

## 11.14 When (Not) to Use Shell Scripts

The shell is so feature-rich that it's difficult to condense its important elements into a single chapter. If you're interested in what else the shell can do, have a look at some of the books on shell programming, such as *Unix Shell Programming*, 3rd edition, by Stephen G. Kochan and Patrick Wood (SAMS Publishing, 2003), or the shell script discussion in *The UNIX Programming Environment* by Brian W. Kernighan and Rob Pike (Prentice Hall, 1984).

However, at a certain point (especially when you start using the `read` built-in), you have to ask yourself if you're still using the right tool for the job. Remember what shell scripts do best: manipulate simple files and commands. As stated earlier, if you find yourself writing something that looks convoluted, especially if it involves complicated string or arithmetic operations, you should probably look to a scripting language like Python, Perl, or awk.

## Chapter 12. Moving Files Across the Network



This chapter surveys options for moving and sharing files between machines on a network. We'll start by looking at some ways to copy files other than the `scp` and `sftp` utilities that you've already seen. Then we'll briefly look at true file sharing, where you attach a directory on one machine to another machine.

This chapter describes some alternative ways to transfer files because not every file transfer problem is the same. Sometimes you need to provide quick, temporary access to machines that you don't know much about, sometimes you need to efficiently maintain copies of large directory structures, and sometimes you need more constant access.

### 12.1 Quick Copy

Let's say you want to copy a file (or files) from your machine to another one on your network, and you don't care about copying it back or need to do anything fancy. You just want to do it quickly. There's a convenient way to do this with Python. Just go to the directory containing the file(s) and run

```
$ python -m SimpleHTTPServer
```

This starts a basic web server that makes the directory available to any browser on the network. It usually runs on port 8000, so if the machine you run this on is at 10.1.2.4, go to <http://10.1.2.4:8000> on the destination and you'll be able to grab what you need.

### 12.2 rsync

If you want to move an entire directory structure around, you can do so with `scp -r`—or if you need a little more performance, `tar` in a pipeline:

```
$ tar cBvf - directory | ssh remote_host tar xBvpf -
```

These methods get the job done but are not very flexible. In particular, after the transfer completes, the remote host may not have an exact copy of the directory. If *directory* already exists on the remote machine and contains some extraneous files, those files persist after the transfer.

If you need to do this sort of thing regularly (and especially if you plan to automate the process), use a dedicated synchronizer system. On Linux, `rsync` is the standard synchronizer, offering good performance and many useful ways to perform transfers. We'll cover some of the essential `rsync` operation modes and look at some of its peculiarities.

#### 12.2.1 rsync Basics

To get `rsync` working between two hosts, the `rsync` program must be installed on both the source and destination, and you'll need a way to access one machine from the other. The easiest way to transfer files is to use a remote shell account, and we'll assume that you want to transfer files using SSH access. However,

remember that `rsync` can be handy even for copying files and directories between locations on a single machine, such as from one filesystem to another.

On the surface, the `rsync` command is not much different from `scp`. In fact, you can run `rsync` with the same arguments. For example, to copy a group of files to your home directory on *host*, enter

```
$ rsync file1 file2 ... host:
```

On any modern system, `rsync` assumes that you're using SSH to connect to the remote host.

Beware of this error message:

```
rsync not found
rsync: connection unexpectedly closed (0 bytes read so far)
rsync error: error in rsync protocol data stream (code 12) at io.c(165)
```

This notice says that your remote shell can't find `rsync` on its system. If `rsync` isn't in the remote path but is on the system, use `--rsync-path=path` to manually specify its location.

If your username is different on the remote host, add *user@* to the hostname, where *user* is your username on *host*:

```
$ rsync file1 file2 ... user@host:
```

Unless you supply extra options, `rsync` copies only files. In fact, if you specify just the options described so far and you supply a directory *dir* as an argument, you'll see this message:

```
skipping directory dir
```

To transfer entire directory hierarchies—complete with symbolic links, permissions, modes, and devices—use the `-a` option. Furthermore, if you want to copy to some place other than your home directory on the remote host, place this destination after the remote host, like this:

```
$ rsync -a dir host:destination_dir
```

Copying directories can be tricky, so if you're not exactly sure what will happen when you transfer the files, use the `-nv` option combination. The `-n` option tells `rsync` to operate in “dry run” mode—that is, to run a trial without actually copying any files. The `-v` option is for verbose mode, which shows details about the transfer and the files involved:

```
$ rsync -nva dir host:destination_dir
```

The output looks like this:

```
building file list ... done
ml/nftrans/nftrans.html
[more files]
wrote 2183 bytes read 24 bytes 401.27 bytes/sec
```

### 12.2.2 Making Exact Copies of a Directory Structure

By default, `rsync` copies files and directories without considering the previous contents of the destination directory. For example, if you transferred the directory *d* containing the files *a* and *b* to a machine that already had a file named *d/c*, the destination would contain *d/a*, *d/b*, and *d/c* after the `rsync`.

To make an exact replica of the source directory, you must delete files in the destination directory that do not exist in the source directory, such as *d/c* in this example. Use the `--delete` option to do that:

```
$ rsync -a --delete dir host:destination_dir
```

## WARNING

*This can be dangerous, because you should typically inspect the destination directory to see if there's anything that you'll inadvertently delete. Remember, if you're not certain about your transfer, use the `-n` option to perform a dry run so that you'll know exactly when `rsync` wants to delete a file.*

### 12.2.3 Using the Trailing Slash

Be particularly careful when specifying a directory as the source in an `rsync` command line. Consider the basic command that we've been working with so far:

```
$ rsync -a dir host:dest_dir
```

Upon completion, you'll have a directory `dir` inside `dest_dir` on `host`. **Figure 12-1** shows an example of how `rsync` normally handles a directory with files named `a` and `b`. However, adding a slash (`/`) significantly changes the behavior:

```
$ rsync -a dir/ host:dest_dir
```

Here, `rsync` copies everything *inside* `dir` to `dest_dir` on `host` without actually creating `dir` on the destination host. Therefore, you can think of a transfer of `dir/` as an operation similar to `cp dir/* dest_dir` on the local filesystem.

For example, say you have a directory `dir` containing the files `a` and `b` (`dir/a` and `dir/b`). You run the trailing-slash version of the command to transfer them to the `dest_dir` directory on `host`:

```
$ rsync -a dir/ host:dest_dir
```

When the transfer completes, `dest_dir` contains copies of `a` and `b` but *not* `dir`. If, however, you had omitted the trailing `/` on `dir`, `dest_dir` would have gotten a copy of `dir` with `a` and `b` inside. Then, as a result of the transfer, you'd have files and directories named `dest_dir/dir/a` and `dest_dir/dir/b` on the remote host. **Figure 12-2** illustrates how `rsync` handles the directory structure from **Figure 12-1** when using a trailing slash.

When transferring files and directories to a remote host, accidentally adding a `/` after a path would normally be nothing more than a nuisance; you could go to the remote `host`, add the `dir` directory, and put all of the transferred items back in `dir`. Unfortunately, you must be careful to avoid disaster when combining the trailing `/` with the `--delete` option, because you can easily remove unrelated files this way.

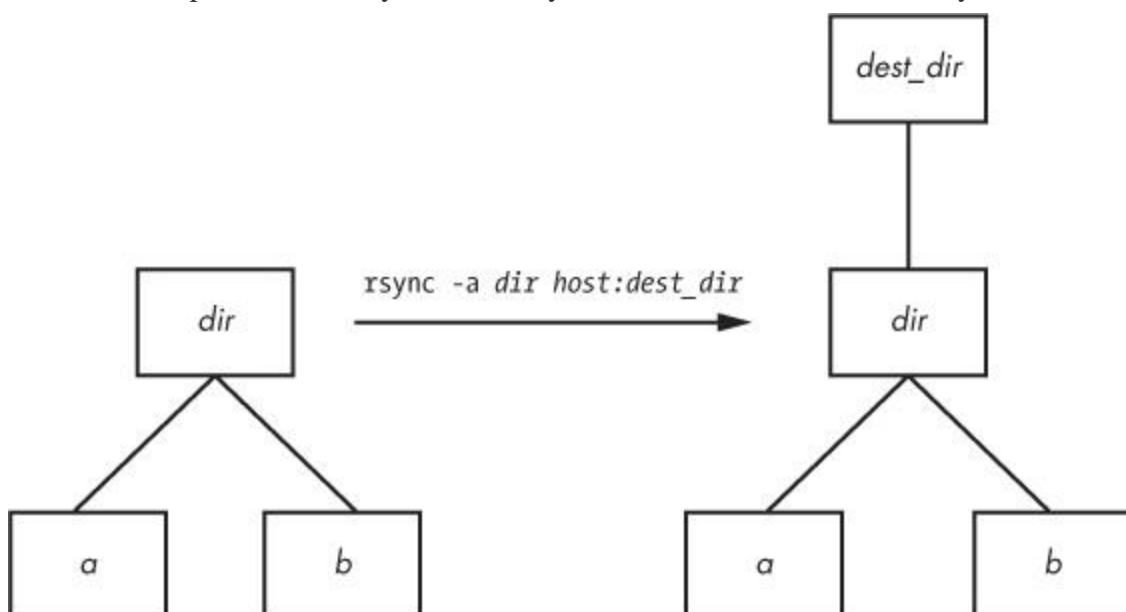


Figure 12-1. Normal `rsync` copy

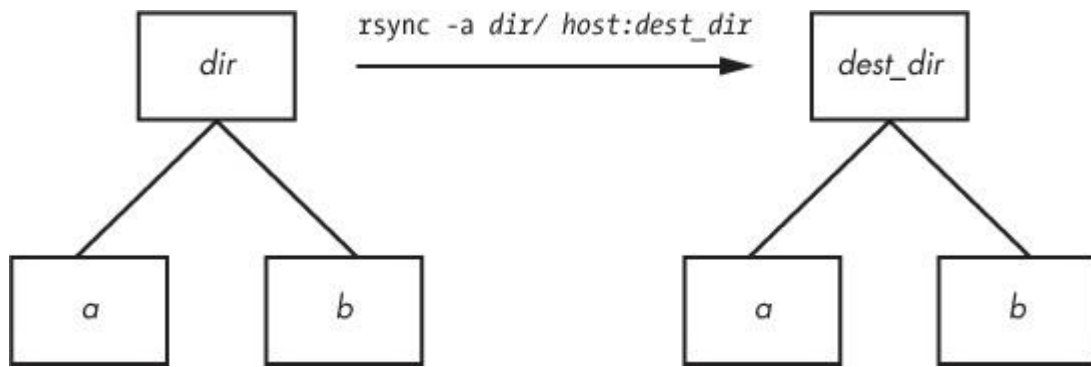


Figure 12-2. Effect of trailing slash in `rsync`

#### NOTE

Be wary of your shell's automatic filename completion feature. GNU `readline` and many other completion libraries tack trailing slashes onto completed directory names.

### 12.2.4 Excluding Files and Directories

One very important feature of `rsync` is its ability to exclude files and directories from a transfer operation. For example, say you'd like to transfer a local directory called *src* to *host*, but you want to exclude anything named *.git*. You can do it like this:

```
$ rsync -a --exclude=.git src host:
```

Note that this command excludes *all* files and directories named *.git* because `--exclude` takes a pattern, not an absolute filename. To exclude one specific item, specify an absolute path that starts with `/`, as shown here:

```
$ rsync -a --exclude=/src/.git src host:
```

#### NOTE

The first `/` in `/src/.git` in this command is not the root directory of your system but rather the base directory of the transfer.

Here are a few more tips on how to exclude patterns:

- You can have as many `--exclude` parameters as you like.
- If you use the same patterns repeatedly, place them in a plaintext file (one pattern per line) and use `--exclude-from=file`.
- To exclude directories named *item* but include files with this name, use a trailing slash: `--exclude=item/`.
- The exclude pattern is based on a full file or directory name component and may contain simple globs (wildcards). For example, `t*s` matches *this*, but it does not match *ethers*.
- If you exclude a directory or filename but find that your pattern is too restrictive, use `--include` to specifically include another file or directory.

### 12.2.5 Transfer Integrity, Safeguards, and Verbose Modes

To speed operation, `rsync` uses a quick check to determine whether any files on the transfer source are already on the destination. The quick check uses a combination of the file size and its last-modified date. The first time you transfer an entire directory hierarchy to a remote host, `rsync` sees that none of the files already exist at the destination, and it transfers everything. Testing your transfer with `rsync -n` verifies this for you.

After running `rsync` once, run it again using `rsync -v`. This time you should see that no files show up in

the transfer list because the file set exists on both ends, with the same modification dates.

When the files on the source side are not identical to the files on the destination side, `rsync` transfers the source files and overwrites any files that exist on the remote side. The default behavior may be inadequate, though, because you may need additional reassurance that files are indeed the same before skipping over them in transfers, or you may want to put in some extra safeguards. Here are some options that come in handy:

- **--checksum (abbreviation: -c)** Compute checksums (mostly unique signatures) of the files to see if they're the same. This consumes additional I/O and CPU resources during transfers, but if you're dealing with sensitive data or files that often have uniform sizes, this option is a must.
- **--ignore-existing** Doesn't clobber files already on the target side.
- **--backup (abbreviation: -b)** Doesn't clobber files already on the target but rather renames these existing files by adding a `~` suffix to their names before transferring the new files.
- **--suffix=s** Changes the suffix used with `--backup` from `~` to `s`.
- **--update (abbreviation: -u)** Doesn't clobber any file on the target that has a later date than the corresponding file on the source.

With no special options, `rsync` operates quietly, only producing output when there is a problem. However, you can use `rsync -v` for verbose mode or `rsync -vv` for even more details. (You can tack on as many `v` options as you like, but two is probably more than you need.) For a comprehensive summary after the transfer, use `rsync --stats`.

## 12.2.6 Compression

Many users like the `-z` option in conjunction with `-a` to compress the data before transmission:

```
$ rsync -az dir host:destination_dir
```

Compression can improve performance in certain situations, such as when uploading a large amount of data across a slow connection (like the slow upstream link on many DSL connections) or when the latency between the two hosts is high. However, across a fast local area network, the two endpoint machines can be constrained by the CPU time that it takes to compress and decompress data, so uncompressed transfer may be faster.

## 12.2.7 Limiting Bandwidth

It's easy to clog the uplink of Internet connections when uploading a large amount of data to a remote host. Even though you won't be using your (normally large) downlink capacity during such a transfer, your connection will still seem quite slow if you let `rsync` go as fast as it can, because outgoing TCP packets such as HTTP requests will have to compete with your transfers for bandwidth on your uplink.

To get around this, use `--bwlimit` to give your uplink a little breathing room. For example, to limit the bandwidth to 10,000 Kpbs you might do something like this:

```
$ rsync --bwlimit=10000 -a dir host:destination_dir
```

## 12.2.8 Transferring Files to Your Computer

The `rsync` command isn't just for copying files from your local machine to a remote host. You can also transfer files from a remote machine to your local host by placing the remote host and remote source path as the first argument on the command line. Therefore, to transfer `src_dir` on the host to `dest_dir` on the local host, run this command:

```
$ rsync -a host:src_dir dest_dir
```

## NOTE

*As mentioned before, you can use `rsync` to duplicate directories on your local machines if you omit `host`: entirely.*

### 12.2.9 Further `rsync` Topics

Whenever you need to copy numerous files, `rsync` should be one of the first utilities that comes to mind. Running `rsync` in batch mode is particularly useful, and you'll find a number of options to employ auxiliary files related to command options, logging, and transfer state. In particular, the state files make long transfers faster and easier to resume when interrupted.

You'll also find `rsync` useful for making backups. For example, you can attach Internet storage, such as Amazon's S3, to your Linux system and then use `rsync --delete` to periodically synchronize a filesystem with the network storage to create a very effective backup system.

There are many more command-line options than those described here. For a rough overview, run `rsync -help`. You'll find more detailed information in the `rsync(1)` manual page as well as at the `rsync` home page: <http://rsync.samba.org/>.

## 12.3 Introduction to File Sharing

Your Linux machine probably doesn't live alone on your network, and when you have multiple machines on a network, there's nearly always a reason to share files between them. For the remainder of this chapter, we'll primarily be concerned with file sharing between Windows and Mac OS X machines, because it's interesting to see how Linux adapts to completely foreign environments. For the purpose of sharing files between Linux machines, or for accessing files from a Network Area Storage (NAS) device, we'll briefly talk about using Network File System (NFS) as a client.

### 12.4 Sharing Files with Samba

If you have machines running Windows, you'll probably want to permit access to your Linux system's files and printers from those Windows machines using the standard Windows network protocol, Server Message Block (SMB). Mac OS X also supports SMB file sharing.

The standard file-sharing software suite for Unix is called Samba. Not only does Samba allow your network's Windows computers to get to your Linux system, but it works the other way around: You can print and access files on Windows servers from your Linux machine with the Samba client software.

To set up a Samba server, perform these steps:

1. Create an *smb.conf* file.
2. Add file-sharing sections to *smb.conf*.
3. Add printer-sharing sections to *smb.conf*.
4. Start the Samba daemons `nmbd` and `smbd`.

When you install Samba from a distribution package, your system should perform the steps listed above using some reasonable defaults for the server. However, it probably won't be able to determine which particular *shares* (resources) on your Linux machine you offer to clients.

## NOTE

*The discussion of Samba in this chapter is brief and limited to getting Windows machines on a single subnet to see a standalone Linux machine through the Windows Network Places browser. There are countless ways to configure Samba, because there are many possibilities for access*



control and network topology. For the gory details on how to configure a large-scale server, see *Using Samba, 3rd edition* (O'Reilly, 2007), a much more extensive guide, and visit the Samba website, <http://www.samba.org/>.

### 12.4.1 Configuring the Server

The central Samba configuration file is *smb.conf*, which most distributions place in an *etc* directory such as */etc/samba*. However, you may have to hunt around to find this file, as it may also be in a *lib* directory such as */usr/local/samba/lib*.

The *smb.conf* file is similar to the XDG style that you've seen elsewhere (such as the systemd configuration format) and breaks down into several sections denoted with square brackets (such as `[global]` and `[printers]`). The `[global]` section in *smb.conf* contains general options that apply to the entire server and all shares. These options primarily pertain to network configuration and access control. The sample `[global]` section below shows how to set the server name, description, and workgroup:

```
[global]

# server name

netbios name = name

# server description

server string = My server via Samba

# workgroup

workgroup = MYNETWORK
```

These parameters work like this:

- **netbios name** The server name. If you omit this parameter, Samba uses the Unix hostname.
- **server string** A short description of the server. The default is the Samba version number.
- **workgroup** The SMB workgroup name. If you're on a Windows domain, set this parameter to the name of your domain.

### 12.4.2 Server Access Control

You can add options to your *smb.conf* file to limit the machines and users that can access your Samba server. The following list includes many options that you can set in your `[global]` section and in the sections that control individual shares (as described later in the chapter):

- **interfaces** Set this to have Samba listen on the given networks or interfaces. For example:
  - `interfaces = 10.23.2.0/255.255.255.0`
  - `interfaces = eth0`
- **bind interfaces only** Set this to `yes` when using the `interfaces` parameter in order to limit access to machines that you can reach on those interfaces.
- **valid users** Set this to allow the given users access. For example:
  - `valid users = jruser, bill`
- **guest ok** Set this parameter to `true` to make a share available to anonymous users on the network.
- **guest only** Set this parameter to `true` to allow anonymous access only.



- **browseable** Set this to make shares viewable by network browsers. If you set this parameter to `no` for any shares, you'll still be able to access the shares on the Samba server, but you'll need to know their exact names in order to be able to access them.

### 12.4.3 Passwords

In general, you should only allow access to your Samba server with password authentication. Unfortunately, the basic password system on Unix is different than that on Windows, so unless you specify clear-text network passwords or authenticate passwords with a Windows server, you must set up an alternative password system. This section shows you how to set up an alternative password system using Samba's Trivial Database (TDB) backend, which is appropriate for small networks.

First, use these entries in your *smb.conf* [global] section to define the Samba password database characteristics:

```
# use the tdb for Samba to enable encrypted passwords
security = user
passdb backend = tdbsam
obey pam restrictions = yes
smb passwd file = /etc/samba/passwd_smb
```

These lines allow you to manipulate the Samba password database with the `smbpasswd` command. The `obey pam restrictions` parameter ensures that any user changing their password with the `smbpasswd` command must obey any rules that PAM enforces for normal password changes. For the `passdb backend` parameter, you can add an optional pathname for the TDB file after a colon; for example, `tdbsam:/etc/samba/private/passwd.tdb`.

#### NOTE

*If you have access to a Windows domain, you can set `security = domain` to make Samba use the domain's usernames and eliminate the need for a password database. However, in order for domain users to access the machine running Samba, each domain user must have a local account with the same username on the machine running Samba.*

### Adding and Deleting Users

The first thing you need to do in order to give a Windows user access to your Samba server is to add the user to the password database with the `smbpasswd -a` command:

```
# smbpasswd -a username
```

The *username* parameter to the `smbpasswd` command must be a valid username on your Linux system.

Like the regular system's `passwd` program, `smbpasswd` asks you to enter the new user's password twice. If the password passes any necessary security checks, `smbpasswd` confirms that it has created the new user.

To remove a user, use the `-x` option to `smbpasswd`:

```
# smbpasswd -x username
```

To temporarily deactivate a user instead, use the `-d` option; the `-e` option will reenable the user:

```
# smbpasswd -d username
```

```
# smbpasswd -e username
```

## Changing Passwords

You can change a Samba password as the superuser by using `smbpasswd` with no options or keywords other than the username:

```
# smbpasswd username
```

However, if the Samba server is running, any user can change their own Samba password by entering `smbpasswd` by itself on the command line.

Finally, here's one place in your configuration to beware of. If you see a line like this in your *smb.conf* file, be careful:

```
unix password sync = yes
```

This line causes `smbpasswd` to change a user's normal password *in addition* to the Samba password. The result can be very confusing, especially when a user changes their Samba password to something that's not their Linux password and discovers that they can no longer log in. Some distributions set this parameter by default in their Samba server packages!

### 12.4.4 Starting the Server

You may need to start your server if you didn't install Samba from a distribution package. To do so, run `nmbd` and `smbd` with the following arguments, where *smb\_config\_file* is the full path of your *smb.conf* file:

```
# nmbd -D -s smb_config_file
```

```
# smbd -D -s smb_config_file
```

The `nmbd` daemon is a NetBIOS name server, and `smbd` does the actual work of handling share requests. The `-D` option specifies daemon mode. If you alter the *smb.conf* file while `smbd` is running, you can notify the daemon of the changes with a HUP signal or use your distribution's service restart command (such as `systemctl` or `initctl`).

### 12.4.5 Diagnostics and Log Files

If something goes wrong when starting one of the Samba servers, an error message appears on the command line. However, runtime diagnostic messages go to the *log.nmbd* and *log.smbd* log files, which are usually in a */var/log* directory, such as */var/log/samba*. You'll also find other log files there, such as individual logs for each individual client.

### 12.4.6 Configuring a File Share

To export a directory to SMB clients (that is, to share a directory with a client), add a section like this to your *smb.conf* file, where *label* is what you would like to call the share and *path* is the full directory path:

```
[label]
path = path
comment = share description
guest ok = no
writable = yes
printable = no
```

These parameters are useful in directory shares:

- **guest ok** Allows guest access to the share. The `public` parameter is a synonym.

- **writable** A `yes` or `true` setting here marks the share as read-write. Do not allow guest access to a read-write share.
- **printable** Specifies a printing share. This parameter must be set to `no` or `false` for a directory share.
- **veto files** Prevents the export of any files that match the given patterns. You must enclose each pattern between forward slashes (so that it looks like `/pattern/`). This example bars object files, as well as any file or directory named *bin*:

```
veto files = /*.o/bin/
```

### 12.4.7 Home Directories

You can add a section called `[homes]` to your *smb.conf* file if you want to export home directories to users. The section should look like this:

```
[homes]

comment = home directories

browseable = no

writable = yes
```

By default, Samba reads the logged-in user's */etc/passwd* entry to determine their home directory for `[homes]`. However, if you don't want Samba to follow this behavior (that is, you want to keep the Windows home directories in a different place than the regular Linux home directories), you can use the `%S` substitution in a path parameter. For example, here's how you would switch a user's `[homes]` directory to */u/user* :

```
path = /u/%S
```

Samba substitutes the current username for the `%S` .

### 12.4.8 Sharing Printers

You can export all of your printers to Windows clients by adding a `[printers]` section to your *smb.conf* file. Here's how the section looks when you're using CUPS, the standard Unix printing system:

```
[printers]

comment = Printers

browseable = yes

printing = CUPS

path = cups

printable = yes

writable = no
```

To use the `printing = CUPS` parameter, your Samba installation must be configured and linked against the CUPS library.

#### NOTE

*Depending on your configuration, you may also want to allow guest access to your printers with the `guest ok = yes` option rather than give a Samba password or account to everyone who needs to access the printers. For example, it's easy to limit printer access to a single subnet with firewall rules.*

### 12.4.9 Using the Samba Client

The Samba client program `smbclient` can print to and access remote Windows shares. This program comes in handy when you are in an environment where you must interact with Windows servers that don't offer a Unix-friendly means of communication.

To get started with `smbclient` use the `-L` option to get a list of shares from a remote server named *SERVER*:

```
$ smbclient -L -U username SERVER
```

You do not need `-U username` if your Linux username is the same as your username on *SERVER*.

After running this command, `smbclient` asks for a password. To try to access a share as a guest, press `ENTER`; otherwise, enter your password on *SERVER*. Upon success, you should get a share list like this:

Sharename	Type	Comment
-----	----	-----
Software	Disk	Software distribution
Scratch	Disk	Scratch space
IPC\$	IPC	IPC Service
ADMIN\$	IPC	IPC Service
Printer1	Printer	Printer in room 231A
Printer2	Printer	Printer in basement

Use the `Type` field to help you make sense of each share and pay attention only to the `Disk` and `Printer` shares (the `IPC` shares are for remote management). This list has two disk shares and two printer shares. Use the name in the `Sharename` column to access each share.

### 12.4.10 Accessing Files as a Client

If you need only casual access to files in a disk share, use the following command. (Again, you can omit the `-U username` if your Linux username matches your username on the server.)

```
$ smbclient -U username '\\SERVER\sharename'
```

Upon success, you will get a prompt like this, indicating that you can now transfer files:

```
smb: \>
```

In this file transfer mode, `smbclient` is similar to the Unix `ftp`, and you can run these commands:

- **get file** Copies *file* from the remote server to the current local directory.
- **put file** Copies *file* from the local machine to the remote server.
- **cd dir** Changes the directory on the remote server to *dir*.
- **lcd localdir** Changes the current local directory to *localdir*.
- **pwd** Prints the current directory on the remote server, including the server and share names.
- **! command** Runs *command* on the local host. Two particularly handy commands are `!pwd` and `!ls` to determine directory and file status on the local side.
- **help** Shows a full list of commands.

## Using the CIFS Filesystem

If you need frequent, regular access to files on a Windows server, you can attach a share directly to your system with `mount`. The command syntax is shown below. Notice the use of `SERVER:sharename` rather than the normal `\\SERVER\sharename` format.

```
#      mount      -t      cifs      SERVER:sharename      mountpoint      -o
      user=username,pass=password
```

In order to use `mount` like this, you must have the Common Internet File System (CIFS) utilities available for Samba. Most distributions offer these as a separate package.

## 12.5 NFS Clients

The standard system for file sharing among Unix systems is NFS; there are many different versions of NFS for different scenarios. You can serve NFS over TCP and UDP, with a large number of authentication and encryption techniques. Because there are so many options, NFS can be a big topic, so we'll just stick to the basics of NFS clients.

To mount a remote directory on a server with NFS, use the same basic syntax as for mounting a CIFS directory:

```
# mount -t nfs server:directory mountpoint
```

Technically, you don't need the `-t nfs` option because `mount` should figure this out for you, but you may want to investigate the options in the `nfs(5)` manual page. (You'll find several different options for security using the `sec` option. Many administrators on small, closed networks use host-based access control. However, more sophisticated methods, such as Kerberos-based authentication, require additional configuration on other parts of your system.)

When you find that you're making greater use of filesystems over a network, set up the automounter so that your system will mount the filesystems only when you actually try to use them in order to prevent problems with dependencies on boot. The traditional automounting tool is called `automount`, with a newer version called `amd`, but much of this is now being supplanted by the `automount` unit type in `systemd`.

## 12.6 Further Network File Service Options and Limitations

Setting up an NFS server to share files to other Linux machines is more complicated than using a simple NFS client. You need to run the server daemons (`mountd` and `nfsd`) and set up the `/etc/exports` file to reflect the directories that you're sharing. However, we won't cover NFS servers primarily because shared storage over a network is often made much more convenient by simply purchasing an NAS device to handle it for you. Many of these devices are Linux based, so they'll naturally have NFS server support. Vendors add value to their NAS devices by offering their own administration tools to take the pain out of tedious tasks such as setting up RAID configurations and cloud backups.

Speaking of cloud backups, another network file service option is cloud storage. This can be handy when you need the extra storage that comes with automatic backups and you don't mind an extra hit on performance. It's especially useful when you don't need the service for a long time or don't need to access it very much. You can usually mount Internet storage much as you would NFS.

Although NFS and other file-sharing systems work well for casual use, don't expect great performance. Read-only access to larger files should work well, such as when you're streaming audio or video, because you're reading data in large, predictable chunks that don't require much back-and-forth communication between the file server and its client. As long as the network is fast enough and the client has enough memory, a server can supply data as needed.