

Change Runlevel on CentOS 7 / Red Hat 7

 putorius.net/2015/01/change-runlevel-on-centos-7-rhel-7.html

Runlevels are handled a little bit different in CentOS 7 and RHEL 7 (also recent versions of Fedora, etc..) since the move to systemd. We no longer have the `/etc/inittab` file to change our runlevels at boot, nor does the `init` command work like it did in `systemV`.

To check the current runlevel or target, you can still use the `runlevel` command as it was left intact for backward compatibility:

```
[root@centos7 ~]# runlevel
N 5
```

I prefer to use the new `systemd` commands as this allows me to get out of old habits, and get used to using `systemd`. So to check runlevel in `systemd`, we should use the `systemctl` command.

Any system using `systemd` now uses the `systemctl` command to set the "target" which we used to call the runlevel. In RHEL 7 / CentOS 7 instead of specifying runlevels, we specify targets as previously mentioned since they now use `systemd`.

To list all currently loaded targets we issue the following command:

```
[root@centos7 ~]# systemctl list-units -t target
UNIT                                LOAD    ACTIVE SUB    DESCRIPTION
basic.target                       loaded active active Basic System
cryptsetup.target                 loaded active active Encrypted Volumes
getty.target                      loaded active active Login Prompts
graphical.target                  loaded active active Graphical Interface
local-fs-pre.target               loaded active active Local File Systems (Pre)
local-fs.target                   loaded active active Local File Systems
multi-user.target                 loaded active active Multi-User System
network.target                    loaded active active Network
nfs.target                        loaded active active Network File System Server
paths.target                      loaded active active Paths
remote-fs.target                  loaded active active Remote File Systems
slices.target                     loaded active active Slices
sockets.target                   loaded active active Sockets
sound.target                      loaded active active Sound Card
spice-vdagentd.target             loaded active active Agent daemon for Spice guests
swap.target                       loaded active active Swap
sysinit.target                   loaded active active System Initialization
timers.target                     loaded active active Timers
```

LOAD = Reflects whether the unit definition was properly loaded.

ACTIVE = The high-level unit activation state, i.e. generalization of SUB.

SUB = The low-level unit activation state, values depend on unit type.

18 loaded units listed. Pass `--all` to see loaded but inactive units, too.

To show all installed unit files use `'systemctl list-unit-files'`.

Currently as displayed above, our system is running in runlevel 5, as we can see above, there are a couple of targets that tell us we are in runlevel 5. Namely:

```
graphical.target      loaded active active Graphical Interface
multi-user.target     loaded active active Multi-User System
```

We can view all available targets by issuing the following command:

```
[root@centos7 ~]# systemctl list-units -t target -a
UNIT                                LOAD    ACTIVE    SUB    DESCRIPTION
basic.target                       loaded active    active Basic System
cryptsetup.target                  loaded active    active Encrypted Volumes
dbus.target                        not-found inactive dead    dbus.target
emergency.target                   loaded inactive dead    Emergency Mode
final.target                       loaded inactive dead    Final Step
getty.target                       loaded active    active Login Prompts
graphical.target                   loaded active    active Graphical Interface
local-fs-pre.target                loaded active    active Local File Systems (Pre)
local-fs.target                    loaded active    active Local File Systems
multi-user.target                   loaded active    active Multi-User System
network-online.target              loaded inactive dead    Network is Online
network.target                     loaded active    active Network
nfs.target                         loaded active    active Network File System Server
nss-lookup.target                  loaded inactive dead    Host and Network Name Lookups
nss-user-lookup.target             loaded inactive dead    User and Group Name Lookups
paths.target                       loaded active    active Paths
remote-fs-pre.target               loaded inactive dead    Remote File Systems (Pre)
remote-fs.target                   loaded active    active Remote File Systems
rescue.target                      loaded inactive dead    Rescue Mode
shutdown.target                   loaded inactive dead    Shutdown
slices.target                      loaded active    active Slices
sockets.target                     loaded active    active Sockets
sound.target                       loaded active    active Sound Card
spice-vdagentd.target              loaded active    active Agent daemon for Spice guests
swap.target                        loaded active    active Swap
sysinit.target                     loaded active    active System Initialization
syslog.target                      not-found inactive dead    syslog.target
time-sync.target                   loaded inactive dead    System Time Synchronized
timers.target                      loaded active    active Timers
umount.target                      loaded inactive dead    Unmount All Filesystems
```

LOAD = Reflects whether the unit definition was properly loaded.

ACTIVE = The high-level unit activation state, i.e. generalization of SUB.

SUB = The low-level unit activation state, values depend on unit type.

30 loaded units listed.

To show all installed unit files use 'systemctl list-unit-files'.

We can drop down to runlevel 3 by isolating the multi-user.target, the following command will drop you right into runlevel 3, but if the system is rebooted, it will return to it's default target, in this case graphical.target or runlevel 5.

```
systemctl isolate multi-user.target
```

To switch to runlevel 3 permanently, even after a reboot, we have to change the default target. Here we change the default target to multi-user.target or runlevel 3. Systemd uses symlinks to point to the default target. First, we delete the current symlink (or default) then create a new one pointing default.target to multi-user.target.

```
rm /etc/systemd/system/default.target
```

```
ln -sf /lib/systemd/system/multi-user.target /etc/systemd/system/default.target
```

Now when we reboot, the system will boot into our new default target which is multi-user.target, or what we used to call runlevel 3.

Red Hat 7, and CentOS also offer symlinks named after the runlevels. They are located in /usr/lib/systemd/system. For example, if you wanted to set the default target to graphical (runlevel 5) you can do:

```
rm /etc/systemd/system/default.target
```

```
ln -sf /lib/systemd/system/runlevel5.target /etc/systemd/system/default.target
```

Here is a list of runlevel symlinks you can use:

```
[root@centos7 ~]# ls -l /usr/lib/systemd/system | grep runlevel
lrwxrwxrwx. 1 root root 15 Jan 19 23:50 runlevel0.target -> poweroff.target
lrwxrwxrwx. 1 root root 13 Jan 19 23:50 runlevel1.target -> rescue.target
drwxr-xr-x. 2 root root 4096 Jan 19 23:50 runlevel1.target.wants
lrwxrwxrwx. 1 root root 17 Jan 19 23:50 runlevel2.target -> multi-user.target
drwxr-xr-x. 2 root root 4096 Jan 19 23:50 runlevel2.target.wants
lrwxrwxrwx. 1 root root 17 Jan 19 23:50 runlevel3.target -> multi-user.target
drwxr-xr-x. 2 root root 4096 Jan 19 23:50 runlevel3.target.wants
lrwxrwxrwx. 1 root root 17 Jan 19 23:50 runlevel4.target -> multi-user.target
drwxr-xr-x. 2 root root 4096 Jan 19 23:50 runlevel4.target.wants
lrwxrwxrwx. 1 root root 16 Jan 19 23:50 runlevel5.target -> graphical.target
drwxr-xr-x. 2 root root 4096 Jan 19 23:50 runlevel5.target.wants
lrwxrwxrwx. 1 root root 13 Jan 19 23:50 runlevel6.target -> reboot.target
-rw-r--r--. 1 root root 761 Jun 10 2014 systemd-update-utmp-runlevel.service
```