How do I get the source code of my custom Linux ISO image?

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The ISO is a bootable filesystem with a bit of code that allows you to boot into install/live mode and lots and lots of individual packages you can install.

If you want the source code for the stock packages, use the distro's procedure for getting source. On Debian-derived distros that will be (for the tmux package) `apt-get source tmux`.

If you want the source code for laying out the filesystem, it's probably syslinux. Source is here:

> **Syslinux Wiki**
> Latest News 2014-10-06 : Syslinux 6.03 released. This was primarily a bug fix...
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Those are my two best guesses. Leave a note in the comments if you meant something else.

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As others have mentioned, an .iso is just an archive of a disk image. Unless your .iso contains the source code, you will have to ask whomever created your .iso for the source code. Because Linux is open source, it may be available to you.

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On the contrary, the virtue of being **Open Source** itself is the main thing that ensures security in the Linux world. There are two ways to ensure security of a system: **Security**

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To understand difference between the two, imagine how security works in the real world: In order to catch a criminal on run, you have two options:

1. Keep everything secret in the agency, and launch a manhunt (*Security by Obscurity*).

2. Broadcast about the criminal in entire media and ask them to report if fou

... (more)

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This answer to this question is quite broad, and is very much dependent on the architecture on how Linux kernel boots up.

I will try to explain it with respect to ARM processors.

- After loading on to kernel image to memory, the boot loader will populate r0, r1 and r2 registers with zero, machine-id & atags list pointer before branching on to kernel.

- Usually the kernel image will be a compressed zImage. this needs to uncompressed.

- So during booting, the first piece of code to be executed is arch/arm/boot/compressed/head.S, in which a "start" symbol is present. Bootloader will jump to this address.

... (more)

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Linux kernel keeps changing from one version to other new version. You need to be always on the top of the source code tracking all the changes happening. It is really a tough job. How ever the structure of source code almost remains the same. If you want to understand the complete kernel source code, it's really going to take lot of time and focused efforts.

I'm not sure about your current working... (more)

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**Summary**: It's here for x86:
https://github.com/torvalds/linux/blob/master/arch/x86/boot/header.S#L274 ↗

It's architecture specific.

TL;DR
`main()` is simply a convention in programming languages to specify where the program's entry point is. An Entry point ↗ is basically the first instruction you want to run when the control is handed off to your program. For operating systems, it is quite similar, in essence. Here is a very high-level explanation of what happens in Linux:

1. When BIOS starts the boot process it loads the program stored in your disk's Master boot record ↗: The boot loader (e.g, GRUB, LILO,

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Vladislav Zorov, Ville Laitila, Ralph Winters and 1 more upvoted this

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Related **Is macOS essentially built on top of Linux?**

In the beginning, AT&T created Unix ↗. Due to monopoly laws, however, they weren't allowed to sell it. A lot of organizations licensed Unix and made their own variants; most were commercial ventures, but the University of California at Berkeley made a noncommercial version, called BSD ↗.

Meanwhile, Richard Stallman at MIT came up with an ideology of "free software"—more commonly called "open source" today—and started a project to create a "free" Unix-compatible operating system called GNU ↗. Most of the GNU project went very well, but GNU Hurd ↗, the core kernel component, was repeatedly delayed.*

A you... (more)

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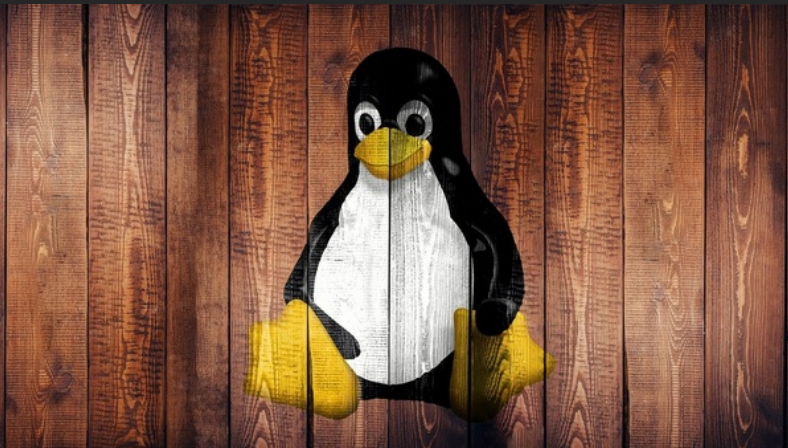
Linux is an open-source operating system that was initially developed by Linus Torvalds in 1991. It is one of the most widely-used operating systems in the world and is known for

its stability, security, and flexibility. Linux is written primarily in the C programming language, although other languages such as assembly language, Perl, Python, and Bash are also used. In this article, we will explore the reasons why C is the primary language used in the development of Linux.

C is a high-level programming language that is widely used in the development of operating systems, system software, and ap... (more)

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https://www.kernel.org/

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Sure can, at least for Linux.

Now, some distributions include binary-only firmware for various chips, and sometimes certain binary-only device drivers (less of that now, but it still happens).

But everything else, there should be source available.

Be aware, though, that it's not really possible for an individual to read a significant fraction of a modern operating system... it's just way too much code. Just the kernel is 40-some million lines, and it's a very small fraction of the entire OS.

But if you want to deeply understand a particular feature, well, that should be possible.

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"a source code"

In reality, it's lots of different source code. Applications, drivers, the kernel and every other piece instead of just one source.

Let's take Ubuntu, one of the more popular distros.

Ubuntu's source code for applications, drivers and pretty much everything else you need for each release is found in this archive:

[Index of /ubuntu/ubuntu/ubuntu/pool](#) ⤤

The Ubuntu kernel is found here:

[kernel.ubuntu.com](#) ⤤

Linux Kernel:

[The Linux Kernel Archives](#) ⤤

Other distros may have source code spread out over different repositories on GitHub, for example. Like, [Trenta.io](#) ⤤ which is based on Ubuntu.

Not all dist... (more)

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There's likely quite a community of people from [Linaro](#) ⤤ and [Free Electrons](#) ⤤ who has been through this process a few times and that can give you a very good answer, that will hopefully stumble on here and improve my possibly rusty answer.

Depending on your application, you might be better off porting a virtualization hypervisor such as Xen ([Xen ARM with Virtualization Extensions whitepaper](#) ⤤) - or you can even compile several types of Go, C, or Java/script applications to boot natively without requiring a kernel - that includes things like Rails, Node, and web applications. The kernel is mostly use... (more)

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Yes.

Around 1994, when the local internet connection was via dialup and/or CompuServe, I modified my kernel to do key-logging. The reason was so that I could get online using my roommates account when he wasn't there (he was OK with me using his account to get online; he wasn't OK with me being online instead of job-hunting).

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Once you've downloaded the source code, one way or another, I highly recommend using cscope or something like it instead of just a plain text editor. That will allow you to skip up and down call chains quickly, and understand how the pieces relate to one another. Start with something simple and reasonably self-contained, such as a software-only driver or higher-level networking, before you try to understand some of the more complex and interconnected bits (e.g. scheduler, mm, VFS). It also wouldn't hurt to read one of the books about the Linux kernel, such as Robert Love's _Linux Kernel Dev... (more)

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"Unfair" ? The developers of BSD chose one set of license terms; the developers of Linux chose a different set of license terms.

The BSD terms encourage anyone and everyone to use the source code any way they want, so presumably they wouldn't mind parts being copied for Linux, just as they don't mind their code being used in closed-source commercial products.

The Linux terms restrict everyone to using the code in ways which require the source code and modifications to be freely available.

Both projects are getting what they wanted. That seems fair to me.

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Creating a Custom Boot Device ⎘

Start with "LFS" : I.e. Linux from Scratch. After that, above link has steps for creation of bootable CD / USB.

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Related **How do I learn Linux?**

Kernighan & Pike's elegant book "The Unix Programming Environment" may still be a good starting point. Even though it was published back in 1984, it will give you a very clear introduction to doing things at the command line and thinking in the Unix/Linux way. The authors are among the creators of Unix, and excellent teachers: their goal is "to communicate the UNIX programming philosophy."

It's a fairly short book and will ground you quickly in the fundamentals. Some more modern things that it probably doesn't cover: the graphical desktop (window manager), the Internet, version control syst... (more)

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No.

When I started messing with Linux (Slackware 1. something...) you needed to know how to compile quite a bit of the software, I had to learn how to configure my sound card manually, etc.

Today, no. Most hardware works fine OOTB, GUIs are available for almost everything and there's no real need for a simple user to mess about with source code.

But it's available if you want to... :)

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Related **How do I verify Linux distribution against public source code?**

You're going to need to be a lot more specific. A Linux distribution can contain tens of thousands of packages, most of which are going to be patched snapshots of projects independent of the distro. What do you mean by "verify"? Do you want to verify all of them?

If by "verify" you mean "assure myself that the package is unchanged" then it's just a question of downloading the distro's source code, downloading the project's source code, and running diff recursively. There will almost certainly be differences, however: that's what distros do to distinguish themselves. At that point you can evalua... (more)

👤 Vladislav Zorov upvoted this

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I'm assuming you mean the linux kernel. I recommend reading this from the Linux Foundation: How to Participate in the Linux Community ⎘

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1. Get the .apk file
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Also you can check this Stack overflow answer Is there a way to get the source code from an APK file? ⎘

Update 19/6/2017: You can check Google Android ClassyShark ⬈ apk browser.

Enjoy :)

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If you're unable to find the source code for a project as massive and widespread as Linux itself, I doubt you will be able to do much with its code.

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Related **How do I download Linux distro source code and edit it like adding tools, drivers, desktop environment, etc., and build an ISO image?**

This is not an easy task, and no one is going to hold your hand throughout the process, which consists of many and various stages.

You'll really have to do it alone, although not entirely alone: many have done this before you, and the vast majority of those people used one or several of the excellent guides for this which are abundant, easy to find and readily available.

But seriously: if even just *finding* those guides is too difficult for you, or if you're simply so lazy that you don't even want to do some light research (instead preferring to ask questions which have already been answered *mill*... (more)

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Related **How do I view the kernel source code in Linux?**

The question is "*How do I view the kernel source code in Linux?*"

That's a bit nebulous as it depends on WHICH version of the Linux kernel you want to look at.

There's the official repository of the Linux Kernel sources at KERNEL . ORG[1]

You can find web sites where the source code is available on a per-file basis and you can search for functions, etc. That's convenient for quick inspections, but for understanding the whole, you'd do better taking one of the kernel packages and unpacking it and using your favorite code viewer - for the 42000 odd files involved.

But if you're running some Linux distr... (more)

Footnotes

[1] The Linux Kernel Archives ⬈

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Related **How much of the code in Linux is open source?**

All of the Linux kernel is under the GNU Public License version 2. It fits all the definitions of Open Source, so yes, Linux is 100% open source - including its repository's technology, git.

If you're asking, how much of a Linux distro is open source, the answer is : it varies. Most have a fully open source core system and can, in some cases, even run without need for a closed source firmware blob.

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