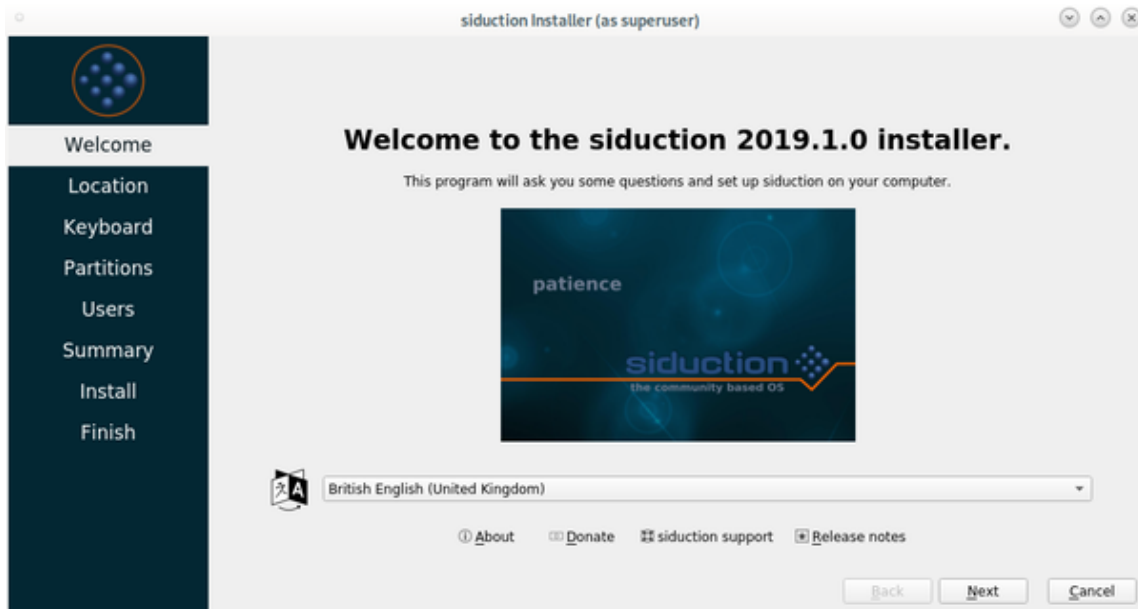


Figure 1: calamares welcome

If an internet connection is provided, the correct language should already be set here.

3. In the next window (*“Location”*), you have the possibility to make changes to *region*, *timezone*, and *system language*, as well as the date and number *format*.
4. Next, you can set up the keyboard.

In the upper section, the keyboard is displayed graphically and the changes are visible immediately. At the bottom, there is an input line to test the keyboard layout.

5. Then we reach the already mentioned partitioning, which determines the parts of the harddisk(s) siduction uses.

In our example, we use *“Manual partitioning”* because the partitions have already been created in advance and we only need to select the correct installation target. After clicking *“Next”*, the following window appears where we can select and edit the individual partitions.

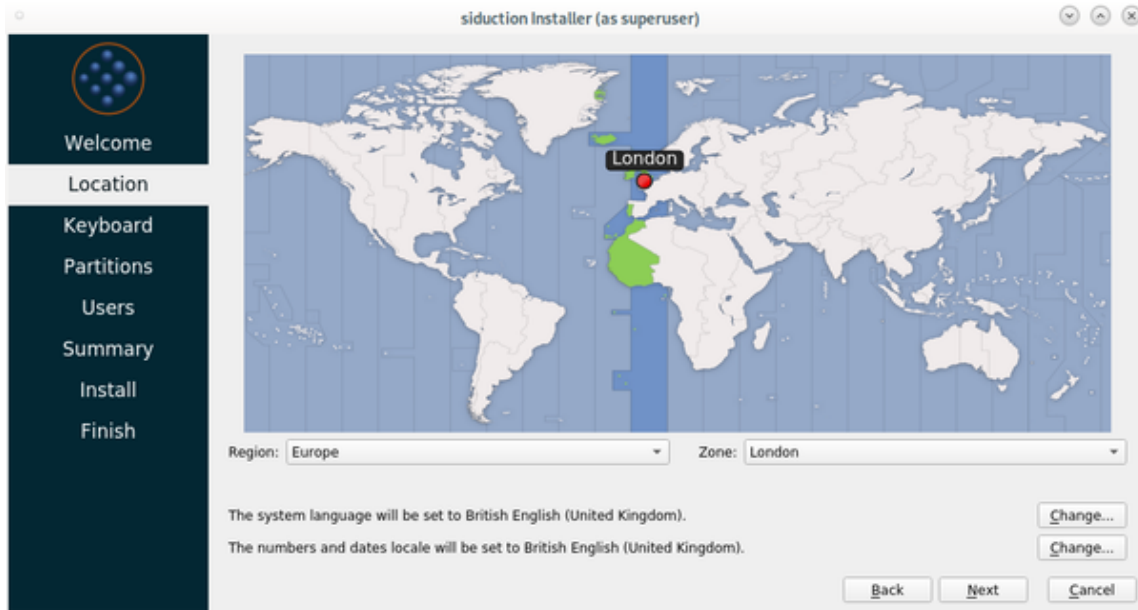


Figure 2: calamares location



Figure 3: calamares keyboard

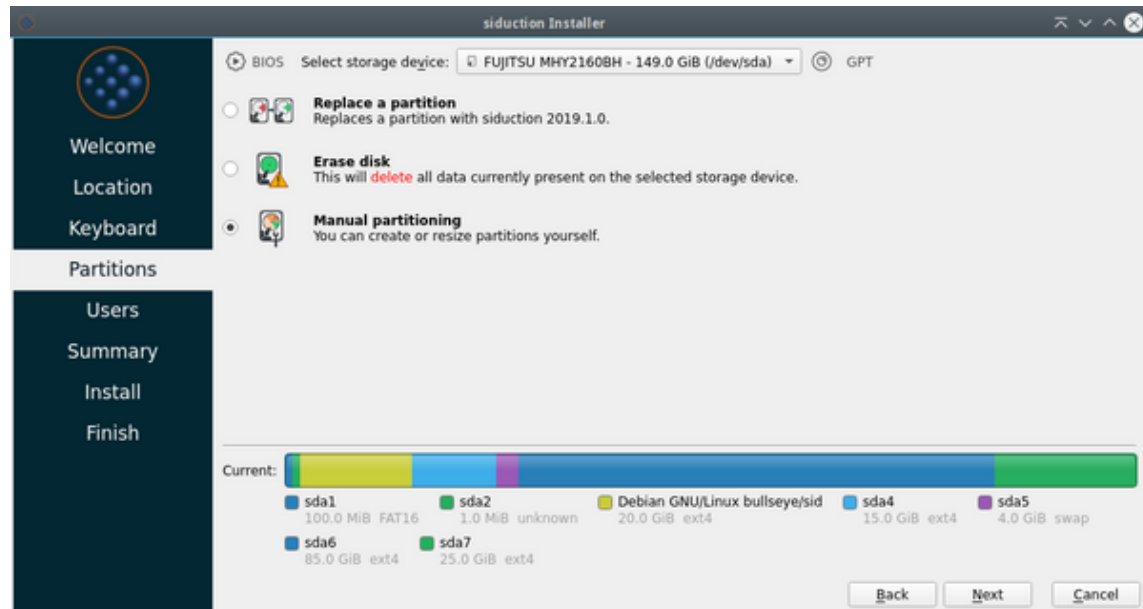


Figure 4: calamares partitions

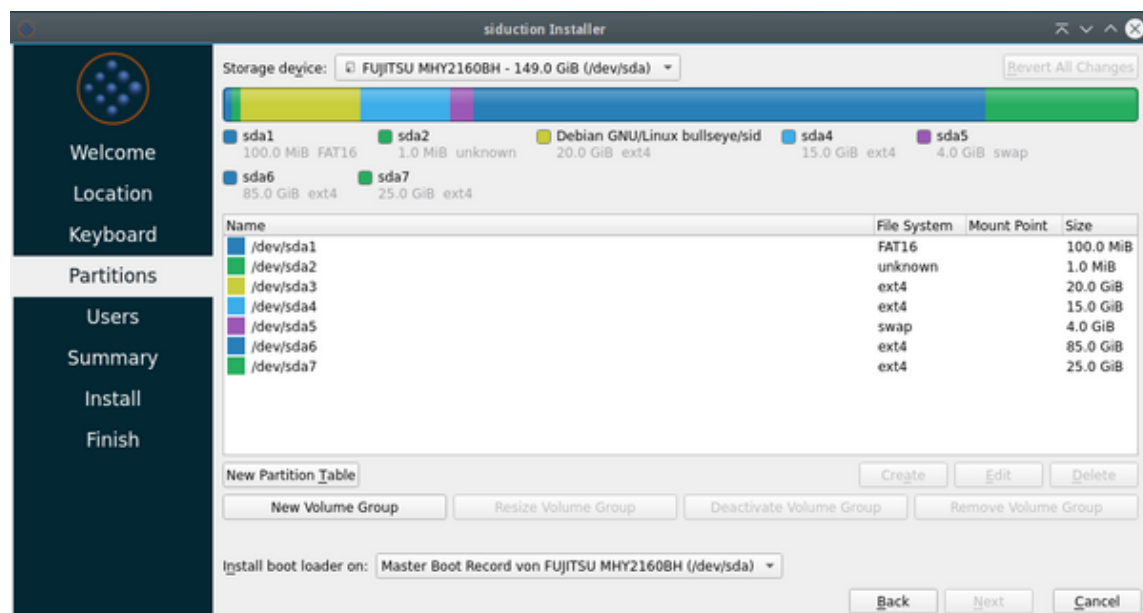


Figure 5: calamares work on partitions



We use the partitions:

sda7 for `/` (root)

sda6 for `/data` together with the Linux system already present on sda3 and sda4

After selecting the partition in question and pressing the “Change” button, a window opens where we enter the above mountpoint and also format sda7 with the **ext4** file system. The partition sda6 is not formatted because we want to use the data already stored there together with the existing Linux system.

We do not need to edit the swap partition (sda5) since it will be automatically detected and integrated during the installation.

We can see the result of our efforts in the next image.

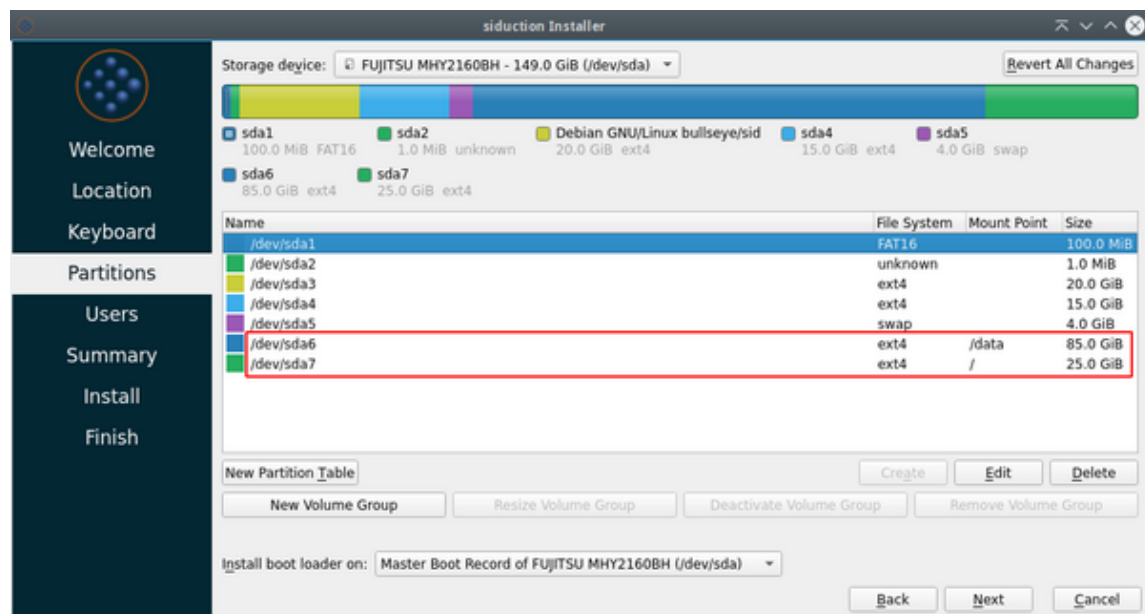


Figure 6: calamares partitions finish

- Next, we set username, login name, computer name, user password, and root password (remember them well!). The passwords should not be too simple for security reasons. Additional users can be added after installation in a terminal with `adduser`.

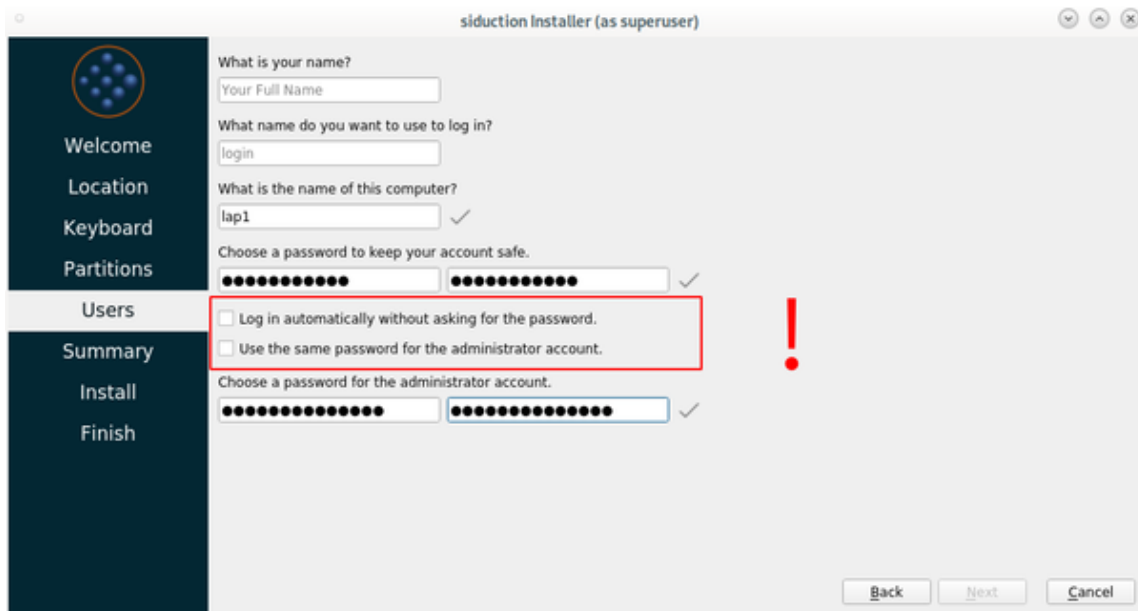


Figure 7: calamares users

We explicitly recommend not to use the options

*“Log in automatically without password prompt”* and

*“Use the same password for the administrator account”*.

They both represent a security risk on their own (see also [sudo](#)). If both options are enabled, entering passwords is just a farce!

7. After pressing the “Next” button, a summary of all previously made entries appears. Now you still have the possibility to make changes via “Back”. If you are satisfied with the result, a click on “Install” opens the small warning window in which you have to confirm the installation.
8. Now the installation starts. This takes some time depending on the hardware. The progress will be displayed respectively. Even if it takes a little longer, please do not abort the installation, but give the process time.
9. At the end, we get the possibility to reboot into the newly installed system.  
Remove the CD from the drive before rebooting!

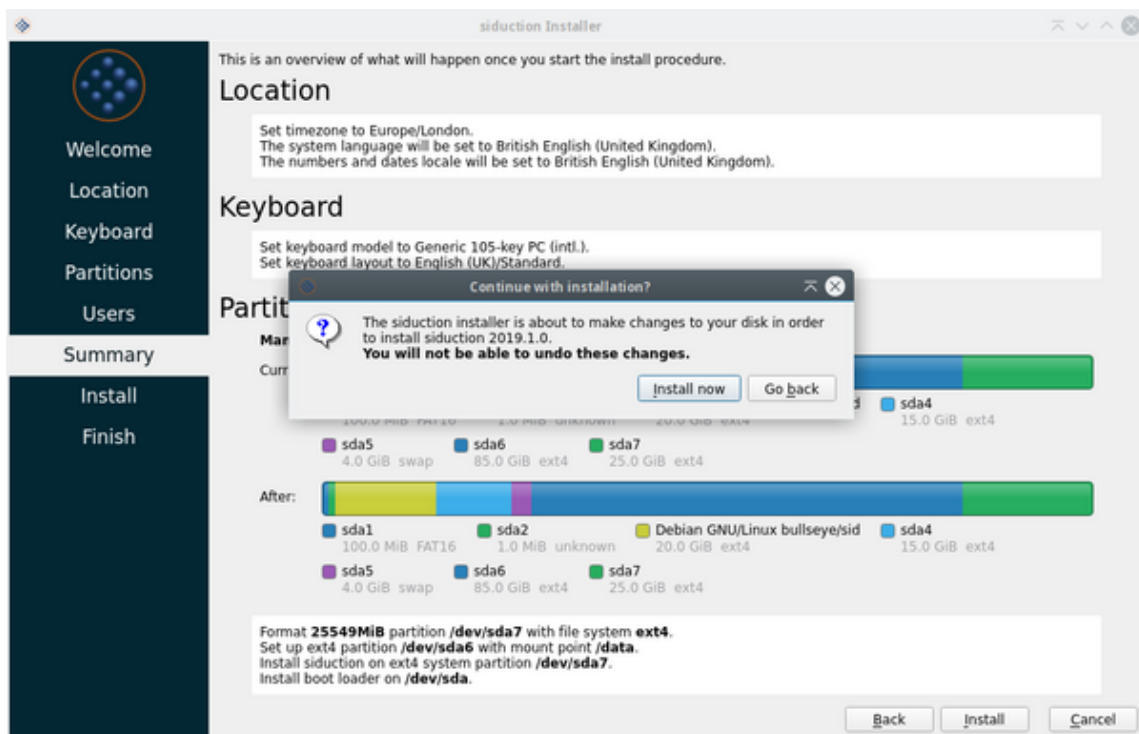


Figure 8: calamares summary

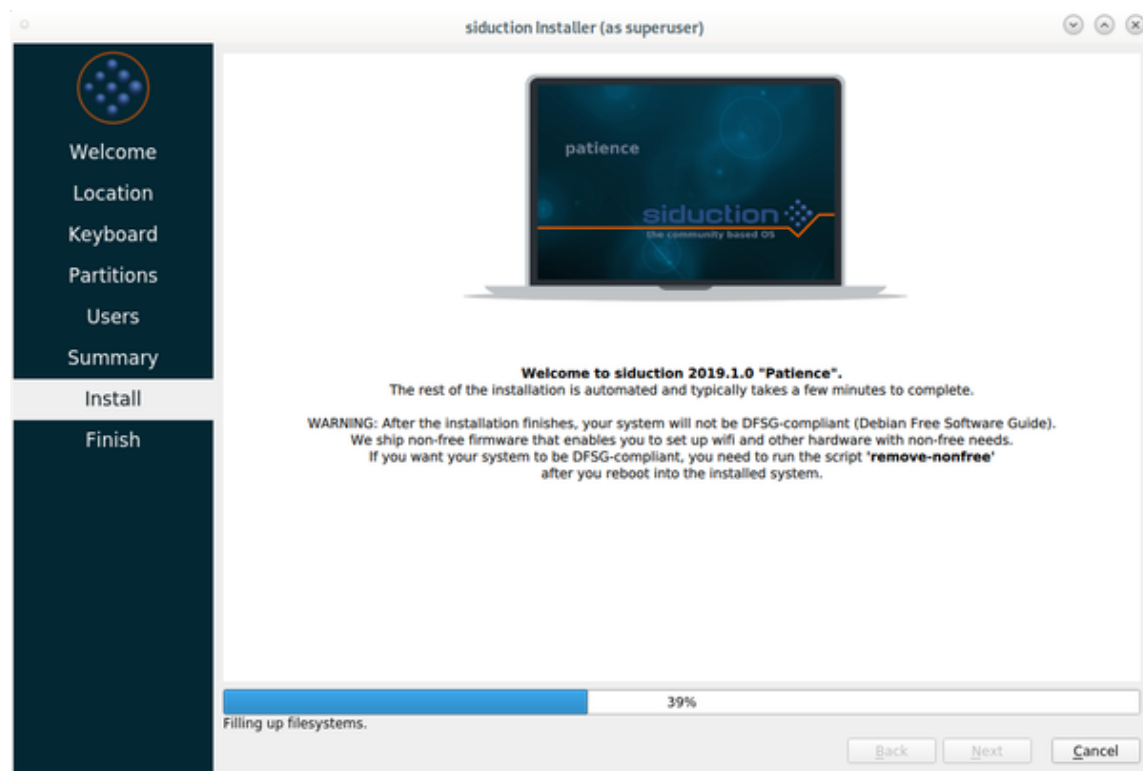


Figure 9: calamares install

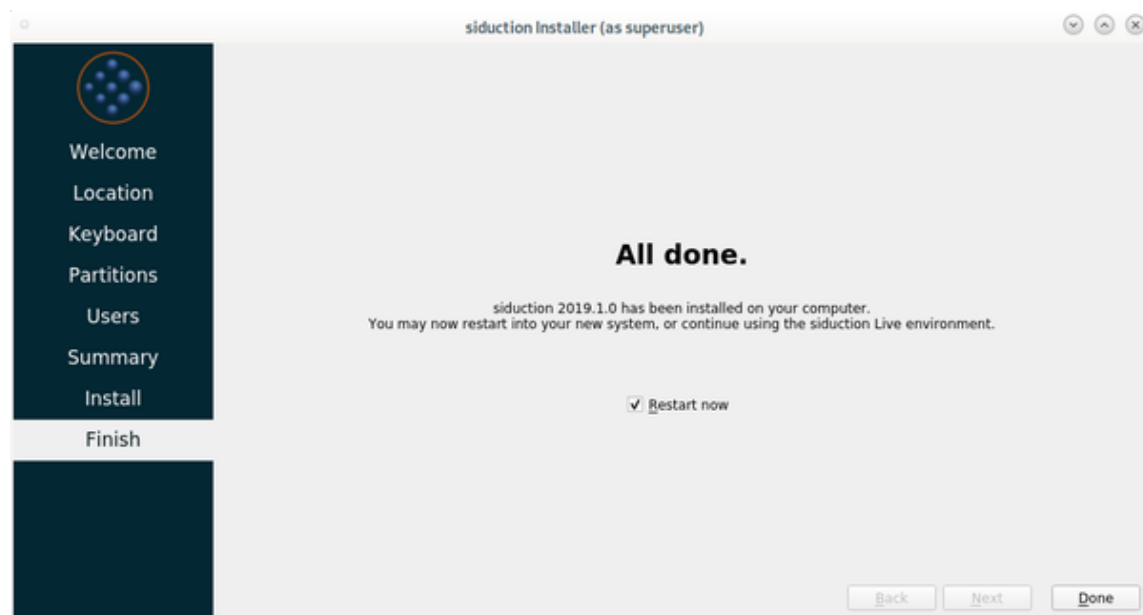


Figure 10: calamares reboot

### 4.1.7 Encrypt system

Since *siduction 2021.2 Farewell*, the installer provides the possibility to install the complete system onto an encrypted partition or hard disk. Only the first stage of the boot manager *Grub* is located (without encryption) on the “*BIOS-boot*” partition. Grub asks for the encrypted installations password at the beginning of every boot process before the boot menu appears.

The partitioning described in step 5 above is now slightly different. When selecting one of the first three options, the function “*Encrypt system*” appears in addition, where we also enter the password at the same time.

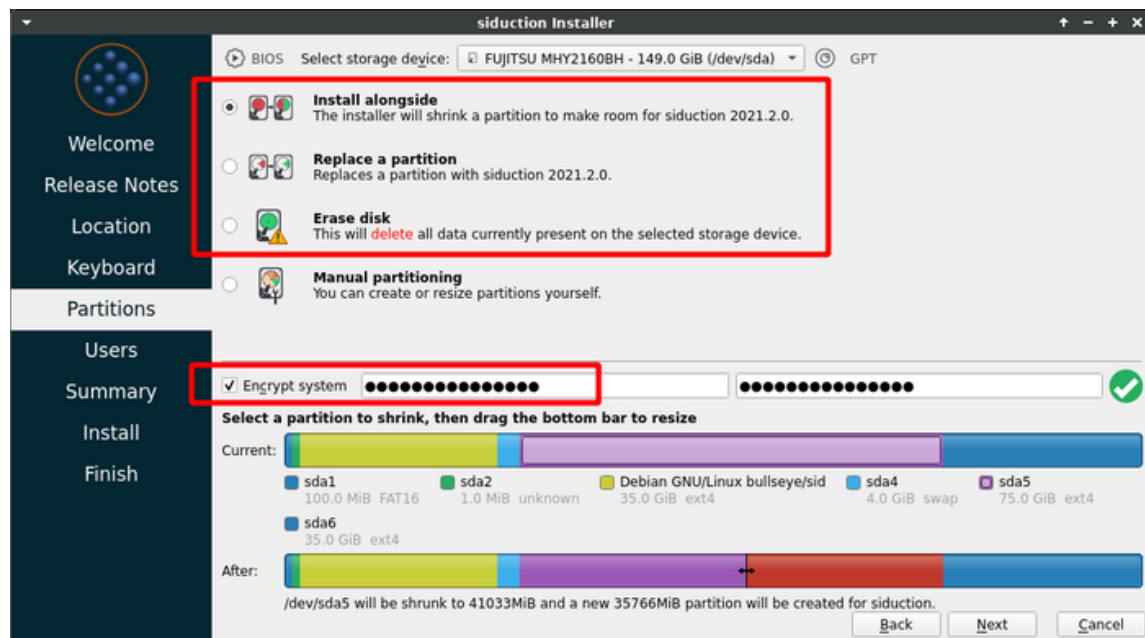


Figure 11: calamares encrypt system

If we use “*Manual partitioning*”, we need an empty, unused area on the hard disk. In case this is not available, we first delete one or more partitions that are no longer needed. Then we create the new partition.

In the next step, the function “*Encrypt*” is selectable now.

We enter our password and then select the root directory `/` as mount point. After finishing the partitioning, we continue the installation with the menu item “*User*” as described above in step 6.

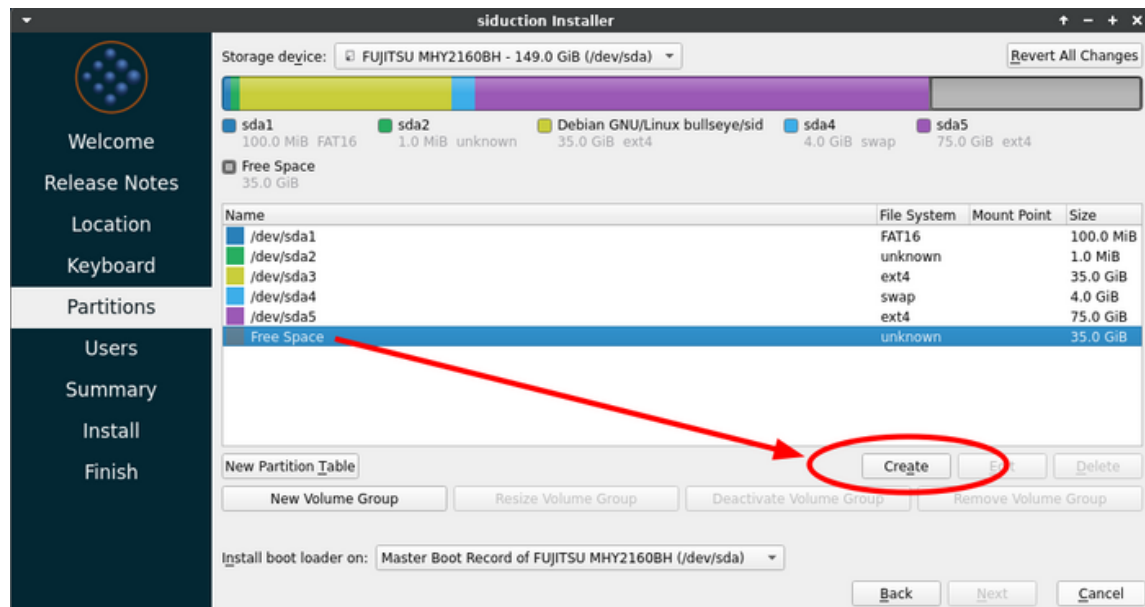


Figure 12: calamares, manual partitioning encrypt 1

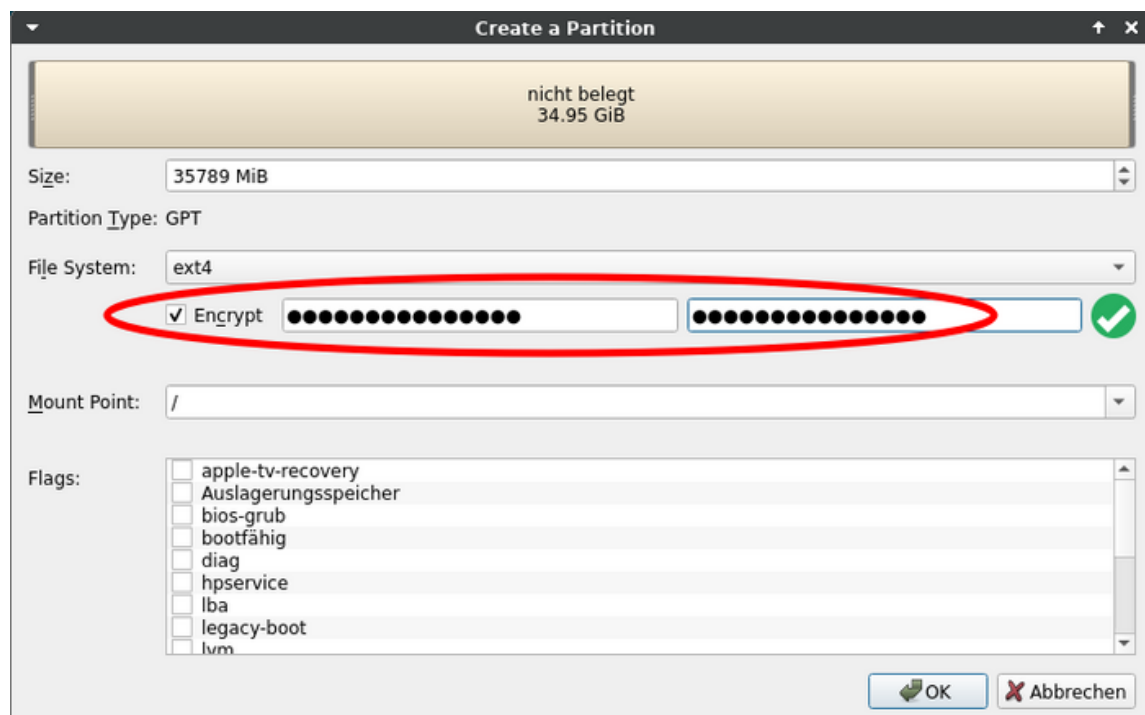


Figure 13: calamares, manual partitioning encrypt 2

#### 4.1.8 Add user

To add new users with automatic takeover of group permissions, run the following command as **root**:

```
~# adduser <username>
```

Pressing the **Enter** key will bring up more options that allow additional settings. Finally, a prompt appears, asking to enter the password twice.

siduction specific desktop icons (for the manual and IRC) must be added yourself.

To remove a user, enter:

```
~# deluser <username>
```

More information:

```
man adduser
```

```
man deluser
```

Last edited: 2022/03/30

## 4.2 Boot from ISO file

### 4.2.1 Overview

This cheat code boots from an ISO file located on the hard drive with an **ext4** file system. **For normal use, we recommend siduction's default file system, ext4**, which is well maintained.

Booting from a “fromiso” hard disk installation takes only a fraction of the time it takes to boot from a CD. In addition, the CD/DVD drive is available at the same time. Alternatively you can use VBox, KVM, or QEMU.

### Prerequisites

- a working Grub installation (on floppy, a hard disk installation, or the live CD)
- a siduction image file, e.g. **siduction.iso** (name shortened) and a Linux filesystem like **ext4**

### 4.2.2 fromiso with grub2

siduction provides a grub2 file named **60\_fll-fromiso** to generate a fromiso entry in the grub2 menu. The configuration file for fromiso can be found in the package **grub2-fll-fromiso**, with the path **/etc/default/grub2-fll-fromiso**.

First, open a terminal, become **root** and install **grub2-fll-fromiso**:

```
su
apt-get update
apt-get install grub2-fll-fromiso
```

Then, open the configuration file in an editor of your choice (**kwrite**, **mcedit**, **vim**, ...):

```
mcedit /etc/default/grub2-fll-fromiso
```

In the lines that should be active, remove the comment sign (#) and replace the default statements inside the double quotes (") with your own parameters.

Example: compare this modified **grub2-fll-fromiso** with the default settings:



```
# defaults for grub2-fll-fromiso update-grub helper
# sourced by grub2's update-grub
# installed at /etc/default/grub2-fll-fromiso
# by the maintainer scripts

#
# This is a POSIX shell fragment
#

# specify where to look for the ISO
# default: /srv/ISO
## Attention: This is the path to the directory where the
## ISO(s) are located, the path should not include the
## actual siduction.iso.
FLL_GRUB2_ISO_LOCATION="/media/disk1part4"

# array for defining ISO prefices --> siduction-*.iso
# default: "siduction- fullstory-"
FLL_GRUB2_ISO_PREFIX="siduction-"

# set default language
# default: en_US
FLL_GRUB2_LANG="de_DE"

# override the default timezone.
# default: UTC
FLL_GRUB2_TZ="Europe/Berlin"

# kernel framebuffer resolution, see
# http://manual.siduction.org/de/cheatcodes-vga-de.htm#vga
# default: 791
#FLL_GRUB2_VGA="791"

# additional cheatcodes
# default: noeject
```

```
FLL_GRUB2_CHEATCODE="noeject nointro"
```

Save the changes, close the editor and execute the following command as **root** in a terminal:

```
update-grub
```

This will update the grub2 configuration file `grub.cfg` to recognize the ISOs placed in the specified directory. These will be available for selection at the next reboot.

### 4.2.3 toram

Another useful alternative when booting from live media is `toram`. This is recommended if the computer has enough RAM available (4 GByte or more). `toram` copies the complete content of the live medium into the RAM. The advantage is that the system reacts very fast and you can remove the medium after boot. This is useful if the start was done from a USB stick and you want to use this USB port otherwise.

Last edited: 2022/03/31

## 4.3 Partitioning of installation media

For Linux beginners, we recommend to create only two partitions (root/home and swap) because this makes a first installation much easier. After the installation, additional data partitions or, if desired, a separate /home can be created.

However, we do not recommend to create a /home partition.

The directory `/home` should be the place where individual configurations are stored, and only them. A separate data partition should be created for all other private data. The advantages for data stability, data backup, and also in case of data recovery are immeasurable.

A swap partition has a similar function as the Windows swap file, but the former is far more effective. As a rule of thumb, the swap partition should be twice as large as the RAM used. This applies mainly to notebooks that are to be hibernated via `hibernate` or desktop computers with very little RAM (1 GByte or less). Devices with sufficient RAM no longer need a swap partition.

For data exchange with a Windows installation, the designated partition should be formatted with **NTFS**. siduction can read from and write to such a partition with the automatically installed `ntfs-3g`.

There are many good ways to partition your disks. These examples should give a first insight into the possibilities.

Purchasing an external USB hard drive for regular data backup is also worth considering.

### 4.3.1 Minimum requirements

The minimum requirements for the reasonable use of a siduction installation are:

installed system	hard disk space
siduction NoX	5GB
siduction Xorg	10GB
siduction LXQt	15GB
siduction LXDE	15GB

installed system	hard disk space
siduction Xfce	15GB
siduction Cinnamon	15GB
siduction KDE Plasma	15GB

#### 4.3.2 Examples with different disk sizes

If a dual boot with MS Windows™ is created, MS Windows must always be installed as the first system onto the hard disk.

“GPT” should be selected as partition table type. Thus, you can use the advantages over “MBR”. Only with old hardware, “MBR” is still useful. The explanations for this can be found on our manual page [Partitioning with gdisk](#).

The examples refer to partition tables of the type “GPT”. It needs the first two, very small partitions in order to function.

#### Dual-boot with MS Windows and Linux

##### 1 TB hard disk:

Partition	Size	File system	Use
1	100 KB	FAT16	EFI system
2	1 MB	without	BIOS-boot
3	50 GB	NTFS	MS Windows system
4	300 GB	NTFS	data for MS Windows
5	200 GB	NTFS	data for MS Windows and Linux
6	30 GB	ext4	/ (Linux root)
7	416 GB	ext4	data for Linux
8	4 GB	Linux swap	Linux swap

##### 120 GB hard disk:

Partition	Size	File system	Use
1	100 KB	FAT16	EFI system
2	1 MB	without	BIOS-boot
3	40 GB	NTFS	MS Windows System
4	48 GB	NTFS	data for MS Windows and Linux
5	30 GB	ext4	/ (Linux root)
6	2 GB	Linux swap	Linux swap

**80 GB hard disk**

Partition	Size	File system	Use
1	100 KB	FAT16	EFI system
2	1 MB	without	BIOS-boot
3	40 GB	NTFS	MS Windows system
4	10 GB	NTFS	data for MS Windows and Linux
5	28 GB	ext4	/ (Linux root)
6	2 GB	Linux Swap	Linux swap

**Linux alone****500 GB hard disk:**

Partition	Size	File system	Use
1	100 KB	FAT16	EFI system
2	1 MB	without	BIOS-boot
3	30 GB	ext4	/
4	250 GB	ext4	Data_1
5	216 GB	ext4	Data_2
6	4 GB	Linux Swap	Linux swap

**160 GB hard disk**

Partition	Size	File system	Use
1	100 KB	FAT16	EFI system
2	1 MB	without	BIOS-boot
1	26 GB	ext4	/
3	130 GB	ext4	data
4	4 GB	Linux Swap	Linux swap

### 60 GB hard disk

Partition	Size	File system	Use
1	100 KB	FAT16	EFI system
2	1 MB	without	BIOS-boot
3	25 GB	ext4	/
4	33 GB	ext4	data
5	2 GB	Linux Swap	Linux swap

#### 4.3.3 Partition editors

- **GParted**: an easy to use partition editor with a graphical interface  
*Gparted* is available on all siduction installations and installation media equipped with a graphical user interface. It supports a number of different partition table types. The manual page [Partitioning the hard disk with GParted](#) provides more information about the program.
- **KDE Partition Manager**: a Qt based, easy to use partition editor with a graphical user interface  
The *KDE Partition Manager* is the standard partition editor for the KDE Desktop and as comprehensive as *Gparted*.
- **gdisk / cgdisk**: a console program for partition tables of the type *GPT - UEFI*  
*gdisk* is the classic text mode program, while *cgdisk* has a more user friendly ncurses interface. The manual page [Partitioning with gdisk](#) provides more information about the program.

- **fdisk / cfdisk**: a console program for partition tables of the type *msdos* - *MBR*

Note: *fdisk* should only be used for old hardware that does not support *GPT* - *UEFI*.

*fdisk* is the classic text mode program, while *cfdisk* has a more user-friendly ncurses interface. The manual page [Partitioning with cfdisk](#) provides more information about the program.

#### Caution

When using any partitioning software, there is a risk of data loss. Always back up important data to another disk in advance.

**Mounted partitions** (also swap) must be detached before editing.

You can do this by entering to following command as **root**:

```
# umount /dev/sda1
```

To mount a swap partition, use this command:

```
# swapoff -a
```

#### 4.3.4 Further information

[Here the comprehensive english documentation of GParted](#)

For more partitioning options see:

- Logical Volume Manager [LVM partitioning](#)
- partitioning with GPT to support UEFI [Partitioning with gdisk](#)

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## 4.4 UUID - naming of block devices

### UUID (Universally Unique Identifier) and partition label

The permanent naming of block devices was made possible with the introduction of udev. The advantage is independence from the used controllers as well as from the type and number of connected devices. The `fstab` file created during the installation of siduction contains corresponding entries for all block devices connected at that time.

#### 4.4.1 Types of block device naming

Currently, Linux uses five types of identifiers for block devices. All identifiers can be found below the `/dev/disk/` directory and are created automatically by the system. For *labels* this only applies if they have been assigned to the block devices beforehand.

##### 1. **UUID**

This is a unique identifier on file system level and stored in the file system's metadata. To read it, the file system type must be known and readable. It is unique because a new UUID is already created when a partition is formatted. A UUID is a 128-bit number. Anyone can create and use a UUID. The probability that a UUID is duplicated is not zero, but it is so small that the case can be neglected. All Linux file systems including swap support UUID. Although **FAT** and **NTFS** file systems do not support UUID, they are listed in `/dev/disk/by-uuid`.

##### 2. **PARTUUID.**

This is an identifier on partition table level that has been introduced with GPT. The PARTUUID is preserved when the partition is reformatted and is therefore not unique. For example, mounting through an `fstab` entry based on PARTUUID will fail if the partition was given a different filesystem without modifying `fstab`.

##### 3. **Device ID (ID)**

The ID is created from the device's metadata (manufacturer, connection type,



construction type, storage volume, etc.) and does neither take into account the partitioning nor the file systems on the partitions. It is unsuitable as a permanent identifier in `fstab`.

#### 4. PATH

This is composed of the controller name, the device type, and the partition number. As with ID, it is unsuitable as a permanent identifier in `fstab`.

#### 5. LABEL

Labels are easily recognizable identifiers assigned by the user. They are not unique, so care must be taken to avoid overlapping names.

**By default, siduction uses UUID in `/etc/fstab` for the reasons named above.**

#### 4.4.2 Use label

The label of a block device has the advantage for us humans to be easily understandable and recognizable. Practically every type of file system can have a label. Partitions with a label can be found in the directory `/dev/disk/by-label`:

```
$ ls -l /dev/disk/by-label
total 0
lrwxrwxrwx 1 root root 10 Oct 16 10:27 data -> ../../sdb2
lrwxrwx 1 root root 10 Oct 16 10:27 home -> ../../sda6
lrwxrwx 1 root root 10 Oct 16 10:27 root -> ../../sda1
lrwxrwx 1 root root 10 Oct 16 10:27 swap -> ../../sda5
lrwxrwx 1 root root 10 Oct 16 10:27 windows -> ../../sdb1
```

The label can be created or changed with one the following commands, according to the respective file system:

- **swap**  
`swapon -L <label> /dev/sdXx`
- **ext2/ext3/ext4**  
`e2label /dev/sdXx <label> or`  
`tune2fs -L <label> /dev/sdXx`

- **jfs**  
`jfs_tune -L <label> /dev/sdXx`
- **xfs**  
`xfs_admin -L <label> /dev/sdXx`
- **reiserFS**  
`reiserfstune -l <label> /dev/sdXx`
- **fat**  
`fatlabel /dev/sdXx <label>`
- **ntfs**  
`ntfslabel /dev/sdXx <label>`

An **NTFS** and **FAT** partition's label should consist only of uppercase letters, digits, and special characters that Windows™ allows for file names.

The syntax in *fstab* for the *file system* is **LABEL=<label>**.

It is essential to note:

The labels must have a singular name in order to work when mounted. This also applies to external devices (hard disks, sticks, etc.) that are mounted via USB or Firewire.

## 4.5 The *fstab*

The file `/etc/fstab` is read during system startup to mount the desired partitions. Here is an example of an *fstab*:

```
UUID=2e3a21ef-b98b-4d53-af62-cbf9666c1256 swap swap defaults,↵  
noatime 0 2  
UUID=1c257cff-1c96-4c4f-811f-46a87bcf6abb / ext4 defaults,↵  
noatime 0 1  
UUID=35336532-0cc8-4613-9b1a-f31b12ea58c3 /home ext4 defaults↵  
,noatime 0 2  
tmpfs /tmp tmpfs defaults,noatime,mode=1777 0 0
```

```
UUID=e2164479-3f71-4216-a4d4-af3321750322 /mnt/TEST_root ext4 ↵
    noauto,noatime 0 0
LABEL=TEST_HOME /mnt/TEST_home ext4 noauto,users,noatime 0 0
UUID=B248-1CCA /mnt/TEST_boot vfat noauto,users,rw,noatime 0 ↵
    0
UUID=a7aeabe9-f09d-43b5-bb12-878b4c3d98c5 /mnt/TEST_res ext4 ↵
    noauto,users,rw,noatime 0 0
```

Partitions listed in *fstab* can be mounted with their <file system> identifier or with the <mount point>.

```
$ mount UUID=a7aeabe9-f09d-43b5-bb12-878b4c3d98c5
    or
$ mount /mnt/TEST_res
    or
$ mount LABEL=TEST_HOME
```

#### 4.5.1 Adjusting the *fstab*

If you want the ability to use newly created partitions (let's take sda5 and sdb7 as examples) that do not appear in *fstab* or cannot be mounted with the previously mentioned commands, type the following command into the console as **user**:

```
$ ls -l /dev/disk/by-uuid
```

It will print something similar to this:

```
lrwxrwx 1 root root 10 May 29 17:51 1c257cff-1c96-4c4f-811f- ↵
    -46a87bcf6abb -> ../../sda2
lrwxrwxrwx 1 root root 10 May 29 17:51 2e3a21ef-b98b-4d53- ↵
    af62-cbf9666c1256 -> ../../sda1
lrwxrwxrwx 1 root root 10 May 29 17:51 2ef32215-d545-4e12- ↵
    bc00-d0099a218970 -> ../../sda5
lrwxrwxrwx 1 root root 10 May 29 17:51 35336532-0cc8-4613-9 ↵
    b1a-f31b12ea58c3 -> ../../sda4
```

```
lrwxrwxrwx 1 root root 10 May 29 17:51 4c4b9246-2904-40d1-↵
  addc-724fc90a2b6a -> ../../sdb3
lrwxrwxrwx 1 root root 10 May 29 17:51 a7aeabe9-f09d-43b5-↵
  bb12-878b4c3d98c5 -> ../../sdb7
lrwxrwxrwx 1 root root 10 May 29 17:51 B248-1CCA -> ../../↵
  sdb1
lrwxrwxrwx 1 root root 10 May 29 17:51 d5b01bbc-700c-43ce-↵
  a382-1ba95a59de78 -> ../../sdb6
lrwxrwxrwx 1 root root 10 May 29 17:51 e2164479-3f71-4216-↵
  a4d4-af3321750322 -> ../../sdb5
lrwxrwx 1 root root 10 May 29 17:51 f5ed412d-7b7b-41c1-80ce↵
  -53337c82405b -> ../../sdb2
```

In this example,

“2ef32215-d545-4e12-bc00-d0099a218970” is the missing entry for sda5 and

“a7aeabe9-f09d-43b5-bb12-878b4c3d98c5” is the missing entry for sdb7.

The next step is to add the UUID partitions to `/etc/fstab`. To achieve this, use a text editor (like `mcedit`, `kate`, `kwrite`, or `gedit`) with **root** privileges. In this example, the entry would look like this:

```
UUID=2ef32215-d545-4e12-bc00-d0099a218970 /media/disk1part5 ↵
  ext4 auto,users,exec 0 2
UUID=a7aeabe9-f09d-43b5-bb12-878b4c3d98c5 /media/disk2part7 ↵
  ext4 auto,users,exec 0 2
```

### 4.5.2 Creation of new mount points

**Note:** A mount point that is specified in `fstab` must be associated with an existing directory. During the live session, siduction creates these directories in `/media` with the naming scheme **diskXpartX**.

Now, if the partition table was changed after the installation and `fstab` was adjusted (for example, two new partitions were created), no mount point exists yet. It must be created manually.

### Example

First, become **root** and determine the existing mount points:

```
cd /media  
ls
```

The output shows for example:

```
disk1part1 disk1part3 disk2part1
```

The mount points of the new partitions are now created in the */media* directory:

```
mkdir disk1part5  
mkdir disk2part7
```

Thus, the new partitions can be used or tested immediately:

```
mount /media/disk1part5  
mount /media/disk2part7
```

After a reboot, the new file systems are mounted automatically if *auto* or *defaults* is entered in the *fstab* under “<options>”. See also:

```
man mount
```

Of course, you don’t have to follow the naming scheme “*diskXpartX*”. Mount points and their associated identifiers in *fstab* can be assigned meaningful names, for example, “*data*” or “*music*”.

Last edited: 2022/04/05

## 4.6 Partitioning with GParted

Creating or editing partitions is not an everyday task. Therefore, it is a good idea to read the following guide at least once to get familiar with the concept of a partition manager.

### 4.6.1 Important notes

- Always create a data backup first!
- Regarding the naming of storage devices, consult the chapter about [UUID, partition naming and fstab](#) because siduction uses naming by UUID by default.
- Resizing **NTFS partitions** requires an immediate reboot after execution. No further changes to partitions may be made before that since this inevitably will lead to errors. [Please read on here.](#)
- A partition needs a file system. Linux can work on and with different file systems.  
For normal use, we recommend the **ext4** file system.  
**NTFS** should be used if the partition is also to be used by a Windows installation. siduction can read and write data to such partitions through the automatically installed **ntfs-3g**.
- The complete GParted documentation can be found in many languages on the [GParted homepage](#).

### 4.6.2 Using GParted

The program launcher for GParted can be found in

- **KDE, LXQt, Xfce**  
in the application menu - “System” - “GParted”
- **Gnome**  
in “Applications” - “Gparted”

After clicking on the launcher, a dialog will open and ask for the root password.

When GParted starts, the program window opens and the available drives are read.

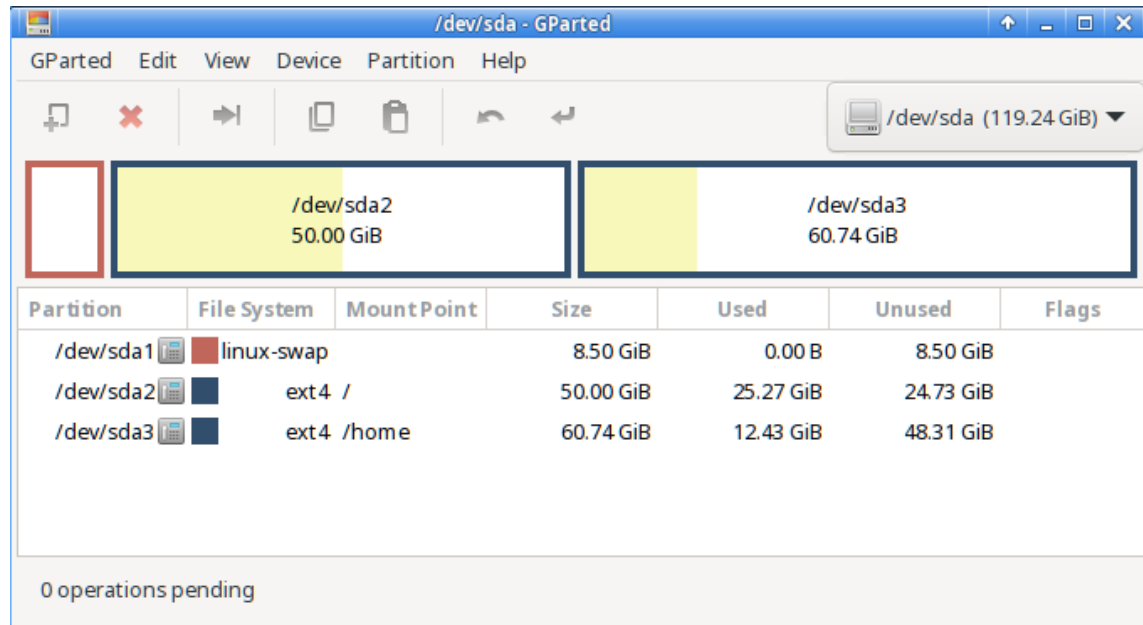


Figure 14: GParted start window

The first menu item “GParted” opens a drop-down list which allows you to read the drives again, to select a drive or to quit the program.

- **Edit**

Edit is the 2nd menu item from the left. It shows three grayed out options that are very important and explained below:

- “Undo last operations”,
- “Clear all operations”, and
- “Apply all operations”.

- **View**

The next menu item offers the display options **Device Information** and **Pending Operations**.

- Device Information

The left frame contains details of the drives such as model, size, etc.,

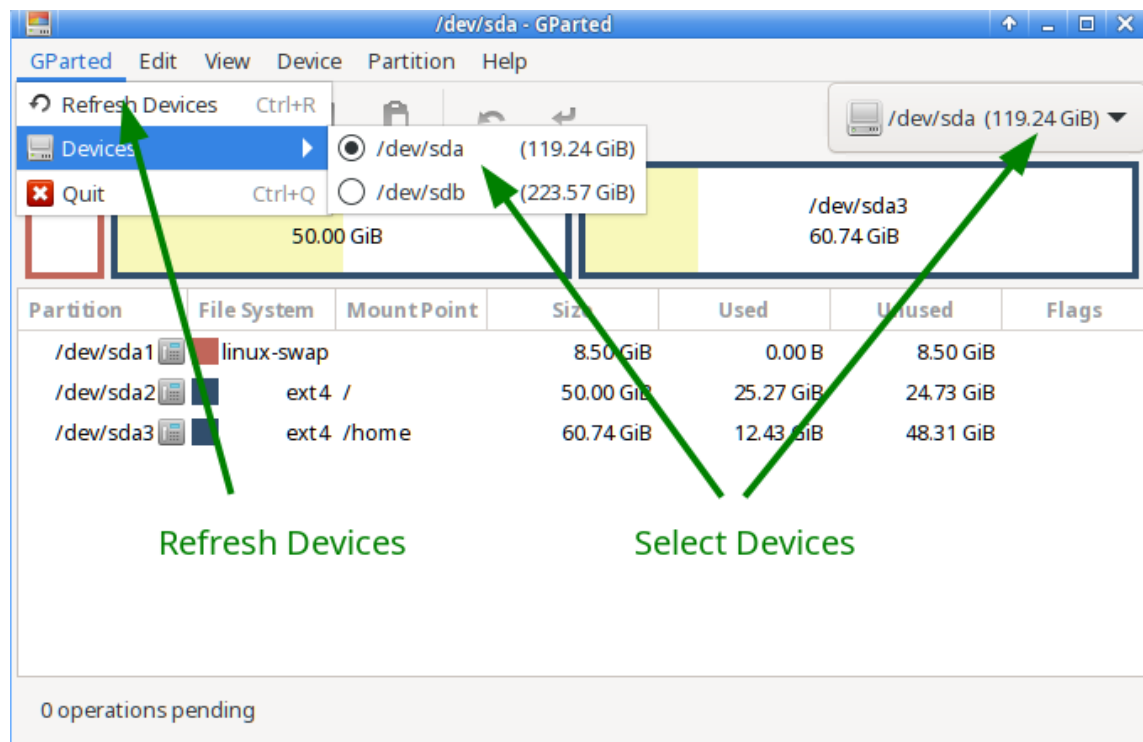


Figure 15: GParted device overview



which are important if there are multiple disks in the system. It can be used to check whether the correct disk has been selected for formatting.

- Pending Operations

The pending operations are displayed in a frame that opens at the bottom. This information is very useful to have an overview of which operations are to be performed. The frame also opens automatically when an operation is requested for a drive.

The two areas are highlighted in green.

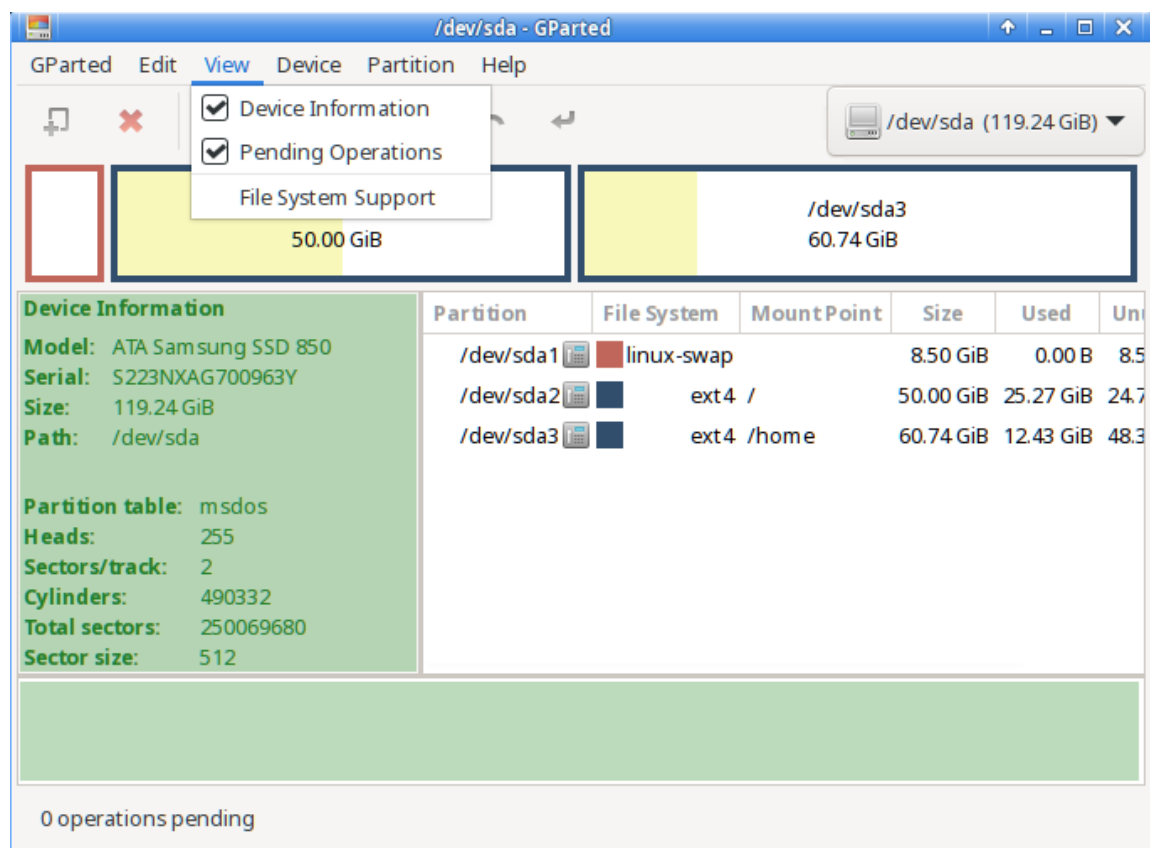


Figure 16: GParted disk information

- **Device**

The menu item **Create Partition Table...** actually contains two options:

1. Create a new (empty) partition table of the same type, and thus remove all old partitions and data in the fastest way.
2. Change the partition table type. It makes sense to change from **msdos-MBR** to **gpt-UEFI** or vice versa. Here, too, all data will be lost.

In 2009, UEFI with GPT was introduced, has been gradually spreading ever since, and will replace the MBR. While modern UEFI mainboards support MBR, the benefits of GPT are lost. More information about UEFI and GPT can be found on the manual page [Partitioning with gdisk](#).

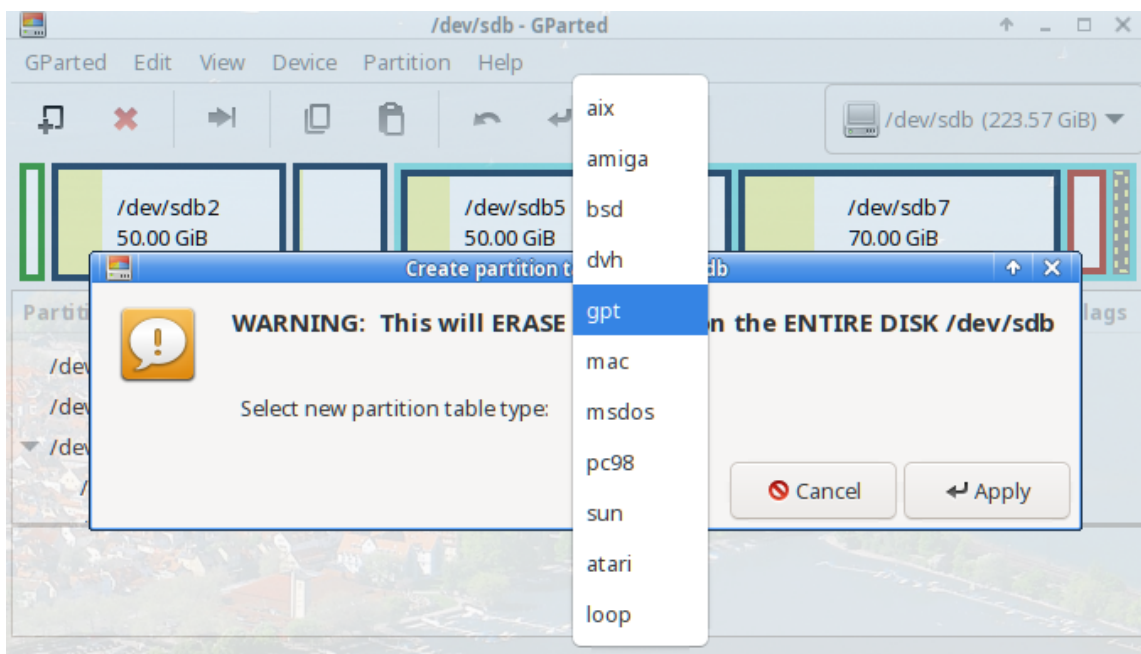


Figure 17: GParted partition table

The option [Attempt Data Rescue...](#) offers the chance to get the data despite a defective partition table.

- **Partition**

The menu item [Partition](#) is of utmost importance. For the partition selected below, the menu shows all available operations depending on whether the partition is mounted or unmounted. Note that some of the sub-items can also perform critical or dangerous actions.

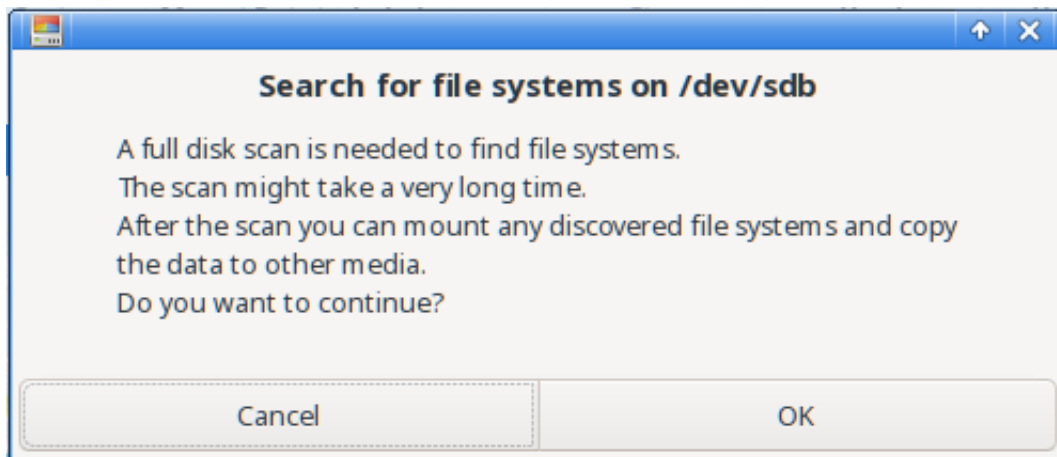


Figure 18: GParted data recovery















Possible operations on the partition			
not mounted		mounted	
 New	Insert	 New	Insert
 Delete	Delete	 Delete	Delete
 Resize/Move		 Resize/Move	
 Copy	Ctrl+C	 Copy	Ctrl+C
 Paste	Ctrl+V	 Paste	Ctrl+V
 Format to ▶		 Format to ▶	
Open Encryption		Open Encryption	
Mount on ▶		Unmount	
Name Partition		Name Partition	
Manage Flags		Manage Flags	
Check		Check	
Label File System		Label File System	
New UUID		New UUID	
 Information		 Information	

Figure 19: GParted Data Recovery

- **Create a new partition**

In the toolbar, the **New** button allows you to create a new partition if an unallocated area was previously selected. The appearing window lets you specify the size and the file system type for a primary, extended, or logical partition.

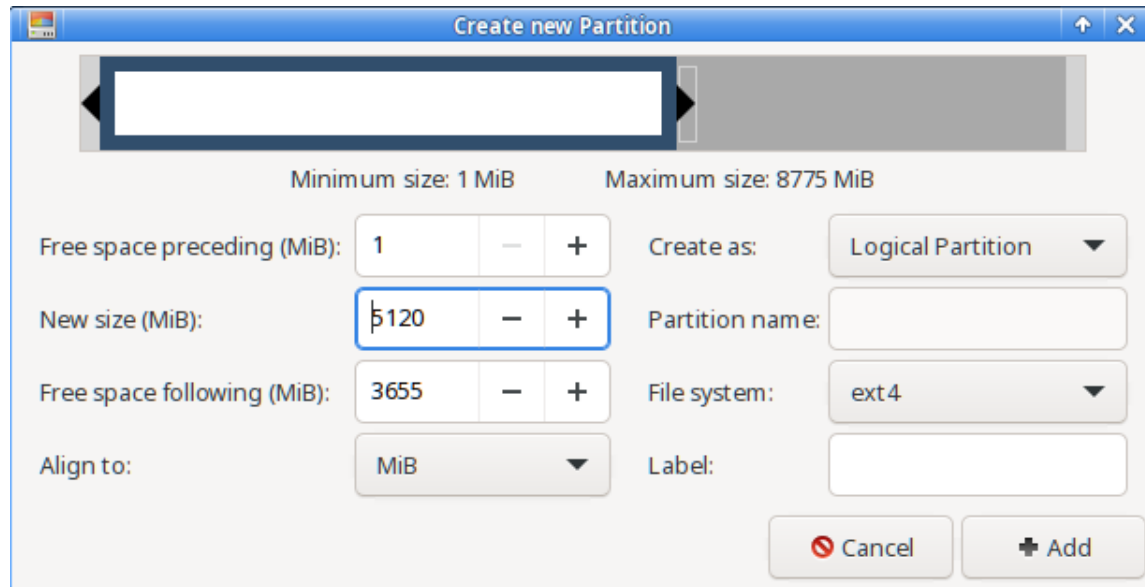


Figure 20: GParted New Partition

- **Resize/Move**

The partition can be resized, enlarged, and moved with the mouse. Alternatively, enter the new values into the provided fields.

- **If a mistake has been made**

In the **Edit** menu, you can find the options

**Undo Last Operation** and

**Delete All Operations**. The area is highlighted in green.

- **Apply**

No changes have been made to the drives yet. If you are sure that all the intended changes are correct, select **Apply All Operations** in the **Edit** menu. The following dialog will appear, which should be confirmed.

The duration of the operation depends on the size of the selected partition.

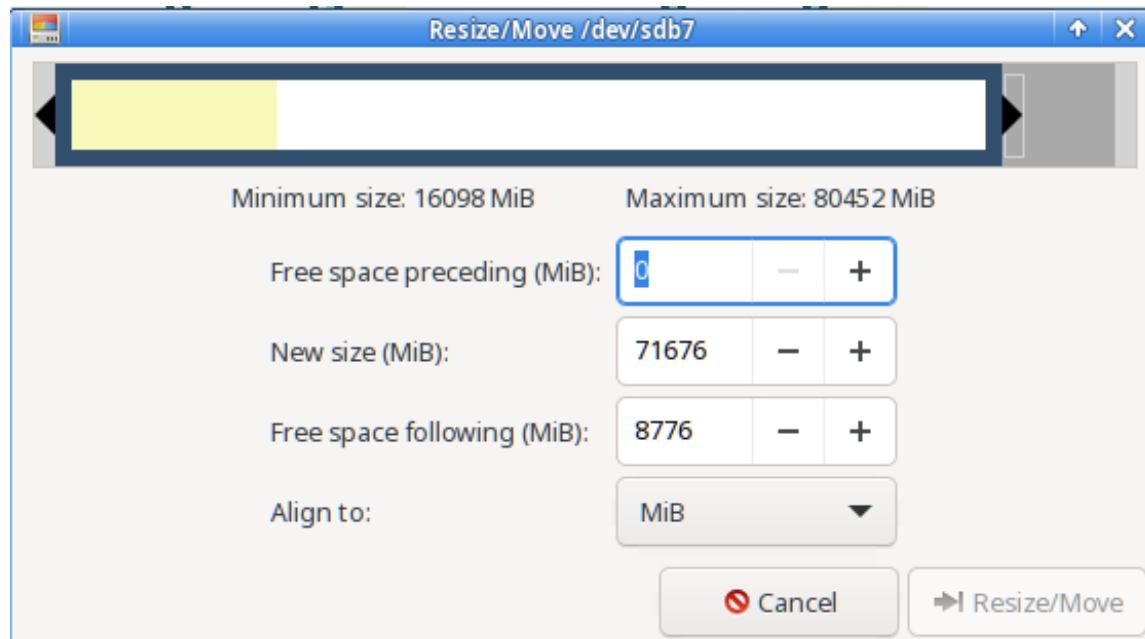


Figure 21: GParted resize

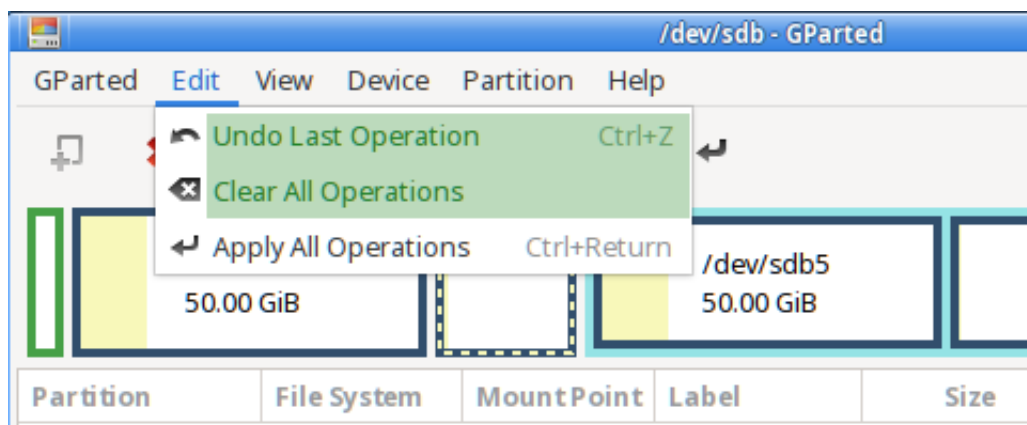


Figure 22: Undo GParted

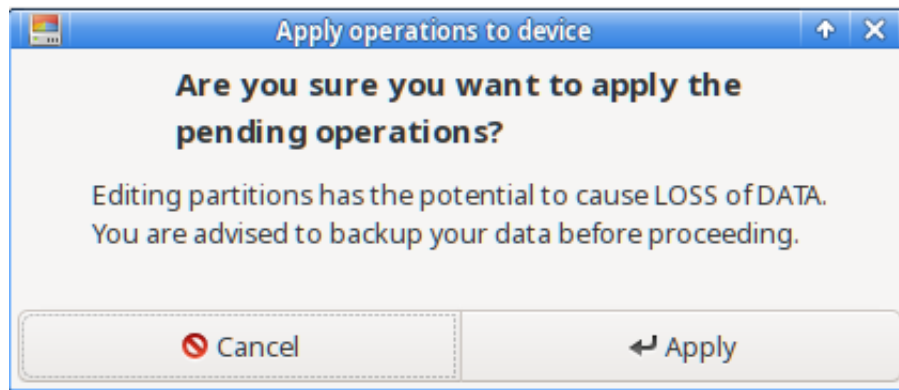


Figure 23: GParted Execute and save

#### 4.6.3 Adjust fstab

After the changes have been written to the drives, the `/etc/fstab` file must be checked and adjusted if necessary.

See the manual page [Adjusting fstab](#).

In a **root** terminal, enter the commands **cat /etc/fstab** as well as **blkid** and compare the UUIDs.

```
root@pc1:/# cat /etc/fstab
# /etc/fstab: static file system information.
#
# Use 'blkid' to print the universally unique identifier for ↵
# a device; this may
# be used with UUID= as a more robust way to name devices ↵
# that works even if
# disks are added and removed. See fstab(5).
#
# <file system> <mount point> <type> <options> <dump><pass>
UUID=2e3a21ef-b98b-4d53-af62-cbf9666c1256 swap swap defaults, ↵
noatime 0 2
UUID=1c257cff-1c96-4c4f-811f-46a87bcf6abb / ext4 defaults, ↵
noatime 0 1
```

```
UUID=35336532-0cc8-4613-9b1a-f31b12ea58c3 /home ext4 defaults ↵
, noatime 0 2
tmpfs /tmp tmpfs defaults, noatime, mode=1777 0 0
UUID=f5ed412d-7b7b-41c1-80ce-53337c82405b /mnt/photo ext4 ↵
defaults, noatime 0 0
UUID=4c4b9246-2904-40d1-addc-724fc90a2b6a /mnt/Backup ext4 ↵
noauto, users, noatime 0 0
UUID=a7aeabe9-f09d-43b5-bb12-878b4c3d98c5 /mnt/TEST_res ext4 ↵
noauto, users, rw, noatime 0 0
```

```
root@pc1:/# blkid
/dev/sda1: UUID="2e3a21ef-b98b-4d53-af62-cbf9666c1256" TYPE=" ↵
swap" PARTUUID="000403b7-01"
/dev/sda2: UUID="1c257cff-1c96-4c4f-811f-46a87bcf6abb" ↵
BLOCK_SIZE="4096" TYPE="ext4" PARTUUID="000403b7-02"
/dev/sda3: UUID="35336532-0cc8-4613-9b1a-f31b12ea58c3" ↵
BLOCK_SIZE="4096" TYPE="ext4" PARTUUID="000403b7-03"
/dev/sdb1: UUID="f5ed412d-7b7b-41c1-80ce-53337c82405b" ↵
BLOCK_SIZE="4096" TYPE="ext4" PARTUUID="2853e345-01"
/dev/sdb2: UUID="4c4b9246-2904-40d1-addc-724fc90a2b6a" ↵
BLOCK_SIZE="4096" TYPE="ext4" PARTUUID="2853e345-02"
/dev/sdb5: UUID="e2164479-3f71-4216-a4d4-af3321750322" ↵
BLOCK_SIZE="4096" TYPE="ext4" PARTUUID="2853e345-05"
/dev/sdb6: UUID="2ef32215-d545-4e12-bc00-d0099a218970" ↵
BLOCK_SIZE="4096" TYPE="ext4" PARTUUID="2853e345-06"
```

We can see that the last entry in the `fstab` (mounted to `/mnt/TEST_res`) is no longer contained in the `blkid` list. Instead, we have two new partitions. In this example, the PC would perform a reboot but would not be able to mount `/mnt ↵`  
`/TEST_res` and the two new partitions automatically. The boot process would be delayed considerably.

If the UUID's for the partitions of **/** (root), **/home**, and **swap** do not match the entries in **/etc/fstab**, it is mandatory to adjust the entries. Otherwise, the system will not start after a reboot.

#### 4.6.4 Changing NTFS partition sizes with GParted

**Resizing NTFS partitions requires an immediate reboot after execution. No further changes to partitions may be made before then. This will inevitably lead to errors.**

- Once Windows has started and the Windows logo has disappeared, a **check-disk** window appears which says that **C:\** is being checked for errors.
- Please let this AUTOCHECK finish its job: Windows must check the file system after a resize.
- After the check, the computer is automatically rebooted the second time. This ensures that the system can run without problems.
- After the restart, Windows will work properly. However, you have to let the system finish booting and wait for the login window!

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## 4.7 Partitioning with gdisk

### Why use gdisk (GPT fdisk)?

**gdisk** is derived from **G**lobally Unique Identifier **P**artition **T**able (GPT) and is an application for partitioning disks of any size. gdisk is absolutely required for **disks larger than 2TB**.

It ensures that partitions are set up for SSDs (or for storage that does not have 512 Byte sectors).

A key advantage of GPT is that you no longer have to rely on the MBR's inherent primary, extended, or logical partitions. GPT can support an almost unlimited number of partitions and is limited only by the amount of space reserved for partition entries on the GPT volume. It should be noted that the gdisk application defaults to 128 partitions.

If GPT is used on small USB/SSD drives (for example on a USB drive with 8GB), this could have a counterproductive effect in case data is to be exchanged between different computers or operating systems.

For this purpose, and if older hardware is used, you should use *fdisk*, which creates partition tables based on the MBR. See the manual page [Partitioning with Cfdisk](#).

### Important notes

- The terms UEFI and EFI are interchangeable and refer to the same concept - **U**nified **E**xtensible **F**irmware **I**nterface.  
See [Wikipedia UEFI](#).  
GPT is a part of the UEFI standard.
- Using GPT disks
  - GPT disks can be used on Linux systems with 32 bit and 64 bit.
  - Some operating systems do not support GPT disks.  
This includes all MS operating systems before Windows Vista SP1.  
Please consult the documentation of the respective system.
- Booting from GPT media

- Dual and triple boot from GPT media with Linux, BSD, and Apple is supported with 64-bit **EFI** mode.
- Dual boot of GPT volumes with Linux and MS Windows is possible since Windows Vista SP1. Prerequisite for Windows is the 64-bit version.
- Graphical partition editors for GPT  
Besides the command line program `gdisk`, graphical applications like `gparted` and KDE's `partitionmanager` support GPT disks. Nevertheless, we recommend `gdisk` to prevent unwanted anomalies. `gparted` as well as `partitionmanager` (and others) are, however, great tools, especially to visualize partitioning.

**Essential reading matter:**

- `man gdisk`
- [GPT fdisk Tutorial by Roderick W. Smith](#)
- [Wikipedia UEFI operating system support](#)
- [Wikipedia GUID partition table](#)

**4.7.1 Partitioning a hard disk****Back up data beforehand!**

When using any partitioning software, there is a risk of data loss. Data you want to preserve should always be backed up beforehand on another data medium.

In the following example, we will format a 150 GB hard disk so that two Linux systems can be installed as dual boot afterwards. In order to benefit from UEFI's advantages, we need an *EFI system* partition in the GPT and a *BIOS boot* partition for the second stage of the GRUB bootloader.

We show the necessary steps with the partitioning program `cgdisk`, which supports GPT with UEFI.

**cgdisk** is the curses-based program variant of **gdisk**. It provides a user-friendly interface within the terminal.

Navigation is done using the arrow keys:

- **up** and **down** for the partitions
- **right** and **left** to select an action
- **Enter** to confirm the selection or input

#### 4.7.2 Use cgdisk

The boot command in a root terminal is: **cgdisk /dev/sdX**.

**cgdisk** starts with a warning message if no GPT is found.

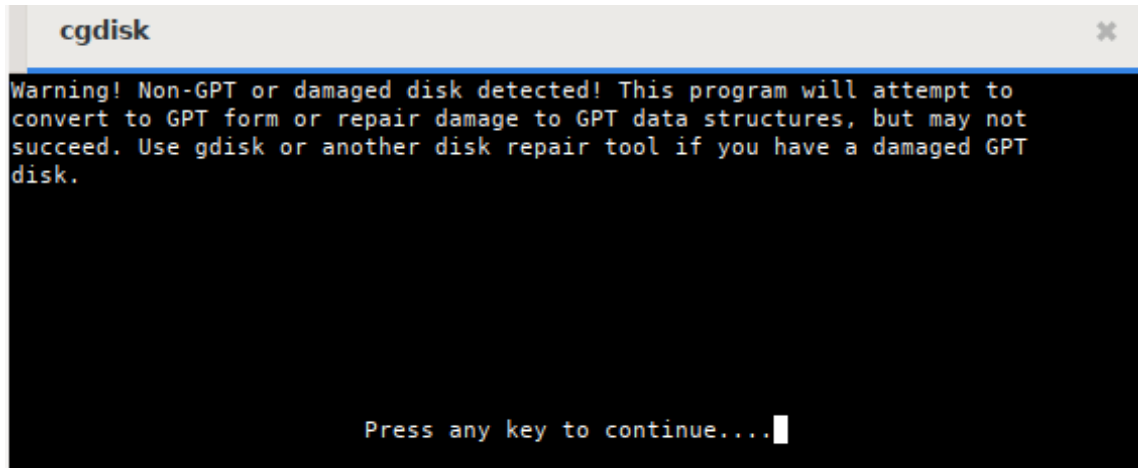


Figure 24: warning message

We need a total of six partitions for the two operating systems: two ROOT partitions, one shared DATA partition, and one SWAP partition for swap space. In addition, the *EFI system* partition already mentioned above (maximum 100MB) and the *BIOS-boot* partition (1MB) are required.

We recommend leaving the **/home** directory on the ROOT partition. The **/home** directory should be the place where the individual configurations are stored, and only these. A separate data partition should be created for all other private data. The advantages for data stability, data backup, and also in case of data recovery are almost immeasurable.

The start screen:

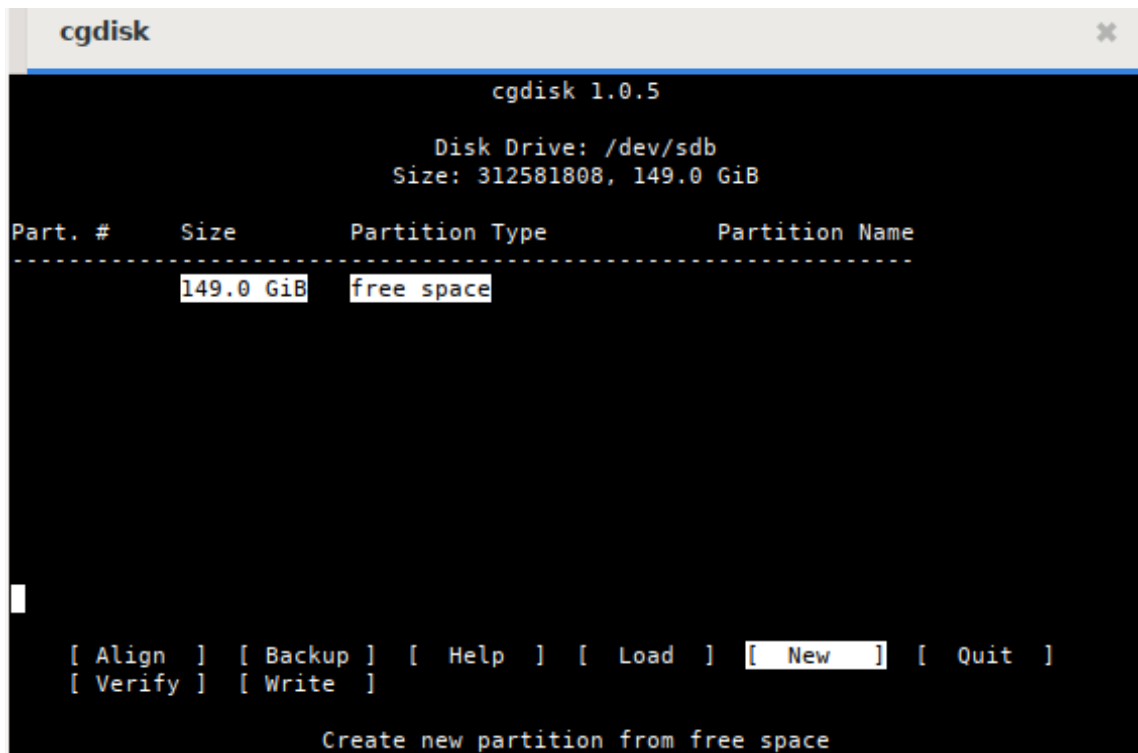


Figure 25: Start screen

**4.7.2.1 Create partition** We select “New” and confirm with **Enter**. Hitting **Enter** a second time, we accept the default first sector for the new partition. Then we enter the desired size of **100M** for the *EFI-System* partition and confirm.

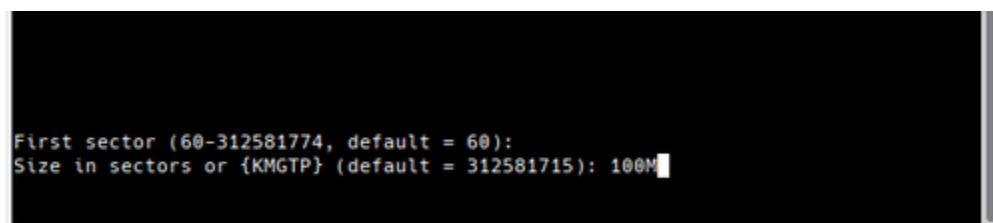


Figure 26: New partition

Now we are expected to enter the type code for the partition.

After entering **L**, a long list of codes and their usage appears. The integrated search function simplifies the selection. For us, the following codes are necessary:

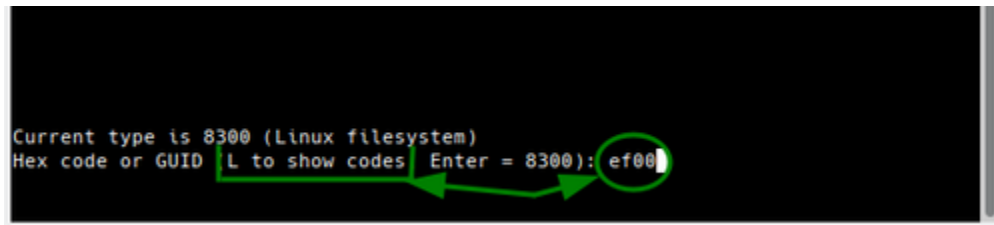


Figure 27: Type-Code

"ef00" for EFI system

"ef02" for BIOS-boot

"8200" for Swap

"8304" for Linux root

"8300" for Linux data

So we enter `ef00` and confirm. Afterwards, we may optionally assign a name (label), which has been done in the example, and confirm the entry again. We proceed after the same pattern for the partitions BIOS-boot, Linux-root, and Swap. The next picture shows the result of our efforts. As we can see, there is still plenty of space for a second system and especially for a shared data partition.

After the two partitions have been created, we can see the partitioning of the entire disk in the next image.

The partitions that the two systems will use later during operation are color-coded. At the beginning and the end, there are still small, free areas. They are created by aligning the partition to the block boundaries of the disk and can also appear between the partitions. With "*Align*" the value for the number of sectors can be changed. It is usually 2048 sectors for SSD and M2 disks and 512 sectors for old disks. `gdisk` reads the metadata of the hard disks and sets the value for the sectors afterwards. Therefore usually no change is necessary.

Additional, detailed information about the partitions can be seen by entering the command "*Info*".

With "*Verify*" the partitioning is checked and possible errors are shown.

Here, everything is ok.

If errors are reported, we mark the partition and use the command "*Info*". Then

```

cgdisk 1.0.5

Disk Drive: /dev/sdb
Size: 312581808, 149.0 GiB

Part. #   Size      Partition Type      Partition Name
-----
1         1007.0 KiB   free space
2         100.0 MiB    EFI system partition  EFI
3         1024.0 KiB    BIOS boot partition   BIOS_BOOT
4         25.0 GiB      Linux x86-64 root (/)  ROOT1
5         4.0 GiB       Linux swap            SWAP
6         120.0 GiB     free space

```

Enough space for a shared data partition and the root partition of the second system.

[ Align ] [ Backup ] [ Help ] [ Load ] [ New ] [ Quit ]  
[ Verify ] [ Write ]

Create new partition from free space

Figure 28: First part

```

cgdisk 1.0.5

Disk Drive: /dev/sdb
Size: 312581808, 149.0 GiB

Part. #   Size      Partition Type      Partition Name
-----
1         1007.0 KiB   free space
2         100.0 MiB    EFI system partition  EFI
3         1024.0 KiB    BIOS boot partition   BIOS_BOOT
4         25.0 GiB      Linux x86-64 root (/)  ROOT1
5         4.0 GiB       Linux swap            SWAP
6         95.0 GiB      Linux filesystem      DATEN
7         25.0 GiB      Linux x86-64 root (/)  ROOT2

```

Used by system 1

Used by system 2

[ Align ] [ Backup ] [ Help ] [ Load ] [ New ] [ Quit ]  
[ Verify ] [ Write ]

Create new partition from free space

Figure 29: Sharing

```
Information for partition #3
Partition GUID code: 4F68BCE3-E8CD-4DB1-96E7-FBCAF984B709 (Linux x86-64 root (/))
Partition unique GUID: E9392AD2-4099-4D31-A345-1A2B2FFD3E2D
First sector: 208896 (at 102.0 MiB)
Last sector: 52637695 (at 25.1 GiB)
Partition size: 52428800 sectors (25.0 GiB)
Attribute flags: 0000000000000000
Partition name: 'ROOT1'

Press any key to continue....
```

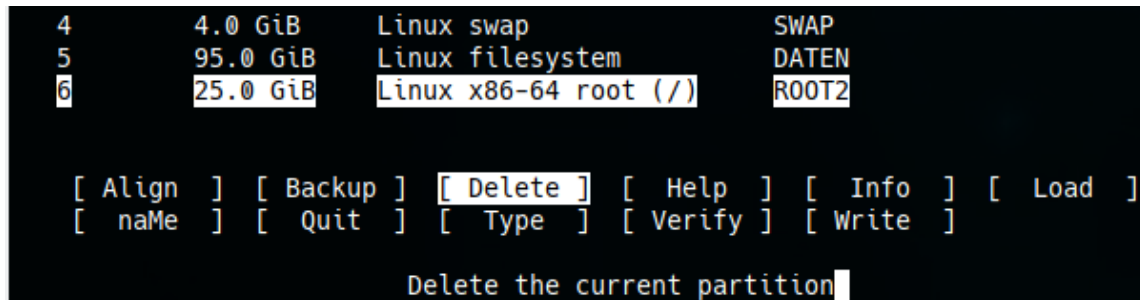
Figure 30: Partition Details

```
No problems found. 2014 free sectors (1007.0 KiB) available in 1
segments, the largest of which is 2014 (1007.0 KiB) in size.
Press the <Enter> key to continue:
```

Figure 31: Partition Verify

we decide if the partition has to be deleted and recreated and if e.g. the size has to be changed as well. If a repair is not possible by these means, the [Advanced commands of gdisk](#) are available for experienced users.

**4.7.2.2 Delete partition** To delete a partition, we select it and use the command “Delete”.



```

4      4.0 GiB   Linux swap          SWAP
5      95.0 GiB  Linux filesystem      DATEN
6      25.0 GiB  Linux x86-64 root (/)  ROOT2

[ Align ] [ Backup ] [ Delete ] [ Help ] [ Info ] [ Load ]
[ naMe ] [ Quit ] [ Type ] [ Verify ] [ Write ]

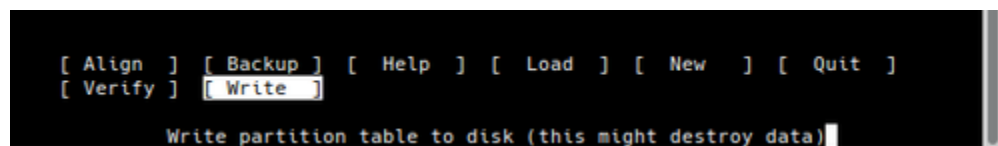
Delete the current partition

```

Figure 32: Delete partition

If necessary, we do the same with other partitions and then we can create the partitions again with changed values.

**4.7.2.3 Write GPT** If the partitioning of the hard disk corresponds to our ideas, we check once more whether everything is in order with the command “Verify”. If no errors are displayed, we choose *Write* and



```

[ Align ] [ Backup ] [ Help ] [ Load ] [ New ] [ Quit ]
[ Verify ] [ Write ]

Write partition table to disk (this might destroy data)

```

Figure 33: Write

may answer the security query with “yes”.

The warning should be taken seriously because after pressing the **Enter** key, all data that was previously on the disk disappears into nirvana.

Since **cgdisk** only creates partitions but no file systems, each of the new partitions must be formatted. With The “Quit” command terminates **cgdisk**.



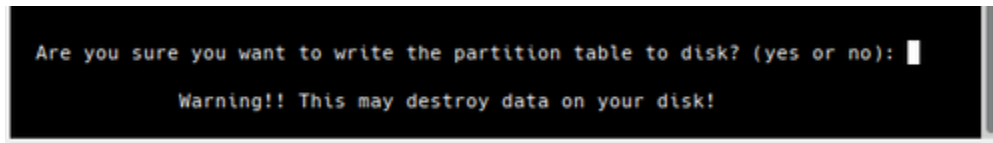


Figure 34: Security prompt

### 4.7.3 Formatting the partitions

We stay in the **root** terminal and display the paths with the numbers for each partition:

```
fdisk -l | grep /dev/sdb
```

The command generates the following output:

```
Disk /dev/sdb: 149.5 GiB, 160041885696 bytes, 312581808 ↵
sectors
/dev/sdb1      2048      206847      204800 100M EFI System
/dev/sdb2     206848     208895        2048   1M BIOS boot
/dev/sdb3     208896   52637695   52428800  25G Linux root
/dev/sdb4   52637696   61026303   8388608   4G Linux swap
/dev/sdb5   61026304  260255743  199229440  95G Linux filesystem
/dev/sdb6  260255744  312581808   52326064  25G Linux root
```

With this information, we format our previously created partitions.

Please read [man mke2fs](#), [man mkfs.fat](#), and [man mkswap](#).

The EFI system partition will be given a **FAT32** file system.

```
mkfs.vfat /dev/sdb1
```

#### The BIOS\_Boot partition must not be formatted!

If the boot manager GRUB finds the *EFI-System* and the *BIOS\_Boot* partition during the installation, it will use them, no matter which installation target we have specified.

We format the Linux partitions sdb3, sdb5, and sdb6 with **ext4**.

```
mkfs.ext4 /dev/sdb3
```

To set up the swap partition, format it with

```
mkswap /dev/sdb4
```

Now the system needs to know about this partition:

```
swapon /dev/sdb4
```

Check if the swap space is available:

```
swapon -s
Filename      Type      Size      Used      Priority
/dev/sdb4     partition 4194304    0         -2
```

If swap was detected correctly:

```
swapoff /dev/sdb4
```

**Next, it is essential to reboot the system so that the new partitioning and file system scheme is read by the kernel.**

#### 4.7.4 Booting with GPT-UEFI or GPT-BIOS

If a bootable volume is to be created with GPT, there are two ways to create the boot sector of a GPT volume.

These possibilities are:

- The computer (the mainboard) has a UEFI.
- UEFI shall be used to boot the GPT medium.

**or**

- The computer (mainboard) has **no** UEFI but a BIOS. (All mainboards before 2009 do not have UEFI.)
- The BIOS shall be used to boot the GPT medium.

**4.7.4.1 Booting with UEFI** If UEFI is to be used for booting, a **FAT** formatted **EFI System** partition (type “*ef00*” ) must be created as the first partition, and an unformatted **BIOS boot** partition (type “*ef02*” ) must be created as the second one. The first partition contains the boot loader(s).

During the installation of siduction, any choices made by install-gui as to where to install the boot loader are ignored if the aforementioned partitions exist. The siduction boot loader is stored in the *EFI* system partition at `/efi/siduction`. The *EFI* system partition is also mounted as `/boot/efi` as long as the option `mount other partitions` is selected. The mount of the *EFI* system partition does not need to be specified in the installer.

**4.7.4.2 Booting with BIOS** If the system does not have UEFI, the first thing to do is to create a **BIOS boot** partition. This replaces the sector of an MBR-partitioned disk that is between the partitioning table and the first partition. Grub is written directly onto it.

The partition should have the size of 200MB. (The reason for this size instead of the conventional 32MB is to have a sufficiently large partition available in case of a switch to UEFI.)

## 4.7.5 Advanced commands of gdisk

`gdisk` has advanced options and security mechanisms not available in `cgdisk`.

If problems are detected (e.g. overlapping partitions or non-matching main and backup partition tables), it is possible to fix them with various options in the **recovery & transformation** menu. We start `gdisk` with

```
gdisk /dev/sdb
```

At the command prompt **Command (? for help):**, we enter the command `r` to get into the submenu of “*recovery & transformation*” and then `?`.

```
recovery/transformation command (? for help): ?
b use backup GPT header (rebuilding main)
c load backup partition table from disk (rebuilding main)
d use main GPT header (rebuilding backup)
```

```
e load main partition table from disk (rebuilding backup)
f load MBR and build fresh GPT from it
g convert GPT into MBR and exit
h make hybrid MBR
i show detailed information on a partition
l load partition data from a backup file
m return to main menu
o print protective MBR data
p print the partition table
q quit without saving changes
t transform BSD disklabel partition
v verify disk
w write table to disk and exit
x extra functionality (experts only)
? print this menu
```

A third menu, “*experts*” , is reached with **x** from either the “*main menu*” or the “*recovery & transformation menu*”.

```
recovery/transformation command (? for help): x

Expert command (? for help): ?
a set attributes
c change partition GUID
d display the sector alignment value
e relocate backup data structures to the end of the disk
g change disk GUID
i show detailed information on a partition
l set the sector alignment value
m return to main menu
n create a new protective MBR
o print protective MBR data
p print the partition table
q quit without saving changes
r recovery and transformation options (experts only)
s resize partition table
```

```
v verify disk  
w write table to disk and exit  
z zap (destroy) GPT data structures and exit  
? print this menu
```

This menu allows low-level editing such as changing the partition GUID or the disk GUIDs (**c** or **g**). The **z** option instantly destroys the GPT data structures. This can be useful if the GPT volume is to be used with a different partitioning scheme. If these structures are not erased, some partition editors may have problems because of the presence of two partitioning schemes.

Despite all this: the options of the menus “*recovery & transformation*” and “*experts*” should only be used if you are very familiar with GPT. As a “non-expert”, you should only use these menus if a disk is damaged. Before any drastic action, the option **b** in the main menu should be used to create a backup copy in a file and save it on a separate medium. This will allow the original configuration to be restored if the action does not go as desired.

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## 4.8 Partitioning with fdisk

**fdisk** and **cdisk** create MBR partition tables based on the BIOS. The introduction of GPT partition tables based on UEFI began in 2000.

The newer **G**lobally **U**nique **I**dentifier **P**artition **T**able (GPT) standard, which is part of the UEFI standard, has replaced MBR on current hardware and allows disks/partitions larger than 2 TBytes and a theoretically unlimited number of primary partitions. More information about this can be found in [Wikipedia GUID partition table](#).

We recommend to use *fdisk* and *cdisk* only for partitioning on older hardware. For creating GPT partition tables, please refer to the manual page [Partitioning with gdisk](#).

### 4.8.1 Naming storage devices

**Please NOTE:**

siduction uses UUID in **fstab** for storage device naming. Please refer to the chapter [Naming by UUID](#).

#### Disks

Information about the devices can be easily obtained from an information window (pop-up) by hovering the mouse over the icon of a device on the desktop. This works both from the live ISO and with siduction installed.

We recommend creating a table (manual or generated) that contains the details of all devices. This can be very helpful if problems arise. In a terminal, we become **root** with **su** and type **fdisk -l**. For example, with two disks, we get output similar to that shown below.

```
user1@pc1:/$ su
password:
root@pc1:/# fdisk -l

Disk /dev/sda: 149.5 GiB, 160041885696 bytes, 312581808 ↵
sectors
```

```

Disk model: FUJITSU MHY2160B
Units: sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disklabel type: dos
Disk identifier: 0x6513a8ff

Device    Boot    Start        End    Sectors  Size Id Type
/dev/sda1             2048   41945087   41943040   20G 83 Linux
/dev/sda2    41945088   83888127   41943040   20G 83 Linux
/dev/sda3    83888128   88291327    4403200   2,1G 82 Linux swap
/dev/sda4    88291328  312581807  224290480  107G  5 Extended
/dev/sda5    88293376  249774079  161480704   77G 83 Linux
/dev/sda6   249776128  281233407    31457280   15G 83 Linux
/dev/sda7   281235456  312581807    31346352   15G 83 Linux

Disk /dev/sdb: 119,25 GiB, 128035676160 bytes, 250069680 ↵
sectors
Disk model: Samsung SSD 850
Units: sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disklabel type: dos
Disk identifier: 0x000403b7

Device    Boot    Start        End    Sectors  Size Id Type
/dev/sdb1             2048   17831935   17829888   8.5G 82 Linux swap
/dev/sdb2   17831936  122687487  104855552   50G 83 Linux
/dev/sdb3  122687488  250068991  127381504  60,8G 83 Linux

```

By entering the command

**fdisk -l > /home/<MY USER NAME>/documents/fdisk-l\_output** we get a text file with the same content.

## Partitions

The partitions on an MBR hard disk are defined by a number between 1 and 15. A maximum of 14 mountable partitions is possible.

The following partition types exist:  
primary, extended, and logical.

The logical partitions are located within the extended partition. A maximum of four primary or three primary and one extended partition can be created. The extended partition, in turn, can contain up to eleven logical partitions.

Primary or extended partitions are given a designator between 1 and 4 (for example sda1 to sda4). Logical partitions are always bundled and part of an extended partition. A maximum of eleven logical partitions can be defined with *libata*, and their names start with number 5 and end with number 15 at most.

### Examples

```
4 partitions (all primary):
```

```
|sda1|sda2|sda3|sda4|
```

```
6 partitions (3 primary, 1 extended, and 3 logical):
```

```
|sda1|sda2|sda3| -  
                    |           contains only  
                    |sda4| -> references to  
                    |           logical partitions  
                    |  
                    |sda5|sda6|sda7|
```

**/dev/sda5** can only be a logical partition (in this case the first logical one on this device). It is located on the first hard disk of the computer (depending on the BIOS configuration).

**/dev/sdb3** can only be a primary or extended partition. The letter “b” indicates that this partition is on a different device than the partition of the first example, which contains the letter “a”.



### 4.8.2 Use cfdisk

#### Backup data beforehand!

> There is a risk of data loss when using any partition editor. Always back up data you want to keep on another disk first.

**cfdisk** is started in a console as **root** (after **su** the root password is required):

```
user1@pc1:/$ su
password:
root@pc1:/#
cfdisk /dev/sda
```

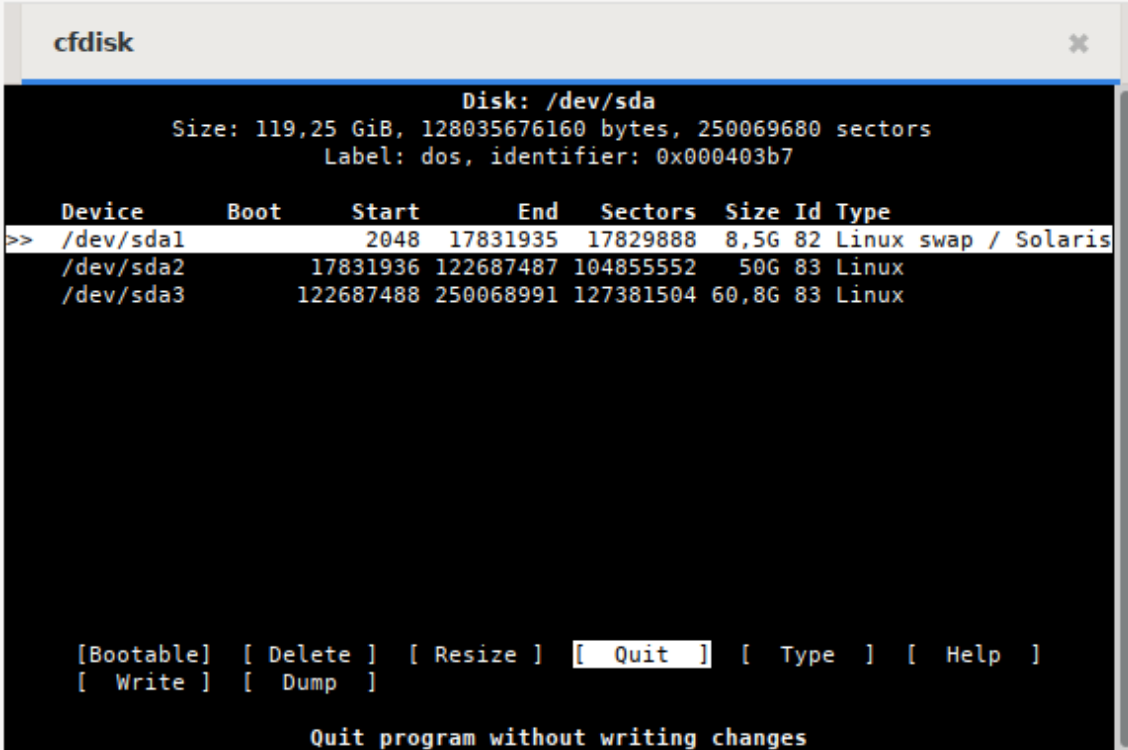
**cfdisk** should only be used on a hard disk with all partitions unmounted. All data will be lost when the changed partition table is written.

**4.8.2.1 The user interface** On the first screen, **cfdisk** shows the current partition table with the names and some information about each partition. At the bottom of the window, there are some command buttons. To switch between partitions, use the arrow keys **up** and **down**. To select commands, use the arrow keys **right** and **left**. The **Enter** key is used to execute the command.

We have three partitions on the example disk.

Device	Part. Size	Part. Type	Mountpoint
/dev/sda1	8.5G	82 Swap	-
/dev/sda2	50.0G	83 Linux	/
/dev/sda3	60.8G	83 Linux	/data

From the data partition, we want to move the directories **Pictures** and **Music** to their own partitions and create more space for them. At the same time, they should be accessible for a Windows system residing on another harddisk. The root partition is oversized with 50 GB and will be reduced.



```

Disk: /dev/sda
Size: 119,25 GiB, 128035676160 bytes, 250069680 sectors
Label: dos, identifier: 0x000403b7

Device      Boot      Start         End      Sectors   Size Id Type
>> /dev/sda1          2048    17831935    17829888     8,5G 82 Linux swap / Solaris
   /dev/sda2      17831936    122687487    104855552     50G 83 Linux
   /dev/sda3     122687488    250068991    127381504    60,8G 83 Linux

[Bootable] [ Delete ] [ Resize ] [  Quit  ] [ Type ] [ Help ]
[ Write ] [ Dump ]

Quit program without writing changes

```

Figure 35: cfdisk - Start

**4.8.2.2 Delete a partition** To create space, we delete the data partition and then shrink the root partition.

To delete the partition **/dev/sda3**, highlight it with the up-down keys and select the command “Delete” with the left-right arrow keys. Finally, confirm the action by hitting **Enter**.

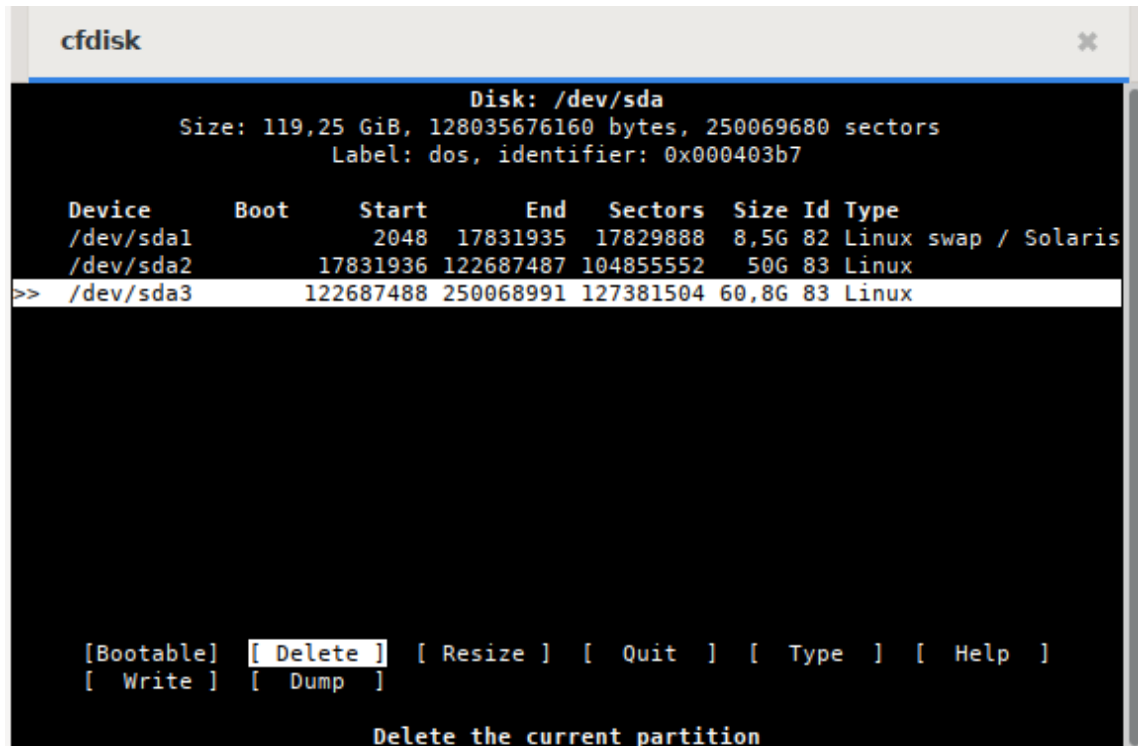


Figure 36: Delete a partition

**4.8.2.3 Resize a partition** Highlight the partition **/dev/sda2**, select the command “Resize”, and confirm.

Then the new size of “20G” is to be entered.

**4.8.2.4 Creating a new partition** The hard disk’s freed space is highlighted. The command selection automatically jumps to “New”, which has to be confirmed. Then enter the new size of “15G” for the data partition.

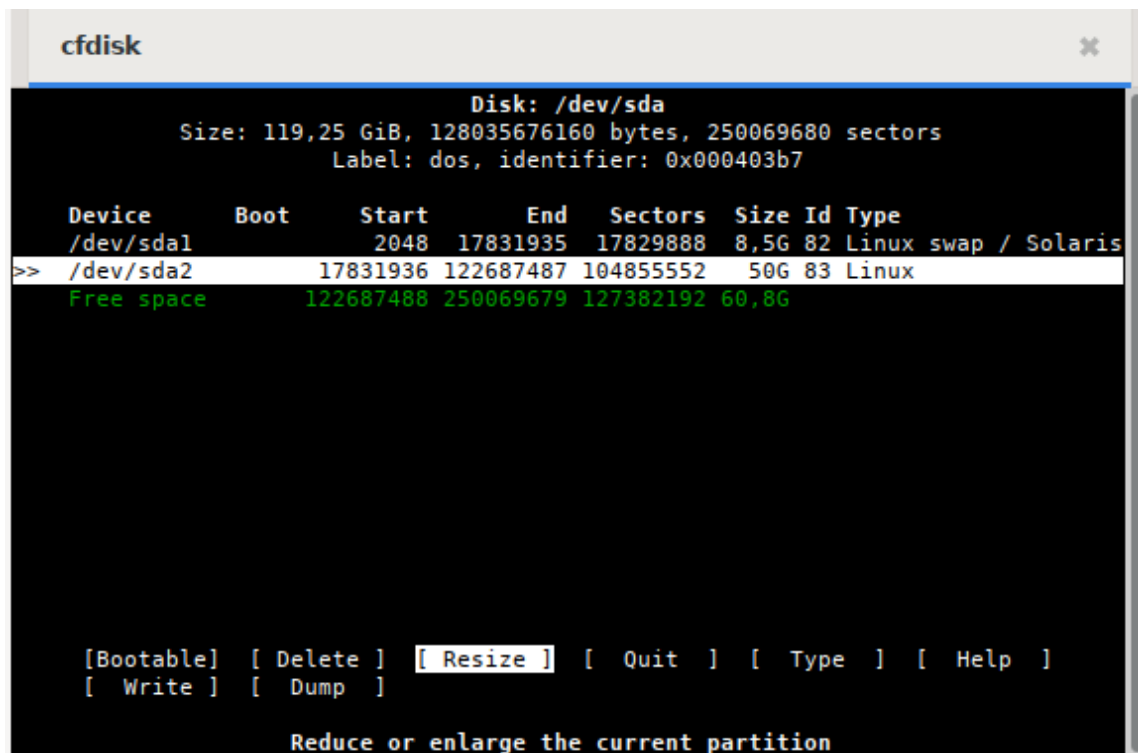


Figure 37: Resize a partition

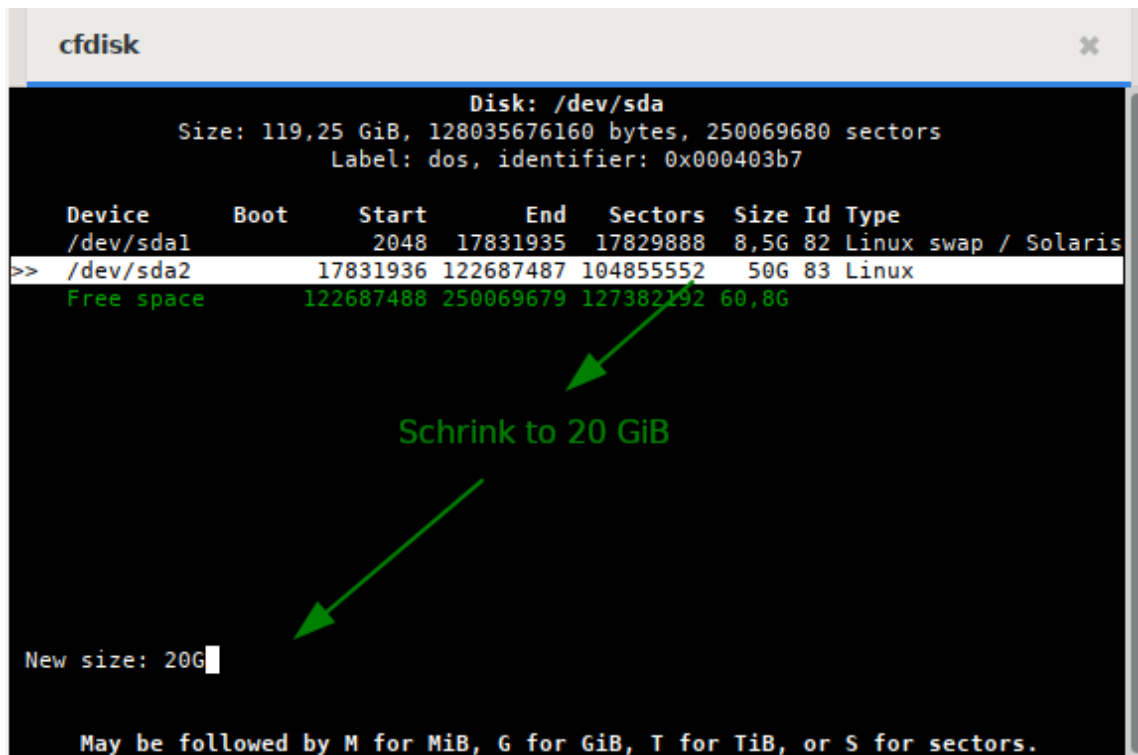


Figure 38: New Size of a partition

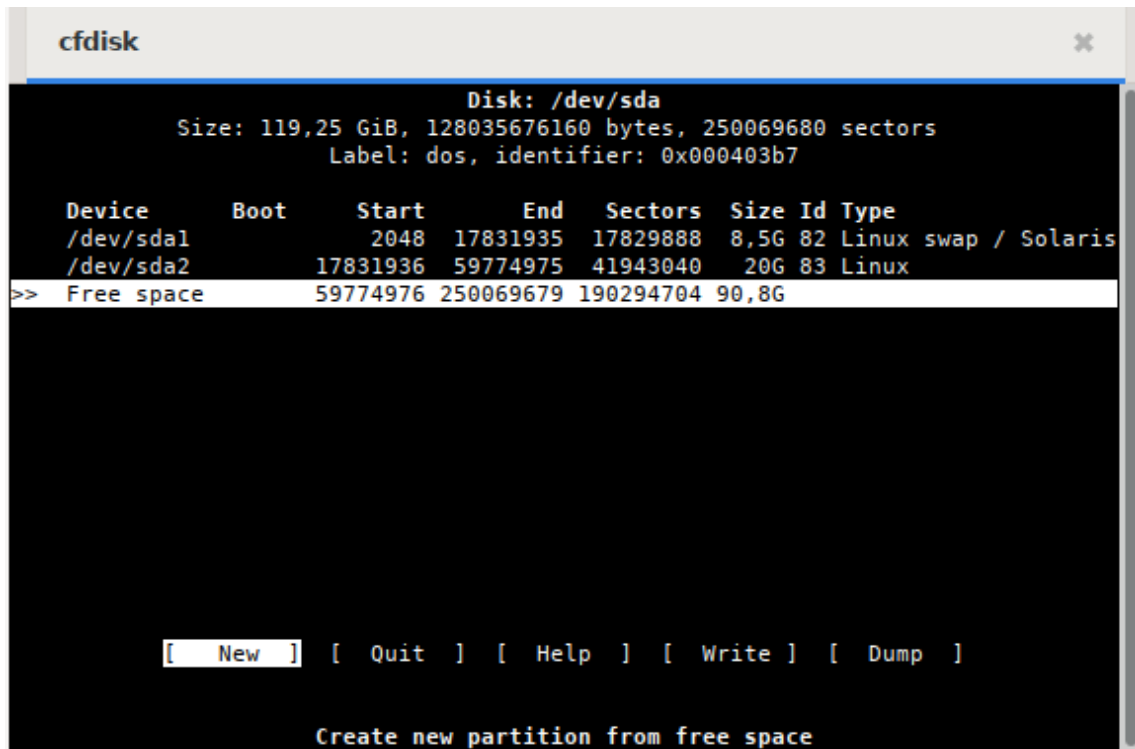


Figure 39: Create a new partition

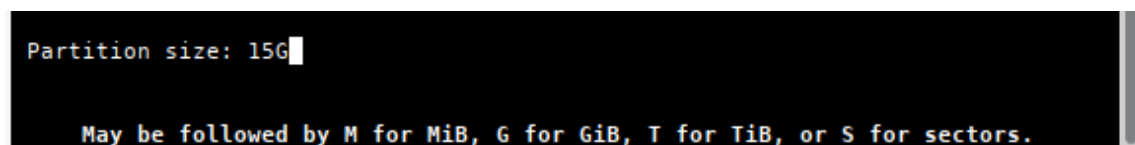


Figure 40: Create a new partition - Size

Now we have to choose between a **primary** or an **extended** partition. We select a primary partition.

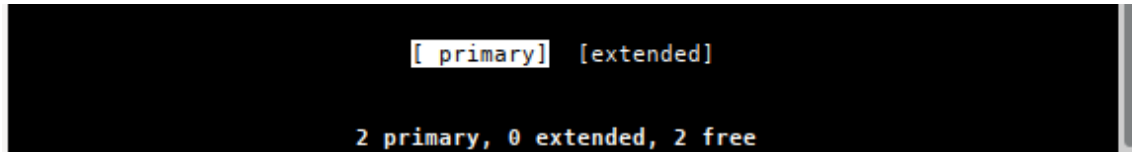


Figure 41: Create a new partition - primary

After that, we mark the free disk space again, confirm it, and confirm the preset total size as well. In the following selection, **extended** has to be chosen. This creates the extended partition (here called “*container*”) in which the two additional partitions are to be created.

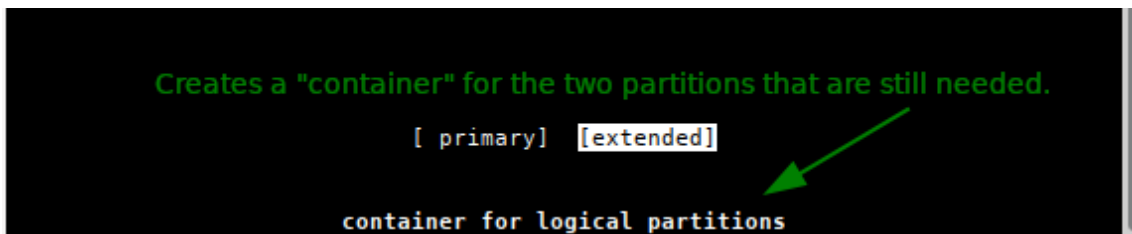


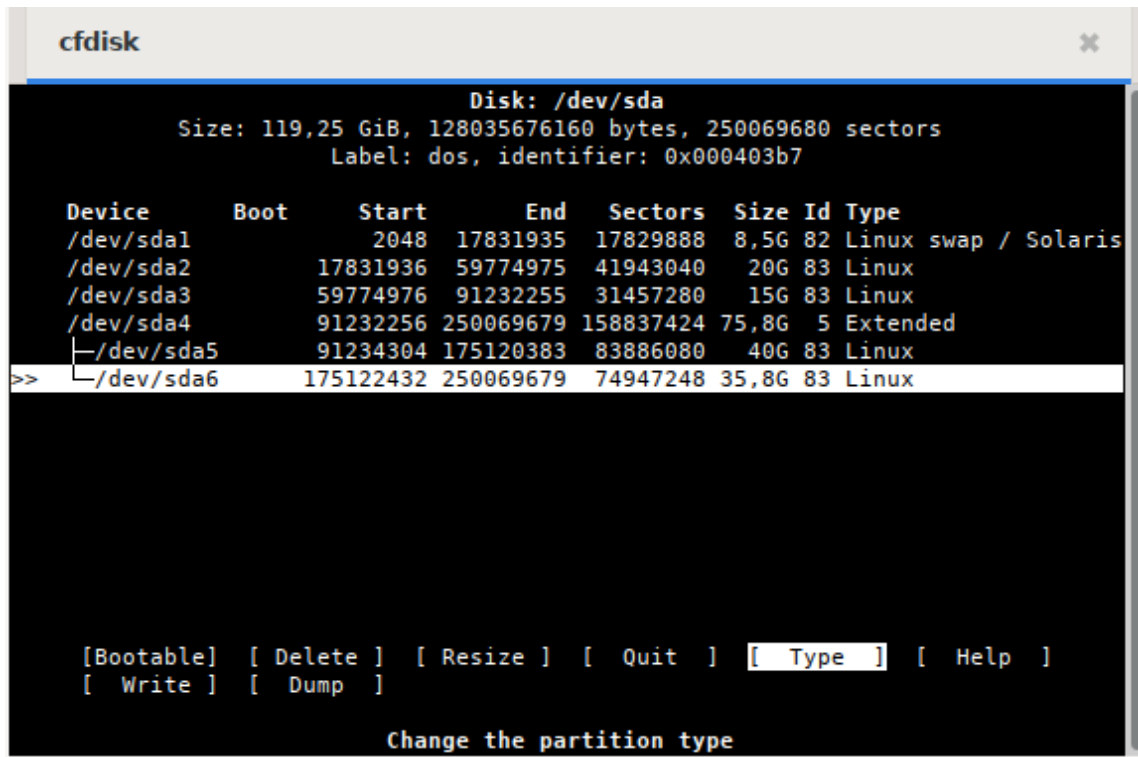
Figure 42: extended partition

Finally, the partitions for **Music** and **Images** are to be created in the desired size according to the procedure shown above. Since only logical partitions are possible, the selection between primary and extended partition is omitted.

This is how the result looks like.

**4.8.2.5 Partition type** To change the type of a partition, select the desired partition and choose the command “*Type*”.

A selection list appears in which the partition type can be selected with the arrow keys **up** and **down**. In our example, we select “7 HPFS/NTFS/exFAT” for the partitions **/dev/sda5** and **/dev/sda6**. This way, the above mentioned Windows system can access the partition.



```

Disk: /dev/sda
Size: 119,25 GiB, 128035676160 bytes, 250069680 sectors
Label: dos, identifier: 0x000403b7

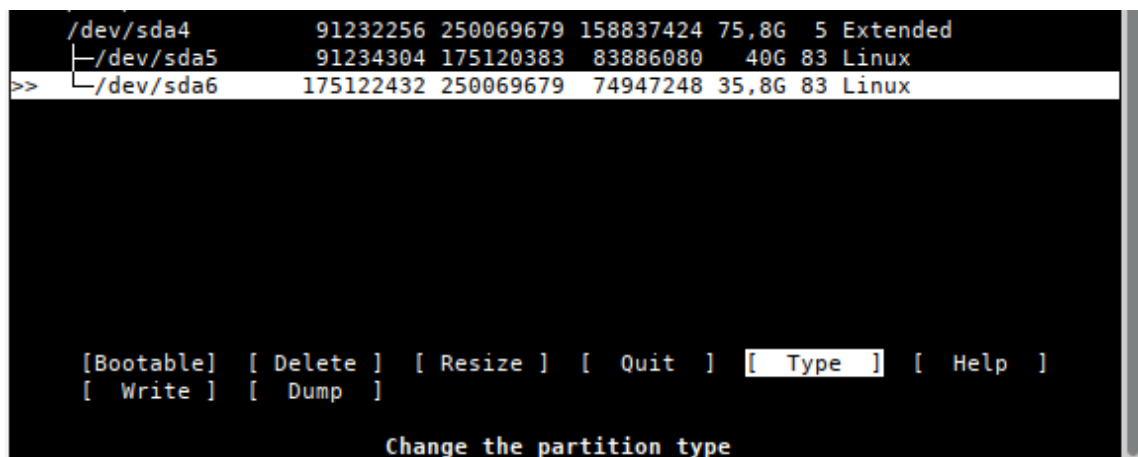
Device      Boot      Start         End      Sectors   Size Id Type
/dev/sda1                2048     17831935    17829888    8,5G 82 Linux swap / Solaris
/dev/sda2          17831936     59774975    41943040    20G 83 Linux
/dev/sda3          59774976     91232255    31457280    15G 83 Linux
/dev/sda4          91232256    250069679   158837424    75,8G  5 Extended
└─/dev/sda5          91234304    175120383    83886080    40G 83 Linux
>> └─/dev/sda6      175122432    250069679    74947248    35,8G 83 Linux

[Bootable] [ Delete ] [ Resize ] [ Quit ] [ Type ] [ Help ]
[ Write ] [ Dump ]

Change the partition type

```

Figure 43: partition finished



```

/dev/sda4          91232256    250069679   158837424    75,8G  5 Extended
└─/dev/sda5          91234304    175120383    83886080    40G 83 Linux
>> └─/dev/sda6      175122432    250069679    74947248    35,8G 83 Linux

[Bootable] [ Delete ] [ Resize ] [ Quit ] [ Type ] [ Help ]
[ Write ] [ Dump ]

Change the partition type

```

Figure 44: partition type



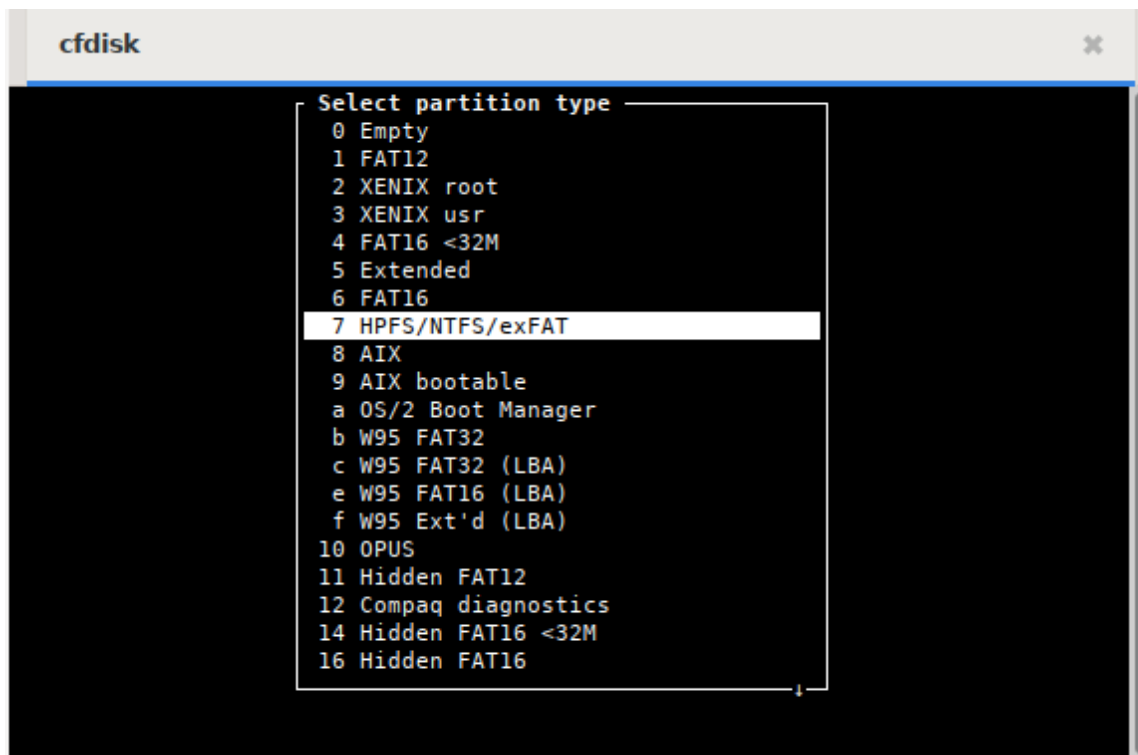


Figure 45: partition type

**4.8.2.6 Make a partition bootable** For Linux there is no need to make a partition bootable, but some other operating systems need it. This is done by highlighting the appropriate partition and selecting the “*Bootable*” command. (**Note:** when installing to an external hard drive, a partition must be made bootable.)

**4.8.2.7 Write partition table** When everything has been partitioned, the result can be saved with the command “*Write*”. The partition table is now written to the disk.

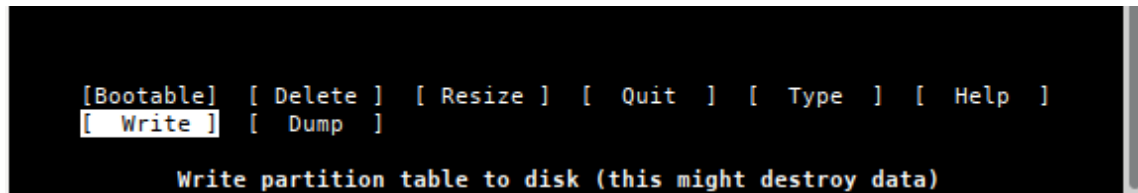


Figure 46: partition select type

Since this will delete all data on the corresponding disk/partition, you should be really sure before typing **yes** and confirming again with the **Enter** key.

**4.8.2.8 Quit cfdisk** By entering the command “*Quit*”, we can quit the program. After leaving **cfdisk** and before the installation, you should reboot in any case to read in the partition table again.

### 4.8.3 Formatting partitions

There are several file systems for Linux that can be used. There are **Ext2**, **Ext4**, **ReiserFs**, and for more experienced users **XFS**, **JFS**, and **ZFS**.

**Ext2** may be of interest when accessing from Windows, as there are Windows drivers for this file system. [Ext2 file system for MS Windows \(drivers and documentation\)](#).

For normal use, we recommend the **ext4** file system. It is siduction’s default file system.

After **cfdisk** has finished, the **root** console is still needed as formatting requires root privileges.

The command is **mkfs.ext4 /dev/sdaX**. For “X”, enter the number of the selected partition.

```
mkfs.ext4 /dev/sda2
mke2fs 1.45.6 (20-Mar-2020)
/dev/sdb2 contains an ext4 file system
    last mounted on Tue May 26 14:26:34 2020
Proceed anyway? (y,N)
```

The query is to be answered with **y** if you are sure that the correct partition should be formatted. Please check several times!

After the formatting is finished, you should get a message that ext4 was written successfully. If this is not the case, something went wrong during partitioning or **sdaX** is not a Linux partition. We check with:

```
fdisk -l /dev/sda
```

If something is wrong, you may have to partition again.

If the formatting was successful, this procedure can be repeated for the other partitions, adapting the command according to the partition type and the desired file system (e.g.: **mkfs.ext2** or **mkfs.vfat** or **mkfs.ntfs**, etc.). Please read the man page **man mkfs**.

Finally, format the swap partition, in this case sda1:

```
mkswap /dev/sda1
```

Next, the swap partition is activated:

```
swapon /dev/sda1
```

After that, you can check in the console if the swap partition is recognized:

```
swapon -s
```

With the swap partition mounted, the output of the previous command should look something like this:

```
Filename Type Size Used Priority
/dev/sda1 partition 8914940 0 -2
```

If the swap partition is recognized correctly, restart the computer.

Now the installation can begin.

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## 4.9 LVM partitioning - Logical Volume Manager

**The following is a basic introduction.** It is up to the esteemed reader to delve deeper into the subject. Further sources of information can be found at the end of this text - the list does not claim to be complete.

Working with *Logical Volumes* is much easier than most users think. The best feature of LVM is that changes take effect without having to reboot the system. *Logical Volumes* can span multiple disks and are scalable. This distinguishes them from other methods of disk partitioning.

You should be familiar with three basic terms:

- **Physical Volume (Physical Volume):** This includes the physical, real-world disks or partitions such as **/dev/sda** or **/dev/sdb1** which are used for mounting/mounting. LVM can be used to combine multiple physical volumes into volume groups.
- **Volume Group:** A volume group consists of *physical volumes* and is the location of *logical volumes*. A Volume Group can be seen as a “virtual disk” composed of *physical volumes*. Here are some examples for better understanding:
  - Multiple storage devices (e.g. hard disks, SSDs, M2 disks, external USB drives, etc.) can be combined into a volume group (a virtual drive).
  - Multiple partitions of a storage device can be combined into one volume group (a virtual drive).
  - The two aforementioned options can be combined. For example, you could combine two complete SSDs with two partitions of a third SSD into a volume group.
- Logical volumes are created within a *volume group* and mounted to the system. You can also consider them “virtual” partitions. They are dynamically modifiable, can be resized, recreated, removed, and used. A logical volume can span multiple physical volumes within the volume group.

### 4.9.1 Six steps to logical volumes

**Caution**

We assume non-partitioned hard disks in our example. Note: If old partitions are deleted, all data will be irretrievably lost.

As partition editor, either `cfdisk` or `gdisk` must be used because currently neither GParted nor the KDE partition manager support the creation of *logical volumes*. See also the manual pages:

[Partitioning with `cfdisk` \(msdos-MBR\)](#)

[Partitioning with `gdisk` \(GPT-UEFI\)](#)

All of the following commands and actions require **root** privileges.

#### 1. Creating of a partition table

```
cfdisk /dev/sda
n -> creates a new partition on the drive
p -> this partition becomes a primary partition
1 -> the partition gets the number 1
    as identification "size allocation" sets the
    first and last cylinder to default values.
    Press ENTER to span the whole drive
t -> selects the partition type to create
8e -> the hex code for a Linux LVM
W -> writes changes to the drive
```

The command **W** writes the partitioning table. If a mistake was made up to this point, the existing partitioning layout can be restored. For this purpose, enter the command **q** for `cfdisk` to exit without writing, and everything remains as it has been before.

If the volume group is to span more than one physical volume (disk), the above operation must be performed on each physical volume.

#### 2. Creating a physical volume

```
pvcreate /dev/sda1
```

The command creates the physical volume on the first partition of the first hard disk.

This process is to be repeated on each partition as needed.

### 3. Creating a volume group

Now we add the physical volumes to a volume group named *vulcan* (three drives in our example):

```
vgcreate vulcan /dev/sda1 /dev/sdb1 /dev/sdc1
```

If this step has been performed correctly, the result can be seen in the output of the following command:

```
vgscan
```

`vgdisplay` displays the size with:

```
vgdisplay vulcan
```

### 4. Creating a logical volume

At this point you have to decide how big the *logical volume* should be at the beginning. One advantage of LVM is the ability to adjust the size without rebooting.

In our example, we want a 300GB volume named *spock* inside the volume group named *vulcan*:

```
lvcreate -n spock --size 300g vulcan
```

### 5. Formatting the logical volume

Please be patient, this process may take some time:

```
mkfs.ext4 /dev/vulcan/spock
```

## 6. Mounting the logical volume

Create the mount point with

```
mkdir /media/spock/
```

Using `/dev/vulcan/spock` is preferable to using UUID numbers with an LVM because it makes it easier to clone the file system (no UUID collisions). An LVM allows to create file systems with identical UUID numbers (classic example: snapshots). To mount the volume during the boot process, `fstab` must be customized with a text editor:

```
mcedit /etc/fstab
```

Then insert the following line according to our example:

```
/dev/vulcan/spock /media/spock/ ext4 auto,users,rw,exec,dev,↵  
relatime 0 2
```

Optional:

The owner of the volume can be changed so that other users have read/write access to the logical volume:

```
chown root:users /media/spock  
chmod 775 /media/spock
```

We can now repeat steps 4 to 6 for the new logical volume *kirk* to be created.

A simple LVM should now be usable.

### 4.9.2 Resizing a volume

We recommend using a live ISO to resize partitions. Although increasing the partition size of the running system can be done without error, decreasing the size of a partition cannot. Anomalies can lead to data loss, especially if the `/` (root) or `/home` directories are affected.

#### Example of an enlargement



A partition is to be enlarged from 300GB to 500GB:

```
umount /media/spock/
```

Extend the logical volume:

```
lvextend -L+200g /dev/vulcan/spock
```

The `lvextend` command needs to be given the size **difference** as an option, not the total size desired.

Then resize the file system:

The first command forcibly performs a check, even if the file system appears to be clean.

The last command remounts the *logical volume*.

```
e2fsck -f /dev/vulcan/spock  
resize2fs /dev/vulcan/spock  
mount /media/spock
```

### Example of a resize

A partition is resized from 500GB to 280GB:

```
umount /media/spock/
```

Reduce the size of the file system:

```
e2fsck -f /dev/vulcan/spock  
resize2fs /dev/vulcan/spock 280g
```

After that, the logical volume is changed.

```
lvreduce -L-220g /dev/vulcan/spock  
resize2fs /dev/vulcan/spock  
mount /media/spock
```

Again, the `lvreduce` command must be given the size **difference** as an option. The `resize2sf` command resizes the file system exactly to the logical volume's size.

### 4.9.3 Manage LVM with a GUI program

*Gparted* offers the possibility to manage already created *logical volumes*. The program needs to be executed as **root**.

### 4.9.4 More info

[Logical Volume Manager - Wikipedia](#)  
[Working with logical volumes #1](#)  
[Working with logical volumes #2](#)  
[Working with logical volumes #3](#)  
[Resizing Linux partitions - part 2 \(IBM\)](#)

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## 4.10 Move the home directory

### Important information

An existing **/home** should not be used or shared with another distribution as there may/will be conflicts with the configuration files.

Therefore, we generally advise against creating a **/home** partition.

The directory **/home** should be the place where the individual configurations are stored, and only these. For all other private data, a separate data partition should be created, and this should be mounted under **/data**, for example. The advantages for data stability, data backup, and also in case of data recovery are almost immeasurable.

If data is to be shared for parallel installations, this procedure is particularly advisable.

### Preparations

The necessary steps will be explained on a realistic example.

The initial situation:

- The old, meanwhile too small hard disk has three partitions (**/boot/efi**, **/**, **swap**).
- There is no separate data partition yet.
- An additional built-in hard disk has four partitions with the **ext4** file system. We will use this partition's **sdb4** as the new data partition, which we mount to **/data**.

Our previous **/etc/fstab** has the content:

```
$ cat /etc/fstab
...
UUID=B248-1CCA /boot/efi vfat ↗
    umask=0077 0 2
UUID=1c257cff-1c96-4c4f-811f-46a87bcf6abb / ext4 ↗
    defaults,noatime 0 1
UUID=2e3a21ef-b98b-4d53-af62-cbf9666c1256 swap swap ↗
    defaults,noatime 0 2
```

```
tmpfs                                /tmp      tmpfs ↗  
defaults,noatime,mode=1777 0 0
```

We need the UUID information of the additional hard disk. See also the manual page [customize fstab](#).

The command **blkid** returns the following information:

```
$ /sbin/blkid  
...  
/dev/sdb4: UUID="e2164479-3f71-4216-a4d4-af3321750322" ↗  
        BLOCK_SIZE="4096" TYPE="ext4" PARTUUID="000403b7-04"
```

### Backup of the old /home

Before making any changes to the existing file system, we use **root** privileges to backup everything inside **/home** into a tar archive.

```
# cd /home  
# tar cvzpf somewhere/home.tar.gz ./
```

### Mountpoint of the data partition

We create the directory **Data** in **/** and mount the partition **sdb4** there. As owner and group we set our own names. Some time later, we will copy the private data, but not the configurations, from the existing **/home** into it.

Create mountpoint and mount partition (as **root**):

```
# mkdir /data  
# chown <user>:<group> /data  
# mount -t ext4 /dev/sdb4 /data
```

#### 4.10.1 Move private data

##### Analysis of /home

Let's first take a close look at our home directory.  
(The output has been sorted for clarity.)

```
~$ ls -la
total 169
drwxr-xr-x 19 <user><group> 4096  4 Oct 2020 .
drwxr-xr-x 62 <user><group> 4096  4 Oct 2020 ..
-rw----- 1 <user><group> 330   15 Oct 2020 .bash_history
-rw-r--r-- 1 <user><group> 220    4 Oct 2020 .bash_logout
-rw-r--r-- 1 <user><group> 3528   4 Oct 2020 .bashrc
drwx----- 19 <user><group> 4096 15 Oct 2020 .cache
drwxr-xr-x 22 <user><group> 4096 15 Oct 2020 .config
-rw-r--r-- 1 <user><group>   24    4 Oct 2020 .dmrc
drwx----- 3 <user><group> 4096 15 Oct 2020 .gconf
-rw-r--r-- 1 <user><group>  152    4 Oct 2020 .gitignore
drwx----- 3 <user><group> 4096 15 Oct 2020 .gnupg
-rw----- 1 <user><group> 3112 15 Oct 2020 .ICEauthority
-rw-r--r-- 1 <user><group>  140    4 Oct 2020 .inputrc
drwx----- 3 <user><group> 4096  4 Oct 2020 .local
drwx----- 5 <user><group> 4096 15 Oct 2020 .mozilla
-rw-r--r-- 1 <user><group>  807    4 Oct 2020 .profile
drwx----- 2 <user><group> 4096  4 Oct 2020 .ssh
drwx----- 5 <user><group> 4096 15 Oct 2020 .thunderbird
-rw----- 1 <user><group>   48 15 Oct 2020 .Xauthority
-rw----- 1 <user><group> 1084 15 Oct 2020 .xsession-error
drwxr-xr-x 2 <user><group> 4096  4 Oct 2020 Desktop
drwxr-xr-x 2 <user><group> 4096  4 Oct 2020 Documents
drwxr-xr-x 2 <user><group> 4096  4 Oct 2020 Downloads
drwxr-xr-x 2 <user><group> 4096  4 Oct 2020 Music
drwxr-xr-x 2 <user><group> 4096  4 Oct 2020 Pictures
drwxr-xr-x 2 <user><group> 4096  4 Oct 2020 Public
drwxr-xr-x 2 <user><group> 4096  4 Oct 2020 Templates
drwxr-xr-x 2 <user><group> 4096  4 Oct 2020 Videos
```

The output shows the home directory shortly after installation with only minor changes.

We put our private documents into the, by default created, directories `Desktop` to

**Videos** at the end of the list. These and possibly additional, self-created directories with private data, will be moved into the new data partition later.

“Hidden” files and directories beginning with a dot (.) contain configuration and program-specific data that we do not move, with three exceptions. These exceptions are:

the cache **.cache**,

the internet browser **.mozilla**, and

the mail program **.thunderbird**.

All three reach a considerable volume over time, and they also contain a lot of private data. Therefore, we move them to the new data partition, too.

### Copying the private data

For copying, we use the command **cp** with the archive option **-a**. Thus the rights, owners, and the timestamp are kept, and it is copied recursively.

```
~$ cp -a * /data/
~$ cp -a .cache /data/
~$ cp -a .mozilla /data/
~$ cp -a .thunderbird /data/
```

The first command copies all files and directories except for the hidden ones.

The following output shows the result:

```
~$ ls -la /data/
total 45
drwxr-xr-x 13 <user><group> 4096  4 May 2020 .
drwxr-xr-x 20 root  root    4096  4 Oct 2020 ..
drwxr-xr-x  2 <user><group> 4096  4 Oct 2020 images
drwx----- 19 <user><group> 4096 15 Oct 2020 .cache
drwxr-xr-x  2 <user><group> 4096  4 Oct 2020 Desktop
drwxr-xr-x  2 <user><group> 4096  4 Oct 2020 Documents
drwxr-xr-x  2 <user><group> 4096  4 Oct 2020 Downloads
drwx-----  5 <user><group> 4096 15 Oct 2020 .mozilla
drwxr-xr-x  2 <user><group> 4096  4 Oct 2020 music
drwxr-xr-x  2 <user><group> 4096  4 Oct 2020 Public
drwx-----  5 <user><group> 4096 15 Oct 2020 .thunderbird
```

```
drwxr-xr-x 2 <user><group> 4096 4 Oct 2020 Videos
drwxr-xr-x 2 <user><group> 4096 4 Oct 2020 templates
```

To check the copy action for errors, you can use the command **dirdiff /home/<user>/ /data/**. Only the files and directories that we did not copy should be listed.

Now all private data from the old **/home** are additionally on the new partition.

### Delete in /home.

For this action, all program windows should be closed, except for the terminal we use.

Depending on the desktop environment, various applications use the directories created by default during installation (e.g. **Music**) to store files there. In order to enable the access of the applications to the directories, these must be linked back, thus refer to the corresponding directories of the **/data** partition.

Please check the commands carefully before executing them so you don't accidentally delete something wrong.

```
~$ rm -r Desktop/ && ln -s /Data/Desktop/ ./Desktop
~$ rm -r Documents/ && ln -s /Data/Documents/ ./Documents
~$ rm -r Downloads/ && ln -s /Data/Downloads/ ./Downloads
~$ rm -r Music/ && ln -s /Data/Music/ ./Music
~$ rm -r Pictures/ && ln -s /data/Pictures/ ./Pictures
~$ rm -r Public/ && ln -s /Data/Public/ ./Public
~$ rm -r Templates/ && ln -s /Data/Templates/ ./Templates
~$ rm -r Videos/ && ln -s /Data/Videos/ ./Videos
~$ rm -r .cache/ && ln -s /data/.cache/ ../.cache
~$ rm -r .mozilla/ && ln -s /data/.mozilla/ ../.mozilla
~$ rm -r .thunderbird/ && ln -s /data/.thunderbird/ ../.
thunderbird
```

The data remaining in the **/home** directory will only occupy less than 10 MB of space.

### 4.10.2 Adjust fstab

In order for the new data partition to be mounted and available to the user at system startup, the `fstab` file must be modified. Additional information about the `fstab` can be found in our manual [adaptation of the fstab](#).

We need the data partition's already read out UUID information. Before modifying the file, we create a backup copy of the `fstab` with date attachment:

```
# cp /etc/fstab /etc/fstab_$(date +%F)
# mcedit /etc/fstab
```

According to our example, we add the following line to `fstab`.

```
UUID=e2164479-3f71-4216-a4d4-af3321750322 /data ext4 defaults, ↗
noatime 0 2
```

The `fstab` should now look like this:

```
UUID=B248-1CCA /boot/efi vfat ↗
    umask=0077 0 2
UUID=1c257cff-1c96-4c4f-811f-46a87bcf6abb / ext4 ↗
    defaults,noatime 0 1
UUID=e2164479-3f71-4216-a4d4-af3321750322 /data ext4 ↗
    defaults,noatime 0 2
UUID=2e3a21ef-b98b-4d53-af62-cbf9666c1256 swap swap ↗
    defaults,noatime 0 2
tmpfs /tmp tmpfs ↗
    defaults,noatime,mode=1777 0 0
```

Save the file with **F2** and quit the editor with **F10**.

If, nonetheless, anything goes wrong, we still have our data in the saved tar archive.

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## 5 Network

This section contains informations and notes on

- the [Network Manager command line tool](#), its operation, which devices are present and configured, how to connect and disconnect, and how to switch from WLAN to LAN and back.
- the [IWD, Intel's wireless daemon](#), as a replacement for the WPA supplicant, its installation, operation, and how to work with the Network Manager.
- [Setting up a SAMBA Client](#) to access Windows shares.
- [Setting up and secure SSH](#)
- setting up a [LAMP test server for developers \(local\)](#), its components and how to install them, where to find the log files, and how to fix any errors that may occur.
- [LAMP - Apache](#), its directories in the file system, configuration, user and rights management, secure operation as a local server, and the use of HTTPS.
- [LAMP - MariaDB](#), its directories in the file system, initial configuration, the command line interface `mariadb`, phpMyAdmin, and integration with systemd.
- [LAMP - PHP](#), the directories in the file system, PHP support for Apache2, configuration, installation as well as handling of modules, and where to find the log files.

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## 5.1 Network Manager Command Line Tool

### General hints

The network manager is now integrated in all graphical user interfaces of siduction and is mostly self-explanatory. It replaces the network commands `ifup`, `ifdown`, and `ifconfig` used in the terminal. The prejudice that the network manager is not suitable for the command line or even runs unstable belongs to the realm of fairy tales. If no graphical user interface is available, or the command line is preferred, **nmcli** is a powerful command line alternative for the daily use of the network manager.

In the following examples we assume two configured connections: a Wi-Fi connection (name: “*Unicorn\_2*”, interface “*wtx7ckd90b81bbd*”, (formerly: wlan)) and a wired connection (name: “*WiredConnection\_1*”, interface “*evp0s3f76*” (former: eth0)). Please adapt the connection names to your circumstances.

### Installation of the Network Manager

If the network manager is not available on your system, you can install it. The following command will install all packages you need to configure every possible connection type (mobile broadband, Wi-Fi, and LAN connections), as well as the graphical KDE plasma widget for the NM. Please enter everything in one line and remember that you need **root** privileges.

```
# apt install network-manager modemmanager mobile-broadband-  
provider-info network-manager-pptp  
plasma-nm network-manager-vpnc network-manager-openvpn
```

#### 5.1.1 Use Network Manager

The entries can be made both in a virtual terminal (key combination **Ctrl+Shift+F2**) and in the console of a graphical user interface. In the examples shown, the information has been changed for privacy reasons.

#### Show configured connections

The command **nmcli c** can be used to display the configured connections that have been created on the system.

```
nmcli c
NAME                               UUID                               TYPE    DEVICE
WirelessAdapter_2                 4c247331-05bd-4ae6-812b-6c70b35dc348 wifi    wtx7ckd90b81bbd
WiredConnection_1                 847d4195-3355-33bc-bea8-7a016ab86824 ethernet evp0s3f76
WiredConnection_2                 efc70b04-01f1-31fc-b948-5fd9ceca651d ethernet --
MobileNetworkUMTS                 fe0933bc-f5fa-4b94-8622-d03c4195721e gsm     xyz72905dg34
```

Figure 47: nmcli c

In the above example, there are four connections: WLAN, 2x LAN, and a mobile broadband connection.

### Show information about Wi-Fi networks.

To display all available Wi-Fi networks in a compact form, use the command **nmcli dev wifi list**.

```
nmcli dev wifi list
IN-USE  BSSID                SSID          MODE  CHAN  RATE        SIGNAL  BARS  SECURITY
*       14:CF:20:C6:1A:8F    WLAN-01       Infra 6     270 Mbit/s   92      ████  WPA2
        54:67:64:3D:02:30    WLAN-02       Infra 1     405 Mbit/s   85      ████  WPA2
        D0:AA:2A:17:EE:9B    WLAN-03       Infra 11    270 Mbit/s   52      ████  WPA2
```

Figure 48: nmcli dev wifi list

### Display configured devices

If you want to know which devices (interfaces) are known to the network manager, enter **nmcli d**.

```
nmcli d
DEVICE                TYPE    STATE        CONNECTION
evp0s3f76             ethernet connected    WiredConnection_1
wtx7ckd90b81bbd       wifi    connected    Unicorn_2
evp3u3                ethernet unavailable --
ttyACM0               gsm     not connected --
```

Figure 49: nmcli d

Very detailed information (properties) about the own available connections can be displayed through **nmcli dev show**. Here only the excerpt for the Wi-Fi:

```
nmcli dev show
[...]
GENERAL.DEVICE:           wtx7ckd90b81bbd
GENERAL.TYPE:             wifi
GENERAL.HWADDR:           7C:FA:83:C2:6B:BD
GENERAL.MTU:              1500
GENERAL.STATE:            100 (connected)
GENERAL.CONNECTION:       Unicorn_2
GENERAL.CON-PATH:         /org/freedesktop/NetworkManager/ActiveConnection/2
IP4.ADDRESS[1]:           192.168.0.6/24
IP4.GATEWAY:              192.168.0.1
IP4.ROUTE[1]:             dst = 0.0.0.0/0, nh = 192.168.0.1, mt = 600
IP4.ROUTE[2]:             dst = 192.168.0.0/24, nh = 0.0.0.0, mt = 600
IP4.DNS[1]:               192.168.0.1
IP4.DOMAIN[1]:            home
IP6.ADDRESS[1]:           2a02:810d:cc0:c4c:7edd:90ff:feb2:1bbd/64
IP6.ADDRESS[2]:           fe80::7edd:90ff:feb2:1bbd/64
IP6.GATEWAY:              fe80::362c:c4ff:fe17:1bf1
IP6.ROUTE[1]:             dst = 2a02:810d:cc0:c4c::/64, nh = ::, mt = 256
IP6.ROUTE[2]:             dst = fe80::/64, nh = ::, mt = 256
IP6.ROUTE[3]:             dst = ::/0, nh = fe80::dc53:e2ff:fe81:6d46, mt = 1024
IP6.ROUTE[4]:             dst = ::/0, nh = fe80::362c:c4ff:fe17:1bf1, mt = 1024
IP6.ROUTE[5]:             dst = ff00::/8, nh = ::, mt = 256, table=255
[...]
```

Figure 50: nmcli dev show

```
nmcli dev wifi show
SSID: Unicorn_2
Security: WPA
Password: That's not here now
```



Figure 51: nmcli dev wifi show

The Wi-Fi access data can be displayed with `nmcli dev wifi show`.

The additionally generated QR code simplifies the login for smartphones and tablets.

### Switch connections

To change a connection type, e.g. from LAN to Wi-Fi connection, you have to disconnect the existing active connection and activate the new one. Here, you definitely have to specify the interface because a `nmcli con down id <name>` will work, but the connection, if it is a system connection, will be re-established immediately.

To prevent the automatic connection, the command `nmcli dev disconnect <interface_name>` is useful.

First we terminate the LAN connection and then query the status:

```
# nmcli dev disconnect evp0s3f76
Device "evp0s3f76" has been disconnected successfully.
# nmcli dev status
DEVICE TYPE STATE CONNECTION
evp0s3f76 ethernet not connected --
wtx7ckd90b81bbd wifi not connected --
evp3u3 ethernet not available --
ttyACM0 gsm not connected --
```

Now enable the Wi-Fi connection with `nmcli con up id <connection_name>`:

```
# nmcli con up id Unicorn_2
Connection was successfully activated
# nmcli dev status
DEVICE TYPE STATE CONNECTION
wtx7ckd90b81bbd wifi connected Unicorn_2
evp0s3f76 ethernet not connected --
evp3u3 ethernet not available --
ttyACM0 gsm not connected --
```

You can also put everything in one line, then the change will take effect immediately.

From LAN to Wi-Fi:

```
nmcli dev disconnect evp0s3f76 && sleep 2 && nmcli con up id ↵  
Unicorn_2
```

Reversed from Wi-Fi to LAN:

```
nmcli dev disconnect wtx7ckd90b81bbd && sleep 2 && nmcli con ↵  
up id 'WiredConnection_1'.
```

### 5.1.2 Further information

- 

```
man nmcli
```

- [Ubuntu community NetworkManager](#)

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## 5.2 IWD

Intel's [iNet wireless daemon](#) (iwd) sends wpa-supPLICant into well-deserved retirement. Only a tenth the size and much faster, iwd is the successor. It works alone or together with NetworkManager, systemd-networkd, and conman.

Two things iwd still can't do are to connect via WPA/WPA2 Enterprise and to properly handle hidden networks. For such working environments, you should stay with wpa-supPLICant or, if you use siduction from 2021.3.0, [switch back to wpa-supPLICant](#).

Further information can be found on the [Arch Linux wiki](#) or the [debian wiki](#).

**Since siduction 2021.3.0**, iwd is used as the standard for establishing connections to WLAN. Our implementation runs with NetworkManager.

**Since siduction 2021.1.0**, iwd has already been delivered in the flavours Xorg and NoX. If you want, you can install iwd on the other flavours. See below: [IWD instead of wpa\\_supPLICant](#).

**Before siduction 2021.1.0:** Even with a slightly older snapshot, iwd can be installed (tested with siduction 2018.3.0 and linux-image-5.15.12-1-siduction-amd64). Please also follow the instructions at [IWD instead of wpa\\_supPLICant](#).

### 5.2.1 Graphical configuration programs

- **NetworkManager:** For the NetworkManager, there are different graphical interfaces, e.g. [plasma-nm](#) for plasma-desktop/kde or [network-manager-gnome](#) for gnome and others. Their usage should be self-explanatory!
- **conman** is a small and resource saving network manager developed by Intel. Read more about it on the [Arch-Wiki](#)
- **iwgtk** is not available in debian sources. It has to be built from source code and can be found on [github](#).

### 5.2.2 Configuration in terminal

**iwd and NetworkManager**

1. The fastest and easiest way to use `iwd` with `NetworkManager` is to open a terminal and type this command:

```
~$ nmtui
```

This will start the `NetworkManager`'s text based graphical interface in the terminal. The program should be self-explanatory!

2. Use the `NetworkManager`'s command line tool `nmcli`. Detailed information about this can be found on our manual page [NetworkManager in the terminal](#).

The following is a brief description of the fastest way to set up a network with the help of `NetworkManager` on the command line. Provided you have all the information, this one-liner is enough:

```
~$ nmcli dev wifi con "<ssid>" password <password> name "<name>"
```

("ssid" denotes the name of the network.)

For example:

```
nmcli dev wifi con "HomeOffice" password R3allY+v3ry+s3creT name "HomeOffice"
```

### **iwd standalone (without NetworkManager)**

Intel's `iwd` comes with its own command line tool called `iwctl`. Please only use `iwctl` if `NetworkManager` and `wpa_supplicant` are not installed or both are masked in `systemd`.

First we should call the help of `iwctl` to see what is possible. For this, we enter the command `iwctl` into the terminal and then `help` into the input prompt.

To find out which Wi-Fi interface we are using, we enter the following command:

```
[iwd]# device list
                Devices
-----
Name   Address           Powered  Adapter  Mode
```



```
[iwd]# help

                                iwctl version 1.12
-----
Usage
-----
iwctl [--options] [commands]

                                Available options
-----
Options                                Description
-----
--username                            Provide username
--password                            Provide password
--passphrase                           Provide passphrase
--dont-ask                             Don't ask for missing
credentials
--help                                 Display help

                                Available commands
-----
Commands                                Description
-----

Adapters:
  adapter list                          List adapters
  adapter <phy> show                     Show adapter info
  adapter <phy> set-property <name> <value> Set property

Ad-Hoc:
  ad-hoc list                            List devices in Ad-hoc mode
  ad-hoc <wlan> start <"network name"> <passphrase> Start or join an existing
Ad-Hoc network called
"network name" with a
passphrase
```

Figure 52: iwctl help

```
-----  
wlan0  00:01:02:03:04:05  on           phy0      station
```

In this case, it is “*wlan0*” and it is running (“*powered on*”) in “*station*” mode.

Now we scan for an active network:

```
[iwd]# station wlan0 scan  
[iwd]# station wlan0 get-networks
```

After that, we can connect to our network:

```
[iwd]# station wlan0 connect <ssid>
```

(“*ssid*” means the name of the network.)

We are asked for the password and we should then be connected to our network.

We can check this with **station list** or **station wlan0 get-networks**.

```
[iwd]# station list  
      Devices in Station Mode  
-----  
Name      State      Scanning  
-----  
wlan0     connected
```

The whole process can be abbreviated by the following command if you have all the necessary information!

```
iwctl --passphrase <passphrase> station <device> connect <↵  
ssid>
```

For example:

```
~$ iwctl --passphrase W1rkl1chS3hrG3h31m station wlan0 ↵  
connect HomeOffice
```

## 5.3 IWD instead of wpa\_supplicant

For those who want to use iwd as a replacement for wpa\_supplicant with a slightly older snapshot than siduction 2021.3.0, please follow the instructions below.

### 5.3.1 Install IWD

Note:

It is possible that non-free firmware must be installed from a USB stick or via LAN! Under Debian, it is unfortunately not possible to install the NetworkManager (standalone) without wpa\_supplicant.

If you want to do this, there are two options. The second one is more sensible and easier.

1. Install NetworkManager from the sources.
2. Do not start or mask the wpa\_supplicant.service. Since siduction uses systemd, we will not go into how iwd is configured without systemd!

If you want to use iwd without NetworkManager, you don't have to worry about that, but you have to remove NetworkManager and wpa\_supplicant from the disk together with their configuration:

```
~# apt purge network-manager wpasupplicant
```

### Procedure with NetworkManager installed and iwd < 1.21-2

- First install **iwd**,
- then stop the **NetworkManager.service**,
- then stop and mask the **wpa\_supplicant.service**.
- Now create the file `/etc/NetworkManager/conf.d/nm.conf` and enter **iwd** there,
- then create the file `/etc/iwd/main.conf` and fill it with appropriate content,
- activate and start the **iwd.service**,
- and start the **NetworkManager.service**.

Now just run the following commands as **root** in the terminal to use iwd:

```
~# apt update
~# apt install iwd
~# systemctl stop NetworkManager.service
~# systemctl disable --now wpa_supplicant.service
~# echo -e '[device]\nWiFi.backend=iwd' > /etc/NetworkManager/
  /conf.d/nm.conf
~# touch /etc/iwd/main.conf
~# echo -e '[General]\nEnableNetworkConfiguration=true \n\n[
  Network]\nNameResolvingService=systemd' > /etc/iwd/main.
  conf
~# systemctl enable --now iwd.service
~# systemctl start NetworkManager.service
```

### See if it worked

We display the two configuration files.

- /etc/NetworkManager/conf.d/nm.conf

```
~$ cat /etc/NetworkManager/conf.d/nm.conf
[device]
WiFi.backend=iwd
```

- /etc/iwd/main.conf

```
~$ cat /etc/iwd/main.conf
[General]
EnableNetworkConfiguration=true

[Network]
NameResolvingService=systemd
```

### Procedure with NetworkManager installed and iwd >= 1.21-2

From version 1.21-2 on, iwd brings its own configuration file `/etc/iwd/main.conf`. The procedure is similar to the one just mentioned with the exception that

we do not create the configuration file anymore, but remove the comment sign in front of “*EnableNetworkConfiguration=true*” in it.

Please execute the following commands as **root** in the terminal:

```
~# apt update
~# apt install iwd
~# systemctl stop NetworkManager.service
~# systemctl disable --now wpa_supplicant.service
~# echo -e '[device]\nWiFi.backend=iwd' > /etc/NetworkManager/
  /conf.d/nm.conf
~# sed -i 's/#EnableNetworkConfiguration=true/
  EnableNetworkConfiguration=true/' /etc/iwd/main.conf
~# systemctl enable --now iwd.service
~# systemctl start NetworkManager.service
```

### See if it worked

We display the two configuration files.

- /etc/NetworkManager/conf.d/nm.conf

```
~$ cat /etc/NetworkManager/conf.d/nm.conf
[device]
WiFi.backend=iwd
```

- /etc/iwd/main.conf

```
~$ cat /etc/iwd/main.conf

[...]
[General]
# iwd is capable of performing network configuration on its
# own, including DHCPv4 based address configuration.
# By default this behavior is disabled, and an external
# service such as NetworkManager, systemd-network or
# dhcpcd is required. Uncomment the following line if
# you want iwd to manage network interface configuration.
#
```

```
EnableNetworkConfiguration=true
#
[...]
```

With the commands described above, you are now able to display Wi-Fi hardware in the terminal **nmtui**, **nmcli**, or **iwctl**, configure it, and connect to a network. Or you can use the NetworkManager in the graphical user interface. See: [graphical-configuration-programs](#)

### 5.3.2 Back to wpa\_supplicant

*(Provided NetworkManager and wpa\_supplicant are installed.)*

- Stop the **NetworkManager.service**.
- Stop the **iwd.service** and mask it.
- Rename the **/etc/NetworkManger/conf.d/nm.conf** file.
- Unmask and start the **wpa\_supplicant.service**.
- Restart the **NetworkManager.service**.

```
~# systemctl stop NetworkManager.service
~# systemctl disable --now iwd.service
~# mv /etc/NetworkManager/conf.d/nm.conf /etc/NetworkManager/↵
   conf.d/nm.conf~
~# systemctl unmask wpa_supplicant.service
~# systemctl enable --now wpa_supplicant.service
~# systemctl start NetworkManager.service
```

Now wpa\_supplicant is used to connect to the Wi-Fi hardware.

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## 5.4 SAMBA

### 5.4.1 Client configuration

#### How to access a Windows network share using siduction

- All commands are executed in a terminal or console as **root**.

- The URL is called in Dolphin as **normal user**.

“server” = server name or IP of the Windows machine

“share” = name of the share

In the KDE file manager Dolphin, the URL is entered as follows: `smb://  
server` or with the full path: `smb://server/share`.

In a console, the shares on a server can be displayed with:

```
smbclient -L <server>
```

To see a share in a directory (with access for ALL users), a mount point must exist. If not, a directory must be created as a mount point (the name is arbitrary):

```
mkdir -p /mnt/server_share
```

A share is mounted with this command:

```
mount -t cifs -o username=administrator,uid=$UID,gid=$GID //  
server/share /mnt/server_share
```

If you get an error message here, it may be due to the SMB protocol version you are using. In Debian, SMB 1.0 is no longer used for security reasons. Unfortunately, there are still systems which provide only SMB 1.0. To get access to such a share, the mount option `vers=1.0` is needed. The complete command is:

```
mount -t cifs -o username=Administrator,vers=1.0,uid=$UID,gid=  
=$GID //server/share /mnt/server_share
```

A connection is terminated with this command:

```
umount /mnt/server_share
```

To mount a Samba share automatically, the `/etc/fstab` file can be amended according to this pattern (all in one line):

```
//server/share /mnt/server_share cifs noauto,x-systemd.automount,x-systemd.idle-timeout=300,user=username,password=*****,uid=$UID,gid=$GID 0 0
```

However, it is not recommended to write the password in plain text to `fstab`. A better alternative is to create `.smbcredentials` with the following content:

```
username=<user>
password=<password>
```

The resulting entry for `/etc/fstab` is (all in one line):

```
//server/share /mnt/server_share cifs noauto,x-systemd.automount,x-systemd.idle-timeout=300,credentials=</path/to/.smbcredentials>,uid=$UID,gid=$GID 0 0
```

The variables “*UID*” and “*GID*” correspond to those of the user to whom the share should be given. But you can also write `uid=<username>` and `gid=<groupname>`.

### 5.4.2 siduction as samba server

Of course, siduction can also provide an SMB server. Describing the setup as a Samba server here in the manual would go beyond its scope. The internet provides many *HowTo*’s on this topic.

Our recommendations:

[debian - a minimal Samba setup](#)

[Raspberry Pi - samba server](#)

[ubuntu - install and configure samba](#)

[redhat - using samba as a server](#)

There are many more sites on this topic on the web.

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## 5.5 SSH

### Definition of SSH from [Wikipedia](#) :

Secure Shell or SSH refers to both a network protocol and corresponding programs that can be used to establish an encrypted network connection with a remote device in a secure manner. Often this method is used to bring a remote command line to the local computer, i.e. the local console displays the output of the remote console and the local keyboard input is sent to the remote computer. This gives the effect of sitting in front of the remote console, which can conveniently be used for remote maintenance of, for example, a root server located in a remote data center. The newer protocol version SSH-2 offers further functions like data transfer via SFTP.

IANA has assigned TCP port 22 to the protocol, but any other ports can be selected in the daemon's configuration files to make attacks more difficult, for example, since the SSH port is not known to the attacker.

### 5.5.1 Securing SSH

It is not secure to allow root logins via SSH. It is important not to make root logins the default because Debian should be secure, not insecure. Similarly, attackers should not be able to perform a wordlist-based password attack (brute force attack) on the SSH login over ten minutes. Therefore, it makes sense to limit the login time window as well as the number of possible attempts.

To make SSH more secure, use a text editor of your choice to edit the file `/etc/ssh/sshd_config`.

**The following settings can be adjusted to increase security:**

- `Port <desired port>:`

This entry must point to the port that is enabled on the router for forwarding. If you don't know what to do here, you should reconsider using SSH for remote control. Debian sets port 22 as default. However, it is advisable to use a port outside the default scan range, so we use port 5874 as example:

```
Port 5874
```

- `ListenAddress <IP of the computer or network interface>:`

Since the port is forwarded by the router, the computer must use a static IP address unless a local DNS server is used. But if something as complicated as SSH is to be set up using a local DNS server and these instructions are needed, a serious error can occur easily. We'll use a static IP for the example:

```
ListenAddress 192.168.2.134
```

Protocol 2 is already default in Debian, but you should be sure and therefore check again.

- `LoginGraceTime <timeframe of login>:`

By default, the allowed time is an absurd 600 seconds. Since it usually doesn't take ten minutes to enter a username and password, let's set a slightly more reasonable amount of time:

```
LoginGraceTime 45
```

Now you have 45 seconds to log in, and hackers don't have ten minutes each time they try to crack the password.

- `PermitRootLogin <yes>:`

Why Debian gives permission to log in as **root** here is incomprehensible. We correct to 'no':

```
PermitRootLogin no  
StrictModes yes
```

- `MaxAuthTries <number of allowed login attempts>:`

More than 3 or 4 attempts should not be allowed:

```
MaxAuthTries 3
```

**The following settings must be added if they are not present:**

- `AllowUsers <xxx>`:

Username(s) which are allowed to access via SSH, separated by spaces. Only registered users can use the access, and only with user rights. With `adduser` you should add a user that is specifically meant to use SSH:

```
AllowUsers whoever1 whoever2
```

- `PermitEmptyPasswords <xxx>`:

The user should be given a nice and long password that can't be guessed in a million years. They should be the only one with SSH access. Once logged in, they can become **root** with `su`:

```
PermitEmptyPasswords no
```

- `PasswordAuthentication <xxx>`:

Obviously, 'yes' must be set here (unless you use a KeyLogin).

```
PasswordAuthentication yes
```

Finally:

```
systemctl restart ssh
```

Now you have a somewhat secure SSH configuration. Not completely secure, just better, especially if you have added a user specifically for using SSH.

### 5.5.2 SSH for X Window Programs

`ssh -X` allows you to connect to a remote computer and display its X graphics server on your own local computer. You enter the command as **user** (not **root**) (and note that X is a capital letter):

```
$ ssh -X username@xxx.xxx.xxx.xxx (or IP)
```

Enter the password for the remote computer's username and start a graphical application in the shell. Examples:

```
$ iceweasel OR oocalc OR oowriter OR kspread
```

On very slow connections, it may be advantageous to use the compression option to increase the transfer rate. However, for fast connections, the opposite effect may occur:

```
$ ssh -C -X username@xxx.xxx.xxx.xxx (or IP)
```

More information:

```
$ man ssh
```

**Note:** If ssh refuses a connection and you get an error message, search in `$HOME` for the hidden directory `.ssh`, delete the file `known_hosts` and try a new connection. This problem occurs mainly when you have assigned the IP address dynamically (DHCP).

### 5.5.3 Copy scp via ssh

**scp** is a command line utility (Terminal/CLI) to copy files between network computers. It uses ssh for authentication and secure file transfer, so scp requires a password or passphrase to log in.

If you have ssh rights on a network PC or network server, scp allows you to copy partitions, directories, or files to or from a network computer (or an area on it) that you have access rights to. This can be, for example, a PC or server on the local network, a computer on a remote network, or a local USB drive. The copy operation can take place between remote computers/storage devices.

It is also possible to recursively copy entire partitions or directories with **scp -r**. Note that this command also follows symbolic links in the directory tree.

#### Examples

1. Copying a partition:

```
scp -r <user>@xxx.xxx.x.xxx:/media/disk1part6/ /media/↵  
diskXpartX/
```

2. Copying a directory on a partition, in this case a directory named **photos** in **\$HOME**:

```
scp -r <user>@xxx.xxx.x.xxx:~/photos/ /media/diskXpartX/↵  
xx
```

3. Copying a file in a partition's directory, in this case a file in **\$HOME**:

```
scp <user>@xxx.xxx.x.xxx:~/filename.txt /media/diskXpartX↵  
/xx
```

4. Copying a file on a partition:

```
scp <user>@xxx.xxx.x.xxx:/media/disk1part6/filename.txt /↵  
media/diskXpartX/xx
```

5. If you are in the drive or directory where another directory or file shall be copied to, use only a **.** (dot):

```
scp -r <user>@xxx.xxx.x.xxx:/media/disk1part6/filename.↵  
txt .
```

Additional information:

```
man scp
```

#### 5.5.4 SSH with Dolphin

Both *Dolphin* and *Krusader* are capable of accessing data from a remote computer using the *sftp* protocol present in *ssh*.

This is how it is done:

- 1) Open a new Dolphin window.
- 2) The syntax in the address bar is: "sftp://username@ssh-server.com".

Example 1: A dialog window opens and asks for the SSH password. Enter the password and click OK:

```
sftp://siduction1@remote_hostname_or_ip
```

Example 2: You are not asked for a password but connected directly.

```
sftp://username:password@remote_hostname_or_ip
```

For a LAN environment:

```
sftp://username@10.x.x.x  
or  
sftp://username@198.x.x.x
```

Please enter the correct IP! Afterwards, a dialog window occurs, asking for the ssh password.

A SSH connection in Dolphin is now established. In this Dolphin window, you can work with the files on the SSH server as if they were local files.

**NOTE: If a port other than 22 (default) is used, it must be specified when using sftp:**

```
sftp://user@ip:port
```

*“user@ip:port”* - this is the default syntax for many protocols/programs like sftp and smb.

### 5.5.5 SSHFS - mount on a remote computer

SSHFS is a simple, fast, and secure method using FUSE to mount a remote filesystem. On the server side, all you need is a running ssh daemon.

On the client side, you probably need to install sshfs first:

```
apt update && apt install sshfs
```

`fuse3` and `groups` are already on the ISO and do not need to be installed separately.

Mounting a remote filesystem is very easy:

```
sshfs -o idmap=user username@remote_hostname:directory ↵  
local_mountpoint
```

If no specific directory is specified, the remote user's home directory will be mounted. Please note: the colon ":" is mandatory even if no directory is specified!

Once mounted, the remote directory behaves like any other local file system. You can browse, read and modify files, and execute scripts just like on a local file system.

Mounting the remote host is accomplished with the following command:

```
fusermount -u local_mountpoint
```

If you use `sshfs` regularly, it is recommended to make an entry in `/etc/fstab` (all in one line):

```
sshfs#remote_hostname://remote_directory /local_mount_point  
fuse -o idmap=user ,allow_other,uid=1000,gid=1000,noauto,  
fsname=sshfs#remote_hostname://remote_directory 0 0
```

Next, remove the comment character before `"user_allow_other"` in the file `/etc/↵  
/fuse.conf`:

```
# Allow non-root users to specify the 'allow_other'  
# or 'allow_root' mount options.  
#  
user_allow_other
```

This allows any user in the `fuse` group to mount or unmount the filesystem:

```
mount /path/to/mount/point # mount  
umount /path/to/mount/point # unmount
```

Use this command to check if you are a member of the fuse group:

```
cat /etc/group | grep fuse
```

The answer should look something like this:

```
fuse:x:117: <username>
```

If the username is not listed, use the `adduser` command as **root**:

```
adduser <username> fuse
```

**Note:** The user will not be a member of the group “fuse” until he logs in again. Now the desired username should be listed and the following command should be executable:

```
mount local_mountpoint  
  
and  
  
umount local_mountpoint
```

Last edited: 2022/04/03



## 5.6 LAMP web server

### A local test server for developers

The acronym **LAMP** refers to a set of free software used to run dynamic web sites:

- **Linux**: operating system
- **Apache**: web server
- **MariaDb**: database server (as of Debian 9 'Stretch', previously **MySQL**)
- **PHP**, **Perl**, and/or **Python**: scripting languages

Use cases as a server:

1. **a local test server for webdesigners without Internet connection (see this chapter)**
2. a private (data) server with Internet connection
3. a private web server with full Internet connection
4. a commercial web server

Our goal is to set up a LAMP test server for developers that is directly connected to the workstation PC via LAN. Furthermore, for security reasons, the server should not be connected to a local network or even to the Internet. The only exception is that the server will be temporarily connected to the Internet via a second network interface exclusively for system and software updates.

Please note:

The desktop PC used for daily work should not be used as a server. Instead, a separate PC should be used, which does not perform any other tasks.

At least 500MB RAM should be available in the server PC. Less RAM will cause problems because a server with MariaDb/MySQL needs a lot of RAM to run appropriately.

The packages to install are:

```
apache2
mariadb-server
mariadb-client
```

```
php
php7.4-mysql
phpmyadmin
```

As usual with siduction, we run the installations in the “multi-user.target” (init 3) in the terminal.

### Preparations

If the command line browser *w3m* has not been installed yet, we will do it now:

```
# apt update
# apt install w3m
```

This allows us to test *Apache* and *PHP* immediately in the terminal and return to the graphical user interface only after all necessary installations have been completed.

Now we need to clean up apt.

The command **apt autoremove** should result in the following output. If not, we confirm the removal of unneeded packages with **j**.

```
#apt autoremove
Package lists are read... Done
Dependency tree is built.
Status information is read.... Done
0 updated, 0 reinstalled, 0 to remove, and 0 not updated.
```

In case of a corrupted installation, this will simplify the repair.

See below [Troubleshooting](#).

It is useful to note down some data already before the installation.

Necessary during the installation:

- a **password** for the database user **root** in *phpMyAdmin*

Later, necessary for the configuration:

- **Apache**
  - *Server Name*

- *Server alias*
- the server's *IP address*
- the PC's *Name*
- the PC's *IP address*
- **MariaDB:**
  - the *name of the database* to be used for the development project
  - the *name* (login name) of a new databank user for the development project
  - the *password* for the new databank user
  - the *name* (login name) of a new database administrator
  - the *password* for the database administrator

### 5.6.1 Install Apache

In order to install the Apache web server, you only need the following two commands. The install command gets the additional packages *apache2-data* and *apache2-utils*. Then we query the status of Apache and test the start and stop instructions right away.

```
# apt update
# apt install apache2
[...]
The following NEW packages will be installed:
  apache2 apache2-data apache2-utils
[...]
Do you want to continue? [Y/n] y
[...]

# systemctl status apache2.service
apache2.service - The Apache HTTP Server
   Loaded: loaded (/lib/systemd/system/apache2.service;
          enabled; vendor preset: enabled)
   Active: active (running) since Sun 2020-12-06 [...]
[...]
```

As you can see, Apache has been activated immediately.

```
# systemctl stop apache2.service
# systemctl status apache2.service
apache2.service - The Apache HTTP Server
   Loaded: loaded (/lib/systemd/system/apache2.service;
           enabled; vendor preset: enabled)
   Active: inactive (dead) since Sun 2020-12-06 [...]
[...]

# systemctl start apache2.service
# systemctl status apache2.service
apache2.service - The Apache HTTP Server
   Loaded: loaded (/lib/systemd/system/apache2.service;
           enabled; vendor preset: enabled)
   Active: active (running) since Sun 2020-12-06 [...]
[...]
```

The Apache web server is loaded and can be handled without any problems. Now we check its function with:

```
w3m http://localhost/index.html
```

The Apache welcome page with **It works!** appears.

We exit w3m with **q** and confirm with **y**.

The directory **/etc/apache2/** is called **ServerRoot**. It contains the configuration.

The directory **/var/www/html/** is called **DocumentRoot**. It contains the website's files.

For more information and security hints, please refer to the manual page [LAMP-Apache](#).

### 5.6.2 Install MariaDb

The installation of MariaDb is similarly simple. Just install the metapackages *mariadb-server* and *mariadb-client*.

```
# apt install mariadb-server mariadb-client
[...]
The following NEW packages will be installed:
galera-4 libbcgi-fast-perl libbcgi-pm-perl libdbd-mariadb-perl
libfcgi-perl libhtml-template-perl libmariadb3
mariadb-client mariadb-client-10.5 mariadb-client-core-10.5
mariadb-common mariadb-server mariadb-server-10.5
mariadb-server-core-10.5 mysql-common socat
[...]
Do you want to continue? [Y/n] y
```

For more information on MariaDb and configuration, see our manual in [LAMP-MariaDB](#)

### 5.6.3 Install PHP

To install the PHP scripting language, simply enter the command:

```
# apt install php
[...]
The following NEW packages will be installed:
apache2-bin libapache2-mod-php7.4 libaprutil1-dbd-sqlite3
libaprutil1-ldap php php-common php7.4 php7.4-cli
php7.4-common php7.4-json php7.4-opcache php7.4-readline
[...]
Would you like to continue? [Y/n] y
```

As before, the metapackage additionally brings in a whole bunch of dependencies. To check if php is running correctly after installation, create the file `info.php` in `/var/www/html` using the `phpinfo()` function this way:

```
mcedit /var/www/html/info.php
```

Insert the following text:

```
<?php
```

```
phpinfo();  
?>
```

Save with **F2** and terminate mcedit with **F10**.

After that the terminal browser w3m will be linked to it:

```
w3m http://localhost/info.php  
or  
w3m http://yourip:80/info.php
```

PHP logo

PHP version 7.4.11

```
System      Linux <hostname> 5.9.13-towo.1-siduction-amd64  
Build Date  Oct 6 2020 10:34:39  
server API  Apache 2.0 Handler  
...
```

If we get an output that starts as shown above and contains all php configurations and basic settings, PHP is working and uses the *Apache 2.0 Handler* as server *API*.

We exit w3m with **q** and confirm with **y**.

Now we need the module *php7.4-mysql*, so MariaDB/mysql will be supported in PHP.

```
# apt install php7.4-mysql
```

If we now go back to the “http://localhost/info.php” page, we will find the entries for *mysqli* and *mysqlnd* in the modules section (they are sorted alphabetically).

For more information on configuring PHP and managing its modules, see the manual page [LAMP-PHP](#)

### 5.6.4 Install phpMyAdmin

To administer the MariaDb database, we need *phpmyadmin*:

```
# apt install phpmyadmin
[...]
```

The following NEW packages will be installed:  
dbconfig-common dbconfig-mysql icc-profiles-free  
libjs-openlayers libjs-sphinxdoc libjs-underscore  
libonig5 libzip4 php-bacon-qr-code php-bz2  
php-dasprid-enum php-gd php-google-recaptcha  
php-mbstring php-mysql php-phpmyadmin-motranslator  
php-phpmyadmin-shapefile php-phpmyadmin-sql-parser  
php-phpseclib php-psr-cache php-psr-container  
php-psr-log php-symfony-cache php-symfony-cache-contracts  
php-symfony-expression-language php-symfony-var-exporter  
php-symfony-service-contracts php-tcpdf php-twig  
php-twig-extensions php-xml php-zip php7.4-bz2 php7.4-gd  
php7.4-mbstring php7.4-xml php7.4-zip phpmyadmin  
0 updated, 38 reinstalled, 0 to remove and 60 not updated.  
There are still 15.7 MB of archives to be downloaded out  
of 15.8 MB. After this operation, 70.9 MB of additional  
disk space will be used.  
Do you want to continue? [Y/n] y

During the installation, two dialogs will appear.

In the first one, at the beginning, we select “*apache2*” and confirm with “*ok*”.

In the second one, at the end of the installation, we select “*yes*”.

In the following dialogs we need the password for the database user **phpmyadmin** (see the chapter *Preparations*).

### 5.6.5 Other software

If you are interested in developing websites, you can install a CMS for example, *WordPress*, *Drupal*, or *Joomla*, but you should consider our manual pages [LAMP-](#)

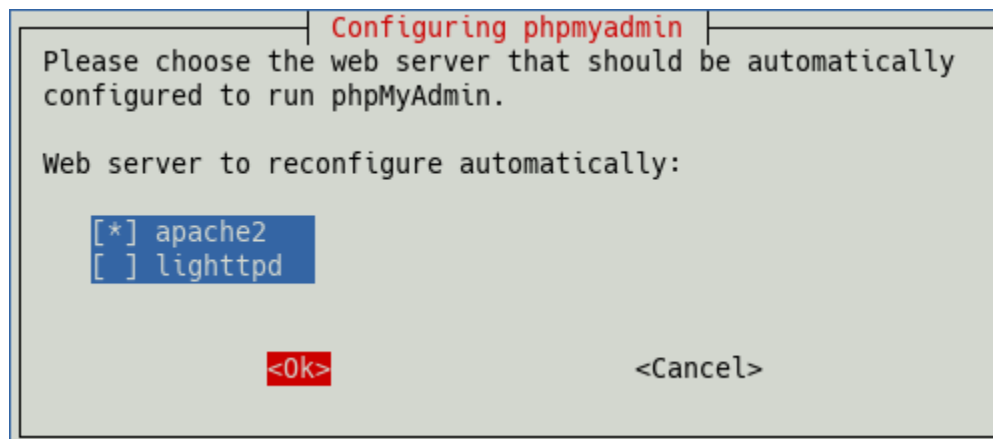


Figure 53: PHPMyAdmin web server selection

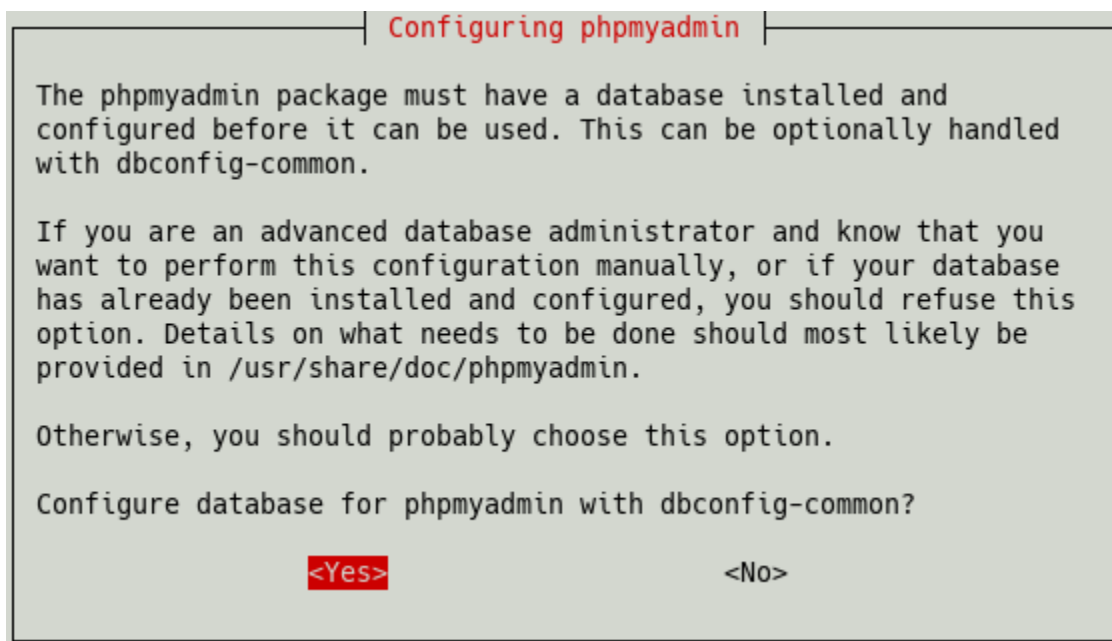


Figure 54: PHPMyAdmin database



[Apache](#) and [LAMP-MariaDb](#) for the configuration of the server and MariaDb beforehand.

### 5.6.6 Status data log files

#### Apache

The configuration status of the Apache web server can be output with **apache2ctl -S**.

The output shows the status without any changes to the configuration immediately after installation.

```
# apache2ctl -S
AH00558: apache2: Could not reliably determine the server's
fully qualified domain name, using 127.0.1.1. Set the '
    ServerName' directive
directive globally to suppress this message
VirtualHost configuration:
[::1]:80      127.0.0.1 (/etc/apache2/sites-enabled/000-
    default.conf:1)
127.0.0.1:80  127.0.0.1 (/etc/apache2/sites-enabled/000-
    default.conf:1)
ServerRoot: "/etc/apache2"
Main DocumentRoot: "/var/www/html"
Main ErrorLog: "/var/log/apache2/error.log"
Mutex default: dir="/var/run/apache2/" mechanism=default
Mutex mpm-accept: using_defaults
Mutex watchdog-callback: using_defaults
PidFile: "/var/run/apache2/apache2.pid"
Define: DUMP_VHOSTS
Define: DUMP_RUN_CFG
User: name="www-data" id=33
Group: name="www-data" id=33
```

The manual page [LAMP-Apache](#) contains a number of hints for customizing the configuration.

The directory `/var/log/apache2/` contains the log files. A look into them is helpful to identify error causes.

## MariaDB

In the console, the command

```
# systemctl status mariadb.service
```

shows the current status of MariaDB and the last ten log entries.

The last twenty lines of the systemd journal are shown by

```
# journalctl -n 20 -u mariadb.service
```

The command

```
# journalctl -f -u mariadb.service
```

keeps the connection to the journal open and continuously shows the new entries. For more information, see the manual page [LAMP-MariaDB](#).

## PHP

The Apache server stores the error messages of PHP in its log files under `/var/log/apache2/`. Erroneous PHP functions generate a message on the called web page.

This behavior can be configured in the `php.ini` files of the respective interface. See the [LAMP-PHP](#) manual page.

### 5.6.7 Troubleshooting

The examples listed here show some troubleshooting possibilities.

#### File right in “DocumentRoot”

If calling the files `index.html` and `info.php` fails immediately after installation, please be sure to check the ownership and group membership of the web page directory first and change them if necessary:

```
# ls -la /var/www/html
drwxr-xr-x 2 www-data www-data 4096 14 Dec 18:56 .
drwxr-xr-x 3 root root 4096 14 Dec 18:30 ...
-rw-r--r-- 1 www-data www-data 10701 14 Dec 19:04 index.html
-rw-r--r-- 1 root root 20 14 Dec 19:32 info.php
```

In this case the Apache test page is displayed, the PHP status page is not. Then, the spirited use of

```
# chown -R www-data:www-data /var/www/html
```

will help. Now you should be able to call both pages.

### HTML page load error

The web page **<http://localhost/index.html>** is not displayed and the browser reports a page load error.

We query the status of the Apache web server:

```
# systemctl status apache2.service
apache2.service - The Apache HTTP Server
   Loaded: loaded (/lib/systemd/system/apache2.service
           enabled; vendor preset: enabled)
   Active: failed (Result: exit-code) since
           Mon 2020-12-14 18:29:23 CET; 13min ago
     Docs: https://httpd.apache.org/docs/2.4/
   Process: 4420 ExecStart=/usr/sbin/apachectl start
           (code=exited, status=1/FAILURE)

Dec 14 18:29:23 lap1 systemd[1]: Starting The Apache HTTP ↵
Server...
Dec 14 18:29:23 lap1 apachectl[4423]: AH00526: Syntax error ↵
on line 63 of /etc/apache2/conf-enabled/security.conf:
[...]
```

We see that the file `security.conf` has an error in line 63.

We edit the file and try again.

```
# systemctl start apache2.service
# systemctl status apache2.service
apache2.service - The Apache HTTP Server
    Loaded: loaded (/lib/systemd/system/apache2.service
           enabled; vendor preset: enabled)
    Active: active (running) since
           Mon 2020-12-14 18:34:59 CET; 3s ago
[...]
```

In general, a reload or restart of Apache is necessary after each configuration change.

### Check Apache log files

A look into the log files under `/var/log/apache2/` helps to detect errors in the configuration of the network or the Apache server.

### PHP, info.php only white page

This means that PHP is active but cannot display the page.

Please check:

- The content of the `info.php` file must be exactly the same as the example given in the PHP chapter.
- Check the file permissions as explained at the beginning of the Troubleshooting chapter and change them if necessary.
- If additional PHP modules have been installed or the configuration has been changed and the web server has not been restarted, this might help:

```
# systemctl restart apache2.service
```

### phpMyAdmin - Error

The call of `http://localhost/phpmyadmin` fails with the message “*phpMyAdmin - Error*” and the following information is displayed.

```
Error during session start; please check your PHP and/or
webserver log file and configure your PHP installation
properly. Also ensure that cookies are enabled in your
browser.
```

```
session_start(): open(SESSION_FILE, O_RDWR) failed: ↵
Permission denied (13)
session_start(): Failed to read session data: files (path: /↵
var/lib/php/sessions)
```

Check the permissions for the `/var/lib/php/sessions/` folder:

```
# ls -l /var/lib/php/
```

The output should contain this line:

```
drwx-wx-wt 2 root root 4096 14 Dec 17:32 sessions
```

Note the sticky bit (“t”) and the owner “root.root”. If there are any discrepancies, we will fix the error.

```
# chmod 1733 /var/lib/php/sessions
# chown root:root /var/lib/php/sessions
```

Now the login to *phpmyadmin* is possible.

**5.6.7.1 If nothing helps** Installing the LAMP stack takes less than fifteen minutes. However, troubleshooting can take hours.

Therefore, if the previously mentioned measures do not lead to a solution, it makes sense to remove the LAMP stack or parts of it and reinstall it. If, as mentioned in the chapter *Preparations*, apt has been cleaned up, the command **apt purge** ↵ helps to remove the previously installed packages with their configuration files without disturbing any other packages.

Here is an example with Apache:

```
# apt purge apache2
Package lists are read... Done
Dependency tree is built.
Status information is read.... Done
The following packages were installed automatically and are
no longer needed:
apache2-data apache2-utils
Use "apt autoremove" to remove them.
The following packages are REMOVED:
  apache2*
0 updated, 0 reinstalled, 1 to remove, and 0 not updated.
```

apache2 is removed and the packages *apache2-data* and *apache2-utils* have still remained.

Now please **don't use apt autoremove** because then the configuration files, where the error may be, will be left behind.

We use the command **apt purge**.

```
# apt purge apache2-data apache2-utils
```

If necessary, we do the same with the other parts of the program. Then we start a new attempt.

### 5.6.8 Security

The installation explained so far leads to a web server that is **“open like a barn door for everyone”**. Therefore, it should only be used standalone at a workstation and not connected to the private network and in no case to the Internet.

For securing the server, please read the manual pages

[LAMP-Apache](#), [LAMP-MariaDB](#), [LAMP-PHP](#)

regarding the configuration.

After that, exclusively for system and software updates, the server can be temporarily connected to the Internet via a second network interface.

Last edited: 2022/04/03

## 5.7 Set up Apache

This manual page is based on Apache 2.4.46.

According to our example from the installation guide, we want to set up a *LAMP test server for developers* that is directly connected to the workstation PC via LAN. Beyond that, for security reasons, there should be no connection for the server to a local network or even to the Internet.

The only exception is that the server will be connected to the Internet temporarily and exclusively for system and software updates via a second network interface.

### 5.7.1 Apache in the file system

Debian has fully integrated the Apache files into the file system according to their function:

- the executable program *apache2* into `/usr/sbin/`
- the installed modules for Apache into `/usr/lib/apache2/modules/`
- files that are also available to other programs into `/usr/share/apache2/`
- the configuration directories and files into `/etc/apache2/`
- the web page created by the user into `/var/www/html/`
- system files required at runtime into `/run/apache2/`, `/run/lock/apache2/`
- various log files into `/var/log/apache2/`

It is important to distinguish between the variables `ServerRoot` and `DocumentRoot`.

**ServerRoot** is the configuration directory, i.e. `/etc/apache2/`.

**DocumentRoot** contains the web page data, so `/var/www/html/`.

### 5.7.2 Connection to the server

The connection between the test server and the PC is placed in the IPv4 network segment **192.168.3.xxx**, while the PC's Internet connection is outside this network segment. The data used are:



**server**

IP: 192.168.3.1/24

name: server1.org

alias: www.server1.org

**PC**

IP: 192.168.3.10/24

name: pc1

We make a backup copy of the `*/etc/hosts*` file on the server and on the PC and add the necessary lines to both.

- server `*/etc/hosts*`:

```
cp /etc/hosts /etc/hosts_$(date +%f)
echo "192.168.3.1 server1.org www.server1.org" >> /etc/hosts
echo "192.168.3.10 pc1" >> /etc/hosts
```

- PC `*/etc/hosts*`:

```
cp /etc/hosts /etc/hosts_$(date +%f)
echo "192.168.3.1 server1.org www.server1.org" >> /etc/hosts
echo "192.168.3.10 pc1" >> /etc/hosts
```

Next, in *NetworkManager*, we enter the data for the server in the fields outlined in red. The method is changed from “Automatic (DHCP)” to “Manual” and in the address fields we enter the values mentioned at the beginning.

Additionally, in the tab “General”, the option “Automatically connect with priority” should be activated.

Accordingly, we set the appropriate settings on the PC for the used LAN interface.

On the PC, we test the connection in the console with

```
$ ping -c3 www.server1.org
```

and, if successful, we immediately check the function of Apache by entering `http://www.server1.org/index.html` in the address line of the web browser.

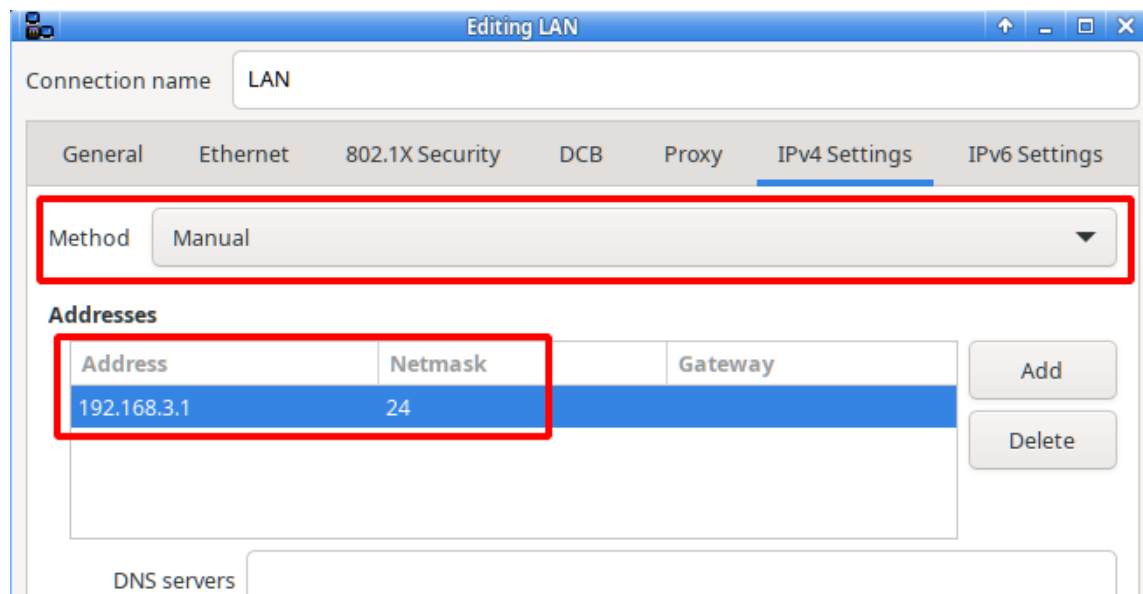


Figure 55: Server - Data entry in NetworkManager

The Apache welcome page with *"It works!"* should appear.

### 5.7.3 Apache configuration

The configuration files and directories are located in the **ServerRoot** directory / `etc/apache2/`.

The central configuration file is `apache2.conf`. It is usually not edited because many configurations are in separate files. Activation and deactivation is done via sym links. This has the advantage that a number of different configurations are available and only the required ones are included.

The configuration files are text files, which are created or edited with an editor and **root** permissions. The name of the file may be arbitrary, but the file extension must be `.conf`. The valid directives that may be used in the configuration files are described in detail in the [Apache documentation](#).

The files are located in the directories

```
/etc/apache2/conf-available,  
/etc/apache2/mods-available, and  
/etc/apache2/sites-available.
```

Your activation links can be found in

```
/etc/apache2/conf-enable,  
/etc/apache2/mods-enable, and  
/etc/apache2/sites-enable.
```

To enable or disable a “.conf” file, we use `a2enconf` and `a2disconf`. This creates or removes the activation links. The command

```
a2enconf NAME_OF_FILE.conf
```

activates the configuration. Deactivation is done accordingly with:

```
a2disconf NAME_OF_FILE.conf
```

We proceed in the same way for modules and virtual hosts with the commands `a2enmod`, `a2ensite` and `a2dismod`, `a2dissite`.

The Apache web server reads the changed configuration with the command

```
systemctl reload apache2.service
```

Now we return to our *LAMP test server for developers* and adjust the configuration to the server data.

1. `/etc/apache2/apache2.conf` file

It is one of the few exceptions for editing the `apache2.conf`. We add the following line at the beginning of the “*Global configuration*” section:

```
ServerName 192.168.3.1
```

This tells the Apache web server the IP address where the development project should be reachable and suppresses redirections to IP 127.0.1.1 with error messages.

## 2. New `sites` file

With the text editor of our choice, we create the file

`/etc/apache2/sites-available/server1.conf`, e.g.

```
mcedit /etc/apache2/sites-available/server1.conf
```

Then we insert the following content, save the file, and exit the editor.

```
<VirtualHost *:80>
ServerName server1.org
ServerAlias www.server1.org
ServerAdmin webmaster@localhost
DocumentRoot /var/www/html
ErrorLog ${APACHE_LOG_DIR}/error_server1.log
CustomLog ${APACHE_LOG_DIR}/access_server1.log combined
</VirtualHost>
```

Then we change the configuration to the new *VirtualHost* and announce the changes to the Apache web server:

```
# a2ensite server1.conf
    Enabling site server1.
[...]

# a2dissite 000-default.conf
    Site 000-default disabled.
[...]

systemctl reload apache2.service
```

### 5.7.4 Users and permissions

The Apache web server runs with the USER.GROUP `www-data.www-data` and `DocumentRoot` belongs to “`root.root`” immediately after installation.

To give users write permissions to the files contained in `DocumentRoot`, a new

group should be created specifically for this purpose. It does not make sense to use the existing group `www-data` because Apache runs with the rights of this group.

We name the new group `work`.

### With CMS

If a content management system (software for collaborative editing of website content) is added, we prepare `DocumentRoot` accordingly:

1. Create the group and assign it to the user.

```
groupadd work
adduser USERNAME work
chgrp work /var/www/html
```

To activate the new permissions you have to log out and log in again, or use the `newgrp` command as user.

```
$ newgrp work
```

2. Set SGID bit for `DocumentRoot`  
so that all added directories and files inherit the group `work`.

```
chmod g+s /var/www/html
```

3. Adjust owner and file permissions  
so that unauthorized people don't get access and the Apache web server runs properly.

Let's look at the current permissions:

```
# ls -la /var/www/html
total 24
drwxr-sr-x 2 root work 4096 Jan 9 19:32 .
          (DocumentRoot with SGID bit)
drwxr-xr-x 3 root root 4096 Jan 9, 19:04 ...
          (The parent directory /var/www)
-rw-r--r-- 1 root work 10701 9 Jan 19:04 index.html
```

```
-rw-r--r-- 1 root work 20 Jan 9, 19:32 info.php
```

For `DocumentRoot` we change the owner to “`www-data`”, give write permission to the group, and revoke read permission from everyone else as well (all recursively).

```
chown -R www-data /var/www/html
chmod -R g+w /var/www/html
chmod -R o-r /var/www/html
```

We check the result again.

```
# ls -la /var/www/html
total 24
dr-xrws--x 2 www-data work 4096 Jan 9 19:32 .
drwxr-xr-x 3 root root 4096 Jan 9 19:04 ...
-rw-rw---- 1 www-data work 10701 9 Jan 19:04 index.html
-rw-rw---- 1 www-data work 20 9 Jan 19:32 info.php
```

Now only members of the group `work` have write permission in `DocumentRoot`. Apache web server can read and write the files, all others are denied access.

#### 4. Disadvantages of these settings

When creating new directories and files below `DocumentRoot`, the owner is the respective **user** and not `www-data`. This prevents the Apache web server from reading the files.

The solution is a *Systemd Path Unit*, which monitors changes below `DocumentRoot` and adjusts the owner and file permissions. (See the example in the [Systemd-Path](#) manual page.)

### Without CMS

For static websites, a content management system is often not necessary and only constitutes another security risk and increased maintenance effort. In addition to the settings made before, the write permission to `DocumentRoot` can be revoked

from the Apache web server to strengthen security because in case an attacker finds a hole in Apache, this will not give him write permission to `DocumentRoot`.

```
chmod -R u-w /var/www/html
```

### 5.7.5 Security - Apache Standard

Important safeguards are already included in the file `/etc/apache2/apache2.↵  
conf` by default.

The following three directives prevent access to the root file system and then release the two directories used by the Apache web server, `/usr/share` and `/var/www`.

```
<Directory />
  Options FollowSymLinks
  AllowOverride None
  Require all denied
</directory>

<Directory /usr/share>
  AllowOverride None
  Require all granted
</directory>

<Directory /var/www/>
  Options Indexes FollowSymLinks
  AllowOverride None
  Require all granted
</directory>
```

The options `FollowSymLinks` and `Indexes` constitute a security risk and should be changed unless absolutely necessary. See below.

The following directive disables the display of the files `.htaccess` and `.↵  
htpasswd`.

```
<FilesMatch "^\.ht">
  Require all denied
</FilesMatch>
```

### 5.7.6 Security - other configurations

- In the file `/etc/apache2/apache2.conf`:

**FollowSymLinks** may cause content outside `DocumentRoot` to be listed.

**Indexes** lists the contents of a directory if there is no `index.html` or `index.php`, etc..

It is recommended to remove “*FollowSymLinks*” and place all the project data below “*DocumentRoot*”. For the “*Indexes*” option, the entry has to be changed to

```
Options -Indexes
```

if the display of the directory contents is **not** desired.

Alternatively, create an empty `index` file in the directory that is delivered to the client in place of the directory contents. For example, for the `upload` directory:

```
$ echo "<!DOCTYPE html>" > /var/www/html/upload/index.
html
or
$ echo "<?php" > /var/www/html/upload/index.php
```

- In the host configuration

`/etc/apache2/sites-available/server1.conf`

we can use the `<Directory>` block to block all IP addresses except those listed in it.

```
<Directory "/var/www/html">
  Order deny,allow
```



```
Deny from all
Allow from 192.168.3.10
Allow from 192.168.3.1
</directory>
```

- **Merging** the configuration:

The directives of the configuration are spread over a number of files within `ServerRoot` and the `.htaccess` files in `DocumentRoot`. It is therefore particularly important to know where to place the directive to achieve the desired effect.

We strongly recommend to consult the web page [apache.org](http://apache.org) - [How the sections are merged](#) intensively.

- The **owner** of `DocumentRoot`

is “`root.root`” after installation and should be changed. See the chapter [users and permissions](#).

### 5.7.7 Use HTTPS

Without HTTPS no website project can be launched today.

How to obtain a certificate is described, for example, in detail and in an easy-to-understand manner on the website [wpbeginner](#).

First we create the necessary folders inside `DocumentRoot`:

```
cd /etc/apache2/
/etc/apache2/# mkdir ssl ssl/certs ssl/private
```

In these we put the certificate file `server1.org.crt` and the private key `server1.org.key`.

Then we secure the directories against unauthorized access.

```
/etc/apache2/# chown -R root.root ssl
/etc/apache2/# chmod -R o-rwx ssl
```

```
/etc/apache2/# chmod -R g-rwx ssl
/etc/apache2/# chmod u-w ssl/certs/server1.org.crt
/etc/apache2/# chmod u-w ssl/private/server1.org.key
```

Finally, we use the `ls` command to check:

```
/etc/apache2/# ls -la ssl
total 20
drwx----- 5 root root 4096 Jan 25 18:17 .
drwxr-xr-x 9 root root 4096 Jan 25 18:43 ...
drwx----- 2 root root 4096 Jan 25 18:16 certs
drwx----- 2 root root 4096 Jan 25 18:16 private

/etc/apache2/# ls -l ssl/certs
-r----- 1 root root 1216 25 Jan 15:27 server1.org.crt
```

### 5.7.8 Security Tips

- The Apache documentation contains a recommended page with various security tips.  
[apache.org - Security Tips](http://apache.org - Security Tips)
- In addition, there are numerous tips on the Internet for the secure operation of the Apache web server.
- Regular checking of the log files in `/var/log/apache2/` helps to detect errors or security holes.
- If the server is connected to the local network or to the Internet in a different way than intended in this manual page, a firewall is essential.

### 5.7.9 Integration in Apache2

The ssl module is activated in Apache by default. It is enough to edit the file `/etc/apache2/sites-available/server1.conf`.

- Insert a new VirtualHost directive at the beginning. This redirects incoming client requests from port 80 to port 443 (ssl) using “Redirect”.
- Rewrite the previous VirtualHost directive to port 443.
- Add the SSL directives after the standard host directives.
- In case our web project should contain dynamically generated web pages, the last two “FileMatch” and “Directory” directives need to be inserted with the “SSLOptions” directive.

The extended `server1.conf` then has the following content:

```
<VirtualHost *:80>
    ServerName server1.org
    ServerAlias www.server1.org
    Redirect / https://server1.org/
</VirtualHost>

<VirtualHost *:443>
    ServerName server1.org
    ServerAlias www.server1.org
    ServerAdmin webmaster@localhost
    DocumentRoot /var/www/html
    ErrorLog ${APACHE_LOG_DIR}/error_server1.log
    CustomLog ${APACHE_LOG_DIR}/access_server1.log combined

    SSLEngine on
    SSLProtocol all -SSLv2 -SSLv3
    SSLCertificateFile /etc/apache2/ssl/certs/server1.org.crt
    SSLCertificateKeyFile /etc/apache2/ssl/private/server1.
        org.key

    <Directory "/var/www/html">
        Order deny,allow
        Deny from all
        Allow from 192.168.3.10
        Allow from 192.168.3.1
```

```
</directory>

<FilesMatch "\.(cgi|shtml|phtml|php)$">
    SSLOptions +StdEnvVars
</FilesMatch>

<Directory /usr/lib/cgi-bin>
    SSLOptions +StdEnvVars
</Directory>
</VirtualHost>
```

In case our finished project is to be located at a hoster without access to `ServerRoot` (this is the rule), we can add a rewrite statement to the `.htaccess` file in `DocumentRoot` or create the file with the rewrite statement.

```
<IfModule mod_rewrite.c>
RewriteEngine On
RewriteCond %{HTTPS} !=on
RewriteRule ^ https://%{HTTP_HOST}%{REQUEST_URI} [L,R=301]
</IfModule>
```

#### 5.7.10 Sources Apache

[apache.org - Documentation](https://httpd.apache.org/docs/)

[apache.org - Configuration files](https://httpd.apache.org/docs/)

[apache.org - SSL Howto](https://httpd.apache.org/docs/)

[Let's Encrypt - A nonprofit Certificate Authority](https://letsencrypt.org/)

Last edited: 2022/04/03

## 5.8 Set up MariaDB

### 5.8.1 MariaDB in the file system

Debian has fully integrated the files of MariaDB into the file system according to their function:

- the executable program *mariadb* and the link *mysql* into `/usr/bin/`
  - (The latter points to `/usr/bin/mariadb`.)
- the installed plugin for MariaDB into `/usr/lib/mysql/plugin/`
- shared program parts and localizations into `/usr/share/mysql/`
- the configuration directories and files into `/etc/mysql/`
- the databases and log files into `/var/lib/mysql/`
- system files necessary at runtime into `/run/mysqld/`

The files inside the directories mentioned before should not be edited manually. The only exception is the configuration of MariaDB under `/etc/mysql/`, if you know exactly how to proceed. Otherwise use the [MariaDB-CLI](#) or a frontend like [phpMyAdmin](#).

### 5.8.2 Initial configuration

After installation, as described in [LAMP test server for developers](#), MariaDB is ‘open like a barn door to anyone’, because, by default, the two users **root** and **anonymous** are created (without password) as well as a test database.

Therefore we call the program `mysql_secure_installation` in the root terminal. Here we make quite a few settings to secure the database. The necessary entries are highlighted like this: \<- - [ ].

```
# mysql_secure_installation
```

```
In order to log into MariaDB to secure it, we'll need the
current password for the root user. If you've just
installed MariaDB, and you haven't set the root password
yet, the password will be blank, so you should just press
enter here.
```

```
Enter current password for root:      <--[Enter]
OK, successfully used password, moving on...
```

Setting the root password or using the `unix_socket` ensures that nobody can log into the MariaDB root user without the proper authorisation.

You already have your root account protected, so you can safely answer 'n'.

```
Switch to unix_socket authentication [Y/n]:  <--[n]
... skipping.
```

You already have your root account protected, so you can safely answer 'n'.

```
Change the root password? [Y/n]:  <--[y]
New password:                      <--[mein_mariadb_root_passwort]
Re-enter new password:             <--[mein_mariadb_root_passwort]
Password updated successfully!
Reloading privilege tables..
... Success!
```

By default, a MariaDB installation has an anonymous user, allowing anyone to log into MariaDB without having to have a user account created for them. This is intended only for testing, and to make the installation go a bit smoother. You should remove them before moving into a production environment.

```
Remove anonymous users? [Y/n]:  <--[y]
... Success!
```

Normally, root should only be allowed to connect from 'localhost'. This ensures that someone cannot guess at

the root password from the network.

```
Disallow root login remotely? [Y/n]  <--[y]
... Success!
```

By default, MariaDB comes with a database named 'test' that anyone can access. This is also intended only for testing, and should be removed before moving into a production environment.

```
Remove test database and access to it? [Y/n]  <--[y]
- Dropping test database...
... Success!
- Removing privileges on test database...
... Success!
```

Reloading the privilege tables will ensure that all changes made so far will take effect immediately.

```
Reload privilege tables now? [Y/n]  <--[y]
... Success!
```

Cleaning up...

All done! If you've completed all of the above steps, your MariaDB installation should now be secure.

Thanks for using MariaDB!

As a result, the user **root** has received a (hopefully secure) password and can no longer log in remotely. The user **anonymous** and the database “Test” have been removed.

### 5.8.3 MariaDB CLI

We reach the commandline interface in the terminal by typing `mariadb -u \<` ↵ `user\> -p`. After entering the password, we see the greeting and the new prompt `MariaDB [(none)]>`.

```
# mariadb -u root -p
Enter password:
Welcome to the MariaDB monitor.  [...]

MariaDB [(none)]>
```

For security reasons we only log in as **root** at the beginning to create the project database, a user for everyday work on it, and a user to replace root.

Later in the [phpMyAdmin](#) section, we revoke the root user's all-encompassing privileges so that a potential attacker will be unsuccessful at this point.

**5.8.3.1 Create a database** We are still logged into the terminal and create a new database for our project:

```
MariaDB [(none)]> CREATE DATABASE sidu;
Query OK, 1 row affected (0.002 sec)
```

That's all. If we want to delete this database, the required command is **DROP** ↵ `DATABASE sidu;`.

**5.8.3.2 Create a user** First we create our project user with the name **tomtom** and assign him exclusively all rights to the project database “*sidu*”:

```
MariaDB [(none)]> CREATE USER tomtom@localhost IDENTIFIED BY ↵
    '<enter a password for tomtom here>';
Query OK, 0 rows affected (0.002 sec)

MariaDB [(none)]> GRANT ALL ON sidu.* TO tomtom@localhost;
Query OK, 0 rows affected (0.001 sec)
```



Now repeat the same procedure for the user **chef**, who should take over the task of root.

```
MariaDB [(none)]> CREATE USER chef@localhost IDENTIFIED BY '<␣
    enter a password for chef here>';
Query OK, 0 rows affected (0.002 sec)

MariaDB [(none)]> GRANT ALL ON *.* TO chef@localhost WITH ␣
    GRANT OPTION;
Query OK, 0 rows affected (0.001 sec)

MariaDB [(none)]> FLUSH PRIVILEGES;
```

The new users differ in their rights.

tomtom has all rights only for the database “*sidu*” (sidu.\*).

chef has all rights to all databases (\*.\*) and users (WITH GRANT OPTION).

So the user **chef** can take over the function of the user **root**, and **tomtom** is the user for work on our project database.

The logout is done by: **\q**.

```
MariaDB [(none)]> \q
Bey
#
```

**5.8.3.3 Queries** We look at the result in a terminal, this time as user **chef**.

First the users and then the existing databases:

```
MariaDB [(none)]> SELECT User,Host FROM mysql.user;
+-----+-----+
| User          | Host          |
+-----+-----+
| chef          | localhost     |
| mariadb.sys   | localhost     |
| mysql         | localhost     |
| phpmyadmin    | localhost     |
```

```
| root      | localhost |
| tomtom    | localhost |
+-----+-----+
6 rows in set (0.002 sec)

MariaDB [(none)]> SHOW DATABASES;
+-----+
| database          |
+-----+
| information_schema |
| mysql              |
| performance_schema |
| phpmyadmin         |
| sidu               |
+-----+
5 rows in set (0.001 sec)
```

If we log out of MariaDB and log back in as user **tomtom**, the two queries look like this:

```
MariaDB [(none)]> SELECT User,Host FROM mysql.user;
ERROR 1142 (42000): SELECT command denied to user 'tomtom'@'localhost' for table 'user'.

MariaDB [(none)]> SHOW DATABASES;
+-----+
| Database          |
+-----+
| information_schema |
| sidu              |
+-----+
2 rows in set (0.001 sec)
```

It is easy to see that the user **tomtom** does not get access to system relevant data.

### 5.8.4 phpMyAdmin

As seen before, MariaDB can be administered completely via the command line. If you know the syntax, which requires profound knowledge, you will quickly get the desired result this way.

We use the programm **phpMyAdmin**, which is more suitable for less experienced users, and enter:

`http://localhost/phpmyadmin/`

into the browser address bar. If we have already gone through the configuration according to the manual page [LAMP - Apache](#), the call is:

`https://server1.org/phpmyadmin/`

To remove the rights of the database admin **root**, as mentioned above, we use our new database admin **chef** with his password in the login window right away.

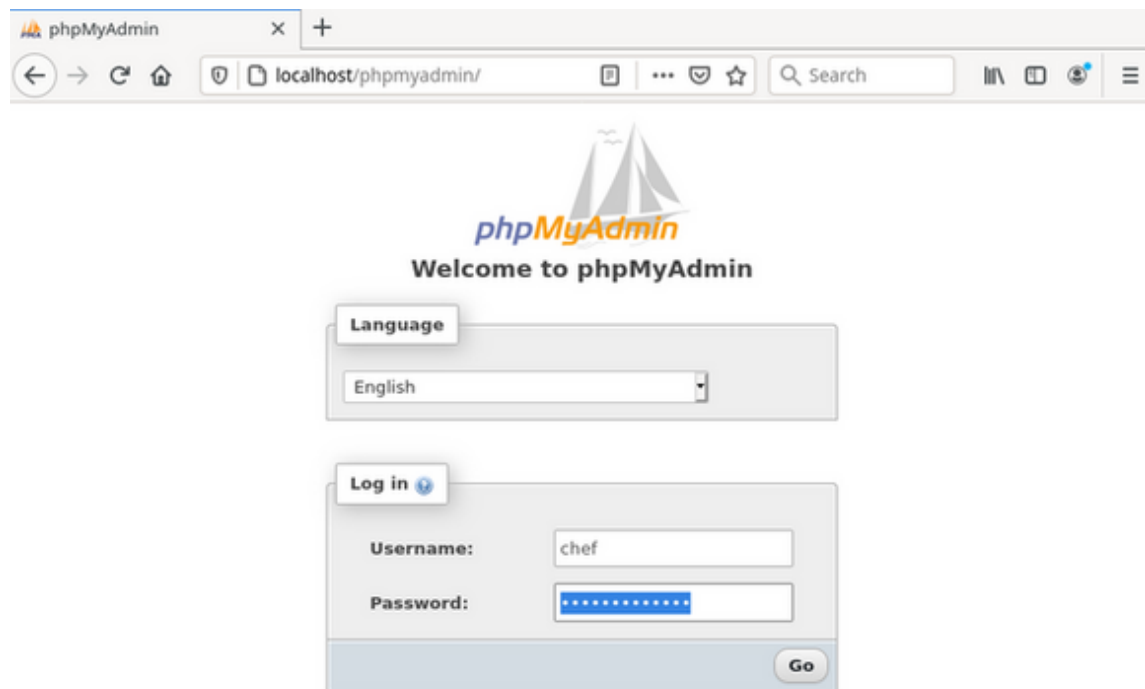


Figure 56: Login window

In the start window we see all databases in the left column. Then we select the tab “*User accounts*” in the center area.

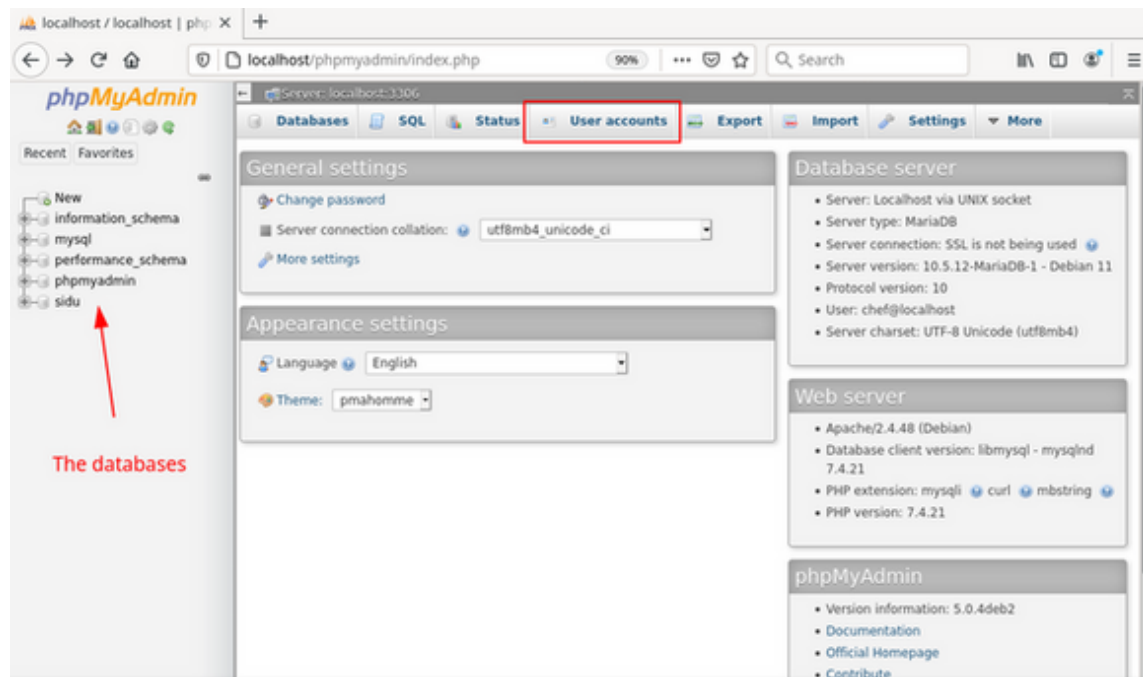


Figure 57: Start window

The user accounts overview shows all users and their rights in short form. Here we select the switch “*Edit privileges*” for the **root** user.

Now we see the detailed permissions for the **root** user. Here we first remove all his rights (1a), then, in the area “*Administration*”, grant the right “*Super*” (1b), and execute the action by clicking the “*OK*” button at the very bottom right of this page (not visible in the screenshot).

Afterwards we go to the next page via the “*Database*” button (2).

After selecting the database “*mysql*” and “*OK*”, a window opens with the detailed rights to the database “*mysql*” for the user **root**.

Only choose the method “*SELECT*”. A click on “*OK*” executes the sql command.

So we are done and leave *phpMyAdmin* via the door icon placed in the left column.

phpMyAdmin offers extensive possibilities for the administration of databases, their tables, and their contents. Note the “*Export*” tab in the main window, behind which you will find the option to backup data.

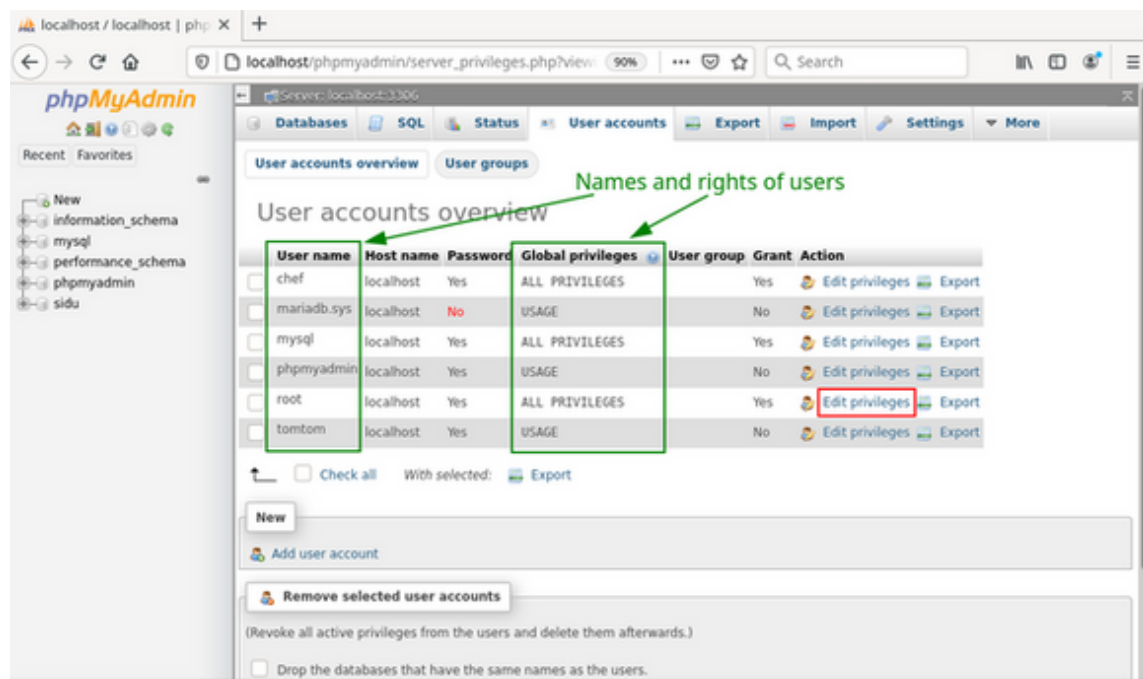


Figure 58: User accounts

### 5.8.5 Integration in Systemd

The control of MariaDB has been integrated into Systemd in Debian, and thus also in siduction. MariaDB starts automatically when the server is booted. The control calls are:

```
# systemctl [start | stop | restart] mariadb.service
```

Startup and error messages of the server are logged in the systemd journal. Detailed information is available on the external web page [MariaDB Systemd](#).

When searching the Internet for MariaDB's control panel, make sure that the search results refer to Systemd.

### 5.8.6 MariaDB Log

The Systemd Journal contains messages about the startup process of the `mariadb.service`. It is the first place to go to when errors occur.

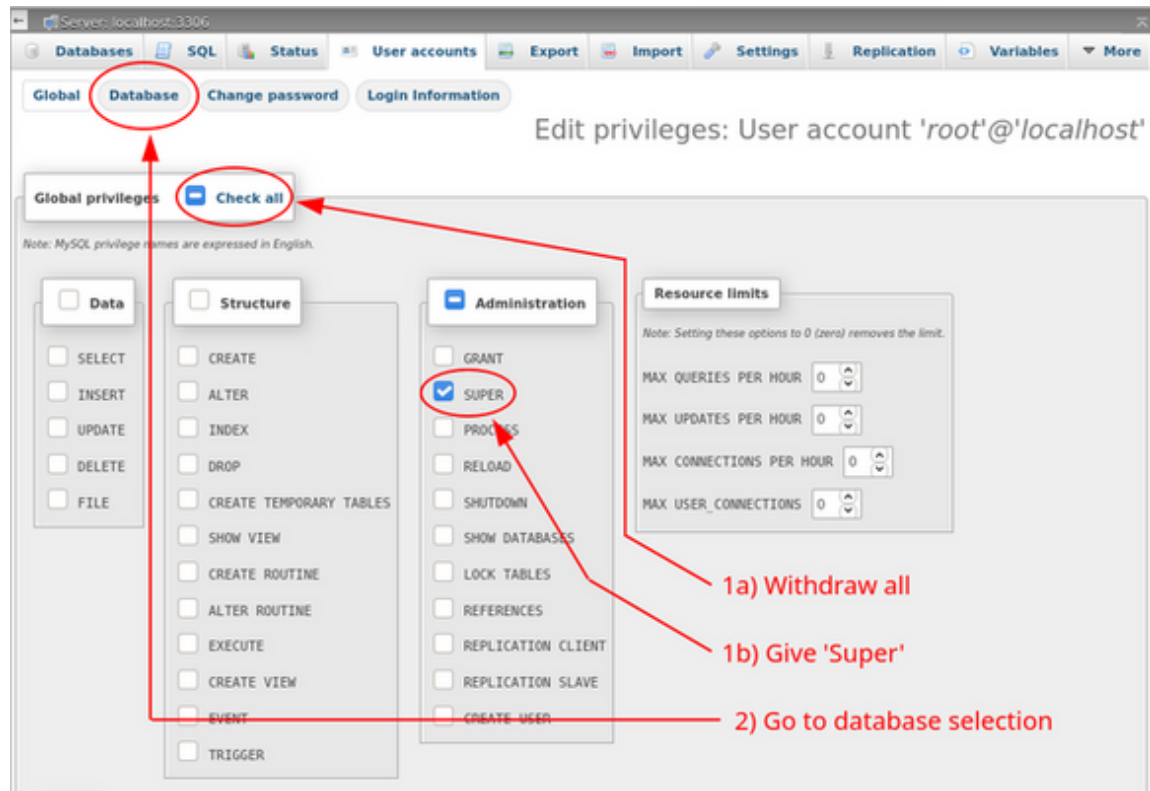


Figure 59: Manage rights of a user (1a, 1b)

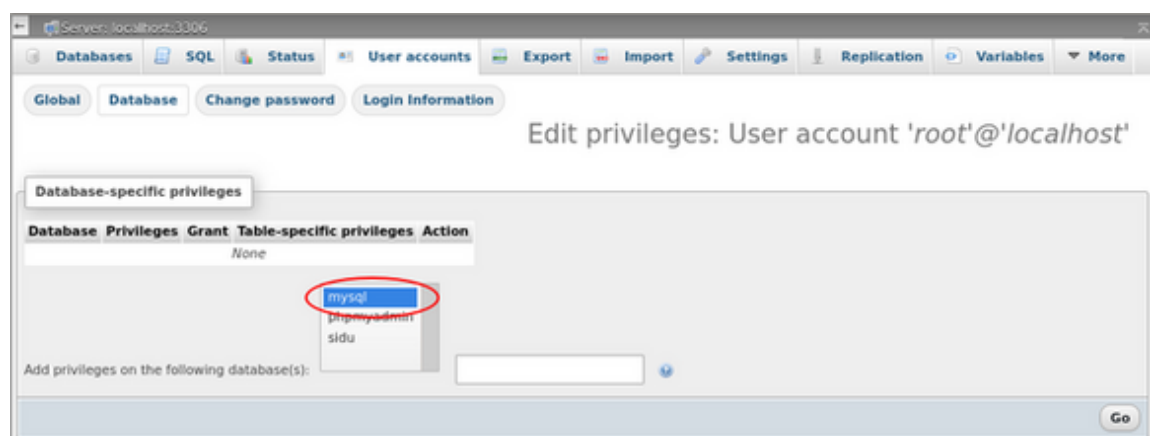


Figure 60: Manage rights of a user (2)

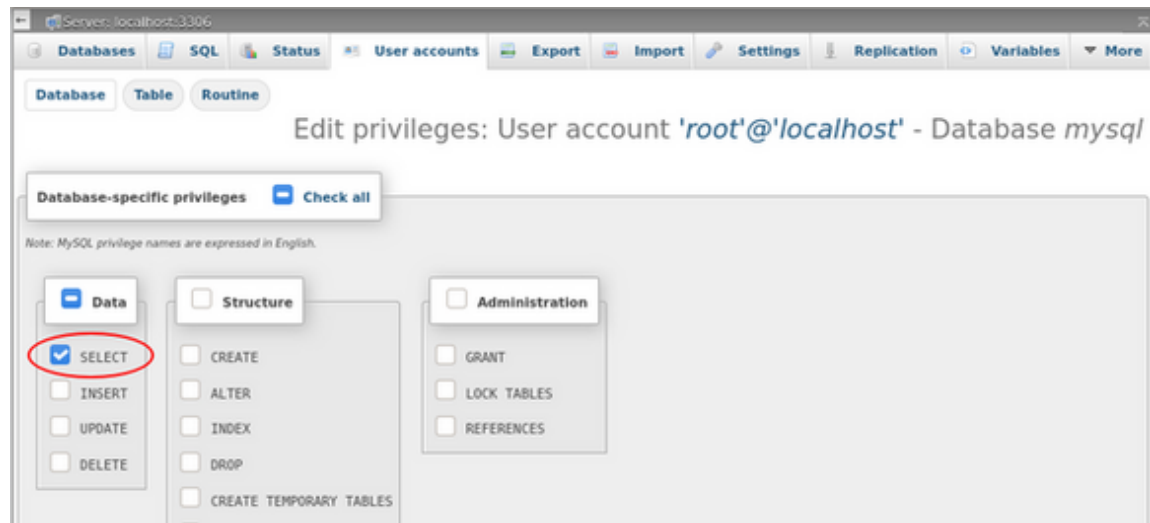


Figure 61: Manage rights of a user (DB mysql)

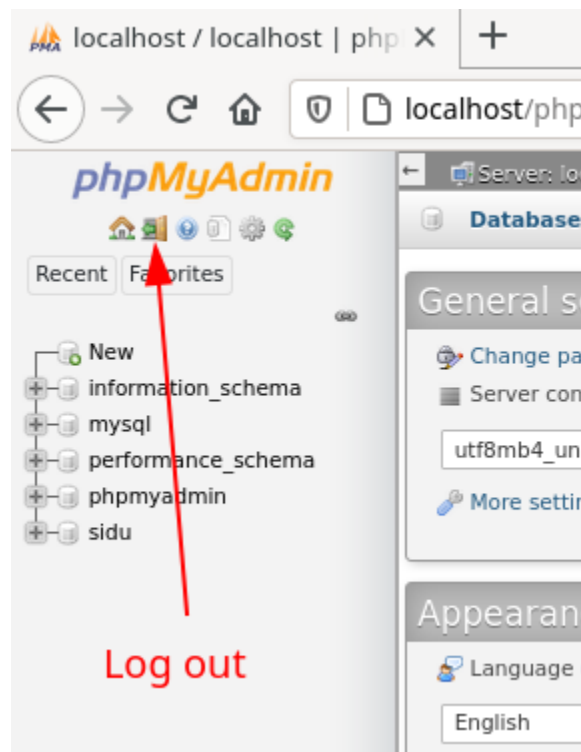


Figure 62: exit phpMyAdmin

In the console, the command `journalctl` displays the messages about MariaDB with:

```
journalctl -n 25 -u mariadb.service
```

(here the last 25 lines)

Or continuously with:

```
journalctl -f -u mariadb.service
```

In addition, you can switch on the logging of sql actions in the MariDB CLI like this:

```
MariaDB [(none)]> SET GLOBAL general_log=1;
```

This creates a log file with the pattern `<host>.log` in the directory `/var/lib/mysql/`.

**Caution:** This is an absolute performance killer and only meant to monitor actions in the short term.

### 5.8.7 Sources MariaDB

[MariaDB Documentation](#)

[MariaDB Systemd](#)

and the manpage

```
man mariadb
```

[phpMyAdmin documentation](#)

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## 5.9 Set up PHP

PHP is ready to use in siduction after installation with the default configuration.

### 5.9.1 PHP in the file system

Debian has fully integrated the files of PHP into the file system according to their function:

- the executable program `php7.x` and the link `php` into `/usr/bin/`
  - (The latter points to `/usr/bin/php7.x` via `/etc/alternatives/php`.)
- the installed modules into `/usr/lib/php/`
- shared program parts and modules into `/usr/share/php/` and `/usr/share/php<module>`
- the configuration directories and files into `/etc/php/`
- the current state of modules and sessions at runtime into `/var/lib/php/`

### 5.9.2 PHP support for Apache2

By default, the Apache web server loads support for PHP. We check this with the following command (replace the “x” with the minor attribute of the currently used PHP version, i.e. something like 7.4):

```
# ls /etc/apache2/mods-enabled/* | grep php
/etc/apache2/mods-enabled/php7.x.conf
/etc/apache2/mods-enabled/php7.x.load
```

We see that Apache has loaded the PHP module for version 7.x. To cause the PHP interpreter to process files with the extension “`.php`”, the `DirectoryIndex` directive in the Apache configuration file `dir.conf` must contain the value `index.php`. We check this as well:

```
# cat /etc/apache2/mods-available/dir.conf
<IfModule mod_dir.c>
    DirectoryIndex index.html index.cgi index.pl index.php ↵
    index.xhtml index.htm
</IfModule>
```

Nothing stands in the way of using PHP, because the value “*index.php*” is included.

### 5.9.3 PHP configuration

The directory `/etc/php/7.x/` contains the configuration sorted by the available interfaces.

The output shows the state after the initial installation.

```
# ls -l /etc/php/7.x/
total 20
drwxr-xr-x 3 root root 4096 18 Dec 16:54 apache2
drwxr-xr-x 3 root root 4096 18 Dec 16:54 cli
drwxr-xr-x 2 root root 4096 18 Dec 16:54 mods-available
```

With the modules “*php7.x-cgi*” and “*php7.x-fpm*” installed below, two new directories have been added.

```
# ls -l /etc/php/7.x/
total 20
drwxr-xr-x 3 root root 4096 18 Dec 16:54 apache2
drwxr-xr-x 3 root root 4096 1 Feb 21:23 cgi
drwxr-xr-x 3 root root 4096 18 Dec 16:54 cli
drwxr-xr-x 4 root root 4096 1 Feb 21:23 fpm
drwxr-xr-x 2 root root 4096 1 Feb 13:22 mods-available
```

Each of the `apache2`, `cgi`, `cli`, and `fpm` directories contains a `conf.d` folder and a `php.ini` file.

The respective “*php.ini*” contains the configuration for the corresponding interface and can be changed or supplemented if necessary. The “*conf.d*” folder contains the links to the activated modules.

### 5.9.4 PHP modules

#### Queries

A large number of modules are available for PHP. You can find out which ones are already installed with

```
# dpkg-query -f='${Status}\ ${Package}\n' -W php7.4* | grep '
    ^install'
install ok installed php7.4
install ok installed php7.4-bz2
install ok installed php7.4-cli
install ok installed php7.4-common
install ok installed php7.4-curl
install ok installed php7.4-gd
install ok installed php7.4-imagick
install ok installed php7.4-json
install ok installed php7.4-mbstring
install ok installed php7.4-mysql
install ok installed php7.4-opcache
install ok installed php7.4-readline
install ok installed php7.4-xml
install ok installed php7.4-zip
```

To show available but not installed modules, we change the end of the command a bit:

```
# dpkg-query -f='${Status}\ ${Package}\n' -W php7.4* | grep '
    not-install'
unknown ok not-installed php7.4-calendar
unknown ok not-installed php7.4-cgi
unknown ok not-installed php7.4-ctype
unknown ok not-installed php7.4-dom
unknown ok not-installed php7.4-exif
unknown ok not-installed php7.4-ffi
unknown ok not-installed php7.4-fileinfo
unknown ok not-installed php7.4-fpm
unknown ok not-installed php7.4-ftp
unknown ok not-installed php7.4-gettext
unknown ok not-installed php7.4-iconv
unknown ok not-installed php7.4-pdo
unknown ok not-installed php7.4-pdo-mysql
```

```
unknown ok not-installed php7.4-phar
unknown ok not-installed php7.4-posix
unknown ok not-installed php7.4-shmop
unknown ok not-installed php7.4-simplexml
unknown ok not-installed php7.4-sockets
unknown ok not-installed php7.4-sysvmsg
unknown ok not-installed php7.4-sysvsem
unknown ok not-installed php7.4-sysvshm
unknown ok not-installed php7.4-tokenizer
unknown ok not-installed php7.4-xsl
```

Now we know the exact names of the modules.

### Info

More detailed descriptions of the modules are provided by the command

```
# apt show <module_name>
```

### Installation

To install modules we use e.g.:

```
# apt install php7.x-cgi php7.x-fpm
```

Both modules support CGI scripts and Fast/CGI requests.

Then we restart Apache:

```
# systemctl restart apache2.service
```

### Handling

The state of PHP modules can be changed during runtime. This also allows controlling modules in scripts to load them before use and unload them afterwards.

- `phpenmod` - activates modules in PHP
- `phpdismod` - disables modules in PHP
- `phpquery` - shows the status of PHP modules

Unnecessary modules (imagick in the example) are deactivated in the console by the command

```
# phpdismod imagick
```

To load the imagick module for all interfaces, use the command

```
# phpenmod imagick
```

If we use the option `-s apache2`, e.g.:

```
# phpenmod -s apache2 imagick
```

the module will be loaded for Apache2 only.

The status query with `phpquery` always requires the module version and interface to be specified. Here are some examples:

```
# phpquery -v 7.4 -s apache2 -m zip
zip (Enabled for apache2 by maintainer script)

# phpquery -v 7.4 -s cli -m zip
zip (Enabled for cli by maintainer script)

# phpquery -v 7.4 -s fpm -m zip
zip (Enabled for fpm by maintainer script)

# phpquery -v 7.4 -s apache2 -m imagick
imagick (Enabled for apache2 by local administrator)
```

For the imagick module, the string *“Enabled for apache2 by local administrator”* tells us that it was not loaded automatically at startup like the zip module, but that the administrator has enabled it manually. The reason is the previously used `phpdismod` and `phpenmod` commands for this module.

### 5.9.5 Apache Log

The Apache server stores the error messages of PHP in its log files under `/var/log/apache2/`. At the same time, if PHP functions fail, a message appears on the called web page.

Alternatively, we can display the log functions.

```
# php --info | grep log
[...]  
error_log           => no value  
log_errors          => On  
log_errors_max_len  => 1024  
mail.log            => no value  
opcache.error_log   => no value  
[...]
```

In the files `/etc/php/7.x/<Interface>/php.ini`, we have the possibility to replace the unset values with our own, actually existing log files.

### 5.9.6 Sources PHP

[PHP - manual](#)

[PHP - current messages](#)

[tecadmin - module handling](#)

Last edited: 2022/04/04

## 6 Hardware

### 6.1 Graphics drivers

#### for nVidia, Intel, ATI/AMD

We only cover the most common graphics cards here in the manual. Exotic or relatively old graphics hardware, as well as server graphics are not discussed.

#### 6.1.1 Open source Xorg driver

It is relatively easy to find out which graphics hardware is installed:

```
inxi -G  
lspci | egrep -i "vga|3d|display"
```

This information is also very important if you have problems with the graphics and are looking for help in the forum or IRC.

**The graphics system under Linux consists of 4 basic parts:**

- kernel driver
  - radeon/amdgpu (ATI/AMD graphics)
  - i915 (Intel graphics)
  - nouveau (nVidia graphics)
- Direct Rendering Manager
  - libdrm-foo
- DDX driver
  - xserver-xorg-video-radeon/amdgpu
  - xserver-xorg-video-intel
  - xserver-xorg-video-nouveau

*Xorg can also use modesetting-ddx, which is now part of the Xserver itself. This is automatically used for Intel graphics and is also used if no special xserver-xorgvideo-foo package is installed.*

- dri/mesa
  - libgl1-mesa-glx
  - libgl1-mesa-dri
  - libgl1-mesa-drivers *This part of Xorg is the free OpenGL interface for Xorg.*

Open source Xorg drivers for nVidia (modesetting/nouveau), ATI/AMD (modesetting/radeon/amdgpu), Intel (modesetting/intel), and others are pre-installed with siduction.

Note: xorg.conf is usually no longer needed for open source drivers. Exceptions are e.g. multi-screen operation.

### 6.1.2 Proprietary drivers

Proprietary drivers are actually only available for nVidia graphics cards. AMD also has a proprietary driver called amdgpu-pro, but this only officially supports Ubuntu in certain versions and is not packaged in Debian. Also, this driver is designed for professional cards rather than desktop cards.

Here you can get more information about the drivers of

[Intel](#)

[ATI/AMD](#)

[nouveau](#)

[X.Org](#).

### 6.1.3 Video driver 2D

Pretty much any video card that uses a [KMS](#) driver kernel-side is suitable for 2D operation under all surfaces. In general (with a few exceptions of exotic or old hardware), 3D acceleration is also available.

### 6.1.4 Video driver 3D

3D acceleration is available under Linux for Intel, AMD, and nVidia graphics cards. How well the free drivers have 3D implemented depends somewhat on the graph-



ics card itself. In general, it should be noted that almost all graphics cards require non-free firmware to run smoothly. This firmware is only available in the non-free repository in Debian because it is not DFSG compliant. If the correct firmware is installed, 3D support is available with Intel or AMD graphics cards without any further action. With nVidia graphics the story is a bit different. Older cards, which are classified as legacy cards by nVidia, work relatively well, although problems are always to be expected since the desktop used also plays a role. The free nouveau driver is developed without support from nVidia via [reverse engineering](#).

Since the non-free firmware is usually required for correct operation (AMD, Intel from Skylake on, and Nvidia from Fermi on), an entry similar to

```
deb http://deb.debian.org/debian/ unstable main contrib non-  
free
```

should be set. To prevent subsequent problems with WiFi, network, Bluetooth, or similar, a

```
apt update && apt install firmware-linux-nonfree
```

makes sense. This will install more firmwares than you might need, but that should not be a disadvantage.

### 6.1.5 nVidia closed source driver

#### Selection, installation with dkms support and integration in Xorg.

nVidia divides its graphics card drivers into 7 generations:

1. Riva TNT, TNT2, GeForce, and some GeForce 2000 GPUs.
2. GeForce 2000 to GeForce 4000 series GPUs
3. GeForce 5000 series GPUs
4. GeForce 6000 and 7000 series GPUs
5. GeForce 8000 and 9000 series GPUs
6. GeForce 400 and 500 series GPUs (Fermi GF1xx)

7. Geforce 600, 700, 800 (Kepler GK1xx GK2xx, Maxwell GM1xx GM2xx, );  
Geforce 10xx (Pascal GP1xx), Geforce 16xx/20xx (Turing TU1xx); Geforce  
30xx (Ampere GA1xx)

Cards of the generations 1 - 5 are no longer supported by nVidia, only old driver versions are available, which neither work with current kernels nor with current versions of the Xorg server. For a complete and up-to-date list of supported graphics chips, please consult the “Supported Products List” on the [NVIDIA Linux graphics driver download page](#).

Debian provides the following versions of the binary drivers:

```
- nvidia-legacy-304xx-driver (for 4.)  
- nvidia-legacy-340xx-driver (for 5.)  
- nvidia-legacy-390xx-driver (for 6.)  
- nvidia-driver (for 7.)
```

Since these are proprietary drivers, contrib and non-free must be activated in the sources (like for the firmware for free drivers). You have to make sure in advance that the kernel headers are installed to match the running kernel. This is the case once linux-image-siduction-amd64 and linux-headers-siduction-amd64 are installed. In addition, the packages *gcc*, *make* and *dkms* are necessary. With *dkms* additionally installed (nVidia) kernel modules are automatically updated during a kernel update. After you have found out which nVidia card or which nVidia chip you have, you can install the driver as follows:

#### GeForce 8000 and 9000 series

```
apt update && apt install nvidia-legacy-340xx-driver
```

#### GeForce GF1xx Chipset, Fermi Cards

```
apt update && apt install nvidia-legacy-390xx-driver
```

#### Kepler, Maxwell, Pascal, and newer (GKxxx, GMxxx, GPxxx, TU1xx)

```
apt update && apt install nvidia-driver
```

If this runs without errors, enter

```
mkdir -p /etc/X11/xorg.conf.d; echo -e 'Section "Device"
\n\tIdentifier "My GPU"\n\tDriver "nvidia"\nEndSection'
> /etc/X11/xorg.conf.d/20-nvidia.conf

(all in one line)
```

to tell Xorg to use this installed driver. After a reboot the system should hopefully boot up to the desktop. If problems occur, i.e. the desktop does not start, you should consult [/var/log/Xorg.0.log](#).

Since the legacy drivers 304.xx and 340.xx are no longer supported by nVidia, it is likely that they will not work with a new kernel or new Xorg.

Notebooks with hybrid graphics Intel/nVidia, so-called Optimus hardware, are problematic. In the past, [Bumblebee](#) was recommended, but this solution is anything but optimal. nVidia itself recommends configuring these setups with [PRIME](#). Our recommendation is to avoid such hardware if possible. We cannot provide setup tips for Optimus hardware here.

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## 7 System Administration

This section contains informations and notes on

- [Terminal - command line](#), a basic introduction, working as root, configuring colors in a terminal, getting help in a terminal, and using scripts.
- [Doas - Alternative to Sudo](#), our recommendation for all those who miss *sudo*.
- [System administration in general](#). Short and sweet, we provide a stiff through system administration, boot options, managing systemd services, terminating processes, managing passwords, fonts in siduction, the printing system CUPS, and sound in siduction.
- [APT package management](#), package sources, managing packages, updating the system, searching program packages, and why to use apt exclusively.
- [Local APT mirror](#), apt-cacher, the proxy server for Debian packages, and how to install server as well as client configuration.
- [Installing new kernels](#), upgrading the kernel without a system upgrade, and removing 3rd party modules as well as old kernels.
- [systemd - the system and services manager](#), the concept of systemd, unit types, systemd in the file system, and handling services.
  - [The systemd unit file](#), directories and hierarchies of unit files, the incorporation in systemd, the structure of unit files with a description of numerous options, the function of unit files on the example of CUPS, and the tools that systemd provides.
  - [systemd-service unit](#), creating a service unit, and the description of all essential options.
  - [systemd-mount unit](#), contents of the mount unit, contents of the automount unit, naming conventions, areas of use, and some examples.
  - [systemd-target - target unit](#), from runlevel to systemd-target, special features to consider.

- [systemd-path unit](#), the required files, the options of path-unit, creating and including path-unit, and the example “Monitoring DocumentRoot of Apache web server”.
- [systemd-timer unit](#), the required files, the options of the timer unit, creating as well as including timer units, and timer units as cron replacement.
- [systemd-journal](#), using journald locally and over a network, configuring journald, querying the systemd journal with journalctl, filtering and controlling the output, examples to master journalctl.

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## 7.1 Terminal - command line

A terminal, also called a console, is a program that allows you to interact directly with the GNU/Linux operating system through directly executed commands. The terminal, also often called the “*shell*” or “*command line*”, is an extremely powerful tool and it is well worth the effort to learn the basics of its use.

In siduction, you can invoke the terminal/console by clicking on the PC monitor icon to the right of the menu, or by going to “*Menu*” > “*System*” > “*Terminal*”, or, even easier, by typing “*kons*” or “*term*” into the menu search bar.

After calling the terminal, you will see the prompt:

```
username@hostname:~$
```

**username** in the above example corresponds to the username of the logged in user. The tilde ~ shows that you are in your home directory `/home/username`, and the dollar sign (the prompt) `$` means you are logged into the terminal with limited user privileges. At the end, the cursor is blinking. All this is the command line. This is where you enter commands that you want the terminal to execute.

Many commands can only be executed with **root** rights, i.e. administrator rights. root rights can be obtained by typing **su** and pressing **Enter**. After that you have to enter the root password. The password is not displayed on the screen during the input. (See below [work-as-root](#).)

If the input is correct, the command line now shows:

```
root@hostname:/home/username#
```

Note that the dollar sign `$` has been replaced by a hash `#`. In a terminal, the hash `#` always means that you are logged in with **root** privileges.

When command line commands are specified in the manual, the information before the prompt (`$` or `#`) is omitted. A command like:

```
# chmod g+w <file>
```

means: you open a terminal, log in as **root** (**su**) and execute the command in a root prompt **#**. The hash is not included.

Another note:

For users who are new to the terminal, it is often confusing if no message appears after executing a command, but only the empty prompt again. This is intentional and means that the command was executed without errors. (In the example above, the group members were given write permissions to the <file>.)

### 7.1.1 Work as root

#### Caution

While logged into the terminal with root privileges, you are allowed to do anything, e.g. delete files, without which the operating system will stop working, and so on. When working with root privileges, you must be aware of *what* you are doing because it is easily possible to cause irreparable damage to the operating system.

It must be taken into account that all actions, if provided for in the program, are also executed with **root** privileges. The simple copy command **cp <source> <destination>** in a user directory leads to files with the owner **root** in the destination directory. This is probably not intended and also not useful.

Therefore: **Work as root only where it is really necessary!**

#### About su

A number of commands must be started with **root** privileges. These rights can be obtained by entering **su**. After entering the correct password the root prompt appears.

```
$ su
Password:
#
```

Now it is possible to execute all commands in the terminal and start all programs that require root privileges. You can exit this state by typing

```
# exit  
$
```

and the prompt for the user appears again.

### About su-to-root

In contrast to the general command `su`, `su-to-root` allows the execution of programs with graphical user interface with **root** privileges. `su-to-root` transfers X properties to the target user using `su`. The command is:

```
su-to-root -X -c <program>
```

If error messages related to **dbus** occur, expand the input:

```
su-to-root -X -c 'dbus-launch <program>'
```

Another terminal opens, into which the root password is to be entered. If successful, the desired program will launch with **root** privileges.

Examples of using graphical applications via `su-to-root` are: editing a configuration file with a text editor, using the partition manager *gparted*, or using file managers like *dolphin* or *thunar*.

### Use in desktop environments:

- Plasma (KDE and LXQt)  
The command is not necessary in Plasma and is not supported. For programs that need **root** privileges, a password prompt occurs and for the editor the prompt occurs when you want to save the changed file. Therefore only use `su` in the terminal, if necessary.
- Gnome and Cinnamon  
The behavior is similar to Plasma, except that the command (`su-to-root`) is supported, but not necessary.
- Xfce and Xorg  
Here the command unfolds its full power, and you are able to start the desired graphical program with **root** privileges. However, you are also in the



obligation to consider, when and with which program root rights are really necessary.

Under no circumstances should productive programs that are normally started with user rights be booted as root with this option: Internet browsers, e-mail programs, office programs, etc.

### **sudo is not configured**

sudo is only available in live mode, because no root password is set there.

**After an installation sudo is not enabled.** The reason is: If an attacker grabs the user password, he does not yet gain super-user privileges and cannot make any harmful changes to the system.

Another problem with sudo is that a root application running with the user configuration can change permissions and thus make them unusable for the user. The use of **su** or **su-to-root** is recommended!

If you want to use sudo despite all warnings, you have to add the corresponding \$user to the sudo group!

This can be done with the command **adduser** <USER> <GROUP> as root.

As a slim alternative to sudo we recommend **doas**. The manual page [Doas - Alternative to Sudo](#) explains the advantages of doas and the doas configuration.

#### **7.1.2 Colored terminal**

Colored prompts on the terminal can save you from unpleasant or catastrophic errors if you are **root #** and perform a task you meant to do as **user \$**.

That's why in siduction, by default, the **user \$**'s prompt is green, blue, and white, and **root #**'s prompt has the word "root" displayed in red.

The focus when working with the terminal should be on the input and output of the commands and not on colored prompts. In siduction we nevertheless decided to use the colors to give users a warning when they are system administrators with **root** privileges.

### **Change prompt color**

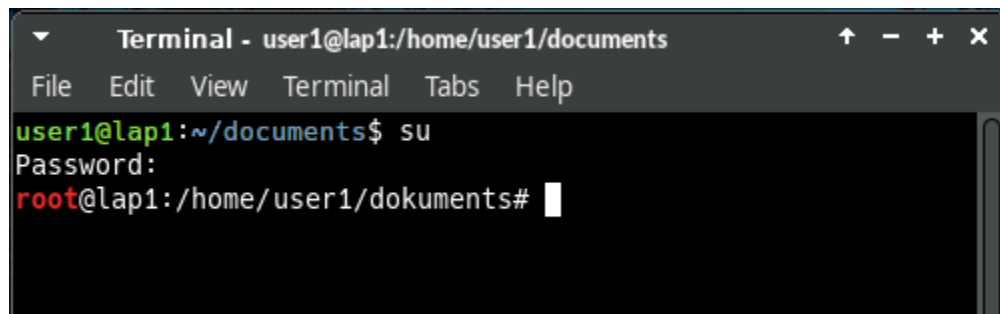


Figure 63: Colored prompt

Before changing the configuration file, we first create a backup copy in the terminal with a date stamp.

```
$ cp ~/.bashrc ~/.bashrc_$(date +%F)
```

Then we open the file `~/.bashrc` with a text editor of our choice (e.g.: kate, gedit, mcedit, vim, ...) and look for the following line, which is located approximately in the middle of the file:

```
PS1='${debian_chroot:+($debian_chroot)}\[\033[01;32m\]\u@h\z  
  \[\033[00m\]:\[\033[01;34m\]\w\[\033[00m\]\$ '
```

The font and color code are immediately followed by the prompt parts that are to receive this representation. The following figure shows the relation between the prompt parts and their abbreviations.

The following table explains the values of the syntax “`\033[01;32m`”, where the bold part determines the font attributes and the color.

font code	font attribute	color code	color
00m	Default for font and color		
00;XX	default font	XX;m	default color
01;XX	bold	XX;30	black
02;XX	dark	XX;31	red
03;XX	italic	XX;32	green
04;XX	underlined	XX;33	yellow

font code	font attribute	color code	color
05;XX / 06;XX	flashing	XX;34	blue
07;XX	block, inverted	XX;35	magenta
08;XX	background color (invisible)	XX;36	cyan
09;XX	strikethrough	XX;37	white

The “PS1” line quoted above is therefore displayed as follows:

font code	prompt parts and their display
[01;32m]\u@\h	user, @ and host get the attributes “bold” and “green”
[00m]:	colon gets the default attributes of the terminal
[01;34m]\w	the working directory gets the attributes “bold” and “blue”
[00m]\$	the prompt gets the default attributes of the terminal

If the color is to be removed from the prompt, we prefix the PS1 line with a hash # and a **space**. This comments out the line. Now it is sufficient to add the line

```
PS1='${debian_chroot:+($debian_chroot)}\[\033[00m\]\u@\h:\w\$↵
```

immediately as the next line.

If the color is to be changed in the prompt, the color coding must be adjusted for each part of the prompt.

```
PS1='${debian_chroot:+($debian_chroot)}\[\033[03;32m\]\u@\h↵
\[\033[01;34m\]:\w\[\033[00m\]\$ '
```

This code example creates a prompt in which **username @ hostname** is green and italicized; the **:** and the **working directory** are blue and bold; the **\$** character and the command prompt are given the contrasting color to the background of the terminal.

The new colors and formats appear after opening a new terminal.

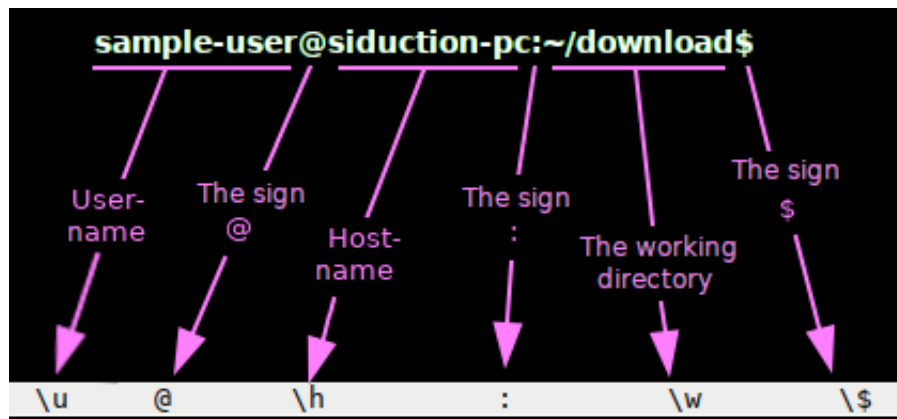


Figure 64: Prompt Code

### Color settings of the terminal

In the terminal menu, under “Edit” - “Settings...” - tab “Colors”, there are a ton of setting options. We recommend a rather plain setting.

#### 7.1.3 When the terminal hangs

Sometimes a terminal can no longer respond as desired. This is usually because a program has terminated with an error and left the terminal in an abnormal state. Then

```
reset
```

must be entered and the **Enter** key must be pressed.

If the output of a terminal appears distorted, this can usually be fixed by pressing **Ctrl+l**, this will rebuild the terminal window. Such distortions usually occur when working with programs that use an ncurses interface, for example *cgdisk*.

A terminal may appear frozen, but this is usually not the case; input continues to be processed even if it does not appear to be so. This can be caused by accidentally pressing **Ctrl+s**. In this case, **Ctrl+q** can be tried to free the console again.

#### 7.1.4 Help in the terminal

Most commands/programs have command line help and also instructions. They are called “*man page*” or “*manual page*”. The syntax to call the man page is:

```
$ man <command>
```

or

```
$ man -k <keyword>
```

This calls the man page of a command. Navigation in the man pages is done by the arrow keys and they can be terminated with **q** for quit. Example:

```
$ man apt-get
```

To exit a man page, type **q**.

Another useful tool is the **apropos** command. **apropos** allows you to search the man pages for a command if, for example, you forget the syntax. Example:

```
$ apropos apt-
```

This lists all commands for the package manager **apt**. **apropos** is a powerful tool, for more in-depth information about **apropos** enter

```
$ man apropos
```

#### 7.1.5 Linux console commands

A very good introduction to the BASH console can be found at [linuxcommand.org](http://linuxcommand.org). Of course you can also use your favorite search engine to find more.

##### **Burning CD, DVD, and BD.**

The command line programs are the basis for popular GUI programs like K3b, Brasero, or Xfburn.

Those who prefer the full range of options provided by the command line programs

`cdrdao`, `wodim`, `growisofs`, etc. use the terminal. Our manual page [Burn DVD without GUI](#) contains many examples and tips to detect available hardware, compile data, and then burn it to CD, DVD, and BD.

### 7.1.6 Using scripts

A console script is a convenient way to bundle several commands into one file. Entering the filename of the script executes the commands that are in the script. siduction comes with some very useful scripts that provide simplifications to system administration.

A script is started in the console as follows, if you are in the same directory:

```
./name_of_script
```

Some scripts require **root** access, depending on the scope of the script.

#### Installation and execution

Use `wget` to load a script onto the machine. It is best to place it in the recommended directory, for example in `/usr/local/bin`. To copy and paste in the console, the mouse can also be used after gaining root privileges with `su`.

#### Example with wget and root privileges

```
$ su
password:
# cd /usr/local/bin
# wget -c ftp://<remote_server>/script-name.sh
```

After that, the file must be made executable:

```
# chmod +x script-name.sh
```

Since the directory `/usr/local/bin` is included in the search path of **root**, this simple command is sufficient to start the script:

```
# script-name.sh
```

The file can also be loaded onto the computer with a browser and moved to the appropriate location, but it must be made executable even then.

### Example with wget as user

This is how to save a file in `$HOME` (the prompt is '\$') as a user:

```
$ wget -c ftp://<remote_server>/user-script-name.sh
$ chmod +x user-script-name.sh
```

The script is started like this:

```
$ ./user-script-name.sh
```

Of course, this will only work as **user** if the script does not contain any commands that require **root** privileges.

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## 7.2 System administration in general

### 7.2.1 Boot options cheat codes

At the beginning of the boot process, the kernel command line can be edited by pressing the **e** key as soon as the Grub menu appears. In edit mode, use the arrow keys to navigate to the kernel line and insert the desired cheatcode(s) at the end. The space character serves as separator. To continue the boot process, enter **Ctrl+X**.

The following links lead to the manual page with the tables for the boot options.

1. [siduction specific parameters \(Live-CD only\)](#)
2. [Bootoptions for graphics server X](#)
3. [General parameters of the linux kernel](#)
4. [Values for the general parameter \*\*vga\*\*](#)

[Detailed reference list for kernel bootcodes from kernel.org](#)

### 7.2.2 systemd - managing services

systemd knows a total of 11 unit types. The units we deal with most often in everyday life are:

- systemd.service
- systemd.target
- systemd.device
- systemd.timer
- systemd.mount
- systemd.path

We briefly introduce some of the unit types here. Their names already give an indication of their intended functionality. More detailed explanations of the units can be found on our manual page [System administration - systemd](#). The complete documentation can be found in the man pages `man systemd.unit`, `man systemd.↵special`, and `man systemd.<unit_type>` respectively.



The systemd system can be controlled with following command, which requires **user** or **root** rights depending on the units:

```
systemctl [OPTIONS...] command [UNIT...]
```

`systemctl` knows autocompletion by **TAB** and the display of all variations by **TAB TAB**. Please read the man page `man systemctl`.

A list sorted by types with all active units or unit files can be output with the following commands:

```
$ systemctl list-units # for units
$ systemctl list-unit-files # for unit files
```

With the `-a` option all inactive units or unit files are also output.

### 7.2.3 systemd.service

To start or stop a `.service` unit, use the commands:

```
$ systemctl start <UNIT>.service
$ systemctl stop <UNIT>.service
$ systemctl restart <UNIT>.service
```

“Restart” is useful, for example, to notify the service of a changed configuration. If **root** privileges are required for the action, the root password is requested.

The command can also be used to terminate a service:

```
$ systemctl kill -s SIGSTOP --kill-who=control <UNIT>.service
```

With “kill”, in contrast to “stop”, the options `-s`, `--signal=`, and `--kill-who=` are available.

- “-s” sends one of the signals `SIGTERM`, `SIGINT`, or `SIGSTOP`. Default is “`SIGTERM`”.
- “-kill-who=” allows selection of the processes within the hierarchy to which a signal should be sent. The options are `main`, `control`, or `all`. This sends the signal to the main process, the child processes, or both. Default is “`all`”.

This behavior is similar to the old and still usable command `pkill`, which is explained below in the section [Terminating a process](#).

#### 7.2.4 systemd - UNIT inclusion

To have a (self-made) unit loaded automatically when the computer is booted, enter as **root**:

```
# systemctl enable <UNIT_file>
```

This creates a group of symlinks according to the requirements in the unit's configuration. Following this, the system manager configuration is automatically reloaded.

The command

```
# systemctl disable <UNIT_file>
```

removes the symlinks again.

#### Example

If a PC or laptop without Bluetooth hardware is in use, or you don't want to use Bluetooth, the command (as **root**)

```
# systemctl disable bluetooth.service
```

will remove the symlinks from all requirements and dependencies within `systemd` and the service will no longer be available and will not be started automatically.

#### 7.2.5 systemd-target - formerly runlevel

Already since the 2013.2 "December" release, siduction has been using `systemd` as the default init system.

The old `sysvinit` commands are still supported. (for this a quote from [man](#) ↗ `systemd`: "... is provided for compatibility reasons and because it is easier to type.")

More detailed information about `systemd` can be found on the manual page [System administration - systemd](#).

The various runlevels that are booted or switched to are described by systemd as **target** units. They have the extension **.target**.

Target Unit	Description
emergency.target	starts into an emergency shell on the main console. It is the minimum version of a system boot to obtain an interactive shell. This unit can be used to guide the boot process step by step.
rescue.target	starts the base system (including system mounts) and an emergency shell. Compared to multi-user.target, this target could be considered as single-user.target.
multi-user.target	starts a multi-user system with a working network, without graphics server X. This unit is used when you want to stop X or to not boot into X. <a href="#">A system update (dist-upgrade) is performed on this unit</a> .
graphical.target	starts multi-user mode with network capability and a running X Window System.
default.target	is the default unit that systemd starts at system startup. In siduction this is a symlink to graphical.target (except NoX).

A look into the documentation `man SYSTEMD.SPECIAL(7)` is mandatory to understand the relationships of the different “*.target - units*”.

To switch to the system update runlevel, use the following command as **root** in the terminal:

```
# systemctl isolate multi-user.target
```

Important here is the “*isolate*” command, which ensures the termination of all processes and services that the selected unit does not request.

To shut down or restart the system, the command

```
# systemctl poweroff  
or  
# systemctl reboot
```

can be used. “*poweroff*” or “*reboot*” (each without *.target*) are commands that starts several units in the correct order to terminate the system in an orderly fashion and to reboot if necessary.

### 7.2.6 Terminating a process

#### pgrep and pkill

Independently of systemd, **pgrep** and **pkill** are a very useful duo to terminate unwelcome processes. Run with **user** or **root** privileges in a console or TTY:

```
$ pgrep <tab> <tab>
```

The command lists all processes with their name, but without the process ID (PID). We use Firefox as an example in the following.

The **-l** option prints the PID and the full name:

```
$ pgrep -l firefox  
4279 firefox-esr
```

To display subprocesses, if any, we also use the **-P** option and only the PID:

```
$ pgrep -l -P 4279  
4387 WebExtensions
```

```
4455 file:// Content
231999 Web Content
```

then

```
$ pkill firefox-esr
```

terminates Firefox with the default signal *SIGTERM*.

With the option **-signal**, followed by the signal number or the signal name, *pkill* sends the desired signal to the process. A clear list of signals can be obtained with *kill -L*.

### htop

Entered in the terminal, htop is a good alternative because a lot of useful information about the processes and the system load is presented. This includes a tree view, filter and search function, kill signal, and some more. The operation is self-explanatory.

### Emergency exit

As a last resort before pulling the power plug, you can use the command **killall -9** in the terminal.

#### 7.2.7 Forgotten root password

A forgotten root password cannot be recovered, but a new one can be set.

To do this, the live CD must first be booted.

The root partition must be mounted as **root** (e.g. as */dev/sdb2*)

```
mount /dev/sdb2 /media/sdb2
```

Now enter the root partition with chroot (chroot = changed root) and define a new password:

```
chroot /media/sdb2 passwd
```

### 7.2.8 Setting new passwords

To change a user password, as **user** :

```
$ passwd
```

To change the root password, as **root** :

```
# passwd
```

To change a user password as administrator, as **root** :

```
# passwd <user>
```

### 7.2.9 Fonts in siduction

To improve the display of fonts, if necessary, it is important to check the correct settings and configurations of the hardware beforehand.

#### Check settings

- **Correct graphics drivers**

Some newer ATI and Nvidia graphics cards do not harmonize very well with the free Xorg drivers. The only reasonable solution in these cases is to install proprietary, non open source drivers. For legal reasons, siduction cannot pre-install these. Instructions for installing these drivers can be found on the [Graphics Drivers](#) page of the manual.

- **Correct screen resolutions and refresh rates.**

First, it's a good idea to look at the manufacturer's technical documentation, either in print or online. Each monitor has its own perfect combination of settings. These DCC values are usually passed correctly to the operating system. Only sometimes it is necessary to intervene manually to overwrite the basic settings.

To check which settings the X server is currently using, we use `xrandr` in the terminal:

```

$ xrandr
Screen 0: minimum 320 x 200, current 1680 x 1050,
maximum 16384 x 16384
HDMI-1 disconnected
    (normal left inverted right x axis y axis)
HDMI-2 connected 1680x1050+0+0 (normal left
    inverted right x axis y axis)  474mm x 296mm

1680x1050    59.95*+
1280x1024    75.02    60.02
1440x900     59.90
1024x768     75.03    60.00
800x600      75.00    60.32
640x480      75.00    59.94
720x400      70.08
DP-1 disconnected
    (normal left inverted right x axis y axis)

```

The value marked with “\*” indicates the setting used, 1680 x 1050 pixels with a physical size of 474 x 296 mm. In addition, we calculate the actual resolution in px/inch (dpi) to get an indication of the settings for the fonts. With the values given above we get 90 dpi.

$$1680 \text{ Px} \times 25,4 \text{ mm/inch} / 474 \text{ mm} = 90 \text{ Px/inch (dpi)}$$

- **Check**

We use a folding rule or tape measure to determine the actual size of the monitor. The result should differ by less than three millimeters from the values output by xrandr.

### Basic font configuration

siduction uses free fonts that have proven to be balanced in Debian. In the graphical user interface TTF or outline fonts are used. If own fonts are chosen, new configuration adjustments may have to be made to get the desired font appearance.

The system-wide basic configuration is done in the terminal as **root**, using:

```
# dpkg-reconfigure fontconfig-config
```

For the dialogs called, these settings have proven to be useful:

1. For screen display, please select the preferred method for font tuning.  
**‘autohinter’**
2. Please select to what extent font hinting is applied by default.  
**medium**
3. The inclusion of the subpixel layer improves the text display on flat panel displays (LCD).  
**automatic**
4. By default, applications that support fontconfig use only outline fonts. Use bitmap fonts by default?  
**no**

Subsequently

```
# dpkg-reconfigure fontconfig
```

is necessary to rewrite the configuration.

Sometimes rebuilding the font cache is a solution (the first command is for saving data with a date appendix, the second command is to be entered without a line break, i.e. on one line):

```
# mv /etc/fonts/ /etc/fonts_$(date +%F)/  
  
# apt-get install --reinstall --yes -o DPkg::Options::=  
--force-confmiss -o DPkg::Options::=--force-confnew  
fontconfig fontconfig-config
```

### 7.2.10 User configuration

**Display type, size, 4K display**



It should be noted that each font has an ideal size range, so identical size settings do not necessarily lead to the same good result for each font.

The settings can be made conveniently in the graphical interface. They take effect on the desktop immediately, applications have to be restarted to some extent.

The list shows where in the menu the settings can be found.

- KDE Plasma
  - “System Preferences” > “Fonts” > “Fonts”
  - “System Preferences” > “Display Setup” > “Display Setup” > “Global Scaling”
- Gnome (Tweak Tool)
  - “Applications” > “Optimizations” > “Fonts”
- Xfce
  - “Preferences” > “Appearance” > tab: “Fonts”

### Explanation of terms

*“Edge smoothing / Antialiasing”:*

This is the brightness gradation of the neighboring pixels at the edges to reduce the staircase effect on curves. However, it causes some blurring of the characters.

*“Subpixel rendering / color order / RGB”:*

This is an extension of antialiasing for LCD screens by additionally controlling the color components of a pixel.

*“Hinting”:*

This is the adaptation (change) of the characters to the pixel grid of the screen. It reduces the need for antialiasing, but the font shape no longer conforms exactly to the specifications, unless the font developers have already incorporated hinting variations. For **4K** screens, hinting is usually not necessary.

*“DPI value / scaling factor”:*

This setting allows a different DPI value or size for the fonts only. Here the display on a **4K** screen can be improved quickly. The following table illustrates the relationship between screen diagonal and DPI value for **4K** screens.

4K resolution: 3840 x 2160 (16:9)

Diagonal	X-axis	Y-axis	DPI
24 inch	531 mm	299 mm	184
27 inch	598 mm	336 mm	163
28 inch	620 mm	349 mm	157
32 inch	708 mm	398 mm	138
37 inch	819 mm	461 mm	119
42 inch	930 mm	523 mm	105

Accordingly, a scaling factor of 2.0 is required for 4k screens with a diagonal of 24 inches, and a scaling factor of 1.2 is required for screens with a diagonal of 37 inches in order to obtain approximately equal displays corresponding to SXGA or WSXGA screens with 90 DPI.

### 7.2.11 CUPS - the printing system

KDE has a large section on CUPS in the KDE help. Nevertheless, here is a guide on what to do if you have problems with CUPS after a full-upgrade. One of the known solutions is:

```
# modprobe lp
# echo lp >> /etc/modules
# apt purge cups
# apt install cups
      OR
# apt install cups printer-driver-gutenprint hplip
```

CUPS will now be restarted:

```
# systemctl restart cups.service
```

Afterwards open a web browser and type this into the address line:

<http://localhost:631>

A small problem occurs when CUPS opens the corresponding dialog box for legitimization. Occasionally, the user's own user name is already entered there and

the password is expected. However, entering the user password does not work. Nothing works. The solution is to change the user name to **root** and enter the root password.

The [OpenPrinting database](#) contains extensive information about various printers and their drivers. Drivers, specifications, and configuration tools are available. Samsung used to supply its own Linux drivers for its printers. After the printer division had been sold to HP, the download page has no longer been available, and HP unfortunately did not include the Samsung drivers in “*hplib*”. Currently, the package `printer-driver-splix` works best for Samsung printers and Samsung multi-function devices. CUPS is currently in transition and is moving towards printing without drivers via [PWG - IPP Everywhere](#), see also [debian - an introduction to IPP-Everywhere](#).

### 7.2.12 Sound in siduction

*In older siduction installations, sound is disabled by default.*

Most sound problems can be solved by clicking on the sound icon in the control bar, opening the mixer, and unchecking “mute”, or using the appropriate slider. If the speaker icon is not present, a right click on the control bar is sufficient, then select

in KDE: “Control Panel Options” > “Add Mini Programs...”

in Xfce: “Bar” > “Add new items...”

and select the desired module.

#### KDE Plasma

A right click on the speaker icon in the control bar opens the sound output settings window. The user interface is self-explanatory.

#### Gnome

Right-clicking on the speaker icon in the control bar opens a drop-down menu that contains a slider for the volume.

Further settings are possible as follows:

Right-click on the desktop > “Settings” > “Audio”

### **Xfce Pulse Audio**

The settings are made via the speaker icon (pulse audio module) in the control bar. Again, the user guidance is self-explanatory. If the icon is missing, you can quickly get started with a terminal by entering the command

```
$ pavucontrol
```

and configuring the settings in the appearing window.

### **Alsamixer**

If you prefer alsamixer, you can find it in the alsa-utils package:

```
# apt update
# apt install alsa-utils
# exit
```

The desired sound settings are made as **user** from a terminal:

```
$ alsamixer
```

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## 7.3 Doas - Alternative to Sudo

We, the siduction team, have decided to use a real root account and have not configured Sudo. For users who are used to Sudo and don't want to do without its functionality, the slim alternative Doas is a good choice. Doas is tailored to desktop systems, having only about 1/100 of code lines in comparison to Sudo. With *siduction 2021.3 wintersky*, Doas is automatically installed in version 6.8.1-3, but is not yet fully configured.

### 7.3.1 Configure Doas

The only thing missing to be able to use Doas is the configuration file `/etc/doas.conf`. It contains line-by-line rules that assign actions to a user. A `#` introduces comments. Doas reads the lines one after the other, executing the action of the last applicable rule. To understand the rules in the configuration file, there are a few things to keep in mind.

- Only actions for which at least one rule applies are executed.
- By the fact that Doas evaluates the rules line by line one after the other, hierarchies can be built up.
- For rules that contain commands with arguments, the arguments must be specified exactly and completely.
- Rules with commands that require variable arguments are not possible.
- Doas checks the syntax of the configuration file before executing the requested action. In case of incorrect rules, Doas outputs `doas: syntax error at line 4` and then exits. The write access to the configuration file is then only possible with the **root** account.

The configuration is particularly simple if only one user account exists on the siduction system. A single line is sufficient to execute commands with root privileges using the prefix "doas".

Log in to a terminal as **root** and execute the following command, replacing "tux" with the name of your user account.

```
tux@sidu:~$ su
Password:
root@sidu:/home/tux# echo "permit keepenv nopass tux" > /etc/doas.conf
root@sidu:/home/tux# exit
```

```
tux@sidu:~$
```

The configuration line consists of:

The action *permit|deny* with

the option *keepenv* (this allows to start graphical programs like *gparted*),

the option *nopass|persist* (no password request|the one-time password entry remains valid for a limited time), and

the user *tux* to which the action is to be applied.

If the username stands alone, **tux** may execute commands as any user present on the system. The default is **root**. If the execution of the action is to be allowed only with the rights of a user other than **root**, the name must be specified within the rule (e.g. *tux as anne*). Instead of the user, a group (e.g. *:vboxusers*) can gain permissions by prepending a **:**.

### 7.3.2 Doas and multiple users

#### Example

On the workstation PC, in addition to **tux**, three other users named **anne**, **bob**, and **lisa** are allowed to log in.

Anne only wants to allow Bob to run two of her scripts from her **/home** directory. Anne has restrictively set the permissions on her scripts to 700.

Lisa is especially trustworthy, so she should be in charge of system upgrades.

Now, as user **tux**, we use Doas in a terminal to edit the configuration file.

```
tux@sidu:~$ doas mcedit /etc/doas.conf
```

We convert the previously mentioned permissions into rules and add some comments to the file.

```
# doas config file /etc/doas.conf

# tux gets root privileges
permit keepenv nopass tux
```

```
# bob may execute anne's script
permit bob as anne cmd /home/anne/bin/script1 args -n
permit bob as anne cmd /home/anne/bin/script2 args

# lisa may execute system upgrade
permit persist lisa cmd init
deny lisa cmd init args 1
deny lisa cmd init args 5
permit persist lisa cmd apt args update
permit persist lisa cmd apt args full-upgrade
```

### Explanations

**bob** may execute the scripts *script1* and *script2* inside Anne's **/home/anne/bin** directory (the former exclusively with the argument *-n*, the latter must not be given any argument). Specifying *args* in the rule line for the *script2* without a following argument forces the file to be called without an argument and thus without potentially malicious code. **bob** must supply the username when calling scripts, using the *-u* option.

```
bob@sidu:~$ doas -u anne /home/anne/bin/script1 -n
doas (bob@sidu) password:

bob@sidu:~$
```

The script was executed without comment after Bob entered his user password.

To allow **Lisa** to perform the system upgrade, she should switch to *multi-user.target* (init 3) and perform a *systemctl reboot* (init 6) after completion. The rule line `permit persist lisa as root cmd init` without specifying *args* causes all other calls of *init* are allowed, except those that are prohibited by the following rules below. Therefore, she cannot go directly from the *multi-user.target* to the *graphical.target* (init 5). Here we see the structure of a hierarchy.

### Notes

If you keep typing *sudo*, the line `alias sudo="doas"` in your *.bashrc* will help. Doas plays its decisive advantage where only one user is granted root rights by

*doas*. The above example with Lisa shows how extensive the configuration for a restricted rights assignment can become. Furthermore, a rule for a program call with variable arguments (e.g. *apt install <package name>*) is not possible.

**Sources**

man doas

man doas.conf

[github](#), [doas](#)

DE: [LinuxNews](#), [Linux Rechtemanagement](#), [sudo durch doas ersetzen](#)

DE: [LinuxUser 08.2021](#), [Kleiner Bruder](#)

Page last updated 2022/03/06



## 7.4 APT package management

APT is an acronym for **A**dvanced **P**ackaging **T**ool and provides a collection of programs and scripts that assist the system and administrator in installing and managing Debian packages.

A complete description of the APT system can be found in [Debian's APT-HOWTO](#).

### 7.4.1 apt and apt-get

**apt** is intended as an end-user interface and, compared to more specialized tools such as **apt-get** and **apt-cache**, enables some options more suitable for interactive use by default. With **apt** not all options of **apt-get** and **apt-cache** are available. Please read the man pages of **apt**, **apt-get**, and **apt-cache**. The following table shows the respective commands and their basic meaning.

apt	apt-get	short info
<a href="#">apt update</a>	apt-get update	Refresh the package database.
apt upgrade	apt-get upgrade	Update the system to the latest available package versions.
<a href="#">apt full-upgrade</a>	apt-get dist-upgrade	Upgrade the system to the latest available package versions even if it means removing already installed packages.
apt full-upgrade -d	apt-get dist-upgrade -d	Upgrade the system as before, but only downloads without installing anything.
<a href="#">apt install</a>	apt-get install	Install one or more packages.

apt	apt-get	short info
<a href="#">apt remove</a>	apt-get remove	Remove one or more packages.
<a href="#">apt purge</a>	apt-get purge	Remove one or more packages including configuration files.
- <a href="#">apt-mark hold</a>	Prevent apt from installing another version of the package.	
-	<a href="#">apt-mark unhold</a>	Cancel the 'apt-mark hold' command.
<a href="#">apt search</a>	apt-get search	Search for packages according to the pattern entered (regex possible).
<a href="#">apt show</a>	apt-cache show	Display the details of a package.
<a href="#">apt list</a>	apt-cache policy	Show the installed or installable version of a package.

### 7.4.2 sources.list - List of sources

The APT system needs a configuration file which contains information about the location of installable and upgradeable packages. In general, this file is called sources.list. Modern systems use modularized sources now to improve the overview.

siduction provides the sources in this folder:

[/etc/apt/sources.list.d/](#)

Inside this directory you can find the following files by default:

```
debian.list
extra.list
fixes.list
```

This has the advantage that it is easier to automatically select from mirror servers (“mirror switching”), and it also makes it easier to add or replace source lists.

Custom source list files can be added with the naming

```
/etc/apt/sources.list.d/xxxx.list.
```

For example, on siduction

`/etc/apt/sources.list.d/extra.list` might look like this:

```
This is the default mirror, chosen at first boot.
# One might consider to choose the geographically nearest
  or the fastest mirror.

deb http://packages.siduction.org/extra unstable main contrib ↵
    non-free

#deb-src http://packages.siduction.org/extra unstable main ↵
    contrib non-free
```

Under `/etc/apt/sources.list.d/fixes.list` it might look like this:

```
deb https://packages.siduction.org/fixes unstable main ↵
    contrib non-free

#deb-src https://packages.siduction.org/fixes unstable main ↵
    contrib non-free
```

And `/etc/apt/sources.list.d/debian.list` contains the actual Debian repo:

```
# debian loadbalancer
deb http://deb.debian.org/debian/ unstable main contrib non-↵
    free

#deb-src http://deb.debian.org/debian/ unstable main contrib ↵
    non-free
```

---

More entries for optional siduction repositories can be found at [siduction repositories](#).

For example, adding one or more Debian repositories would look like this:

```
#Debian
#Unstable
deb http://ftp.us.debian.org/debian/ unstable main contrib ↗
    non-free

#deb-src http://ftp.us.debian.org/debian/ unstable main ↗
    contrib non-free

# Testing
#deb http://ftp.us.debian.org/debian/ testing main contrib ↗
    non-free

#deb-src http://ftp.us.debian.org/debian/ testing main ↗
    contrib non-free

# Experimental
#deb http://ftp.us.debian.org/debian/ experimental main ↗
    contrib non-free

#deb-src http://ftp.us.debian.org/debian/ experimental main ↗
    contrib non-free
```

**NOTE:**

This example uses the US Debian mirror starting with ftp.us. This setting can be changed as **root** by adjusting the country code (for example: ftp.at, ftp.de). Most countries have local Debian mirrors available. This provides a higher connection speed for the user and also saves bandwidth.

[List of currently available Debian servers and their mirrors](#)

### 7.4.3 apt update

To get updated information about the packages, a database is kept with the needed entries. The apt program uses it when installing a package to resolve all dependencies and thus to guarantee that the selected packages will work. The creation or update of this database is done with the command **apt update**.

```
root@siduction# apt update
Fetch:1 http://siduction.org sid Release.gpg [189B]
Fetch:2 http://siduction.org sid Release.gpg [189B]
Fetch:3 http://siduction.org sid Release.gpg [189B]
Get:4 http://ftp.de.debian.org unstable Release.gpg [189B]
Get:5 http://siduction.org sid Release [34.1kB]
Get:6 http://ftp.de.debian.org unstable Release [79.6kB]
Fetched 404 kB in 8 s (50.8 kB/s).
Package lists are read... Done
Dependency tree is built.
Status information is read.... Done
Upgrade available for 48 packages. Run "apt list --upgradable"
  " to view them.
```

### 7.4.4 Install packages

If we know the package's name, the command **apt install <package\_name>** is sufficient.

(See below for how to find a package.)

**Warning:**

Packages that are not installed in the multi-user.target (formerly runlevel 3) can bring big, unsupportable problems!

Therefore we recommend the following procedure:

1. Log out of the desktop environment.
2. Switch to the text console with **Ctrl+Alt+F2**
3. Log in as **root**.

Then install the desired program package:

```
init 3
apt update
apt install <package_name>
init 5 && exit
```

In the example below, the package “funtools” is installed.

```
root@siduction# apt install funtools
Reading package list... Done
Building dependency tree
Reading state information.... Done
The following additional packages will be installed:
  libfuntools1 libwcstools1
The following NEW packages will be installed:
  funtools libfuntools1 libwcstools1
0 updated, 3 reinstalled, 0 to remove and 48 not upgraded.
Need to get 739 kB of archives.
After this operation, 2,083 kB of additional disk space will ↗
  be used.
Do you want to continue? [Y/n] y
Get:1 http://deb.debian.org/debian unstable/main amd64 ↗
  libwcstools1 amd64 3.9.5-3 [331 kB]
Get:2 http://deb.debian.org/debian unstable/main amd64 ↗
  libfuntools1 amd64 1.4.7-4 [231 kB]
Get:3 http://deb.debian.org/debian unstable/main amd64 ↗
  funtools amd64 1.4.7-4 [177 kB]
Fetched 739 kB in 0 s (1,678 kB/s).
Selecting previously unselected package libwcstools1:amd64.
(Reading database ... 279741 files and directories currently ↗
  installed).
Preparing to unpack .../libwcstools1_3.9.5-3_amd64.deb ...
Unpacking libwcstools1:amd64 (3.9.5-3) ...
Selecting previously unselected package libfuntools1:amd64.
Preparing to unpack .../libfuntools1_1.4.7-4_amd64.deb ...
Unpacking libfuntools1:amd64 (1.4.7-4) ...
```

```
Selecting previously unselected package funtools.  
Preparing to unpack .../funtools_1.4.7-4_amd64.deb ...  
Unpacking funtools (1.4.7-4) ...  
Setting up libwcstools1:amd64 (3.9.5-3) ...  
Setting up libfuntools1:amd64 (1.4.7-4) ...  
funtools (1.4.7-4) is set up ...  
Processing triggers for man-db (2.8.5-2) ...  
Processing triggers for libc-bin (2.28-8) ...
```

#### 7.4.5 Remove packages

The **apt remove <package\_name>** command removes a package, but its dependencies remain:

```
root@siduction# apt remove gaim  
Reading package lists... Done  
Building dependency tree.  
Reading state information.... Done  
The following packages were installed automatically and are ↵  
no longer needed:  
    libfuntools1 libwcstools1  
Use "sudo apt autoremove" to remove them.  
The following packages will be REMOVED:  
    funtools  
0 updated, 0 reinstalled, 1 to remove and 48 not upgraded.  
After this operation, 505 kB of disk space will be freed.  
Do you want to continue? [Y/n] y  
(Read database ... 279786 files and directories are currently ↵  
installed).  
Removing funtools (1.4.7-4) ...  
Processing triggers for man-db (2.8.5-2) ...
```

In the last case, the configuration files are not removed from the system; they can be reused in a later reinstallation of the program package (in the example: gaim). If the configuration files should also be removed, then the following call is needed:

### apt purge funtools

This will also remove the configuration files. In case you want to see if configuration files of already removed programs are still on the system, you can easily get a result with `dpkg`:

```
dpkg -l | grep ^rc
rc colord 1.4.3-3.1 amd64 system service to manage device ↗
    color profiles -- system daemon
rc hplip 3.18.10+dfsg0-1 amd64 HP Linux Printing and Imaging ↗
    System (HPLIP)
rc libsensors4:amd64 1:3.4.0-4 amd64 library to read ↗
    temperature/voltage/fan sensors
rc sane 1.0.14-13.1 amd64 scanner graphical frontends
rc sane-utils 1.0.27-3.1 amd64 API library for scanners -- ↗
    utilities
rc systemd-coredump 240-1 amd64 tools for storing and ↗
    retrieving coredumps
```

The packages listed here were removed without purging.

#### 7.4.6 Hold or downgrade a package

Sometimes it may be necessary to revert to an earlier version of a package because the latest version has a serious bug.

##### Hold

With `apt-mark`, apt allows you to apply various settings for a package. The `hold` option protects the package from changes by apt.

```
apt-mark hold <package_name>
```

To end the holding of a package:

```
apt-mark unhold <package_name>
```

This is how to search for packages that are placed on hold:



```
apt-mark showhold
```

Please keep in mind that hold is only an emergency measure. You will run into problems if you forget to release a hold in a timely manner. This is even more true the more (essential) dependencies the package has. So please use holds only in case of emergency and release them as soon as possible.

### Downgrade

Debian does not support package downgrading. In simple cases, installing older versions can succeed, but it can also fail spectacularly. For more information, see the Emergency downgrading chapter in the Debian Handbook.

Although downgrading is not supported, it can succeed for simple packages. The steps for a downgrade are now demonstrated on the package kmahjongg:

The sources of unstable are stored in

```
/etc/apt/sources.list.d/debian.list
```

with a hash sign “#” and add the sources for testing. After that, we execute the following commands:

```
apt update
apt install kmahjongg/testing
```

The now installed package is set to hold in order to protect it from upgrades:

```
apt-mark hold kmahjongg
```

Then the sources for testing are marked with a hash “#” in

```
/etc/apt/sources.list.d/debian.list,
```

while the hashes in front of the sources for unstable are removed again. After saving the changes, enter:

```
apt update
```

As soon as a new, bug-free package arrives in sid, you can reinstall the latest version if you exit the hold state:

```
apt-mark unhold kmahjongg  
apt update  
apt install kmahjongg / apt full-upgrade
```

#### 7.4.7 Updating the system

An upgrade of the whole system is performed with this command: **apt full-upgrade**. Before such an action, the current upgrade warnings on the main siduction page should be followed to check whether packages of one's own system are affected. If an installed package should be kept, i.e. put on hold, please refer to the section [downgrade](#) or “hold” of a package.

A simple **apt upgrade** of Debian Sid is usually not recommended. However, it can be helpful if there is a situation with many packages held or to be removed. Here an **apt upgrade** can update packages not affected by the situation.

How regularly should a system upgrade be performed?

A system update should be performed regularly, every one to two weeks has proven to be a good guideline. Even monthly system updates should not cause any significant problems. Theoretically, the system can be updated several times a day after mirror synchronization every 6 hours.

Experience shows that you should not wait longer than two, maximum three months. Special attention should be paid to program packages which do not come from the siduction or Debian repositories or which have been compiled by yourself, as they may lose their functionality after a system update via full-upgrade due to incompatibilities.

#### Update not with live media

There is no possibility to update a siduction installation using a live medium. Below we describe in detail the upgrade process and why apt should be used.

### 7.4.8 Updateable packages

After updating the internal database, you can find out for which packages a newer version exists (first you need to install `apt-show-versions`):

```
root@siduction# apt-show-versions -u
libpam-runtime/unstable upgradeable from 0.79-1 to 0.79-3
passwd/unstable upgradeable from 1:4.0.12-5 to 1:4.0.12-6
teclasat/unstable upgradeable from 0.7m02-1 to 0.7n01-1
libpam-modules/unstable upgradeable from 0.79-1 to 0.79-3
[...]
```

The same can be achieved with:

```
apt list --upgradable
```

The upgrade of a single package (here e.g. `debtags-1.6.6.0`) can be done considering the dependencies with:

```
root@siduction# apt install debtags-1.6.6.0
Reading package lists... Ready
Building dependency tree... Done
The following packages will be REMOVED:
  apt-index-watcher
The following packages will be updated:
  debtags
1 updated, 0 reinstalled, 1 to remove and 0 not upgraded.
Need to get 660kB of archives.
After unpacking, 1991kB of disk space will have been freed.
Do you want to continue [Y/n]?
Get:1 http://ftp.de.debian.org unstable/main debtags 1.6.6 ✓
[660kB]
Fetched 660kB in 1s (513kB/s)
(Reading database ... 138695 files and directories currently ✓
installed).
Removing apt-index-watcher ...
```

```
(Reading database ... 138692 files and directories currently ✓
installed).
Preparing to replace debtags 1.6.2 (with .../debtags_1.6.6✓
_i386.deb) ...
Unpacking replacement for debtags ...
Setting up debtags (1.6.6) ...
Installing new version of the configuration file /etc/debtags✓
/sources.list ...
```

### Download (only)

A little known but great option is the `-d` option:

```
apt update && apt full-upgrade -d
```

`-d` allows to save the packages of a full-upgrade locally without installing them. This can be done in a console while in X. The full-upgrade itself can be done later in init 3. This also gives one the opportunity to check for any warnings and then decide whether or not to perform the upgrade:

```
root@siduction#apt full-upgrade -d
Reading package lists... Done
Building dependency tree
Reading state information... Done
Calculating upgrade... Done
The following NEW packages will be installed:
  elinks-data
The following packages have been kept back:
  git-core git-gui git-svn gitk icedove libmpich1.0ldbl
The following packages will be upgraded:
  alsa-base bsutils ceni configure-ndiswrapper debhelper
  discover1-data elinks file fuse-utils gnucash.....
35 upgraded, 1 newly installed, 0 to remove and 6 not ✓
upgraded.
Need to get 23.4MB of archives.
After this operation, 594kB of additional disk space will be ✓
used.
```

```
Do you want to continue [Y/n]?Y
```

**Y** downloads the packages to be updated or reinstalled without changing the installed system.

After downloading the packages with **full-upgrade -d**, they can be installed at any time according to the procedure in the following paragraph.

#### 7.4.9 Run full-upgrade

**Warning:**

A system update that is not performed in the multi-user.target (formerly run-level 3) can lead to problems when it comes to updates of the installed desktop environment or the X server!

Before updating the system, visit the [siduction home page](#) to find out about any upgrade warnings. These warnings are necessary because of the structure of Debian sid/unstable which adds new program packages to its repositories several times a day.

The following procedure should be followed:

1. Log out of the desktop environment.  
(This procedure is nowadays only recommended when updating X or the desktop environment itself, but does not hurt in other cases.)
2. Switch to the text console with **Ctrl+Alt+F2**.
3. Log in as **root**.

Then execute the following commands:

```
init 3
apt update
apt full-upgrade
apt clean
init 5 && exit
```

If a new kernel has been installed, the command `systemctl reboot` or `init 6` needs to be run instead of “`init 5`” in order to boot with the new kernel.

#### 7.4.10 Why use apt exclusively

For installing, deleting, and carrying out a system update, *apt* should be used. Please refrain from updating the system with applications like *synaptic*, *adept*, or *kpackage*!

The mentioned programs are excellent *Debian stable* installation and very good for searching program packages, but they are not adapted to the special tasks of the dynamic distribution Debian Sid. They cannot correctly resolve the extensive changes in Sid (changed dependencies, naming conventions, or scripts). This is not due errors in the programs or mistakes by the developers.

Package managers like *adept*, *synaptic*, and *kpackage* are - technically speaking - non-deterministic. When using a dynamic distribution like Debian Sid with the addition of third party repositories whose quality cannot be tested by the Debian team, a system update can lead to disaster, as these package managers can make wrong decisions by automatically trying to solve the problem.

Furthermore, it should be noted that all GUI package managers must be run in X. System updates in X (even an anyway not recommended ‘*apt upgrade*’) will sooner or later cause you to irreversibly damage your system.

In contrast, *apt* does only what is requested. In the case of incomplete dependencies in Sid, i.e. when the system breaks (this can happen in Sid during structural changes), the causes can be precisely determined and thus repaired or bypassed. The own system does not “break”. So if a system update feels like deleting half the system, *apt* leaves it up to the administrator to decide what to do, and does not act on its own.

This is the reason why Debian builds use *apt* and not other package managers.

### 7.4.11 Searching for program packages

The APT system provides a number of useful search commands that search the APT database and output information about packages. In addition, there are some programs that display the search graphically.

#### 7.4.11.1 Package search in the terminal

With the simple command

**apt search <search\_pattern>**

you get a list of all packages containing the search pattern. Searching with **search** allows the use of regex terms.

For example, if you search for “*gman*”, you get this result:

```
user1@pc1:~$ apt search ^gman
Sorting... Done
Full text search... Done
gman/unstable,now 0.9.3-5.3 amd64 [installed]
  small man(1) front-end for X

gmanedit/unstable 0.4.2-7 amd64
  GTK+/GNOME editor for manual pages
```

Here the “^” means that “*gman*” must be at the beginning of the line. Without this character, the pattern will also find *khangman* and *logmanager*, for example.

If you want more information about the current versions of a package, use:

```
user1@pc1:~$ apt show gman
Package: gman
Version: 0.9.3-5.3
Priority: optional
Section: doc
Maintainer: Josip Rodin <joy-packages@debian.org>
Installed-Size: 106 kB
Provides: man-browser
Depends: libc6 (>= 2.14), libgcc1 (>= 1:3.0), libglib2.0-0
(>= 2.12.0), libgtk2.0-0 (>= 2.8.0), libstdc++6 (>= 5),
```

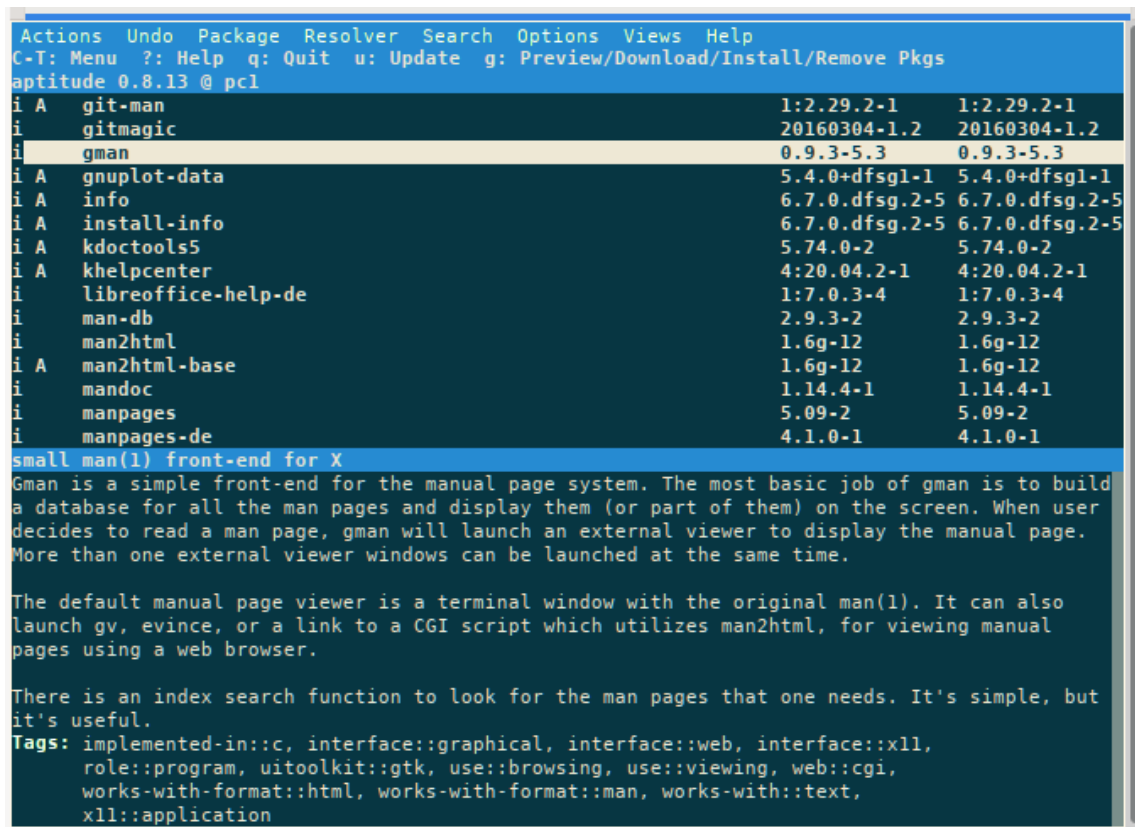
```
man-db, xterm | x-terminal-emulator Suggests: gv,
man2html, httpd, sensible-browser, evince
Tag: implemented-in::c, interface::graphical,
interface::web, interface::x11, role::program,
uitoolkit::gtk, use::browsing, use::viewing, web::cgi,
works-with-format::html, works-with-format::man,
works-with::text, x11::application
Download-Size: 34,3 kB
APT-Manual-Installed: yes
APT-Sources: http://ftp.de.debian.org/debian unstable/main
amd64 Packages
Description: small man(1) front-end for X
Gman is a simple front-end for the manual page system. The
most basic job of gman is to build a database for all the
man pages and display them (or part of them) on the screen.
When user decides to read a man page, gman will launch an
external viewer to display the manual page. More than one
external viewer windows can be launched at the same time.
[...]
```

All installable versions of the package (depending on the sources.list) can be listed as follows:

```
user1@pc1:~$ apt list gman
listing... Done
gman/unstable,now 0.9.3-5.3 amd64 [installed]
```

The command **aptitude** (in the terminal) opens the program of the same name in an ncurses environment. It is operated with the keyboard or mouse and offers various functions which can be reached via the upper menu bar. The use of APT or Aptitude is a matter of taste, but Aptitude is often “too smart” for the speed of Debian Unstable.





```

Actions  Undo  Package  Resolver  Search  Options  Views  Help
C-T: Menu  ?: Help  q: Quit  u: Update  g: Preview/Download/Install/Remove Pkgs
aptitude 0.8.13 @ pcl
i A  git-man          1:2.29.2-1      1:2.29.2-1
i    gitmagic        20160304-1.2    20160304-1.2
i  gman              0.9.3-5.3       0.9.3-5.3
i A  gnuplot-data      5.4.0+dfsg1-1   5.4.0+dfsg1-1
i A  info              6.7.0.dfsg.2-5   6.7.0.dfsg.2-5
i A  install-info      6.7.0.dfsg.2-5   6.7.0.dfsg.2-5
i A  kdoctools5         5.74.0-2        5.74.0-2
i A  khelpcenter        4:20.04.2-1     4:20.04.2-1
i    libreoffice-help-de 1:7.0.3-4       1:7.0.3-4
i    man-db           2.9.3-2         2.9.3-2
i    man2html         1.6g-12         1.6g-12
i A  man2html-base      1.6g-12         1.6g-12
i    mandoc           1.14.4-1        1.14.4-1
i    manpages         5.09-2          5.09-2
i    manpages-de      4.1.0-1         4.1.0-1
small man(1) front-end for X
Gman is a simple front-end for the manual page system. The most basic job of gman is to build
a database for all the man pages and display them (or part of them) on the screen. When user
decides to read a man page, gman will launch an external viewer to display the manual page.
More than one external viewer windows can be launched at the same time.

The default manual page viewer is a terminal window with the original man(1). It can also
launch gv, evince, or a link to a CGI script which utilizes man2html, for viewing manual
pages using a web browser.

There is an index search function to look for the man pages that one needs. It's simple, but
it's useful.
Tags: implemented-in::c, interface::graphical, interface::web, interface::x11,
      role::program, uitoolkit::gtk, use::browsing, use::viewing, web::cgi,
      works-with-format::html, works-with-format::man, works-with::text,
      x11::application

```

Figure 65: aptitude

**7.4.11.2 Graphical package search** The program **packagesearch** is very useful to search for suitable programs. Mostly packagesearch is not installed automatically; therefore:

```
apt update
apt install packagesearch
```

After the first start of packagesearch you have to select “apt” in “*Packagesearch*” > “*Preferences*” and occasionally an info window appears, which criticizes the absence of deborphan. Please use the information from deborphan with utmost caution.

Packagesearch is not intended to be used for installing files/packages, but only as a graphical search engine. Upgrading and reinstalling files without first quitting X can cause problems (see above).

The following search criteria are available:

- pattern (general search query)
- tags (search based on debtags)
- files (file names)
- installed status
- orphaned packages

In addition, a lot of information about Debian packages is provided, including which files are bundled in a package. More detailed information about using packagesearch can be found at “*Help*” > “*Contents*”. Currently the user interface of packagesearch is English only.

A complete description of the APT system can be found in [Debian’s APT-HOWTO](#).

Last edited: 2022/04/07

## 7.5 Local APT mirror

**Apt-Cacher**, a proxy server for Debian packages

Apt-Cacher is a proxy server that allows multiple local computers access to a Debian package cache.

The packages requested for installation from a computer at the cache only need to be loaded once from Debian mirror servers, no matter how many devices need these packages. This saves network bandwidth, increases speed for users, and reduces load on the mirrors.

For users who own multiple PCs and want to conserve bandwidth and download volume while increasing the speed of system updates, apt-cacher is the ideal solution to achieve all these goals.

Apt-Cacher is not a universal proxy server. Whoever tries this anyway will experience some unpleasant surprises in the network.

### Prerequisites

- a PC on which the local APT proxy server will be set up
- 6 GB free disk space for the cache on the server
- LAN connection to the other devices

### Apt-Cacher Setup

The setup for apt-cacher is done in two steps.

First you install apt-cacher on the PC selected as APT proxy server, and then you configure all client PCs to use the APT proxy server.

#### 7.5.1 Install server

After an **apt update** the necessary packages are installed with the following command:

```
# apt install apt-cacher
[...]  
The following NEW packages will be installed:  
  apt-cacher ed libberkeleydb-perl
```

```
libcompress-raw-bzip2-perl libcompress-raw-lzma-perl
libcompress-raw-zlib-perl libfileysys-df-perl
libio-compress-lzma-perl libio-compress-perl
libio-interactive-perl libio-interface-perl
libipc-shareable-perl libnetaddr-ip-perl libsocket6-perl
libsys-syscall-perl libwww-curl-perl
0 updated, 16 reinstalled, 0 to remove and 0 not updated.
992 kB of archives need to be downloaded.
After this operation, 3,205 kB of additional disk space will
be used.
Do you want to continue? [Y]
```

During the installation of apt-cacher the basic configuration is done automatically.

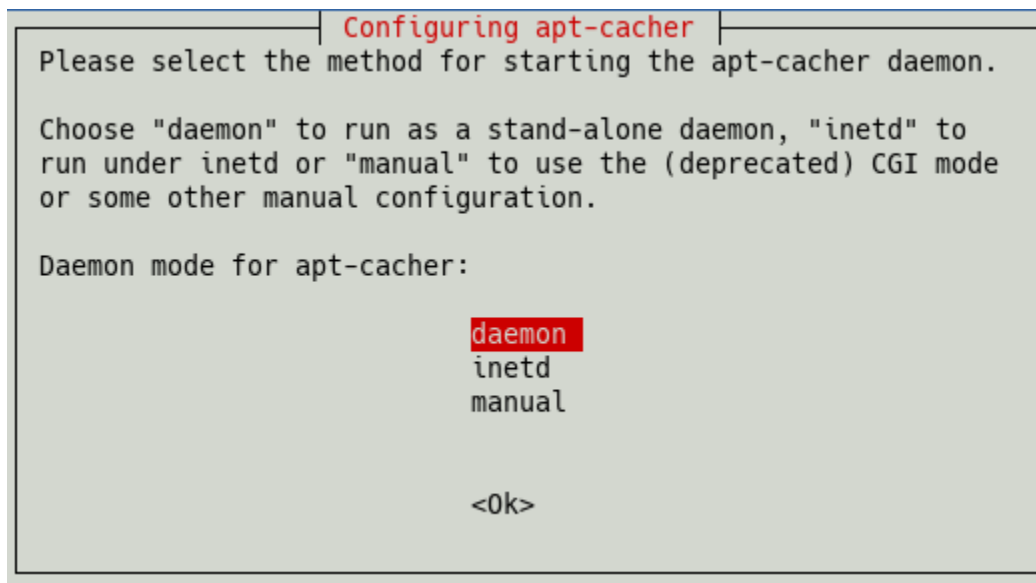


Figure 66: Configuration of apt-cacher

Keep and confirm the recommended daemon mode *"daemon"*.

The cache, where all downloaded packages will be stored in the future, is located in

`/var/cache/apt-cacher/`

and the configuration files in

`/etc/apt-cacher/`.

## Server configuration

We change to the directory `/etc/apt-cacher/` and edit the file `apt-cacher.✓  
conf`.

```
# cd /etc/apt-cacher  
/etc/apt-cacher# mcedit apt-cacher.conf
```

Now, somewhere around line 160, we look for the directive `“allowed_hosts”`. Remove the comment sign (“#”) at the beginning of the line to allow clients to contact the APT proxy server.

For security reasons, we replace the wildcard character (“\*”), which allows everyone to access, with the IP addresses of the clients.

```
#allowed_hosts = *
```

For example, change it to

```
allowed_hosts = '192.168.3.10-20'
```

Of course, the IP addresses must be adapted to your own circumstances. Explanations of the syntax are in the file immediately before the directive.

If there is a DHCP server operating in your own network, it is necessary to assign a fixed IP to the APT proxy server, e.g. `“192.168.3.5”`.

In the following, we need to specify the `“user”` and the `“group”` which the daemon runs with and the port on which the daemon listens (all of them in the `apt-cacher.✓  
.conf` file):

```
group = www-data  
user = www-data  
daemon_port = 3142
```

These are the default values, which we do not change. After saving the file we exit mcedit.

If a cache directory other than `/var/cache/apt-cacher/` is to be used, the owner and file permissions must be checked and adjusted (`chmod 644` for the files).

To make sure that the APT proxy server starts automatically every time the server is booted, we issue the following command:

```
# systemctl enable apt-cacher.service
```

The APT proxy server is now also restarted and thus the changed configuration is read in.

We check if it is active and listening on port 3142.

```
# ss -tl | grep 3142
LISTEN 0 4096 0.0.0:3142 0.0.0.0:
```

Everything is fine with this output.

### Import of existing .deb's

Apt-Cacher now has an import script that imports Debian archives already present on the PC. It saves downloading the packages again. We give the existing archive directory to the call:

```
# /usr/share/apt-cacher/apt-cacher-import.pl /var/cache/apt/archives/
```

Called with `-h`, we get usage instructions and a listing of all options.

### 7.5.2 Client configuration

The clients accessing the APT proxy server require only minor configuration.

First we create the file `30proxy` in the directory `/etc/apt/apt.conf.d/` which instructs apt to use the server. Here we use the above mentioned IP of the server. Please adapt the IP to your own circumstances.

```
# echo "Acquire::http { proxy \"http://192.168.3.5:3142\"; };" > /etc/apt/apt.conf.d/30proxy
```

Next, we change the addresses of the download mirrors in the directory `/etc/apt/sources.list.d/` from “https” to “http” within the files `debian.list`, `extra.list`, and `fixes.list`.

Using “https” is possible: On the one hand it requires some configuration effort, and on the other hand it is not necessary at the moment because all download mirrors still accept “http”.

A subsequent

```
# apt update
```

should run without error messages.

The first call of **# apt full-upgrade** on a client loads all new packages into the cache of the APT proxy server. Thus, this process takes the same amount of time as before. The further accesses of the clients make use of the cache and then run substantially faster, without requiring bandwidth again.

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## 7.6 Kernel Upgrade

siduction provides the following kernels:

- **linux-image-siduction-amd64 + linux-headers-siduction-amd64** - Linux kernel for 64-bit PCs with AMD64 or Intel 64 CPU
- 32 bit kernel are not provided anymore. Here you can use the Debian kernel or, alternatively, the Liquorix kernel (<https://liquorix.net/>).

The siduction kernels are located in the siduction repository as .deb and are automatically included in a system update, provided that the metapackages for image and headers are installed.

### 7.6.1 Kernel Update without System Update

1. updating the package database:

```
apt update
```

2. installation of the current kernel:

```
apt install linux-image-siduction-amd64 linux-headers-✓  
siduction-amd64
```

3. reboot of the computer to load the new kernel

If you encounter problems with the new kernel, you can choose an older kernel after rebooting.

### 7.6.2 Modules

The kernel usually comes with all the required kernel modules. For 3rd party modules, dkms is recommended in siduction. For this it is necessary to install the package **build-essential**. Since 3rd party modules are often non-free modules, it is necessary to make sure that contrib and non-free are enabled in the sources.



### 7.6.3 Removing old kernels

After successfully installing a new kernel, old kernels can be removed. However, it is recommended to keep old kernels for a few days. If problems occur with the new kernel, you can boot into one of the old kernels listed in the grub startup screen.

To remove old kernels the script `kernel-remover` is installed:

```
kernel-remover
```

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## 7.7 Systemd - the system and services manager

*Note:*

*The following general introduction to systemd was mainly taken from the extensive systemd manpages.*

**systemd** is a system and service manager that runs as the first process (as PID 1) at system startup and thus acts as an **init system**, booting the system and managing services at the application level.

It is lead developed by Red Hat developers Lennart Poettering and Kay Sievers.

In Debian, the introduction of systemd as the default init system was discussed long, controversially, and emotionally until the Technical Committee voted in favor of systemd in February 2014.

siduction has been using systemd as default init system since release 2013.2 “December”.

### 7.7.1 Concept of systemd

Systemd provides a dependency system between different “*units*” of 11 different types (see below). Units encapsulate various objects relevant to system startup and operation.

Units can be “*active*” or “*inactive*”, as well as in the process of “*activation*” or “*deactivation*”, i.e. between the two former states. A special state “*failed*”, which is very similar to “*inactive*”, is also available. When this state is reached, the cause is logged for later inspection. See the manual page [systemd-journal](#).

With systemd, many processes can be controlled in parallel because the unit files declare possible dependencies and systemd adds required dependencies automatically.

The units managed by systemd are configured using unit files.

The unit files are pure text files in INI format, divided into different sections. This makes their contents easy to understand and edit without knowledge of a scripting language. All unit files must have a section corresponding to the unit type and may contain the generic sections [Unit] and [Install].

The manual page [systemd unit file](#) explains the basic structure of the unit files, as well as many options of the generic sections [Unit] and [Install].

### 7.7.2 Unit types

Before we turn to the unit types, it is advisable to read the manual page [systemd unit file](#) to understand the operation of the generic sections and their options.

The following unit types are available, and if a link is available, it will take you to a more detailed description in our manual:

1. **Service units** ([systemd.service](#)) start and control daemons as well as the processes that make them up.
2. **Socket units** ([systemd.socket](#)) encapsulate local IPC or network sockets in the system (useful for socket-based activation).
3. **Target units** ([systemd.target](#)) are useful for grouping units. They also provide synchronization points known as runlevels during system startup.
4. **Device units** ([systemd.device](#)) expose kernel devices (all block and network devices) in systemd and can be used to implement device-based activation.
5. **Mount units** ([systemd.mount](#)) control mount points in the file system.
6. **Automount units** ([systemd.automount](#)) provide self-mount capabilities for on-demand file system mounts and parallelized boot.
7. **Timer units** ([systemd.timer](#)) are useful for triggering the activation of other units based on timers.
8. **Swap units** ([systemd.swap](#)) are similar to mount units and encapsulate memory swap partitions or files of the operating system.
9. **Path units** ([systemd.path](#)) can be used to enable other services when file system objects change or are modified.
10. **Slice units** ([systemd.slice](#)) can be used to group units that manage system processes (such as service and scope units) in a hierarchical tree for resource management reasons.

11. **Scope units** (`systemd.scope`) are similar to service units, but manage foreign processes instead of starting them as well.

### 7.7.3 Systemd in the file system

The unit files installed by the distribution's package manager are located in the `/lib/systemd/system/` directory. Self-created unit files are placed into the directory `/usr/local/lib/systemd/system/`. (If necessary, create the directory beforehand with the command `mkdir -p /usr/local/lib/systemd/system/`.) You can control the status (enabled, disabled) of a unit via symlink in the directory `/etc/systemd/system/`.

The directory `/run/systemd/system/` contains unit files created at runtime.

### 7.7.4 Further functions of systemd

Systemd provides other functions as well. One of them is `logind` as a replacement for the no longer maintained *ConsoleKit*. With this, systemd controls sessions and power management. Last but not least systemd offers a lot of other possibilities like spinning up a container (similar to a chroot) using `systemd-nspawn` and many more. A look at the link list on [Freedesktop](#) allows further discoveries, including the extensive documentation on systemd by lead developer Lennart Poettering.

### 7.7.5 Handling services

One of the jobs of systemd is to start, stop, or otherwise control services. For this purpose the command `systemctl` can be used.

- `systemctl --all` - lists all units, active and inactive.
- `systemctl -t [NAME]` - lists only units of the specified type.
- `systemctl list-units` - lists all active units.
- `systemctl start [NAME...]` - starts one or more units.
- `systemctl stop [NAME...]` - stops one or more units.
- `systemctl restart [NAME]` - stops a unit and restarts it immediately. Used e.g. to re-read the changed configuration of a service.
- `systemctl status [NAME]` - shows the current status of a unit.

- `systemctl is-enabled [name]` - shows only the value “enabled” or “disabled” of a unit’s status.

The following two commands integrate or remove the unit based on the configuration of its unit file. Dependencies to other units are taken into account and default dependencies are added if necessary so that systemd can execute the services and processes without errors.

- `systemctl enable [NAME]` - adds a unit to systemd.
- `systemctl disable [NAME]` - removes a unit from systemd.

It is often necessary to perform `systemctl start` and `systemctl enable` on a unit to make it available both immediately and after a reboot. Both options are combined by the command:

- `systemctl enable --now [NAME]`

The following are two commands whose function is described on our manual page [systemd-target](#).

- `systemctl reboot` - performs a reboot.
- `systemctl poweroff` - shuts down the system and turns off the power if technically possible.

### Example

Using Bluetooth we demonstrate systemd’s functionality.

First the status query in short format:

```
# systemctl is-enabled bluetooth.service
enabled
```

Now we search for the unit files, combining `systemctl` with `grep`:

```
# systemctl list-unit-files | grep blue
bluetooth.service enabled enabled
dbus-org.bluez.service alias -
bluetooth.target static -
```

Then we disable the unit “*bluetooth.service*”.

```
# systemctl disable bluetooth.service
Synchronizing state of bluetooth.service with SysV service
  script with /lib/systemd/systemd-sysv-install.
Executing: /lib/systemd/systemd-sysv-install disable ↵
  bluetooth
Removed /etc/systemd/system/dbus-org.bluez.service.
Removed /etc/systemd/system/bluetooth.target.wants/bluetooth.↵
  service.
```

In the output you can clearly see that the links (not the unit file itself) have been removed. This means that the “*bluetooth.service*” will no longer start automatically when booting the PC/laptop. We check the status after a reboot.

```
# systemctl is-enabled bluetooth.service
disabled
```

To disable a unit only temporarily, we use the command

```
# systemctl stop <unit>
```

This will keep the configuration in systemd. We reactivate the unit with the corresponding `start` command.

### 7.7.6 Sources systemd

```
man systemd
man systemd.unit
man systemd.syntax
```

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## 7.8 systemd unit file

The basic and introductory information about systemd can be found on the manual page [systemd-start](#).

On the following manual page we explain the structure of the **unit files** and the generic sections *[Unit]* and *[Install]*.

The unit file is a plain text file in INI format. It contains configuration statements of the type *key=value* in various sections. Empty lines and those starting with “#” or “;” are ignored. All unit files must contain a section corresponding to the unit type. The generic sections *[Unit]* at the beginning and *[Install]* at the end of the file are optional, but the *[Unit]* section is strongly recommended.

### 7.8.1 Loading path of the unit files

The output shows the order of the directories from which the unit files are loaded.

```
# systemd-analyze unit-paths
/etc/systemd/system.control
/run/systemd/system.control
/run/systemd/transient
/run/systemd/generator.early
/etc/systemd/system
/etc/systemd/system.attached
/run/systemd/system
/run/systemd/system.attached
/run/systemd/generator
/usr/local/lib/systemd/system
/lib/systemd/system
/usr/lib/systemd/system
/run/systemd/generator.late
```

Unit files found in directories listed earlier override files with the same name in directories further down the list. For example, a file in */etc/systemd/system* overrides one with the same name in */lib/systemd/system*.

Only some of the previously listed directories exist in siduction by default:

- `/lib/systemd/system/`  
contains system units installed by the distribution's package manager and any unit files created by the administrator.
- `/etc/systemd/system/`  
contains symlinks to unit files in `/lib/systemd/system/` for enabled units and administrator-created unit files, if any.
- `/usr/local/lib/systemd/system/`  
must be created and is meant to contain administrator-created unit files.
- `/run/systemd/`  
contains runtime units and dynamic configuration for volatile units. For the administrator, this directory has informal value only.

We recommend storing your own unit files in `/usr/local/lib/systemd/system/`.

### 7.8.2 Activating the unit file

To make the configuration of a unit accessible to systemd, the unit file must be activated. This is done with the call:

```
# systemctl daemon-reload
# systemctl enable --now <UNIT_FILE>
```

The first command reloads the complete daemon configuration, the second one starts the unit immediately (option `--now`) and incorporates it into systemd so that it is executed every time the PC is rebooted.

The command

```
# systemctl disable <UNIT_FILE>
```

causes it to stop running every time the PC is rebooted. However, it can still be started manually with the command `systemctl start <UNIT_FILE>` and stopped with `systemctl stop <UNIT_FILE>`.



If a unit file is empty (i.e. has size 0) or is a symlink on `/dev/null`, its configuration will not be loaded and it will appear with the load state “masked” and cannot be activated. This is an effective way to completely disable a unit and also make it impossible to start it manually.

### 7.8.3 Sections of the unit file

The unit file usually consists of the [Unit] section, the type-specific section, and the [Install] section. The type-specific section is included as a suffix in the file name. For example, a unit file that configures a timer always has the extension “.timer” and must contain [Timer] as the type-specific section.

**7.8.3.1 Section Unit** This section contains general information about the unit, defines dependencies to other units, evaluates conditions, and takes care of the enumeration in the boot process.

#### 1. General options

##### a. `Description=`

identifies the unit by a human readable name, which is used by `systemd` as a description for the unit and thus appears in the `systemjournal` (“Starting *description*...”) and can be used as a search pattern there.

##### b. `Documentation=`

is a reference to a file or web page that references documentation for this unit or its configuration, e.g. “`Documentation=man:cupsd(8)`” or “`Documentation=http://www.cups.org/doc/man-cupsd.html`”.

#### 2. Binding dependencies to other units

##### a. `Wants=`

Units listed here are started with the configured unit.

##### b. `Requires=`

Similar to `Wants=`, but declares a stronger binding to the listed Units. When this unit is activated, the listed units are also activated.

If activation of one of the other units fails **and** the order dependency

**After=** is set on the failed unit, then that unit will not be started.

If one of the other units becomes inactive, this unit will remain active. Only if one of the other units is stopped, this unit will also be stopped.

c. **Requisite=**

Similar to **Requires=**. The start of this unit will fail immediately if the units listed here have not been started yet. **Requisite=** should be combined with the order dependency **After=** to ensure that this unit is not started before the other unit.

d. **BindsTo=**

**BindsTo=** is the strongest dependency type: it causes, in addition to the properties of **Requires=**, that the bound unit must be in active state for this unit to be active.

When the bound unit is stopped or in an inactive state, this unit will always be stopped.

To prevent the start of this unit from failing when the bound unit is not (or not yet) in an active state, **BindsTo=** is best combined with the order dependency **After=**.

e. **PartOf=**

works similar to **Requires=**, but limited to stopping and restarting units. When **systemd** stops or restarts the units listed here, the action is forwarded to that unit.

This is a one-way dependency. Changes to this Unit do not affect the units listed.

f. **Conflicts=**

Declares negative request dependencies. It is possible to specify a space-separated list.

**Conflicts=** causes the listed unit to stop when this unit starts and vice versa.

Since **Conflicts=** does not include an order dependency, an **After=** or **Before=** dependency must be declared to ensure that the conflicting unit is stopped before the other unit is started.

### 3. Order dependencies to other units

#### a. `Before=`

This setting configures order dependencies between units. `Before=` ensures that the listed unit will only start after the configured unit has finished starting.

Specifying a space-separated list is possible.

#### b. `After=`

This setting ensures the opposite of `Before=`. The listed unit must have been completely started before the configured unit is started.

#### c. `OnFailure=`

specifies units to be activated when this unit takes the “failed” state.

### 4. Conditions

Unit files can also contain a set of conditions.

Before starting the unit, `systemd` will check if the specified conditions are true.

If not, the start of the unit (almost without output) will be skipped.

Failing conditions will not cause the unit to enter the “failed” state.

In case multiple conditions are specified, the unit will be executed if all of them are true.

In this section, we list only conditions that we think are useful for user-created units, because many conditions are used to skip units that do not apply on the local system.

The command `systemd-analyze verify <UNIT_FILE>` can be used to test conditions.

#### a. `ConditionVirtualization=`

checks if the system is running in a virtualized environment and optionally tests if it is a specific implementation.

#### b. `ConditionACPower=`

checks if the system is on the mains or running solely on battery power at the time the unit is activated.

- c. `ConditionPathExists=`  
checks for the existence of a file. With an exclamation mark ("!") in front of the path, the test is negated.
- d. `ConditionPathExistsGlob=`  
As before, except that a search pattern is specified. With an exclamation mark ("!") in front of the path, the test is negated.
- e. `ConditionPathIsDirectory=`  
tests for the existence of a directory. With an exclamation mark ("!") in front of the path, the test is negated.
- f. `ConditionPathIsSymbolicLink=`  
checks if a given path exists and is a symbolic link. With an exclamation mark ("!") in front of the path, the test is negated.
- g. `ConditionPathIsMountPoint=`  
checks if a given path exists and is a mount point. With an exclamation mark ("!") in front of the path, the test is negated.
- h. `ConditionPathIsReadWrite=`  
checks if the underlying file system is readable and writable. With an exclamation mark ("!") in front of the path, the test is negated.
- i. `ConditionDirectoryNotEmpty=`  
checks if a given path exists and is a non-empty directory. With an exclamation mark ("!") in front of the path the test is negated.
- j. `ConditionFileNotEmpty=`  
checks if a given path exists and refers to a normal file with a non-zero size. With an exclamation mark ("!") in front of the path, the test is negated.
- k. `ConditionFileIsExecutable=`  
checks if a given path exists and refers to a normal file marked as executable. With an exclamation mark ("!") in front of the path, the test is negated.

For full documentation on all options of the “[Unit]” section, please refer to [man `systemd.unit`](#).

**7.8.3.2 Type-specific section** This section contains the special options of the eleven possible types. Detailed descriptions can be found in the linked manual pages, or on the respective manpage.

- [\[Service\]](#) configures a service.
- [\[Socket\]](#) configures a socket ([man `systemd.socket`](#)).
- [\[Device\]](#) configures a device ([man `systemd.device`](#)).
- [\[Mount\]](#) configures a mount point.
- [\[Automount\]](#) configures a self-mount point.
- [\[Swap\]](#) configures a swap file or partition ([man `systemd.swap`](#)).
- [\[Target\]](#) configures a start target.
- [\[Path\]](#) configures a monitored file path.
- [\[Timer\]](#) configures a timer controlled and monitored by systemd.
- [\[slice\]](#) configures a resource management slice ([man `systemd.slice`](#)).
- [\[Scope\]](#) configures a group of externally created processes ([man `systemd.scope`](#)).

**7.8.3.3 Install section** Unit files may contain this section.

The options in the [Install] section are related by the [systemctl enable <UNIT\\_FILE>](#) and [systemctl disable <UNIT\\_FILE>](#) commands during installation of a unit.

Unit files without [Install] section can be started manually with the command [systemctl start <UNIT\\_FILE>](#) or from another unit file.

Description of options:

- **Alias=**

A list of additional names under which this unit should be installed. The names listed here must have the same extension as the unit file.

- **WantedBy=**

This option can be used multiple times or contain a space-separated list.

A symbolic link is created in the `.wants/` directory of each of the listed units during installation. This adds a dependency of the type **Wants=** from the listed unit to the current unit. The main result is that the current unit is started when the listed unit is started.

Behaves like the **Wants=** option in the `[Unit]` section.

Example:

```
WantedBy=graphical.target
```

This tells systemd to launch the unit when starting `graphical.target` (formerly “init 5”).

- **RequiredBy=**

This option can be used multiple times or contain a space-separated list.

A symbolic link is created in the `.requires/` directory of each of the listed units during installation. This adds a dependency of type **Requires=** from the listed unit to the current unit. The main result is that the current unit is started when the listed unit is started.

Behaves like the **Requires=** option in the `[Unit]` section.

- **Also=**

specifies additional units to be installed/uninstalled when this unit is installed/uninstalled.

- **DefaultInstance=**

This option has effect only for template unit files.

Declares which instance of the unit should be released. The specified string must be suitable for identifying an instance.

Hint: To verify the configuration of a unit file, the **systemd-analyze verify <UNIT\_FILE>** command is suitable.

#### 7.8.4 Example cupsd

*cupsd*, the job scheduler for the Common UNIX Printing System, is controlled by *systemd* through its three unit files `cups.socket`, `cups.service`, and `cups.path` and is well suited to illustrate the dependencies.

Here are the three files.

```
File /lib/system/system/cups.service:
```

```
[Unit]
Description=CUPS Scheduler
Documentation=man:cupsd(8)
After=network.target sssd.service ypbind.service nslcd.
service
Requires=cups.socket
    After=cups.socket
    (not in the file, because implicitly present)
    After=cups.path
    (not in the file, because implicitly present)

[Service]
ExecStart=/usr/sbin/cupsd -l
Type=notify
Restart=on-failure

[Install]
Also=cups.socket cups.path
WantedBy=printer.target
```

```
File /lib/system/system/cups.path:
```

```
[Unit]
Description=CUPS Scheduler
PartOf=cups.service
    Before=cups.service
    (not in the file, because implicitly present)
```

```
[Path]
PathExists=/var/cache/cups/org.cups.cupsd

[Install]
WantedBy=multi-user.target
```

```
File /lib/systemd/system/cups.socket:
```

```
[Unit]
Description=CUPS Scheduler
PartOf=cups.service
    Before=cups.service
    (not in the file, because implicitly present).

[Socket]
ListenStream=/run/cups/cups.sock

[Install]
WantedBy=sockets.target
```

### The [Unit] section

contains the same description for all three files. The files `cups.path` and `cups.socket` additionally contain the binding dependency `PartOf=cups.service`, which means that these two units are stopped or restarted depending on `cups.service`.

The socket unit as well as the path unit include the order dependency `Before=cups.service` to their service unit with the same name. Therefore it is not necessary to include the order dependencies `After=cups.socket` and `After=cups.path` in the `cups.service` unit (see below the output of “*systemd-analyze dump*” with the notation “*destination-implicit*”). The effect of both dependencies together is that regardless of which unit starts first, all three units will always start, and the `cups.service` unit will only start after the `cups.path` unit and the `cups.socket` unit have successfully started.



We get the units' complete configuration with the command **systemd-analyze** ↗ **dump**, which prints a very, very long list ( > 32000 lines) of the systemd server state.

```
# systemd-analyze dump
[...]
```

-> Unit cups.service:

- Description: CUPS Scheduler.service
- [...]
- WantedBy: printer.target (destination-file)
- ConsistsOf: cups.socket (destination-file)
- ConsistsOf: cups.path (destination-file)
- Before: printer.target (destination-default)
- After: cups.socket (destination-implicit)
- After: cups.path (destination-implicit)

[...]

-> Unit printer.target:

- Description: Printer
- [...]
- Wants: cups.service (origin-file)
- After: cups.service (origin-default)

[...]

### The [Install] section

of the cups.service unit contains the option **Also=cups.socket cups.path** ↗, i.e. the instruction to install these two units as well and all three units have different **WantedBy=** options:

- cups.socket: WantedBy=sockets.target
- cups.path: WantedBy=multi-user.target
- cups.service: WantedBy=printer.target

To understand why different values are used for the “*WantedBy=*” option, we need additional information, which we can obtain with the **systemd-analyze dot** and **systemd-analyze plot** commands.

(enter in a single line)

```
$ systemd-analyze dot --to-pattern='*.target'
--from-pattern='*.target' | dot -Tsvg > targets.svg

$ systemd-analyze plot > bootup.svg
```

The first one gives us a flowchart with the dependencies of the different targets to each other and the second one a graphical listing of the boot process with when a process was started, how much time it took, and its activity state.

From the *targets.svg* and the *bootup.svg* we can see that

1. *sysinit.target*  
is activated and
2. *basic.target*  
will not start until *sysinit.target* has been reached.
  - 2.1. *sockets.target*  
is requested by *basic.target*,
    - 2.1.1. *cups.socket*  
and all other *.socket* units are fetched from *sockets.target*.
  - 2.2 *paths.target*  
is requested by *basic.target*,
    - 2.2.1. *cups.path*  
and all other *.path* units are fetched from *paths.target*.
3. *network.target*  
will not start until *basic.target* has been reached.
4. *cups.service*  
will not start until *network.target* has been reached.
5. *multi-user.target*  
will not start until *network.target* has been reached.
6. *multi-user.target*  
is not reached until *cups.service* has been started successfully. (Strictly

speaking, this is because the cups-browsed.service, which depends on the cups.service, must have been started successfully.)

#### 7. *printer.target*

becomes active only when systemd dynamically generates device units for the printers. For this to happen, the printers must be connected and turned on.

Further above we noted that starting a cups.xxx unit is sufficient to bring in all three units. If we look again at the “*WantedBy=*” options in the [Install] section, we have the cups.socket unit being brought in via the sockets.target already during the basic.target, the cups.path unit being brought in during the multi-user.target, and the cups.service being brought in by the printer.target.

Throughout the boot process, the three cups.xxx units are repeatedly requested from systemd for activation. This hardens the cupsd against unforeseen errors, but does not matter to systemd because it does not matter how many times a service is requested if it is in the queue.

Additionally, the printer.target requests the cups.service whenever a printer is newly detected by systemd.

### 7.8.5 Tools

Systemd includes some useful tools for analyzing, checking, and editing unit files. Please also refer to the man pages `man systemd-analyze` and `man systemctl`.

- edit

```
# systemctl edit <UNIT_FILE>
# systemctl edit --full <UNIT_FILE>
# systemctl edit --full --force <UNIT_FILE>
```

“*systemctl edit*” opens the selected unit file in the configured editor.

- **systemctl edit <UNIT\_FILE>** creates a new directory under `/etc/` ✓ `systemd/system/` named `<UNIT_FILE>.d` and in it the file `override` ✓ `.conf` which contains only the changes from the original unit file. This

applies to all unit files in the directories entered in the [Hierarchy of load paths](#) including `/etc/systemd/system/` downwards.

- `systemctl edit - -full <UNIT_FILE>` creates a new file with the same name in the `/etc/systemd/system/` directory. This applies to all unit files in the directories entered in the [Hierarchy of load paths](#) below `/etc/systemd/system/`. Files already existing in the `/etc/systemd/` `/system/` directory will be overwritten.
- `systemctl edit - -full - -force <UNIT_FILE>` creates a new file in the directory `/etc/systemd/system/`. Without the `--full` option, only an `override.conf` file would be generated in the new directory `/etc/systemd/system/<UNIT_FILE>.d/`, which lacks the associated unit file.

When the editor is terminated, systemd automatically executes the command `systemctl daemon-reload`.

- revert

```
# systemctl revert <UNIT_FILE>
```

reverts the changes made to unit files with `systemctl edit` and `systemctl edit --full`. This does not apply to changed unit files that were already existing in the `/etc/systemd/system/` directory.

In addition, the command undoes the changes made with `systemctl mask`.

- daemon-reload

```
# systemctl daemon-reload
```

reloads the system administrator configuration. This re-runs all generators, reloads all unit files, and rebuilds the entire dependency tree.

- cat

```
$ systemctl cat <UNIT_FILE>
```

prints the contents of the unit file and all associated changes according to the console command `cat`.

- analyze verify

```
$ systemd-analyze verify <UNIT_FILE>
```

checks the configuration settings of a unit file and prints hints. This is a very useful command to check the configuration of self created or changed unit files.

- systemd-delta

```
$ systemd-delta
```

presents in the output unit files and the changes made to them. The keyword at the beginning of the line defines the type of change or configuration.

Here is an example:

```
$ systemd-delta --no-pager
[MASKED] /etc/sysctl.d/50-coredump.conf → /usr/lib/sysctl.d/50-coredump.conf

[OVERRIDDEN] /etc/tmpfiles.d/screen-cleanup.conf → /usr/lib/tmpfiles.d/screen-cleanup.conf

[MASKED] /etc/systemd/system/NetworkManager-wait-online.service → /lib/systemd/system/NetworkManager-wait-online.service

[EQUIVALENT] /etc/systemd/system/tmp.mount → /lib/systemd/system/tmp.mount

[EXTENDED] /lib/systemd/system/rc-local.service → /lib/systemd/system/rc-local.service.d/debian.conf
```

```
[EXTENDED] /lib/systemd/system/systemd-locale.service → ↗  
            /lib/systemd/system/systemd-locale.service.d/locale-↗  
            gen.conf
```

```
6 overridden configuration files found.
```

- analyze dump

```
$ systemd-analyze dump > systemd_dump.txt
```

creates the text file “*systemd\_dump.txt*” with the complete configuration of all systemd units. The very long text file gives information about all configuration settings of all systemd units and can be easily searched with a text editor and using regex patterns.

- analyze plot

```
$ systemd-analyze plot > bootup.svg
```

creates the file “*bootup.svg*” with the chronological sequence of the boot process. It is a graphical listing of the boot process with the start and end times of all units, what time they took, and their activity states.

- analyze dot (Enter the command on one line).

```
$ systemd-analyze dot --to-pattern='*.target'  
  --from-pattern='*.target' | dot -Tsvg > targets.svg
```

```
Color legend: black      = Requires  
              dark blue = Requisite  
              dark grey = Wants  
              red        = Conflicts  
              green      = After
```

creates the “*targets.svg*” flowchart that shows the dependencies of the targets used in the boot process. The relationships of the .target units are shown in color for a better overview.

The tools mentioned here represent only a part of the tools shipped with systemd. Please refer to the man pages for full documentation.

### 7.8.6 Sources systemd-unit file

We recommend to read the following manpages:

```
man systemd.unit  
man systemd.syntax  
man systemd.device  
man systemd.scope  
man systemd.slice  
man systemd.socket  
man systemd.swap  
man systemd-analyze  
man systemctl
```

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## 7.9 systemd-service

The basic and introductory information about systemd is contained on the manual page [systemd-start](#). The sections *[Unit]* and *[Install]* concerning all unit files are covered by our manual page [systemd unit file](#).

On this manual page we explain the function of the unit **systemd.service**. The unit file with the “.service” name extension is the most commonly encountered unit type in systemd.

The service unit file must contain a *[Service]* section that configures information about the service and the process it is monitoring.

### 7.9.1 Create service unit

We prefer to place self-created unit files in the `/usr/local/lib/systemd/` directory. (If necessary, create the directory with the command `mkdir -p /usr/local/lib/systemd/system/`.) This has the advantage of giving them priority over system units installed by the distribution’s package manager, while placing control links and change files created with `systemctl edit <UNIT_FILE>` in the directory `/etc/systemd/system/`, which itself has a higher priority. See: [Hierarchy of load paths](#).

### 7.9.2 Service section

There are over thirty options available for this section, of which we describe particularly frequently used ones here.

Type=	PIDFile=
RemainAfterExit=	GuessMainPID=
ExecStart=	Restart=
ExecStartPre=	RestartSec=
ExecStartPost=	SuccessExitStatus=
ExecCondition=	RestartPreventExitStatus=
ExecReload=	RestartForceExitStatus=
ExecStop=	NonBlocking=
ExecStopPost=	NotifyAccess=



```
TimeoutStopSec= RootDirectoryStartOnly=
TimeoutStartSec= FileDescriptorStoreMax=
TimeoutAbortSec= USBFunctionDescriptors=
TimeoutSec= USBFunctionStrings=
RuntimeMaxSec= Sockets=
WatchdogSec= BusName=
OOMPolicy=
```

- **Type=**

Defines the process startup type and is therefore one of the most important options.

The possible values are: `simple`, `exec`, `forking`, `oneshot`, `dbus`, `notify`, or `idle`. The default `simple` is used if `ExecStart=` is set, but neither `Type=` nor `BusName=` are.

- **simple**

systemd considers a simple type unit as successfully started as soon as the main process specified with `ExecStart=` has been started by `fork`. Then systemd immediately starts subsequent units, regardless of whether the main process can be called successfully.

- **exec**

Similar to `simple`, but systemd waits to start subsequent units until the main process has finished successfully. This is also the time when the unit reaches the “active” state.

- **forking**

Here systemd considers the service as started as soon as the process specified with `ExecStart=` branches to the background and the parent system terminates. This type is often used with classic daemons. The option `PIDFile=` should also be specified here so that the system can continue to follow the main process.

- **oneshot**

The `Type=oneshot` option is similar to `exec` and often used with scripts or commands that do a single job and then exit. However, the service

never reaches the “active” state, but goes from the “activating” to “deactivating” or “dead” state immediately after the main process terminates. Therefore it is often useful to use this option with `RemainAfterExit=✓yes` to reach the “active” state.

- `dbus`

behaves similarly to `simple`. `systemd` starts subsequent units after the D-Bus bus name has been obtained. Units with this option implicitly get a dependency on the unit `dbus.socket`.

- `notify`

The type=`notify` is very similar to the type `simple`, with the difference that the daemon sends a signal to `systemd` when it is ready.

- `idle`

The behavior of `idle` is very similar to `simple`. However, `systemd` delays the actual execution of the service until all active jobs are completed. This type is not useful as a general tool for sorting units, because it is subject to a 5 s timeout, after which the service is executed in any case.

- `RemainAfterExit=`

expects a logical value (default: `no`) that determines whether the service, even if all its processes have terminated, should be considered active. See `Type=oneshot`.

- `GuessMainPID=`

expects a logical value (default: `yes`). `systemd` uses this option only if `Type=✓forking` is set and `PIDFile=` is not, and then tries to guess the main PID of a service if it cannot determine it reliably. For other types or with `PIDFile=` set, the main PID is always known.

- `PIDFile=`

accepts a path to the service’s PID file. For services of `Type=forking` the use of this option is recommended.

- **BusName=**  
The D-Bus bus name under which this service can be reached must be specified here. The option is mandatory for services of **Type=dbus**.
- **ExecStart=**  
contains commands with their arguments that are executed when this unit is started. Exactly one command must be specified, unless the **Type=oneshot** option is set, in which case **ExecStart=** can be used multiple times. The value of **ExecStart=** must conform to the rules described in detail in the man page **man systemd.service**.
- **ExecStop=**  
can be used multiple times and contains commands to stop a service started by **ExecStart=**. The syntax is identical to **ExecStart=**.
- **ExecStartPre=, ExecStartPost=, ExecStopPost=**  
are additional commands that are started before or after the command in **ExecStart=** or **ExecStop**. Again, the syntax is identical to **ExecStart=**. Multiple command lines are allowed and the commands are executed serially one after the other. If one of these commands (not preceded by "-") fails, the unit is immediately considered to have failed.
- **RestartSec=**  
specifies the sleep time before restarting a service. A unit-free integer defines seconds, a specification of "3min 4s" is also possible.  
The type of time value definition applies to all timed options.
- **TimeoutStartSec=, TimeoutStopSec=, TimeoutSec=**  
define the time to wait for starting or stopping. **TimeoutSec=** combines the two previously mentioned options.  
**TimeoutStopSec=** additionally configures the time to wait for each **ExecStop=** command, if any.
- **Restart=**  
configures whether the service should be restarted when the service process terminates, kills itself, or times out. If the process' death is the result of a **systemd** action, the service will not be restarted.

The allowed values are: no, always, on-success, on-failure, on-abnormal, on-abort, or on-watchdog.

The following table shows the effect of the Restart= setting on the exit reasons.

		on	on	on	on	on
► Restart= ►	always	success	failure	abnormal	abort	watchdog
▼ Exit-Grund ▼						
Sauberer Exit	X	X				
Unsauberer Exit	X		X			
Unsauberes Signal	X		X	X	X	
Zeitüberschreitung	X		X	X		
Watchdog	X		X	X		X

The options

`RestartPreventExitStatus=` and `RestartForceExitStatus=` change this behavior.

### Examples

Some self created service units can be found on our manual pages

[service-unit for systemd timer](#),

[service-unit for systemd Path](#),

and with the preferred search engine on the Internet.

### 7.9.3 Sources systemd-service

```
man systemd.service
```

[LinuxCommunity, Create systemd units yourself](#)

Last edited: 2022/04/08

## 7.10 systemd-mount

The basic and introductory information about systemd can be found on the manual page [systemd-start](#). The sections *[Unit]* and *[Install]* concerning all unit files are covered on our manual page [systemd unit file](#).

On this manual page we explain the function of the systemd units **mount** and **automount**. They are used by systemd to manage mount points for drives and their partitions, which can be accessible both locally and over the network.

The **mount** unit is a configuration file that provides systemd with information about a mount point.

The **automount** unit monitors the file system and activates the .mount unit of the same name if the file system designated therein is available.

For drives and their partitions directly installed in the PC we only use the mount unit. It is enabled and started to mount the drives at each boot.

For network file systems, the mount unit has the advantage of being able to declare dependencies so that the unit only becomes active when the network is ready. Again, we use only the mount unit and activate and start it to mount the network file system at each boot. The mount unit supports all types of network file systems (NFS, SMB, FTP, WEBDAV, SFTP, SSH).

Removable devices, such as USB sticks and network file systems that are not permanently accessible, must always be attached to a .automount unit. In this case, the mount unit must not be activated and should not contain an *[Install]* section.

mount and automount units must be named after the mount point they control. For example, the mount point `/home/exampleuser` must be configured in a unit file `home-musteruser.mount`, or `home-musteruser.automount`.

The devices declared in `/etc/fstab` and their mount points are translated into native mount units by systemd in the early boot phase using the `systemd-fstab-generator`.

### 7.10.1 Contents of the mount unit

The mount unit has the following options in the mandatory *[Mount]* section:

- **What=** (mandatory)  
contains the absolute path of the mounted device, e.g., disk partitions such as `/dev/sda8` or a network share such as NFSv4 or Samba.
- **Where=** (mandatory)  
Here you specify the mount point, i.e. the folder where the partition, network drive, or device should be mounted. If it does not exist, it will be created during the mount process.
- **Type=** (optional)  
Here the type of the file system is specified, according to the mount parameter `-t`.
- **Options=** (optional)  
contains all used options in a comma separated list, according to the mount parameter `-o`.
- **LazyUnmount=** (default: off)  
If set to true, the filesystem will be unmounted as soon as it is no longer needed.
- **SloppyOptions=** (default: off)  
If true, a relaxed evaluation of the options specified in **Options=** is performed and unknown mount options are tolerated. This is equivalent to the mount parameter `-S`.
- **ReadWriteOnly=** (default: off)  
If false, the file system or device that should be mounted read-write, but could not be mounted successfully, is attempted to be mounted read-only. If true, the process immediately ends with an error if the read-write mount fails. This is equivalent to the `-w` mount parameter.
- **ForceUnmount=** (default: off).  
If true, unmounting is forced if, for example, an NFS file system is unreachable. This corresponds to the mount parameter `-f`.
- **DirectoryMode=** (default: 0755)  
The, if necessary, automatically created directories of mount points get the

declared file system access mode. Accepts an access mode in octal notation.

- **TimeoutSec=** (default value from the **DefaultTimeoutStartSec=** option in `systemd-system.conf`).

Configures the time to wait for the mount command to finish. If a command does not finish within the configured time, the mount is considered to have failed and is shut down again. Accepts a unit-free value in seconds or a duration value such as “5min 20s”. Passing “0” will disable the timeout logic.

### 7.10.2 Contents of automount unit

The automount unit has the following options in the mandatory [Automount] section:

- **Where=** (mandatory)  
This specifies the mount point, i.e. the folder where the partition, network drive, or device is to be mounted. If it does not exist, it will be created during the mount process.
- **DirectoryMode=** (default: 0755)  
The, if necessary, automatically created directories of mount points get the declared file system access mode. Accepts an access mode in octal notation.
- **TimeoutIdleSec=** (default: 0)  
specifies the time of inactivity after which systemd attempts to unmount the file system. Accepts a unitless value in seconds or a duration value such as “5min 20s”. The value “0” disables the option.

### 7.10.3 Examples

Systemd reads the mount point from the name of the mount and automount units. Therefore, they must be named after the mount point they control.

Make sure not to use hyphens “-” in the filenames, because they declare a new subdirectory in the directory tree. Some examples:

- invalid: /data/home-backup
- allowed: /data/home\_backup
- allowed: /data/home\x2dbackup

To get an error-free file name for the mount and automount units, we use the `systemd-escape` command in the terminal.

```
$ systemd-escape -p --suffix=mount "/data/home-backup"  
data/home\x2dbackup.mount
```

### Disk partition

A partition should be accessible under `/disks/TEST` after every system start. We create with a text editor the file “disks-TEST.mount” in the directory `/usr/local/lib/systemd/system/`. (If necessary, create the directory beforehand with the command `mkdir -p /usr/local/lib/systemd/system/`.)

```
[Unit]  
Description=Mount /dev/sdb7 at /disks/TEST  
After=blockdev@dev-disk-by\x2duuid-a7af4b19\x2df29d\x2d43bc\x2d3b12\x2d87924fc3d8c7.target  
Requires=local-fs.target  
Wants=multi-user.target  
  
[Mount]  
Where=/disks/TEST  
What=/dev/disk/by-uuid/a7af4b19-f29d-43bc-3b12-87924fc3d8c7  
Type=ext4  
Options=defaults,noatime  
  
[Install]  
WantedBy=multi-user.target
```

Then we activate and start the new mount unit.

```
# systemctl enable --now disks-TEST.mount
```



## NFS

The “document-root” directory of an Apache web server in the home network is to be mounted into the home directory of the workstation computer using NFS.

We create the file `home-<user>-www_data.mount` in the `/usr/local/lib/systemd/system/` directory using a text editor.

Please replace “<user>” with your own name.

```
[Unit]
Description=Mount server1/var/www/ using NFS
After=network-online.target
Wants=network-online.target

[Mount]
What=192.168.3.1:/
Where=/home/<user>/www_data
Type=nfs
Options=nfsvers=4,rw,users,soft
ForceUnmount=true
```

This file does not contain an `[Install]` section and will not be activated. The control is taken over by the now following file `home-<user>-www_data.automount` in the same directory.

```
[Unit]
Description=Automount server1/var/www/ using NFS
ConditionPathExists=/home/<user>/www_data
Requires=NetworkManager.service
After=network-online.target
Wants=network-online.target

[Automount]
Where=/home/<user>/www_data
TimeoutIdleSec=60

[Install]
WantedBy=remote-fs.target
```

```
WantedBy=multi-user.target
```

Afterwards:

```
# systemctl enable --now home-<user>-www_data.automount
```

Now the “document-root” directory of the Apache web server will be mounted as soon as we switch to the `/home/<user>/www_data` directory.

The status prompt confirms the action.

```
# systemctl status home-<user>-www_data.mount
home-<user>-www_data.mount Mount server1/var/www/ using NFS
    Loaded: loaded (/usr/local/lib/systemd/system/home-<user>-
           >-www_data.mount; disabled; vendor preset: enabled)
    Active: active (mounted) since Wed 2021-03-10 [...]
TriggeredBy: ● home-<user>-www_data.automount
    Where: /home/<user>/www_data
    What: 192.168.3.1:/
    Tasks: 0 (limit: 4279)
    Memory: 120.0K
    CPU: 5ms
    CGroup: /system.slice/home-<user>-www_data.mount
[...]
```

```
# systemctl status home-<user>-www_data.automount
home-<user>-www_data.automount Automount server1/var/www/ ↵
    using NFS
    Loaded: loaded (/usr/local/lib/systemd/system/home-<user>-
           www_data.automount; enabled; vendor preset: enabled)
    Active: active (running) since Wed 2021-03-10 [...]
Triggers: ● home-<user>-www_data.mount
    Where: /home/<user>/www_data
[...]
```

The journal excerpt vividly logs the operation of “*TimeoutIdleSec=60*” to unmount the file system and mount it again by starting the file manager Thunar and a call to `/home/<user>/www_data` in the terminal.

```
# journalctl -f -u home-<user>-www_data.*
[...]systemd[1]: Mounted Mount server1/var/www/ using NFS
[...]systemd[1]: Unmounting Mount server1/var/www/ using NFS
[...]systemd[1]: home-<user>-www_data.mount: Succeeded.
[...]systemd[1]: Unmounted Mount server1/var/www/ using NFS
[...]systemd[1]: home-<user>-www_data.automount: Got
                    automount request for /home/<user>/www_data
                    triggered by 2500 (Thunar)
[...]systemd[1]: Mounting Mount server1/var/www/ using NFS
[...]systemd[1]: Mounted Mount server1/var/www/ using NFS
[...]systemd[1]: Unmounting Mount server1/var/www/ using NFS
[...]systemd[1]: home-<user>-www_data.mount: Succeeded.
[...]systemd[1]: Unmounted Mount server1/var/www/ using NFS
[...]systemd[1]: home-<user>-www_data.automount: Got
                    automount request for /home/<user>/www_data
                    triggered by 6582 (bash)
[...]systemd[1]: Mounting Mount server1/var/www/ using NFS
[...]systemd[1]: Mounted Mount server1/var/www/ using NFS
[...]systemd[1]: Unmounting Mount server1/var/www/ using NFS
[...]systemd[1]: home-<user>-www_data.mount: Succeeded.
[...]systemd[1]: Unmounted Mount server1/var/www/ using NFS
```

### More examples

Using your favorite search engine, you can find many examples on how to use mount and automount units on the Internet. The chapter “Sources” contains some websites with lots of further examples. We urgently recommend to also read the man pages.

#### 7.10.4 Sources systemd-mount

```
man systemd.mount
man mount
```

---

[Manjaro Forum, systemd.mount](#)

[Manjaro Forum, Use systemd to mount ANY device](#)

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## 7.11 systemd-target - target unit

The basic and introductory information about Systemd can be found on the manual page [systemd-start](#). The sections *[Unit]* and *[Install]* concerning all unit files are covered by our manual page [systemd unit file](#).

Now the function of the **systemd.target** unit will be explained in more detail, which is similar to the commonly known runlevels.

The different runlevels that are booted or switched to are described by systemd as target units. They have the extension “.target”.

The old sysvinit commands are still supported. (For this a quote from [man ↗ systemd](#): “... is provided for compatibility reasons and because it is easier to type.”)

target unit	description
<b>emergency.target</b>	launches into an emergency shell on the main console. It is the most minimal version of a system boot to get an interactive shell. This unit can be used to guide the boot process step by step.
<b>rescue.target</b>	starts the base system (including system mounts) and an emergency shell. Compared to multi-user.target, this target could be considered as single-user.target.
<b>multi-user.target</b>	starts a multi-user system with a working network, without graphics server X. This unit is used when you want to stop X or not to boot into it. <a href="#">This unit is used in special cases (when X itself or the desktop environment are upgraded) to perform a system upgrade (dist-upgrade).</a>
<b>graphical.target</b>	is the unit for multi-user mode with network capability and a running X window system.
<b>default.target</b>	is the default unit that systemd launches at system startup. In siduction this is a symlink to graphical.target (except for the noX variant).

A look at the documentation `man SYSTEMD.SPECIAL(7)` is mandatory to understand the relationships of the different target units.

### 7.11.1 Special features

There are three special features to be considered for the target units:

1. The use on the kernel command line during the boot process

In order to get into the edit mode in the boot manager Grub, you must press the **e** key when the boot selection appears. Then append the desired target to the kernel command line with the following syntax: “systemd.unit=xxxxx.target”. The table lists the kernel commands and their still valid numeric equivalents.

target unit	kernel command	kernel command old
emergency.target	systemd.unit=emergency.target	-
rescue.target	systemd.unit=rescue.target	1
multi-user.target	systemd.unit=multi-user.target	3
graphical.target	systemd.unit=graphical.target	5

The old runlevels 2 and 4 refer to multi-user.target

2. The use in the terminal during a running session

Provided you are in a running graphical session, you can switch to the virtual terminal `tty2` with the key combination **CTRL+ALT+F2**. Here you log in as **root** user. The following table lists the terminal commands, where the expression “*isolate*” ensures that all services not requested by the target unit are terminated.

target unit	terminal command	init command alt
emergency.target	systemctl isolate emergency.target	-
rescue.target	systemctl isolate rescue.target	init 1
multi-user.target	systemctl isolate multi-user.target	init 3

target unit	terminal command	init command alt
graphical.target	systemctl isolate graphical.target	init 5

### 3. Target units that should not be called directly

A number of target units are used to group intermediate steps with dependencies during the boot process or the .target change. The following list shows three frequently used commands that **should not** be called with the syntax “isolate xxxxx.target”.

target	terminal command	init command alt
halt	systemctl halt	-
poweroff	systemctl poweroff	init 0
reboot	systemctl reboot	init 6

“halt”, “poweroff”, and “reboot” fetch several units in the correct order to terminate the system in an orderly fashion and to reboot if necessary.

#### 7.11.2 Sources systemd-target

```
man systemd.target
```

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## 7.12 systemd-path

The basic and introductory information about systemd can be found on the manual page [systemd-start](#). The sections *[Unit]* and *[Install]* concerning all unit files are covered by our manual page [systemd unit file](#).

On this manual page, we explain the function of the **systemd.path** unit, which systemd uses to monitor paths and trigger path-based actions.

The path unit makes it possible to trigger an action when files and directories (paths) are changed.

Once an event occurs, systemd can execute a command or script through a service unit. The path unit is not able to monitor directories recursively. However, multiple directories and files can be specified.

The path-specific options are configured in the *[Path]* section.

### 7.12.1 Required files

The **systemd-path** unit requires at least two files with preferably the same name but different extensions in the directory `/usr/local/lib/systemd/system/` for its function. (If necessary, create the directory beforehand with the command `mkdir -p /usr/local/lib/systemd/system/`.) These are

- the path unit file (`<name>.path`), which contains the monitoring and the trigger for the service unit  
and
- the service unit file (`<name>.service`), which contains the action to be started.  
For more extensive actions, you also create a script in `/usr/local/bin/` that is executed by the service unit.

### 7.12.2 Path unit options

The path unit must contain the *[Path]* section, which defines how and what to monitor.

The special options are:



- **PathExists=**  
checks if the path in question exists. If it does, the corresponding unit will be activated.
- **PathExistsGlob=**  
As above; supports file glob expressions (see also `man glob`).
- **PathChanged=**  
observes a file or path and activates the associated unit when changes occur. Action-triggering changes are:
  - creation and deletion of files
  - attributes, permissions, ownership
  - closing the file being watched after write access and closing any file after write access when the path is watched
- **PathModified=**  
As before, but in addition the associated unit is activated on simple write accesses, even if the file is not closed.
- **DirectoryNotEmpty=**  
activates the corresponding unit if the directory is not empty.
- **Unit=**  
activates the associated unit to be activated. It should also be noted that the path unit activates the service unit with the same name by default. Only in case of deviations from this, the **Unit=** option within the [Path] section is necessary.
- **MakeDirectory=**  
The directory to be watched will be created before watching.
- **DirectoryMode=**  
sets the access mode in octal notation when used for the previously created directory (default: 0755).

### An example

Based on the Apache web server configuration according to our manual page [LAMP - Apache, users and rights](#), let's illustrate the interaction of path unit with another systemd unit.

The figure *Path unit function* represents the dependencies of the systemd units of our example.

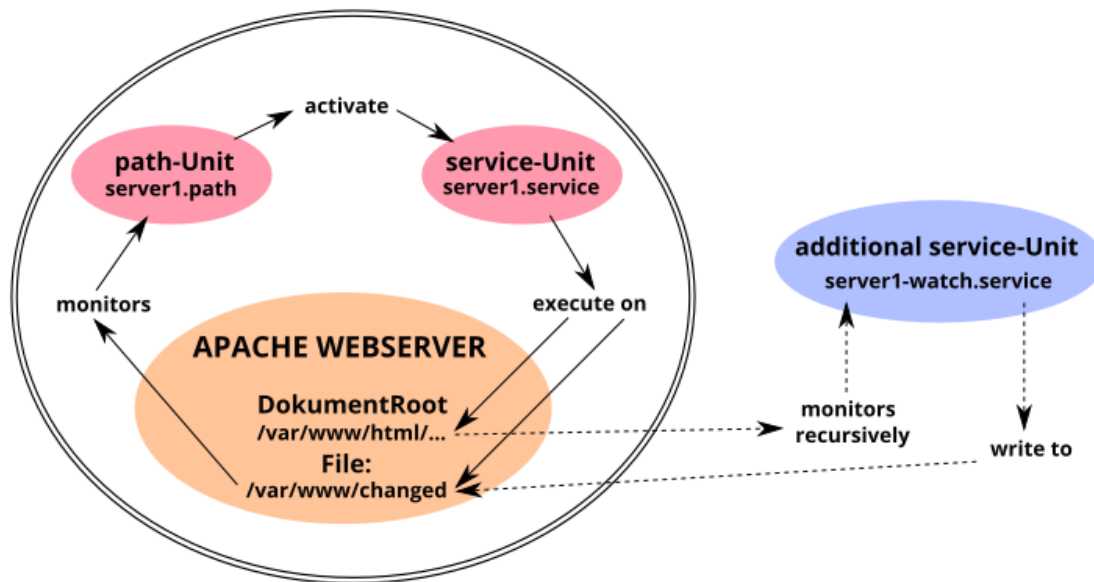


Figure 67: Path unit function

The double-bordered part in the graphic illustrates the path unit's core function. The `server1.path` unit monitors the file `/var/www/changed` and activates the corresponding `server1.service` unit in case of changes. This in turn then performs the desired actions in the directory `/var/www/html/` and restores the file `/var/www/changed`.

The `server1-watch.service` unit outside the outline takes over the recursive monitoring of the Apache web server's `DocumentRoot`.

### 7.12.3 Create path unit

We create the file `server1.path` in the directory `/usr/local/lib/systemd/system/`, which monitors the file `/var/www/changed` for changes, with the following content:

```
[Unit]
Description=Monitoring "changed" file!
Bindsto=server1-watch.service
After=server1-watch.service

[Path]
PathModified=/var/www/changed

[Install]
WantedBy=multi-user.target
```

### Explanations

[Unit] section:

The “*Bindsto*=” option represents the strongest available binding of two systemd units to each other. If one of them enters an error state during startup or operation, the other one will also be terminated immediately.

Together with the “*After*=” option, it is achieved that the `server1.path` unit starts only after the `server1-watch.service` unit reports its successful start back to systemd.

[Path] section:

“*PathModified*=” is the correct choice. The option reacts to changes in the file `/var/www/changed`, even if the file is not closed.

The “*PathModified*=” option (or others, see above) can be specified multiple times.

#### 7.12.4 Service unit for path

The `server1.service` unit is activated and controlled by the `server1.path` unit and therefore does not need an [Install] section. Thus, the unit’s description in the [Unit] section and the commands to be executed in the [Service] section are sufficient.

We create the file `server1.service` in the directory `/usr/local/lib/systemd/system/` with the following content.

```
[Unit]
Description=Change permissions in server1 folder
```

```
[Service]
Type=oneshot
ExecStartPre=/usr/bin/truncate -s 0 /var/www/changed
ExecStart=/usr/bin/chown -R www-data /var/www/html/
ExecStart=/usr/bin/chmod -R g+w /var/www/html/
ExecStart=/usr/bin/chmod -R o-r /var/www/html/
```

### Explanations

[Service] section:

“ExecStart=” commands are executed only after all “ExecStartPre=” commands have completed successfully. First the file `/var/www/changed` is reset to 0 byte and then the rest is executed.

**7.12.4.1 Create additional service unit** Since the path unit cannot recursively monitor directories, we need an additional service unit for our example. We create the file `server1-watch.service` in the directory `/usr/local/lib/systemd/system/` with the following content.

```
[Unit]
Description=Watching server1 folder
Before=server1.path
Wants=server1.path

[Service]
Type=forking
ExecStart=inoctifywait -dqr -e move,create -o /var/www/changed
/var/www/html/

[Install]
WantedBy=multi-user.target
```

Remark:

Interestingly, systemd internally uses the inotify API for path unit to monitor filesystems, but does not implement its recursive function.

## Explanations

[Unit] section:

“Before=” and “Wants=” are the corresponding correlations to “BindsTo=” and “After=” from the server1.service unit.

[Service] section:

“inotifywait” logs to the `/var/www/changed` file located outside of the Apache web server’s `DocumentRoot`.

### 7.12.5 Include path unit

Due to the dependency, we first incorporate the server1.path unit and then the server1-watch.service unit into systemd. The server1.service unit does neither need nor contain an [Install] section. When trying to include it, we receive an error message.

```
# systemctl enable server1.path
Created symlink /etc/systemd/system/multi-user.target.wants/↵
server1.path /usr/local/lib/systemd/system/server1.path.

# systemctl enable server1-watch.service
Created symlink /etc/systemd/system/multi-user.target.wants/↵
server1-watch.service /usr/local/lib/systemd/system/server1↵
-watch.service.
```

Now the monitoring is also immediately active, as the status outputs of all three units show us.

```
# systemctl status server1-watch.service
server1-watch.service - Watching server1 folder.
  Loaded: loaded (/usr/local/lib/systemd/system/server1-watch↵
         .service; enabled; vendor preset: enabled)
  Active: active (running) since Sun 2021-02-21 [...]
  Process: 23788 ExecStart=inotifywait -dqr -e move,create
           -o /var/www/changed /var/www/html/ (code=exited
           status=0/SUCCESS)
  Main PID: 23790 (inotifywait)
```

```
Tasks: 1 (limit: 2322)
Memory: 216.0K
CPU: 5ms
CGroup: /system.slice/server1-watch.service└─
        23790 inotifywait -dqr -e move,create
        -o /var/www/changed /var/www/html/

[... ]systemd[1]: Starting Watching server1 folder....
[... ]systemd[1]: Started Watching server1 folder..

# systemctl status server1.path
server1.path - Monitoring "changed" file!
  Loaded: loaded (/usr/local/lib/systemd/system/server1.path
          enabled; vendor preset: enabled)
  Active: active (waiting) since Sun 2021-02-21 [...]
  Triggers: ● server1.service

Feb 21 19:25:20 lap1 systemd[1]: Started Monitoring "changed"
file!.

# systemctl status server1.service
server1.service - Change permissions in server1 folder
  Loaded: loaded (/usr/local/lib/systemd/system/server1.
service; static)
  Active: inactive (dead)
  TriggeredBy: ● server1.path
```

The “Active: *inactive (dead)*” status of the last output is the normal state for the `server1.service` unit, because this unit is only active if it was triggered by `server1.path` to execute its command chain. After that, it returns to the inactive state.

### 7.12.6 Execute service unit manually

Should it ever be helpful or necessary to manually change the file permissions in `DocumentRoot` of the Apache web server, we simply issue this command:

```
# systemctl start server1.service
```

A new status query generates some additional log lines, from which we can see the successful completion of the command chain.

```
# systemctl status server1.service
server1.service - Change permissions in server1 folder
   Loaded: loaded (/usr/local/lib/systemd/system/server1.service; static)
   Active: inactive (dead) since Mon 2021-02-22 [...]
TriggeredBy: ● server1.path
   Process: 2822 ExecStartPre=truncate -s 0 /var/www/changed
              (code=exited, status=0/SUCCESS)
   Process: 2823 ExecStart=chown -R www-data /var/www/html1/
              (code=exited, status=0/SUCCESS)
   Process: 2824 ExecStart=chmod -R g+w /var/www/html1/
              (code=exited, status=0/SUCCESS)
   Process: 2825 ExecStart=chmod -R o-r /var/www/html1/
              (code=exited, status=0/SUCCESS)
  Main PID: 2825 (code=exited, status=0/SUCCESS)
     CPU: 19ms

[... ]systemd[1]: Starting Change permissions in server1
[... ]systemd[1]: server1.service: Succeeded.
[... ]systemd[1]: Finished Change permissions in server1
```

### 7.12.7 Sources systemd-path

```
man systemd.path
```

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## 7.13 systemd-timer

The basic and introductory information about systemd can be found on the manual page [systemd-start](#). The sections *[Unit]* and *[Install]* concerning all unit files are dealt with on our manual page [systemd unit file](#).

On this manual page we explain the function of the unit **systemd.timer**, which can be used to trigger time-controlled actions.

The timer unit is mostly used to do regularly occurring actions. For this a service unit of the same name is necessary, in which the actions are defined. As soon as the system timer matches the time defined in the timer unit, the latter activates the service unit of the same name.

If configured accordingly, missed runs while the machine was off can be made up. It is also possible for a timer unit to trigger the desired actions only once at a previously defined time.

### 7.13.1 Required files

The **systemd-timer** unit needs two files with the same base name in the directory `/usr/local/lib/systemd/system/` for its function. (If necessary, create the directory beforehand with the command `mkdir -p /usr/local/lib/systemd/` [system/](#).) These are

- the timer unit file (xxxxx.timer), which contains the timing and trigger for the service unit  
and
- the service unit file (xxxxx.service), which contains the action to be started.

For more extensive actions, you can create a script in `/usr/local/bin/` as a third file that is executed by the service unit.

In the example we create a regular backup with `rsync`.



### 7.13.2 Service unit for timer

The service unit that executes the backup is activated and controlled by the timer unit and therefore does not need an [Install] section. Thus the unit's description in the [Unit] section is sufficient. Your [Service] section contains the command to be executed after the option `ExecStart=`.

We create the file `backup.service` in the directory `/usr/local/lib/systemd/`  
`/system/` with the following content:

```
[Unit]
Description="Command to backup my home directory"

[Service]
Type=oneshot
ExecStart=/usr/bin/rsync -a --exclude=.cache/* /home/<user> /
mnt/sdb5/backup/home/
```

Please replace the `<user>` string with your own user.

### 7.13.3 Create timer unit

We create the file `backup.timer` in the directory `/usr/local/lib/systemd/`  
`system/` with the following content:

```
[Unit]
Description="Backup my home directory"

[Timer]
OnCalendar=*-*-* 19:00:00
Persistent=true

[Install]
WantedBy=timers.target
```

### Explanations

The timer unit must contain the [Timer] section, which defines when and how the

corresponding service unit is triggered.

There are two available timer types:

1. Realtime timers,

which define a realtime (i.e. wall clock) timer with the `OnCalendar=` option. (the example “`OnCalendar=*-*-* 19:00:00`” means “daily at 19:00”), and

2. Monotonic timers,

which define a timer relative to one of the options `OnActiveSec=`, `OnBootSec=`, `OnStartupSec=`, `OnUnitActiveSec=`, `OnUnitInactiveSec=`.

“`OnBootSec=90`” means “90 seconds after bootup” and

“`OnUnitActiveSec=1d`” means “One day after the timer was last activated”.

Both options together trigger the associated service unit 90 seconds after boot and then exactly every 24 hours as long as the machine is not shut down.

The `Persistent=` option included in the example saves the time when the service unit was last triggered as an empty file in the `/var/lib/systemd/timers/` directory. This is useful for catching up on missed runs when the machine was off.

### Include timer unit

We include the timer unit into systemd with the following command:

```
# systemctl enable backup.timer
Created symlink
/etc/systemd/system/timers.target.wants/backup.timer →
/usr/local/lib/systemd/system/backup.timer.
```

The analogous command for the service unit is not necessary and would also lead to an error, since there is no [Install] section in it.

### Trigger timer unit manually.

Not the timer unit, but the service unit to be triggered by it is called.

```
# systemctl start backup.service
```

#### 7.13.4 Timer unit as cron replacement

“cron” and “anacron” are the best known and widely used job timers. systemd timers can be an alternative. We briefly look at the benefits of and caveats to systemd timers.

##### Benefits

- Jobs can have dependencies (depend on other systemd services).
- Timer units are logged in the systemd journal.
- You can easily call a job independently from its timer.
- You can give timer units a nice value or use cgroups for resource management.
- systemd timer units can be triggered by events like booting or hardware changes.
- They can be easily enabled or disabled with systemctl.

##### Caveats

- Configuring a cron job is a simple process.
- cron can send emails using the MAILTO variables.

#### 7.13.5 Sources systemd-timer

```
man systemd.timer
```

[Archlinux Wiki, Timers](#)

[PRO-LINUX.DE, Systemd Timer Units...](#)

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## 7.14 System journal

The system journal consists of the *systemd-journald*, or **journald** for short, which collects and stores log messages, and the **journalctl**, which is used to manage, query, and output the collected log messages.

### 7.14.1 journald

*journald* is a system service that collects and stores log messages using the *systemd-journald.service* unit (and its associated socket units).

It creates and maintains structured, indexed journals based on log messages from:

- kernel log messages
- simple system log messages
- structured system log messages via the native journal API
- standard output and standard error output from service units
- audit records coming from the kernel audit subsystem

journald allows journal “namespaces”. They are both a mechanism for logically isolating a log stream from the rest of the system, and a mechanism for improving performance. Journal namespaces exist concurrently and side-by-side. Each has its own independent log data stream. After siduction has been installed, only the system’s default namespace exists.

By default, journald stores the log data permanently in `/var/log/journal/MACHINE_ID`.

Log data for other namespaces can be found in `/var/log/journal/MACHINE_ID.NAMESPACE`.

The **systemd-cat** command provides two ways to pass data from a process to the journal independently of systemd units.

1. **systemd-cat <program> <option(s)>**

Used with a program call or command, systemd-cat redirects all standard input, standard output, and standard error output from a process to the journal.

## 2. Used in a pipe,

systemd-cat serves as a filtering tool to send the previously created output to the journal.

If no parameter is passed, systemd-cat will send whatever it reads from standard input to the journal. The man-page `man systemd-cat` provides more information.

### 7.14.2 journald over the network

The systemd-journal modules *upload*, *remote*, and *gatewayd* allow system log data to be sent and received between different computers over the network. With their help remote computers can be monitored continuously. In this installation it makes sense to set up namespaces on the remote computer for the log data of the other computers.

For more information please read the man-pages [journal upload](#), [journal remote](#), and [journal gatewayd](#).

### 7.14.3 journald.conf

The following files configure various parameters of the systemd journal service.

- `/etc/systemd/journald.conf`
- `/etc/systemd/journald.conf.d/*.conf`
- `/etc/systemd/journald@NAMESPACE.conf` (optional)
- `/run/systemd/journald.conf.d/*.conf` (optional)
- `/usr/lib/systemd/journald.conf.d/*.conf` (optional)

The default namespace managed by the systemd-journald.service (and its associated socket units) is configured in `/etc/systemd/journald.conf` and associated additions.

The configuration file contains the defaults as a commented out note to the administrator. To change settings locally, simply edit this file.

Instances that manage other namespaces are only needed if there is a need to deviate from the defaults. Their configuration file is to be created according to the pattern `etc/systemd/journald@NAMESPACE.conf`.

Service units can be assigned to a particular journal namespace using the unit file setting `LogNamespace=`.

By default, only the default namespace collects kernel and audit log messages.

### Rank order

If packages need to customize configuration, they can install configuration snippets in `/usr/lib/systemd/*.conf.d/` or `/usr/local/lib/systemd/*.conf.d/`.

The main configuration file is read before any other from the configuration directories and has the lowest priority. Entries in a file in any of the configuration directories override entries in the main configuration file. Files in the `/*.conf.d/` subdirectories are sorted by their file name, regardless of which subdirectory they are located in. If separate configuration files are necessary, it is recommended that all file names in these subdirectories be preceded by a two-digit number and a hyphen to simplify file sorting.

#### 7.14.4 journalctl

*journalctl* is used to query the journal created by `systemd-journald`.

When called without parameters, the entire contents from all accessible sources of the journal are displayed, starting with the oldest entry.

The output is directed page by page by *less*. Long lines can be viewed using the `arrow-left` and `arrow-right` keys. The `--no-pager` option disables page-by-page viewing, shortening the lines to the width of the terminal.

*journalctl* offers, in addition to the options described below, a whole range of other options for filtering and formatting the output. Please also read the man page `man journalctl`.

### Rights

The user **root** and all users who are members of the groups **systemd-journal**, **adm**, and **wheel** are granted access to the system journal and the other users' journals. siduction adds all configured users to the **systemd-journal** group.

The journal contains trusted fields, i.e. fields that are implicitly added by the journal and cannot be changed by client code. They start with an underscore (e.g.: `_PID=`, `_UID=`, `_GID=`, `_COMM=`, `_EXE=`, `_CMDLINE=`).

### Filter output.

- options: `--user`, `--system`, `--directory=`, `--file=`, `--namespace=`  
These options limit the source of the output to the named scope, directory, or file.
- options: `-b`, `-k`, `-u`, `-p`, `-g`, `-S`, `-U`  
The outputs of these options use all available journal files, unless one of the previously mentioned options is used in addition.
  - `-b (--boot=)`  
shows messages from a particular system boot. Without any argument, the logs for the current system startup are displayed. The argument “-1” prints the messages of the system startup before the current one. The argument “5” presents the messages of the fifth system start since the beginning of the records.
  - `-k (--dmesg)`  
displays only kernel messages. This includes the `-b` option so that only kernel messages since the current system start are printed.
  - `-u (--unit=)`  
This option requires the specification of a UNIT or a PATTERN.  
Prints the journal entries for the specified systemd unit UNIT or for all units that match the PATTERN.
  - `-p (--priority=)`  
filters the output by message priorities or priority ranges. Requires specification of a single protocol level or a range of protocol levels in the form FROM...TO.  
The log levels are the normal syslog log levels:  
“emerg” (0), “alert” (1), “crit” (2), “err” (3), “warning” (4), “notice” (5), “info” (6), “debug” (7).

Both the names and the digits of the protocol levels can be used as arguments. If a single protocol level is specified, all messages with this or a lower protocol level will be displayed.

- **-g (--grep=)**  
Requires the specification of a PERL-compatible regular expression to filter the output. The regular expression is applied to the “MESSAGE=” field in the journal entries.
- **-S (--since=)** and **-U (--until=)**  
The display will start with newer entries from the specified date or older entries up to the specified date. The date format should be “2012-10-30 18:17:16”, but parts of it can be omitted. Alternatively, the strings “yesterday”, “today”, “tomorrow” are possible. The argument “now” refers to the current time. The specification of relative times allow a preceding “-” or “+”, which refer to times before or after the specified time.

### Control output

- options: **-f, -n, -r, -o, -x, --no-pager**
  - **-f (--follow)**  
displays only the newest journal entries and continuously outputs new entries. This includes the **-n** option. The output is similar to the old known command **tail -f /var/log/messages**.
  - **-n (--lines=)**  
shows the latest journal entries and limits the number of events to show. The argument is a positive integer. The default value is 10 if no argument is given.
  - **-r (--reverse)**  
The output starts with the newest entry.
  - **-o (--output=)**  
controls the formatting of the displayed journal entries. A number of other options are subordinate to this option, of which we will only consider the “short-full” option here.



**-o short-full**

The output is mostly identical to the formatting of classic syslog files. It displays one line per journal entry, but the timestamp is output in the format that the `--since=` and `--until=` options accept. Therefore, this output is very suitable to create a time-based filtering of journal entries in the following.

**-x (--catalog)**

adds explanatory help text to journal lines where available.

**--no-pager**

This option disables page-by-page display, shortening the lines to the width of the terminal. Using it is only useful if merely a small number of lines is expected for the output.

**Control journalctl**

The following options handle the management of data written by journald.

- disk-usage**

displays the current disk space usage of all journal files.

- vacuum-size=, --vacuum-time=, --vacuum-files=**

removes the oldest archived journal files until the disk space they use falls below the specified size, or all archived journal files that do not contain data older than the specified time period, or so that no more than the specified number of separate journal files remain. Executing `--vacuum-xxx` does not include the active journal files.

- rotate**

asks the journal daemon to rotate the journal files. Journal files rotation has the effect of marking all currently active journal files as archived and renaming them so that in the future they will never be written to again. Then new (empty) journal files will be created instead. This action can be combined with `--vacuum-xxx` in a single command to actually achieve the arguments given to `--vacuum-xxx`.

- `--verify`  
checks the journal files for internal consistency.

### 7.14.5 Mastering journalctl

As described above under permissions, you can use the journal as a simple user. Here are some examples:

command	display
<code>journalctl</code>	the full journal of all users, oldest entries first
<code>journalctl -r</code>	as before, newest entries first
<code>journalctl -b</code>	the log of the last boot
<code>journalctl -b -1 -k</code>	all kernel messages from the next to last boot (-1)
<code>journalctl -b -p err</code>	limited to the last boot and the priority ERROR
<code>journalctl --since=yesterday</code>	the journal since yesterday
<code>journalctl /dev/sda</code>	the journal of the device file <code>/dev/sda</code>
<code>journalctl /usr/bin/dbus-daemon</code>	all logs of the D-Bus daemon
<code>journalctl -f</code>	live view of the journal (formerly: <code>tail -f /var/log/messages</code> )

The option `--list-boots` prints the corresponding list.

```
# journalctl --list-boots --no-pager
[...]
-50 8fc07f387... Sun 2021-02-28 11:07:05 CET-Sun [...] CET
-49 aa49cb3af... Mon 2021-03-01 17:49:58 CET-Mon [...] CET
-48 3a6e55a4a... Tue 2021-03-02 12:18:46 CET-Tue [...] CET
-47 a46150a19... Wed 2021-03-03 11:06:29 CET-Wed [...] CET
-46 d42ed8b05... Thu 2021-03-04 10:59:56 CET-Thu [...] CET
-45 566f65991... Thu 2021-03-04 19:53:52 CET-Thu [...] CET
-44 8e2da4a61... Fri 2021-03-05 10:15:18 CET-Fri [...] CET
[...]
```

Afterwards you can use the command `journalctl -b -47` to display the messages of the boot process of 3.3.2021.

Another new feature in logging is the tab completion for `journalctl`. If you type `journalctl` and press the **TAB** key twice, a list of possible completions appears:

```
$ journalctl
_AUDIT_FIELD_APPARMOR=      _KERNEL_SUBSYSTEM=
_AUDIT_FIELD_CAPABILITY=   KERNEL_USEC=
_AUDIT_FIELD_CAPNAME=      LEADER=
_AUDIT_FIELD_DENIED_MASK=  LIMIT=
_AUDIT_FIELD_INFO=         LIMIT_PRETTY=
_AUDIT_FIELD_NAME=         _LINE_BREAK=
_AUDIT_FIELD_OPERATION=    _MACHINE_ID=
_AUDIT_FIELD_OUID=         MAX_USE=
_AUDIT_FIELD_PEER=         MAX_USE_PRETTY=
_AUDIT_FIELD_PROFILE=      MESSAGE=
_AUDIT_FIELD_REQUESTED_MASK= MESSAGE_ID=
_AUDIT_FIELD_SIGNAL=       NM_CONNECTION=
_AUDIT_ID=                 NM_DEVICE=
_AUDIT_LOGINUID=           NM_LOG_DOMAINS=
_AUDIT_SESSION=            NM_LOG_LEVEL=
_AUDIT_TYPE=               N_RESTARTS=
_AUDIT_TYPE_NAME=          _PID=
AVAILABLE=                 PRIORITY=
AVAILABLE_PRETTY=          SEAT_ID=
_BOOT_ID=                  _SELINUX_CONTEXT=
_CAP_EFFECTIVE=            SESSION_ID=
_CMDLINE=                  SHUTDOWN=
CODE_FILE=                 SLEEP=
CODE_FUNC=                  _SOURCE_MONOTONIC_TIMESTAMP=
CODE_LINE=                  _SOURCE_REALTIME_TIMESTAMP=
_COMM=                      _STREAM_ID=
COMMAND=                   SYSLOG_FACILITY=
CONFIG_FILE=                SYSLOG_IDENTIFIER=
CONFIG_LINE=                SYSLOG_PID=
```

```

CURRENT_USE=
CURRENT_USE_PRETTY=
DISK_AVAILABLE=
DISK_AVAILABLE_PRETTY=
DISK_KEEP_FREE=
DISK_KEEP_FREE_PRETTY=
ERRNO=
_EXE=
EXECUTABLE=
EXIT_CODE=
EXIT_STATUS=
_FSUID=
_GID=
GLIB_DOMAIN=
GLIB_OLD_LOG_API=
_HOSTNAME=
INVOCATION_ID=
JOB_ID=
JOB_RESULT=
JOB_TYPE=
JOURNAL_NAME=
JOURNAL_PATH=
_KERNEL_DEVICE=
SYSLOG_RAW=
SYSLOG_TIMESTAMP=
_SYSTEMD_CGROUP=
_SYSTEMD_INVOCATION_ID=
_SYSTEMD_OWNER_UID=
_SYSTEMD_SESSION=
_SYSTEMD_SLICE=
_SYSTEMD_UNIT=
_SYSTEMD_USER_SLICE=
_SYSTEMD_USER_UNIT=
THREAD_ID=
TIMESTAMP_BOOTTIME=
TIMESTAMP_MONOTONIC=
_TRANSPORT=
_UDEV_DEVNODE=
_UDEV_SYSNAME=
_UID=
UNIT=
UNIT_RESULT=
USER_ID=
USER_INVOCATION_ID=
USERSPACE_USEC=
USER_UNIT=

```

Most of these are self-explanatory. For example `COMM`, which stands for *command*, provides a lot of options:

**journalctl \_COMM=** lists the possible applications after another hit of **TAB**:

```

$ journalctl _COMM=
acpid          hddtemp        ntpdate        systemd
acpi-fakekey    hdparm         ntpd           systemd-fsck
acpi-support    hp             ofono          systemd-hostnam
alsactl         hpfax          ofonod         systemd-journal
anacron         ifup           pkexec         systemd-logind
apache2         irqbalance     polkitd        systemd-modules

```

backlighthelper	kbd	pulseaudio	systemd-shutdow
bash	kdm	pywwetha	systemd-udev
bluetoothd	keyboard-setup	pywwetha.py	teamviewerd
chfn	loadcpufreq	resolvconf	udev-configure-
chrome	logger	rpcbind	udisksd
console-kit-dae	login	rpc.statd	udisks-daemon
console-setup	lvm	samba-ad-dc	umount
cpufrequtils	lvm2	saned	uptimed
cron	mbd	sensors	useradd
cups	mbmon	sh	usermod
dbus-daemon	mdadm	smartmontools	vboxdrv
ddclient	mdadm-raid	smbd	VBoxExtPackHelp
docvert-convert	mtp-probe	ssh	vdr
glances	mysql	sshd	winbind
gpasswd	networking	su	
gpm	nfs-common	sudo	
groupadd	ntp	sysstat	

With `journalctl _COMM=su` you can now see which user got root privileges with `su` and when.

```
# journalctl _COMM=su
-- boot 1b5d2b3fcd9043d88d8abce665b75ed4 --
Mar 10 16:27:22 pc1 su[105197]: (to root) siduser on pts/1
Mar 10 16:27:22 pc1 su[105197]: pam_unix(su:session):
    session opened for user root(uid=0) by (uid=1000)
Mar 10 17:54:33 pc1 su[105197]: pam_unix(su:session):
    session closed for user root

-- boot 37b19f6321814620be1ed4deb3be467f --
Mar 10 17:56:35 pc1 su[3381]: (to root) siduser on pts/1
Mar 10 17:56:35 pc1 su[3381]: pam_unix(su:session):
    session opened for user root(uid=0) by (uid=1000)
Mar 10 19:07:17 pc1 su[3381]: pam_unix(su:session):
    session closed for user root
```

Another example:

You can additionally narrow the output by time.

```
# journalctl _COMM=dbus-daemon --since=2020-04-06 --until=
    ="2020-04-07 23:40:00"
[...]
Apr 07 22:59:04 pc1 org.gtk.Private.GPhoto2VolumeMonitor
    [2006]: ### debug: in handle_supported
Apr 07 22:59:04 pc1 org.gtk.Private.GPhoto2VolumeMonitor
    [2006]: ### debug: in handle_list
Apr 07 22:59:04 pc1 org.gtk.Private.GoaVolumeMonitor[2006]: #
    ## debug: in handle_supported
Apr 07 22:59:04 pc1 org.gtk.Private.GoaVolumeMonitor[2006]: #
    ## debug: in handle_list
Apr 07 23:03:09 pc1 org.gtk.Private.GPhoto2VolumeMonitor
    [2006]: ### debug: Name owner ':1.4320' vanished
Apr 07 23:03:09 pc1 org.gtk.Private.GoaVolumeMonitor[2006]: #
    ## debug: Name owner ':1.4320' vanished
Apr 07 23:03:09 pc1 org.gtk.Private.AfcVolumeMonitor[2006]: #
    ## debug: Name owner ':1.4320' vanished
Apr 07 23:03:09 pc1 org.gtk.Private.MTPVolumeMonitor[2006]: #
    ## debug: Name owner ':1.4320' vanished
```

Many of the above options can be combined to display only the journal entries you are looking for. The man-page `man journalctl` describes all options in detail.

#### 7.14.6 Sources journald

```
man systemd-journald
man journald.conf
man journalctl
man systemd-cat
```

and online for packages not installed by default

[journal gatewayd](#)

[journal remote](#)

[journal upload](#)

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