# Installation guide

This document is a guide for installing <u>Arch Linux</u> using the live system booted from an installation medium made from an official installation image. The installation medium provides accessibility features which are described on the page <u>Install Arch Linux with accessibility options</u>. For alternative means of installation, see <u>Category:Installation process</u>.

Before installing, it would be advised to view the <u>FAQ</u>. For conventions used in this document, see <u>Help:Reading</u>. In particular, code examples may contain placeholders (formatted in italics) that must be replaced manually.

This guide is kept concise and you are advised to follow the instructions in the presented order per section. For more detailed instructions, see the respective **ArchWiki** articles or the various programs' **man pages**, both linked from this guide. For interactive help, the **IRC channel** and the **forums (https://bbs.archlinux.org/)** are also available.

Arch Linux should run on any x86\_64-compatible machine with a minimum of 512 MiB RAM, though more memory is needed to boot the live system for installation.[1] (https://lists.archlinux.org/archives/list/arch-releng@lists.archlinux.org/message/D5HSGOFTPGYI6IZUEB3ZNAX4D3F3ID37/) A basic installation should take less than 2 GiB of disk space. As the installation process needs to retrieve packages from a remote repository, this guide assumes a working internet connection is available.

#### 1 Pre-installation

# 1.1 Acquire an installation image

Visit the **Download (https://archlinux.org/download/)** page and, depending on how you want to boot, acquire the ISO file or a netboot image, and the respective **GnuPG** signature.

# 1.2 Verify signature

It is recommended to verify the image signature before use, especially when downloading from an *HTTP mirror*, where downloads are generally prone to be intercepted to **serve malicious images (https://www2.cs.arizona.edu/stork/packagemanagersecurity/attacks-on-package-managers.html)**.

On a system with <u>GnuPG</u> installed, do this by downloading the *ISO PGP signature* (<u>under Checksums in the page Download (https://archlinux.org/download/#checksums)</u>) to the ISO directory, and <u>verifying</u> it with:

\$ gpg --keyserver-options auto-key-retrieve --verify archlinux-version-x86 64.iso.sig

Alternatively, from an existing Arch Linux installation run:

\$ pacman-key -v archlinux-version-x86\_64.iso.sig

#### Note:

- The signature itself could be manipulated if it is downloaded from a mirror site, instead of from <a href="archlinux.org">archlinux.org</a> (https://archlinux.org/download/) as above. In this case, ensure that the public key, which is used to decode the signature, is signed by another, trustworthy key. The <a href="gpg">gpg</a> command will output the fingerprint of the public key.
- Another method to verify the authenticity of the signature is to ensure that the public key's fingerprint is identical to the key fingerprint of the <a href="Arch Linux developer (https://archlinux.org/people/developers/">Arch Linux developer (https://archlinux.org/people/developers/</a>) who signed the ISO-file. See <a href="Wikipedia:Public-key cryptography">Wikipedia:Public-key cryptography</a> for more information on the public-key process to authenticate keys.

# 1.3 Prepare an installation medium

The installation image can be supplied to the target machine via a <u>USB flash drive</u>, an <u>optical</u> <u>disc</u> or a network with <u>PXE</u>: follow the appropriate article to prepare yourself an installation medium from the chosen image.

#### 1.4 Boot the live environment

**Note:** Arch Linux installation images do not support Secure Boot. You will need to <u>disable</u>

<u>Secure Boot</u> to boot the installation medium. If desired, <u>Secure Boot</u> can be set up after completing the installation.

- 1. Point the current boot device to the one which has the Arch Linux installation medium. Typically it is achieved by pressing a key during the **POST** phase, as indicated on the splash screen. Refer to your motherboard's manual for details.
- 2. When the installation medium's boot loader menu appears, select *Arch Linux install medium* and press Enter to enter the installation environment.

#### Tip:

- The installation image uses <u>GRUB</u> for UEFI and <u>syslinux</u> for BIOS booting. Use respectively e or Tab to enter the <u>boot parameters</u>. See <u>README.bootparams</u> (<a href="https://gitlab.archlinux.org/archlinux/mkinitcpio/mkinitcpio-archiso/blob/master/docs/README.bootparams">https://gitlab.archlinux.org/archlinux/mkinitcpio/mkinitcpio-archiso/blob/master/docs/README.bootparams</a>) for a list.
- A common example of manually defined boot parameter would be the font size. For better readability on HiDPI screens—when they are not already recognized as such—using fbcon=font:TER16x32 can help. See HiDPI#Linux console (tty) for a detailed explanation.

3.

4. You will be logged in on the first <u>virtual console</u> as the root user, and presented with a **Zsh** shell prompt.

To switch to a different console—for example, to view this guide with Lynx (https://lynx.invisible-island.net/lynx\_help/Lynx\_users\_guide.html) alongside the installation—use the Alt+arrow shortcut. To edit configuration files, mcedit (1) (https://man.archlinux.org/

man/mcedit. 1), nano and vim are available. See pkglist.x86\_64.txt (https://geo.mirror.pkgbuild.com/iso/latest/arch/pkglist.x86\_64.txt) for a list of the packages included in the installation medium.

# 1.5 Set the console keyboard layout and font

The default **console keymap** is **US**. Available layouts can be listed with:

# localectl list-keymaps

To set the keyboard layout, pass its name to <u>loadkeys(1) (https://man.archlinux.org/man/loadkeys.1)</u>. For example, to set a **German** keyboard layout:

# loadkeys de-latin1

Console fonts are located in /usr/share/kbd/consolefonts/ and can likewise be set with <a href="mailto:setfont(8">setfont(8)</a> (https://man.archlinux.org/man/setfont.8) omitting the path and file extension. For example, to use one of the largest fonts suitable for HiDPI screens, run:

# setfont ter-132b

# 1.6 Verify the boot mode

To verify the boot mode, check the UEFI bitness:

# cat /sys/firmware/efi/fw\_platform\_size

If the command returns 64, then system is booted in UEFI mode and has a 64-bit x64 UEFI. If the command returns 32, then system is booted in UEFI mode and has a 32-bit IA32 UEFI; while this is supported, it will limit the boot loader choice to systemd-boot. If the file does not exist, the system may be booted in **BIOS** (or **CSM**) mode. If the system did not boot in the mode you desired (UEFI vs BIOS), refer to your motherboard's manual.

#### 1.7 Connect to the internet

To set up a network connection in the live environment, go through the following steps:

■ Ensure your <u>network interface</u> is listed and enabled, for example with <u>ip-link(8)</u> (ht tps://man.archlinux.org/man/ip-link.8):

# ip link

- For wireless and WWAN, make sure the card is not blocked with rfkill.
- Connect to the network:
  - Ethernet—plug in the cable.
  - Wi-Fi—authenticate to the wireless network using iwctl.
  - Mobile broadband modem—connect to the mobile network with the mmcli utility.

- Configure your network connection:
  - DHCP: dynamic IP address and DNS server assignment (provided by <u>systemd-networkd</u> and <u>systemd-resolved</u>) should work out of the box for Ethernet, WLAN, and WWAN network interfaces.
  - Static IP address: follow Network configuration#Static IP address.
- The connection may be verified with ping:

# ping archlinux.org

**Note:** In the installation image, **systemd-networkd**, **systemd-resolved**, **iwd** and **ModemManager** are preconfigured and enabled by default. That will not be the case for the installed system.

# 1.8 Update the system clock

In the live environment **systemd-timesyncd** is enabled by default and time will be synced automatically once a connection to the internet is established.

Use <u>timedatectl(1) (https://man.archlinux.org/man/timedatectl.1)</u> to ensure the system clock is accurate:

# timedatectl

#### 1.9 Partition the disks

When recognized by the live system, disks are assigned to a **block device** such as /dev/sda, /dev/nvme0n1 or /dev/mmcblk0. To identify these devices, use **lsblk** or *fdisk*.

# fdisk -1

Results ending in rom, loop or airootfs may be ignored. mmcblk\* devices ending in rpbm, boot0 and boot1 can be ignored.

Note: If the disk does not show up, make sure the disk controller is not in RAID mode.

**Tip:** Check that your NVMe drives and Advanced Format hard disk drives are using the **optimal logical sector size** before partitioning.

The following **partitions** are **required** for a chosen device:

- One partition for the **root directory** / .
- For booting in <u>UEFI</u> mode: an <u>EFI system partition</u>.

If you want to create any stacked block devices for <u>LVM</u>, <u>system encryption</u> or <u>RAID</u>, do it now.

Use a **partitioning tool** like **fdisk** to modify partition tables. For example:

 $\begin{tabular}{ll} \# \ fdisk \ /dev/the\_disk\_to\_be\_partitioned \\ \end{tabular}$ 

#### Note:

- If the disk from which you want to boot <u>already has an EFI system partition</u>, do not create another one, but use the existing partition instead.
- Swap space can be set on a swap file for file systems supporting it.

### 1.9.1 Example layouts

#### **UEFI** with **GPT**

Mount point	Partition	Partition type	Suggested size
/mnt/boot 1	/dev/efi_system_partition	EFI system partition	At least 300 MiB. If multiple kernels will be installed, then no less than 1 GiB.
[SWAP]	/dev/swap_partition	Linux swap	More than 512 MiB
/mnt	/dev/root_partition	Linux x86-64 root (/)	Remainder of the device. At least 23–32 GiB.

1. Other mount points, such as /mnt/efi, are possible, provided that the used boot loader is capable of loading the kernel and initramfs images from the root volume. See the warning in Arch boot process#Boot loader.

#### BIOS with MBR

Mount point	Partition	Partition type	Suggested size
[SWAP]	/dev/swap_partition	Linux swap	More than 512 MiB
/mnt	/dev/root_partition	Linux	Remainder of the device. At least 23–32 GiB.

See also Partitioning#Example layouts.

#### 1.10 Format the partitions

Once the partitions have been created, each newly created partition must be formatted with an appropriate **file system**. See **File systems#Create a file system** for details.

For example, to create an Ext4 file system on /dev/root partition, run:

# mkfs.ext4 /dev/root partition

If you created a partition for **swap**, initialize it with mkswap(8) (https://man.archlinux.org/man/mkswap.8):

# mkswap /dev/swap\_partition

**Note:** For stacked block devices replace /dev/\*\_partition with the appropriate block device path.

If you created an EFI system partition, format it to FAT32 using <a href="mailto:mkfs.fat(8)">mkfs.fat(8)</a> (https://man.archlinux.org/man/mkfs.fat.8).

**Warning:** Only format the EFI system partition if you created it during the partitioning step. If there already was an EFI system partition on disk beforehand, reformatting it can destroy the boot loaders of other installed operating systems.

# mkfs.fat -F 32 /dev/efi\_system\_partition

# 1.11 Mount the file systems

**Mount the root volume to** /mnt . For example, if the root volume is /dev/root\_partition:

# mount /dev/root\_partition /mnt

Create any remaining mount points (such as /mnt/boot) and mount the volumes in their corresponding hierarchical order.

**Tip:** Run mount (8) (https://man.archlinux.org/man/mount.8) with the —mkdir option to create the specified mount point. Alternatively, create it using mkdir(1) (https://man.archlinux.org/man/mkdir.1) beforehand.

For UEFI systems, mount the EFI system partition:

# mount --mkdir /dev/efi\_system\_partition /mnt/boot

If you created a <u>swap</u> volume, enable it with <u>swapon(8) (https://man.archlinux.org/man/s</u> wapon. 8):

# swapon /dev/swap\_partition

genfstab(8) (https://man.archlinux.org/man/genfstab.8) will later detect mounted file systems and swap space.

# **2** Installation

# 2.1 Select the mirrors

Packages to be installed must be downloaded from <u>mirror servers</u>, which are defined in /etc/pacman.d/mirrorlist. On the live system, after connecting to the internet, <u>reflector</u> updates the mirror list by choosing 20 most recently synchronized HTTPS mirrors and sorting them by download rate.

The higher a mirror is placed in the list, the more priority it is given when downloading a package. You may want to inspect the file to see if it is satisfactory. If it is not, **edit** the file accordingly, and move the geographically closest mirrors to the top of the list, although other criteria should be taken into account.

This file will later be copied to the new system by *pacstrap*, so it is worth getting right.

### **2.2** Install essential packages

**Note:** No software or configuration (except for /etc/pacman. d/mirrorlist) gets carried over from the live environment to the installed system.

Use the pacstrap(8) (https://man.archlinux.org/man/pacstrap.8) script to install the base (https://archlinux.org/packages/?name=base) package, Linux kernel and firmware for common hardware:

# pacstrap -K /mnt base linux linux-firmware

#### Tip:

- You can substitute <a href="linux">linux</a> (<a href="https://archlinux.org/packages/?name=linux">linux</a>) with a kernel package of your choice, or you could omit it entirely when installing in a container.
- You could omit the installation of the firmware package when installing in a virtual machine or container.

The <u>base (https://archlinux.org/packages/?name=base)</u> package does not include all tools from the live installation, so installing more packages may be necessary for a fully functional base system. To install other packages or package groups, append the names to the *pacstrap* command above (space separated) or use <u>pacman</u> to <u>install</u> them while <u>chrooted into the new system</u>. In particular, consider installing:

- userspace utilities for file systems that will be used on the system—for the purposes of e.g. file system creation and fsck,
- utilities for accessing and managing RAID or LVM if they will be used on the system,
- specific firmware for other devices not included in <u>linux-firmware</u> (https://archlinux.org/packages/?name=linux-firmware) (e.g. sof-firmware (https://archlinux.org/packages/?name=sof-firmware) for <u>onboard audio</u>, <u>linux-firmware-marvell</u> (https://archlinux.org/packages/?name=linux-firmware-marvell) for Marvell wireless and any of the multiple firmware packages for <u>Broadcom wireless</u>),
- software necessary for <u>networking</u> (e.g. <u>a network manager or a standalone DHCP client</u>, <u>authentication software</u> for Wi-Fi, <u>ModemManager</u> for mobile broadband connections),
- a text editor,
- packages for accessing documentation in man and info pages: man-db (https://archlinux.org/packages/?name=man-db), man-pages (https://archlinux.org/packages/?name=man-pages) and texinfo (https://archlinux.org/packages/?name=texinfo).

For comparison, packages available in the live system can be found in <a href="mailto:pkglist.x86\_64.txt">pkglist.x86\_64.txt</a> (https://geo.mirror.pkgbuild.com/iso/latest/arch/pkglist.x86\_64.txt).

# 3 Configure the system

#### *3.1* Fstab

Generate an **fstab** file (use -U or -L to define by **UUID** or labels, respectively):

# genfstab -U /mnt >> /mnt/etc/fstab

Check the resulting /mnt/etc/fstab file, and edit it in case of errors.

#### 3.2 Chroot

Change root into the new system:

# arch-chroot /mnt

#### *3.3* Time

Set the **time zone**:

# ln -sf /usr/share/zoneinfo/Region/City /etc/localtime

Run <a href="hwclock(8">hwclock(8)</a> (https://man.archlinux.org/man/hwclock.8) to generate /etc/adjtime

# hwclock --systohe

This command assumes the hardware clock is set to <u>UTC</u>. See <u>System time#Time standard</u> for details.

To prevent clock drift and ensure accurate time, set up <u>time synchronization</u> using a <u>Network</u> <u>Time Protocol</u> (NTP) client such as <u>systemd-timesyncd</u>.

#### 3.4 Localization

Edit /etc/locale.gen and uncomment en\_US.UTF-8 UTF-8 and other needed UTF-8 locales. Generate the locales by running:

# locale-gen

Create the locale.conf(5) (https://man.archlinux.org/man/locale.conf.5) file, and set the LANG variable accordingly:

/etc/locale.conf

LANG=en US. UTF-8

If you set the console keyboard layout, make the changes persistent in <a href="mailto:vconsole.conf">vconsole.conf</a> (https://man.archlinux.org/man/vconsole.conf</a>.

/etc/vconsole.conf

KEYMAP=de-latin1

# 3.5 Network configuration

**Create** the **hostname** file:

/etc/hostname

yourhostname

Complete the <u>network configuration</u> for the newly installed environment. That may include installing suitable <u>network management</u> software, configuring it if necessary and enabling its systemd unit so that it starts at boot.

#### 3.6 Initramfs

Creating a new *initramfs* is usually not required, because **mkinitcpio** was run on installation of the **kernel** package with *pacstrap*.

For LVM, system encryption or RAID, modify mkinitcpio. conf (5) (https://man.archlinux.org/man/mkinitcpio.conf. 5) and recreate the initramfs image:

# mkinitopio -P

# 3.7 Root password

Set the root **password**:

# passwd

#### 3.8 Boot loader

Choose and install a Linux-capable **boot loader**. If you have an Intel or AMD CPU, enable **microcode** updates in addition.

#### 4 Reboot

Exit the chroot environment by typing exit or pressing Ctrl+d.

Optionally manually unmount all the partitions with umount -R /mnt: this allows noticing any "busy" partitions, and finding the cause with <a href="mailto:fuser(1)">fuser(1)</a> (<a href="https://man.archlinux.org/man/fuser.1">https://man.archlinux.org/man/fuser.1</a>).

Finally, restart the machine by typing reboot : any partitions still mounted will be automatically unmounted by *systemd*. Remember to remove the installation medium and then login into the new system with the root account.

# **5** Post-installation

See <u>General recommendations</u> for system management directions and post-installation tutorials (like creating unprivileged user accounts, setting up a graphical user interface, sound or a touchpad).

For a list of applications that may be of interest, see **List of applications**.

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