Launchd Cheatsheet

Job Definition Locations

	300 Definition Locations				
L	Type	Location	Run on behalf of		
	User Agents	/Library/LaunchAgents	Current user		
	Global Agents	/Library/LaunchAgents	Current user		
	Global Daemons	/Library/LaunchDaemons	Root/specified user		
	System Agents	/System/Library/LaunchAgents	Current user		
	System Daemons	/System/Library/LaunchDaemons	Root/specified user		

Basic Job Definition Example

Basic Job Definition Keys

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Option Name	What is it for?	Required?
Label	Job identifier, must be unique	Yes
	for the launchd instance. Writ-	
	ten in reverse domain notation.	
Program	Specifies the complete path to	Maybe???
	your executable.	
ProgramArguments	Used in place of "Program" if	No
	your executable requires com-	
	mand line args	

Environment Modification Keys

Option Name	What is it for?	Required?
EnvironmentVariables	Used to customize the environ-	No
	ment the program runs in	
StandardInPath, StandardOut-	Used to redirect stdin, stdout,	No
Path, StandardErrorPath	and stderr, when given a path as	
	a key value.	
Working Directory	Used to set the working direc-	No.
	tory of the executable.	
SoftResourceLimit/	Constrain the resources the exe-	No
HardResourceLimit	cutable has access to. More de-	
	tails on the subpoptions in the	
	"Resource Constraint Types" ta-	
	ble.	

Permissions and Security Keys

What is it for?	Required?
Specifies the user and group the	No
job should run as. Will be	
ignored when specified for an	
agent.	
Specifies whether launchd	No
should call the function init-	
groups(3) before starting the	
job. Will be ignored when	
specified for an agent.	
Specifies a set of default perms a	No
file/folder will have if created by	
this job	
Causes the job to treat the sup-	No
plied value as the root of the fs.	
You will need copies of all files	
needed for this job in the sup-	
plied directory.	
	Specifies the user and group the job should run as. Will be ignored when specified for an agent. Specifies whether launchd should call the function init-groups(3) before starting the job. Will be ignored when specified for an agent. Specifies a set of default perms a file/folder will have if created by this job Causes the job to treat the supplied value as the root of the fs. You will need copies of all files needed for this job in the sup-

Runtime Option Keys

Option Name	What is it for?	Required?
RunAtLoad	Tells the job to start as soon as	No
	it is loaded.	
Start Interval	Tells the job to execute every	No
	"n" seconds.	
StartIntervalCalendar	Tells job to run at a specific time	No
	(i.e. every day at 3am). Can be	
	configured based on Month, Day,	
	Weekday, Hour, or Minute	
StartOnMount	Tells job to run any time a device	No
	is mounted (so when you add a	
	new hard drive or insert a usb)	
WatchPaths	Tells job to Run when any of the	No
	supplied list of files is modified.	
QueueDirectories	Tells job to run whenever one of	No
	the supplied list of directories is	
	not empty.	
KeepAlive	Tells job to stay alive depend-	No
	ing on a given condition. These	
	conditions can be found in the	
	"Keepalive Suboptions" table	
AfterInitialDemand	When applied to jobs with the	No
	keys RunAtLoad, StartCal-	
	endarInterval, WatchPaths,	
	or KeepAlive , it causes the job	
	to ignore these keys until the job	
	has been started manually.	

Performance Keys

Option Name	What is it for?	Required?
LegacyTimers	Controls the behavior of timers created by the job. If set to true, this will cause timers created by the job to opt into less energy efficient but more precise behavior (will not be batched with other	No
Nice	Run the job with a specified scheduling priority20 is selfish, will have highest priority, while 20 is very nice and takes a back-seat.	No

Miscellaneous Keys

Option Name	What is it for?	Required?
AbandonProcessGroup	Allows child processes to outlive	No
	their parents rather than being	
	reaped by SIGTERM	
ExitTimeOut	Forcequits if SIGTERM does	No
	not kill the processes within the	
	given number of seconds after	
	the job's completion.	
TimeOut	Suggested idle time before the	No
	job should quit.	
ThrottleInterval	Time in seconds to wait between	No
	invocations. Use with KeepAlive	
	to run a job every n seconds	
	while a certain condition applies.	

Resource constraint types

resource constraint types		
Resource Type	Description	
CPU	Max num of cpu time (in sec) the process can	
	use without being killed)	
FileSize	Max size for program-created files.	
NumberOfFiles	Max number of files this program can create	
Core	Max size core file this process can create	
Data	Max size of memory allocated to the process (in	
	bytes)	
MemoryLock	Max amount of memory (in bytes) that can be	
	locked into physical memory	
NumberOfProcesses	Max number of processes that can be created	
	with the same uid.	
ResidentSetSize	Max amount of physical memory in bytes this	
	process should get	
Stack	Max stack size for the process.	

2

KeepAlive Suboptions

KeepAlive Suboption Key	Suboption Description
N/A	Restart anytime the process goes down.
SuccessfulExit	If set to "true", the job will be restarted until it
	fails; if set to "false", the job will be restarted
	until it succeeds.
Crashed	Used to restart the program if it crashes. If
	set to "true" the process will be restarted after
	it crashed; if set to false, the program will be
	restarted unless it crashed.
NetworkState	Setting this to "true" will start the job when
	any network is or becomes available; setting it
	to "false" starts the job only when/while all net-
	work connections are down.
PathState	Keeps a job alive as long as a given path exists
	(if set to "true"), or does not exist (if set to
	"false").
OtherJobEnabled	If set to "false", this option keeps a job alive if
	the specified job is not loaded, and terminates
	it when it is, and vice versa.

StartCalendarInterval Date Keys

Key	Description	Regular Values
Month	Month of year	1-12
Day	Day of month	1-31
Weekday	Day of week	0-7, with both 0 and 7 being
		Sunday
Hour	Hour of day	0-23
Minute	Minute of Hour	0-59

Cron-style Syntax Reminders

Cron Syntax Mech-	Example Syntax	Cron Syntax Notes
anism		
Wildcarding	*	Will execute program for any value in
		the valid range of the wildcarded field.
Ranges	n-m	Ranges are separated with a hypen. The
		specified range is inclusive.
Lists	0-5,10-15,28	A comma-separated list of ranges
		and/or numbers.
Step Values	0-31/2 or */n	Can be used to specify execution every
		"n" days. Step values can also be in-
		cluded in lists

Umask Values Key

Digit	Granted Permissions
0	read, write, execute/search
1	read, write
2	read, execute/search
3	read only
4	write, execute
5	write only
6	execute/search only
7	none

Defining permissions Based on Umask Values

The values given above are octal, but when we define our umask, we will need a trio of octal digits. As per usual, the first digit defines perms given to the user who owns it, second digit defines perms for the group, and last digit defines perms for everyone else. These digits, however, are represented in octal, so after we compose them, we will need to convert to the decimal format expected by the **Umask** key. We can do so using the following command:

\\$ echo "obase=10;ibase=8; \textlangle{}3_digit_combo\textrangle{}" | bc

3

Launchd Basic Operational Commands

Command/Action	Wat do?	expected output
\$ launchetl list	Returns a list of all currently loaded jobs.	List of all currently loaded jobs
\$ launchctl load /path/to/job/definition/file	Loads job manually.	N/A if success
\$ launchctl unload /path/to/job/definition/file	Unloads job manually.	N/A if success
\$ launchctl start \(\(\delta\)pb_label\\	Manually starts job. Must be loaded before starting.	N/A if success
\$ launchctl stop \(\forall job_label \rangle \)	Manually stops job	N/A if success
\$ launchctl unload -w /path/to/job/definition/file	Permanently unloads job using the "overrides"	N/A if success
	database.	
\$ launchctl load -w /path/to/job/definition/file	Permanently loads job using the "overrides"	N/A if success
	database.	
\$ sudo /usr/libexec/Plistbuddy /var/db/launchd.db/com.apple.launchd.peruser.	Deletes an agent job from the overrides database	N/A if success
'echo \$UID'/overrides.plist -c Delete:\(\)job_label\(\)		

Removing a job from the Override Database (Post-Yosemite)

1. Boot into recovery mode

- (a) Restart your mac
- (b) Hold down cmd-R before OSX starts up until the Apple logo appears. After it finishes restarting, you will see a desktop with an OSX menu bar and an OSX Utilities Window.
- (c) Select "Terminal" from the Utilities menu.

2. Disable System Integrity Protection (If El Capitan or later)

- (a) Enter the command "csrutil disable" into the terminal.
- (b) If successful, you will see a message stating that System Integrity Protection has been disabled.

3. Remove Job from the override database

- For Agents: \$ /usr/libexec/Plistbuddy /var/db/com.apple.xpc.launchd/disabled.'id -u'.plist -c Delete:\(job_label \)
- For Daemons: \$ /usr/libexec/Plistbuddy /var/db/com.apple.xpc.launchd/disabled.plist -c Delete:\(job_label \)

4. Restore System Integrity Protection (If El Capitan or later)

- (a) Enter the command "csrutil enable" into the terminal.
- (b) If successful, you will see a message stating that System Integrity Protection has been enabled.

5. Reboot to exit recovery mode