

# Boot Auto-Start Configuration

---

## Boot Auto-Start Configuration

1. Configure an Auto-Start Service
2. Add to the rc.local Service

## 1. Configure an Auto-Start Service

---

1. Create a startup script

Use any text editor to create a new startup script in the `/etc/init.d` directory. Assume the script is named `your_script_name`. Below is a sample script for reference:

```
#!/bin/bash

### BEGIN INIT INFO
# Provides:          your_service_name
# Required-Start:    $all
# Required-Stop:
# Default-Start:    2 3 4 5
# Default-Stop:      0 1 6
# Short-Description: Start your_service_name at boot time
# Description:       Enable service provided by your_service_name
### END INIT INFO

/path/to/your/program &

exit 0
```

2. Make the startup script executable

```
sudo chmod +x /etc/init.d/your_script_name
```

3. Use the `update-rc.d` command to add the script to the system's startup items

```
sudo update-rc.d your_script_name defaults
```

4. Enable auto-start using the `systemctl` command

```
sudo systemctl enable your_script_name
```

5. Reboot the development board to verify that the auto-start service runs correctly

```
systemctl status your_script_name.service
```

## 2. Add to the rc.local Service

---

`rc.local` is a system service used to automatically execute scripts or commands during system boot. This service is automatically invoked at system startup and executes user-specified scripts or commands after the system has finished booting, enabling custom configurations or operations at boot time.

In earlier Linux distributions, `rc.local` was the last service executed by default during the system boot process. With the widespread adoption of `systemd`, `rc.local` is now considered a legacy system service.

You can implement this by adding your startup command at the end of the `/etc/rc.local` file (edited via `sudo vim /etc/rc.local`), for example:

```
#!/bin/bash -e
#
# rc.local
#re
# This script is executed at the end of each multiuser runlevel.
# Make sure that the script will "exit 0" on success or any other
# value on error.
#
# In order to enable or disable this script just change the execution
# bits.
#
# By default this script does nothing.

# Insert what you need

exit 0
```