

**NAME**

mknod – make block or character special files

**SYNOPSIS**

**mknod** [*OPTION*]... *NAME TYPE* [*MAJOR MINOR*]

**DESCRIPTION**

Create the special file *NAME* of the given *TYPE*.

Mandatory arguments to long options are mandatory for short options too.

**-m, --mode=MODE**

set file permission bits to *MODE*, not *a=rw - umask*

**-Z** set the SELinux security context to default type

**--context[=CTX]**

like **-Z**, or if *CTX* is specified then set the SELinux or SMACK security context to *CTX*

**--help** display this help and exit

**--version**

output version information and exit

Both *MAJOR* and *MINOR* must be specified when *TYPE* is *b*, *c*, or *u*, and they must be omitted when *TYPE* is *p*. If *MAJOR* or *MINOR* begins with 0x or 0X, it is interpreted as hexadecimal; otherwise, if it begins with 0, as octal; otherwise, as decimal. *TYPE* may be:

*b* create a block (buffered) special file

*c*, *u* create a character (unbuffered) special file

*p* create a FIFO

NOTE: your shell may have its own version of *mknod*, which usually supersedes the version described here. Please refer to your shell's documentation for details about the options it supports.

**AUTHOR**

Written by David MacKenzie.

**REPORTING BUGS**

GNU coreutils online help: <<https://www.gnu.org/software/coreutils/>>

Report any translation bugs to <<https://translationproject.org/team/>>

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**SEE ALSO**

*mknod*(2)

Full documentation <<https://www.gnu.org/software/coreutils/mknod>>  
or available locally via: info '(coreutils) mknod invocation'