

Tru64 UNIX

Installation Guide — Advanced Topics

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This book describes advanced installation topics for the Compaq Tru64™ UNIX® Version 5.0A operating system.

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About This Manual

This book describes advanced installation procedures for the Tru64 UNIX operating system. Topics include starting a Full or Update Installation from a RIS server, Installation Cloning, Configuration Cloning, disk space planning, and installing Worldwide Language Support (WLS) after a Full Installation.

Audience

This manual is intended for experienced installers who want to take advantage of the wide range of advanced installation features.

New and Changed Features

The following are new and changed installation features:

- The recommended partition table for a single disk installation is a 128 MB `a` partition for the `/` (root) file system, a 745 MB `g` partition for the `/usr` file system, and a 128 MB `b` partition for the swap area.
- Hardware product kits can be installed without the need to reinstall the operating system. Topics covered in *Chapter 5* include installing a hardware product kit to a running system, during a Full Installation, or during an Update Installation.
- The Full Installation process searches for a user-supplied file called `postreboot` immediately after the newly installed system reboots. User-supplied files that can be executed during Full, Update, or Cloned installations are documented in *Chapter 6*.
- Configuration Cloning clones the network, internet, printer, and mail configuration from an already-configured system to a newly installed system. This feature eliminates the need to configure the system as a separate task. *Chapter 8* describes how to prepare for and perform a Configuration Cloning.

Previous versions of this manual are available on the World Wide Web at the following location:

http://www.unix.digital.com/faqs/publications/pub_page/pubs_page.html

See the New and Changed features section of those versions to see the evolution of this manual.

Organization

This manual is organized as follows:

<i>Chapter 1</i>	Describes how to prepare for and invoke a Full or Update Installation from a Remote Installation Services (RIS) network server.
<i>Chapter 2</i>	Describes how to install the WLS software using the <code>winstall</code> script or <code>setld</code> utility after a Full Installation.
<i>Chapter 3</i>	Describes how to restore file systems, modify disk labels, and perform system maintenance in the UNIX shell environment.
<i>Chapter 4</i>	Describes the disk space planning process if you decide not to use the recommended disk partitions and you want to manually partition your disks.
<i>Chapter 5</i>	Describes how to install a hardware product kit during a Full Installation and onto a system already running the operating system. Also described are instructions for updating an existing hardware product kit during an Update Installation.
<i>Chapter 6</i>	Describes how user-defined files and configuration description files (CDFs) are used to customize and extend the installation process.
<i>Chapter 7</i>	Describes the Installation Cloning process and how to duplicate the installation from a model system to one or more target systems during a Full Installation.
<i>Chapter 8</i>	Describes the Configuration Cloning process and how to duplicate the configuration from an already configured model system to one or more target systems.
<i>Appendix A</i>	Lists and defines the attribute-value pairs in the installation configuration description file (CDF).
<i>Appendix B</i>	Provides samples of user-supplied scripts.

Related Documents

Icons on Tru64 UNIX Printed Books

The printed version of the Tru64 UNIX documentation uses letter icons on the spines of the books to help specific audiences quickly find the books that meet their needs. (You can order the printed documentation from Compaq.) The following list describes this convention:

- G Books for general users
- S Books for system and network administrators
- P Books for programmers
- D Books for device driver writers
- R Books for reference page users

Some books in the documentation help meet the needs of several audiences. For example, the information in some system books is also used by programmers. Keep this in mind when searching for information on specific topics.

The *Documentation Overview* provides information on all of the books in the Tru64 UNIX documentation set.

The following documents may be useful references when you are performing advanced installation tasks:

- The documentation for your hardware shows how to set up the processor and its additional devices and supplies valuable troubleshooting guidelines.
- Refer to *Network Administration* for information about network setup and network administration.
- Refer to *Sharing Software on a Local Area Network* for information about setting up Remote Installation Services (RIS) servers, creating and serving software environments, and registering client systems.
- Refer to *AdvFS Administration* for information about administering the Advanced File System (AdvFS).
- Refer to *System Administration* for information about administering and maintaining your system after an installation.
- Refer to *Logical Storage Manager* for information about configuring and administering the Logical Storage Manager (LSM).
- Refer to the *Documentation Overview* for information about all manuals in the documentation set.

Tru64 UNIX documentation is available on the World Wide Web at the following location:

http://www.unix.digital.com/faqs/publications/pub_page/pubs_page.html

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- The section numbers and page numbers of the information on which you are commenting.
- The version of Tru64 UNIX that you are using.
- If known, the type of processor that is running the Tru64 UNIX software.

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Conventions

<code>%</code>	
<code>\$</code>	A percent sign represents the C shell system prompt. A dollar sign represents the system prompt for the Bourne, Korn, and POSIX shells.
<code>#</code>	A number sign represents the superuser prompt.
<code>% cat</code>	Boldface type in interactive examples indicates typed user input.
<code>>>></code>	The console subsystem prompt is three right angle brackets.
<i>file</i>	Italic (slanted) type indicates variable values, placeholders, and function argument names.
<code>cat(1)</code>	A cross-reference to a reference page includes the appropriate section number in parentheses. For example, <code>cat(1)</code> indicates that you can find information on the <code>cat</code> command in Section 1 of the reference pages.
<code>Ctrl/x</code>	This symbol indicates that you hold down the first named key while pressing the key or mouse button that follows the slash. In examples, this key combination is enclosed in a box (for example, <code>Ctrl/C</code>).

1

Installing from a Remote Installation Services (RIS) Server

This chapter contains the following information:

- The prerequisites for installing from a RIS server
- A simple test to make sure the network is configured before you begin
- How to start an Update Installation from a RIS server
- How to start a Full Installation from a RIS server

Note

The DEC 2000, 7000, and 10000 series processors *do not* support network booting.

1.1 Prerequisites to Installing from a RIS Server

If your system is located within a networked environment, you may be able to install the operating system from a server on the network if the following items are in place:

- Your site has a system that has been configured to be a **Remote Installation Services** (RIS) server
- Your system is a registered client of a RIS server that is serving Version 5.0A of the operating system

Note to RIS Administrators

Incompatibilities among utilities used by the current version of the operating system and Version 3.0 of the operating system make it impossible to serve Version 5.0A (and later) to clients from a Version 3.0 RIS server. You must upgrade the RIS server to run a minimum revision of Version 4.0 to be able to serve Version 5.0A (and later) to clients.

Refer to *Sharing Software on a Local Area Network* if you are a network administrator and need more information about setting up a RIS server,

creating software environments to serve, and registering a client system to the right software environment.

1.2 Is Your System Connected to the Network?

If your system already is running a version of the operating system, ensure that your system can communicate with the RIS server by executing the `/sbin/ping` command to verify the network connection.

To test the network connection, enter the following command and replace `ris_server_name` with the name of your local RIS server:

```
# /sbin/ping -c2 ris_server_name
```

Successful output shows a 0 (zero) percent packet loss, which indicates that your system can communicate with the RIS server over the network. In Example 1–1, the RIS server name is `server1`.

Example 1–1: Output of the `/sbin/ping` Command

```
# ping -c2 server1
PING server1 (16.59.124.96): 56 data bytes
64 bytes from 16.59.124.96: icmp_seq=0 ttl=255 time=1 ms
64 bytes from 16.59.124.96: icmp_seq=1 ttl=255 time=0 ms

---server1 PING Statistics---
2 packets transmitted, 2 packets received, 0% packet loss
round-trip (ms)  min/avg/max = 0/0/1 ms
```

Your system is not able to communicate with the RIS server if you obtain the following results from the `/sbin/ping` command:

- Only the system name and IP address is displayed in the command output if the name server recognizes the system name but the network connection is not set up.
- The message `Unknown host` is displayed if your system does not recognize the RIS server name.

If you experience any of these results, ask your network administrator to troubleshoot the problem. The *Network Administration* guide contains extensive network troubleshooting information.

1.3 Starting an Update Installation from a RIS Server

Follow this procedure to start an Update Installation from a RIS server:

1. Ensure that your system meets the prerequisites to installing over the network as described in Section 1.1 and the system is configured on the network as described in Section 1.2. See your network administrator or *Sharing Software on a Local Area Network* if you encounter problems.

2. Complete all Update Installation prerequisite tasks that are described in the *Installation Guide*. These tasks include backing up your current operating system, reading the *Release Notes*, and updating system firmware.
3. As superuser or root, place the system in single-user mode by using the `shutdown` command.

- The following example shows how to switch to superuser and then shut down the system to single-user mode:

```
% su -
password:
# shutdown +10 Please log out
```

In the previous example, `+10` shuts down the system in ten minutes and sends the message `Please log out` to all logged in users.

After your system is in single-user mode, the screen looks similar to the following:

```
:
Halting processes ...

INIT: SINGLE-USER MODE
#
```

4. Mount the local file systems:

```
# /sbin/bcheckrc
```

The `bcheckrc` command invokes the `mount -a` command and mounts all file systems in the `/etc/fstab` file, not just the standard UNIX file systems (`/`, `usr`, and `var`). The `bcheckrc` command also runs the file system check command, `fsck`, on UNIX file systems (UFS) and starts the Logical Storage Manager (LSM) if necessary. If `fsck` finds a problem with the `/` (root) partition, the system shuts down and requires a reboot to fix the file system.

5. Delete the table of Internet addresses to ensure that the `routed` and `gated` daemons do not start up during the Update Installation:

```
# route flush
```

6. Enter the `/sbin/installupdate` command with the following syntax:

```
/sbin/installupdate [-u] [-nogui] { ris_server_name.}
```

The following describes each option:

- The optional `-u` flag runs the Update Installation without any user intervention. This option automatically removes blocking layered products, deletes obsolete files, and installs all kernel components thereby eliminating the need for you to respond to any questions during the update.

- The optional `-nogui` (no graphical user interface) flag invokes the text-based interface on systems with graphics capabilities.
- The RIS server name must be appended with a colon (:).

For example, to run `/sbin/installupdate` from a RIS server named `server1`, enter the following command:

```
# /sbin/installupdate server1:
```

As another example, to run `/sbin/installupdate` in unattended mode using the text-based interface from a RIS server named `server2`, enter the following command:

```
# /sbin/installupdate -u -nogui server2:
```

7. Follow the rest of the Update Installation procedure as described in the *Installation Guide*.

If you encounter trouble booting your system over the network, refer to the *Sharing Software on a Local Area Network* guide.

1.4 Starting a Full Installation from a RIS Server

Follow this procedure to boot your system over the network to start a Full Installation from a RIS server:

1. Ensure that your system meets the prerequisites to installing over the network as described in Section 1.1 and the system is configured on the network as described in Section 1.2. See your network administrator or *Sharing Software on a Local Area Network* if you encounter problems.
2. Complete all Full Installation prerequisite tasks that are described in the *Installation Guide*. These tasks are in a self-contained chapter and include backing up your current operating system, reading the *Release Notes*, and updating system firmware.
3. Bring your system down to console mode (the `>>>` prompt). Do one of the following depending upon the current state of your system:
 - If your system is up and already running a version of the operating system, shut down and halt the processor using a command similar to the following :

```
# shutdown -h +10 Please log out
```

In the previous example, the system is shut down and halted in 10 minutes and sends the message `Please log out to all logged in users`. Consult the *System Administration* guide or the `shutdown(8)` reference page if you need more information about shutting down a system to console mode.

- If the system is powered off, power up the processor. The console subsystem prints various start-up and diagnostic messages and ends with the console mode prompt (>>>). However, if your system is configured for automatic reboots, it will not stop at the console mode but will boot to multiuser mode. To bring the system to the console mode, use the `shutdown -h` command as shown in the previous bullet list item.
4. Certain processors require one or more console environment variables to be set in addition to the standard console variables that are set for all processors. Look for the corporate logo on the front panel of your hardware to determine what kind of processor you have. Then go to the *Full Installation Procedures* chapter in the *Installation Guide* to find out if your system requires special console variables to be set before the system is booted over the network. Then, continue with Step 5 in this procedure.
 5. Clear and reset the `boot_osflags` console variable:


```
>>> set boot_osflags ""
```
 6. To ensure that your system returns to the console mode in the event of a system crash or power failure during the installation, set the `auto_action` console variable:


```
>>> set auto_action halt1
```
 7. Determine the network adapter device name:

```
>>> show device
```

A device information table similar to the following is displayed:

dka400.4.0.6.0	DKA400	RRD43	2893
dva0.0.0.0.1	DVA0		
ewa0.0.0.13.0	EWA0	08-00-2B-3E-B6-C8	
pka0.7.0.6.0	PKA0	SCSI Bus ID	7

The network boot device is shown in the middle column next to the hardware Ethernet address in the third column. In this example, the hardware Ethernet address is 08-00-2B-3E-B6-C8, and the boot device is EWA0.

¹ Once the installation is complete, you may want to reset `auto_action` to `restart` to allow your system to reboot automatically after a power or processor failure.

8. Initialize the `bootp` boot request protocol using the following command syntax:

```
set network-device_protocols bootp
```

```
set network-device_inet_init bootp
```

The network boot device name is case insensitive and can be entered in lower case or upper case letters. Using the network adapter device name obtained in Step 7 as an example, enter the following `bootp` initialization commands:

```
>>> set ewa0_protocols bootp
>>> set ewa0_inet_init bootp
```

9. Before you boot the system in the next step, check Table 1–1 to make sure there are no special boot commands for your processor type.

Note

Every attempt was made to make the information in Table 1–1 complete and accurate for every supported system. However, it is recommended that you also check the hardware documentation for your processor to make sure it does not require any other console variables or boot flags to be set. Hardware documentation is customized for each system type, and it is the definitive source for required console variables and boot flags.

Table 1–1: Processor-Specific Network Boot Commands

Processor or Option	Boot Commands
DEC 3000	>>> <code>boot ez0</code>
DEC 4000	>>> <code>set eza0_protocols bootp</code> >>> <code>boot eza0</code>
AlphaStation 500, 600, 600A AlphaServer 800, 1000, 1000A Personal Workstation au Series Ultimate Workstation au Series Professional Workstation XP1000	>>> <code>boot -fl "" ewa</code>
AlphaServer 4000, 4100 Alphaserver 8200, 8400 ES40, GS60, and GS140 Servers	>>> <code>boot -fl "" ewa0</code>
Systems with FDDI devices	Refer to Section 1.4.1

10. Reset the boot file:

```
>>> set boot_file ""
```

11. Enter the boot command with the following syntax:

```
boot network-device
```

Using the information obtained in Step 7 as an example, the boot command is:

```
>>> boot ewa0
```

This completes booting the system over the network to invoke a Full Installation. The *Installation Guide* documents the remainder of the Full Installation.

If you encounter trouble booting your system over the network, refer to the *Sharing Software on a Local Area Network* guide.

1.4.1 Network Boot Option: Fiber Distributed Data Interface (FDDI)

Booting over an FDDI network interface is supported for DEFTA devices.

To boot from an FDDI network interface device, find the device names by entering the `show config` command when the system is at console level. For example, a DEFTA device appears as PMAF-FA when you use the `show config` command. Identify the slot number and enter the boot command as noted in Table 1-2.

Table 1-2 shows the required boot devices for booting over the network if your system uses FDDI. Follow the instructions in your hardware owner's guide to update the FDDI firmware before booting over the network.

Table 1-2: FDDI Boot Devices by Bus Type

Bus Type	Boot Device
EISA (Extended Integrated System Architecture)	<code>fra0^a</code>
PCI (Peripheral Component Interconnect)	<code>fwa0^a</code>
Turbochannel	<code>"#/ez0"^b</code>
XMI (Extended Memory Interface)	<code>fxa0^a</code>

^a Before you boot over the network, your system must be registered with the RIS server and you need to know the hardware address. To determine the hardware address, at the console mode prompt (`>>>`), enter the `show dev` command.

^b In the boot command, replace the number sign (#) with the slot number for your FDDI card; for example:

```
>>> boot 2/ez0
```

To determine the slot number, look at the slot where your FDDI card is installed and then find the number for that slot.

Before you boot over the network, your system must be registered with the RIS server and you will need to know your FDDI address. To determine your FDDI address, use the following command: `t tc# cnfg`

Replace the number sign (#) with the slot number of your FDDI card; for example:

```
>>> t tc2 cnfg
```

1.4.2 Troubleshooting Network Boot Failures

If your initial network boot fails, enter `init` at the console prompt and attempt to boot over the network again. If you encounter other problems during the remote server installation, refer to *Sharing Software on a Local Area Network*, which contains troubleshooting information for network boot failures.

1.4.3 Network Reboot Considerations for Systems with Graphics Devices on an ISA Bus

If your system does not reboot automatically after the software subsets are loaded, and your system has a graphics device on its ISA bus that requires a kernel device driver, you must modify the `isacfg` entry to match the kernel device driver before rebooting the system.

When you issue the following command, let the input line wrap; do *not* press the Return key in the middle of the line. The backslash character (`\`) represents line continuation; do not enter a backslash in the command line.

```
>>> isacfg -mod -slot slot_number -dev device_number \
      -handle vendor_handle -etyp 1 -enadev 1
```

In the previous example, replace `vendor_handle` with the handle supplied in the vendor's installation documentation.

If you performed a RIS installation from a RIS area that already has a kernel graphics device driver built into the generic kernel on the RIS server, and you already set the handle to the one specified in the vendor's installation documentation, you do not need to execute this command. If your system does not support the automatic reboot feature, the boot commands will be displayed on the screen.

Worldwide Language Support Installation Procedures

This chapter contains the following information:

- An overview of Worldwide Language Support (WLS)
- Preparing the system for a WLS installation
- Increasing available disk space for WLS software
- Using the `winstall` script to install WLS software subsets from CD-ROM
- Using the `setld` command to install WLS software subsets over the network from a RIS server
- Responding to prompts during the WLS installation procedure
- Invoking `/usr/sbin/wwconfig` to tailor the kernel to include Asian terminal options
- The backup files created by a worldwide installation
- Setting language-specific environment variables

2.1 Worldwide Language Support Overview

The WLS software subsets provide support for many languages and countries other than United States English, which is installed by default. Installing WLS software subsets enables software developers to develop internationalized software that can be used in different countries and lets users work in their native languages.

You can install software to support one or more languages during a Full Installation as documented in the *Installation Guide*. But, you also can add language support after the base operating system is installed by using the procedures described in this chapter.

WLS software is installed in the `/usr/i18n` directory, which can be created as its own file system or can be created as a symbolic link to another file system. If a `/usr/i18n` directory or file system does not already exist, you are prompted to create it if you use the `winstall` command to install WLS. The abbreviation for *internationalization* is **i18n**.

For more information about the terminals and printers supported for different languages, refer to the *Software Product Description (SPD)*. The SPD is on the CD-ROM labeled *Operating System Volume 1*, and various printable formats of the SPD are located in the `/DOCUMENTATION` directory.

2.2 Step 1: Preparing for a WLS Installation

Perform the following tasks before you start a WLS installation:

1. Read the preinstallation tasks section of the *Installation Guide*, which describes the general preparation you should do before any installation.
2. Make sure that the current version of the base operating system is already installed on your system.
3. Refer to the WLS software subset descriptions in the *Installation Guide* for any dependency WLS subsets may have on operating system software subsets. If a WLS subset depends on an operating system subset that is not installed on your system, use the `setld` command to install the operating system subset before beginning the WLS installation.
4. If you are installing the WLS software subsets from a RIS server, ensure that your system is registered as a client on the RIS server. The RIS area to which your system is registered must contain the WLS product.

If you are a network or RIS administrator and need more information about how to set up a RIS server and RIS client, refer to the guide to *Sharing Software on a Local Area Network*.

2.3 Optional Step: Increasing Available Disk Space for WLS Software

The WLS installation procedure loads most WLS files to the subdirectories under the `/usr/i18n` directory. If the `/usr/i18n` directory does not exist, the installation procedure creates it. During the software selection process, all WLS software subsets are considered during `/usr` file system size calculations. If the `/usr/i18n` directory exists, the installation procedure uses it.

If you find that there is insufficient disk space for the WLS software subsets, and you know that you have additional space on other disks or disk partitions on your system, follow the procedures to increase disk space shown in Section 2.3.1 or Section 2.3.2 depending upon the file system type.

2.3.1 Increasing Disk Space in UFS File Systems

Before beginning the installation procedure, follow these steps to increase disk space for the `/usr/i18n` directory in a the UNIX file system (UFS):

1. Log in as `root` or use the `su` command to become superuser.
2. Create the `/usr/i18n` directory if it does not exist:

```
# mkdir /usr/i18n
```

3. Add a line similar to the following to the `/etc/fstab` file so that the newly created directory is a mount point to a disk partition where there is additional space:

```
/dev/disk/dsk2c /usr/i18n ufs,rw 0 0
```

4. Mount the new mount point of `/usr/i18n`:

```
# mount -a
```

2.3.2 Increasing Disk Space in AdvFS File Systems

Before beginning the installation procedure, follow these steps to create an AdvFS file domain for the `/usr/i18n` directory:

1. Log in as `root` or use the `su` command to become superuser.
2. Create a `/usr/i18n` directory if it does not exist:

```
# mkdir /usr/i18n
```

3. Create an AdvFS domain using the following command syntax

```
mkfdmn /dev/disk/dsk<disk_number>c domain_name
```

For example, create the `i18n_domain` domain on `dsk2`:

```
# mkfdmn /dev/disk/dsk2c i18n_domain
```

4. Create an AdvFS fileset:

```
# mkfset i18n_domain i18n
```

5. Use a text editor of your choice to add the following line to the `/etc/fstab` file so that the newly created domain can be mounted:

```
i18n_domain#i18n /usr/i18n advfs rw, 0 0
```

6. Mount the new file domain:

```
# mount -t advfs i18n_domain#i18n /usr/i18n
```

2.4 Step 2: Starting a WLS Installation

Starting a WLS installation differs slightly depending upon the source of the distribution media:

- Go to Section 2.4.1 if you are using the CD-ROM labeled *Associated Products Volume 1*.
- Go to Section 2.4.2 if you are using a Remote Installation Services (RIS) server.

During the installation procedure, you are asked some questions about configuring the system. If you need help, enter a question mark (?) to display online help.

2.4.1 Installing from a CD-ROM

Use this procedure to invoke the `winstall` script from CD-ROM:

1. Load the *Associated Products Volume 1* CD-ROM into the CD-ROM drive.
2. Make a directory to be the mount point of the CD-ROM, and then mount the CD-ROM:

```
# mkdir /cdrom
# mount /dev/disk/cdrom0c /cdrom
# cd /cdrom/Worldwide_Language_Support/kit
```

In the previous example, `/dev/disk/cdrom0c` is the name of the CD-ROM device. If you do not know the device name of your CD-ROM device, enter the following command:

```
# ls /dev/disk/cdrom*c
```

3. Invoke the `winstall` script:

```
# ./winstall
```

Go to Section 2.5 to continue the WLS installation procedure.

2.4.2 Installing from a RIS Server

This section describes how to use the `setld` utility to install the WLS software subsets from a RIS server. If you want to use the `winstall` command instead, you use a Network File System (NFS) mount to mount the exported RIS area. You then can run `winstall` from the mounted RIS area (this procedure is not documented).

Use this procedure to start a WLS installation from a RIS server:

1. If the network is not configured on the system you want to install, use the Quick Setup application to set up basic networking services. Quick Setup is available from the System Setup application:

```
# /usr/sbin/checklist
```

2. Check with the RIS server administrator to make sure your system is registered as a client of the server that is serving the current version of the WLS software.
3. Start the WLS installation process:

```
# setld -l ris_server_name:
```

Replace *ris_server_name* with the name of your RIS server appended with a colon (:). Go to Section 2.5 to continue the WLS installation procedure.

2.5 Step 3: User Responses During the WLS Installation Process

The prompts displayed during the WLS installation apply to systems where all the prerequisite base operating system software subsets are installed. The installation screens are similar for installations regardless of whether you are using CD-ROM or RIS. However, if you used the `setld` utility to install from a RIS server, you do not have the option to create a symbolic link to another partition to hold the WLS software.

The `winstall` script calculates the disk space available in the `/usr/i18n` area and gives you the opportunity to choose how to create the `/usr/i18n` area. The amount of disk space required in `/usr/i18n` depends on the country or language you select. For example, installing support for the Japanese language requires more disk space (about 200 MB) than installing support for the Italian language (about 20 MB). Refer to the *Release Notes* for the disk space requirements for each language.

If you are installing from CD-ROM or ran the `winstall` command to install WLS from a RIS server, a message similar to the following is displayed:

```
Most of the subsets will be installed under the /usr/i18n directory.
Depending on the number of subsets you choose to install, you may
need more than 200 MB of free disk space for installation.
```

```
You have the following amount of free disk space
available in /usr:
```

```
$ df -k /usr/i18n
Filesystem      1024-blocks      Used  Available Capacity  Mounted on
usr_domain#usr      716800      238120      456512    35%    /usr
```

```
Two ways to set up the /usr/i18n directory :
```

- [1] Create the `/usr/i18n` directory
- [2] Set up a symbolic link to another partition that has enough free disk space for installation

```
Which way do you want ? [1] :
```

Do one of the following:

- Press Return or enter 1 to create the /usr/i18n directory. The following message is displayed:

```
Directory /usr/i18n has been created
```

- Enter 2 to create a symbolic link to another disk partition. The following message is displayed, and you specify the path of your choice:

```
You have chosen to make a symbolic link to another partition.
Please enter the installation path: /var/i18n
```

```
You have the following amount of free disk space available in
/usr/i18n :
```

```
$ df -k /usr/i18n
Filesystem      1024-blocks      Used  Available Capacity  Mounted on
usr_domain#usr    716800      238120    456512    35%  /usr
Do you want to continue this installation procedure? (y/n) [y]:y
```

The installation script lists the countries and languages that are available to install:

```
*****
*
* Tru64 UNIX WORLDWIDE LANGUAGE SUPPORT INSTALLATION PROCEDURE
*
*****
```

Please select the countries for which you want to install support subsets:

- | | |
|-----------------------------|-------------------------------|
| 1) Belgium (French) | 2) Canada (French) |
| 3) China (Hong Kong) | 4) China (Simplified Chinese) |
| 5) China (Taiwan) | 6) Czech Republic |
| 7) Euro (Latin-9 & Unicode) | 8) France |
| 9) Germany | 10) Greece |
| 11) Hungary | 12) Israel |
| 13) Italy | 14) Japan |
| 15) Korea | 16) Lithuania |
| 17) Poland | 18) Russia |
| 19) Slovakia | 20) Slovenia |
| 21) Spain (Catalan) | 22) Spain (Spanish) |
| 23) Sweden | 24) Switzerland (French) |
| 25) Switzerland (German) | 26) Thailand |
| 27) Turkey | |
| 28) All of the above | |
| 29) None of the above | |

Choices (for example, 1 2 3) :

If you enter more than one number at the prompt, separate each number with a space. After making your selections, a message similar to the following is displayed:

```
You are installing localized software for the following countries:
```

```
<list of countries>
```

```
Is this correct? [n]
```

To respond to the question:

- Enter **n** to display the software subset selection menu again to reselect countries.
- Enter **y** if you are satisfied with your selection.

Depending upon the countries you selected, the following questions may be asked:

- To install outline fonts:

```
Would you like to install outline fonts for printing
and display? [y] :
```

Enter **y** to install outline fonts for better printing and displays. Outline fonts consume a considerable amount of disk space.

- To install public domain source files:

```
Would you like to install program sources of the public domain
software packaged in the Worldwide Language Support kit? [n] :
```

Enter **y** to install program sources of the public domain software packaged in the worldwide language support software. The components NEMACS, MULE, and Wnn are sourced from public domain and are shipped with their source code because of GNU license guidelines. MULE is a multilingual enhancement of GNU Emacs and is based on GNU Emacs Version 19. Wnn is a public domain Japanese input method service provided for entering the Japanese language.

Section 2.5.1 describes the WLS software selection process; Section 2.5.2 describes the WLS software load process; and Section 2.5.3 describes the WLS software configuration process.

2.5.1 Selecting Worldwide Software Subsets

Next, a menu of available software subsets is displayed. The menu first shows a list of mandatory software subsets for the country or language you selected. These software subsets will be loaded automatically. The installation procedure then displays a list of optional software subsets that you can install depending on which countries you have selected. If you specify more than one number at the prompt, separate each number with a space or a comma. Separate a range of numbers with a hyphen (-).

The following example shows the optional software that is available when Japan is chosen. The software subset list is similar to the following:

```
*** Enter subset selections ***
```

```
The following subsets are mandatory and will be installed automatically
unless you choose to exit without installing any subsets:
```

- * Japanese Standard Kernel Modules
- * Japanese CDE Mail Interface
- * Japanese Base System
- * Japanese Base System Management Applications and Utilities

- * Japanese Graphical Base System Management Utilities
- * Japanese Graphical System Administration Utilities
- * Japanese Basic X Environment
- * Japanese CDE Desktop Environment
- * Japanese CDE Minimum Runtime Environment
- * Japanese DECwindows 100dpi Fonts
- * Japanese DECwindows 75dpi Fonts
- * Japanese DECwindows Fonts
- * Japanese Netscape Communicator V4.7

The subsets listed below are optional:

There may be more optional subsets than can be presented on a single screen. If this is the case, you can choose subsets screen by screen or all at once on the last screen. All of the choices you make will be collected for your confirmation before any subsets are installed.

- Japanese Support - General Applications :
 - 1) Additional Japanese Software

--- MORE TO FOLLOW ---

Enter your choices or press RETURN to display the next screen.

Estimated free disk space(MB) in root:53.1 usr:346.7

Choices (for example, 1 2 4-6):

- 2) Japanese DOS tools
- 3) Wnn Input Method
- Japanese Support - Reference Pages :
 - 4) Japanese Ref. Pages for Additional Software
 - 5) Japanese Reference Pages
 - 6) Japanese Windows Reference Pages
- Japanese Support - Software Development :
 - 7) Japanese CDE Software Development
 - 8) Japanese Ladebug Debugger Version 4.0
 - 9) Japanese Software Development
 - 10) Japanese Software Development Desktop Environment
 - 11) Japanese X Window Software Development
 - 12) Wnn Software Development
- Japanese Support - System Administration :
 - 13) Japanese Advanced File System Graphical User Interface
 - 14) Japanese Logical Storage Manager GUI
- Japanese Support - Windowing Environment :
 - 15) Japanese (SJIS) CDE Online Help
 - 16) Japanese CDE Online Help
 - 17) Japanese DECwindows Additional 100dpi Fonts
 - 18) Japanese DECwindows Additional 75dpi Fonts
- Japanese Support - Windows Applications :
 - 19) Japanese Additional DECwindows Applications
 - 20) Japanese CDE Additional Applications
- Worldwide Language Support - General Applications :
 - 21) Worldwide MULE
- Worldwide Language Support - Obsolete Components :
 - 22) Worldwide Obsolete Commands and Utilities

- Worldwide Language Support - Operating System :
 - 23) Worldwide European Unicode Locales
 - 24) Worldwide Phrase Input Support
 - 25) Worldwide User Defined Character Support
- Worldwide Language Support - Software Development :
 - 26) Worldwide SVE MNL5 Migration Tools
 - 27) Worldwide Software Development
 - 28) Worldwide X Window Software Development
- Worldwide Language Support - Windowing Environment :
 - 29) Worldwide Composite Unicode Fonts
 - 30) Worldwide DECwindows Additional Fonts
 - 31) Worldwide Two-Byte Outline Font Renderer
 - 32) Worldwide User Defined Character Workstation Service
 - 33) Worldwide X/Motif 1.1

--- MORE TO FOLLOW ---

Add to your choices or press RETURN to display the next screen.

Estimated free disk space(MB) in root:53.1 usr:337.0

Choices (for example, 1 2 4-6): 3

The following choices override your previous selections:

- 34) ALL mandatory and all optional subsets
- 35) MANDATORY subsets only
- 36) CANCEL selections and redisplay menus
- 37) EXIT without installing any subsets

Estimated free disk space(MB) in root:53.1 usr:337.0

Add to your choices, choose an overriding action or press RETURN to confirm previous selections.

Choices (for example, 1 2 4-6): 3

You have a chance to verify your choices as shown in the following example:

You are installing the following mandatory subsets:

- Japanese Standard Kernel Modules
- Japanese CDE Mail Interface
- Japanese Base System
- Japanese Base System Management Applications and Utilities
- Japanese Graphical Base System Management Utilities
- Japanese Graphical System Administration Utilities
- Japanese Basic X Environment
- Japanese CDE Desktop Environment
- Japanese CDE Minimum Runtime Environment
- Japanese DECwindows 100dpi Fonts
- Japanese DECwindows 75dpi Fonts
- Japanese DECwindows Fonts
- Japanese Netscape Communicator V4.7

You are installing the following optional subsets:

- Japanese Support - General Applications :
 - Wnn Input Method

```
Estimated free disk space(MB) in root:53.1 usr:337.0
```

```
Is this correct? (y/n): y
```

Enter n if you want to begin the software subset selection again. Enter y if the list is correct.

Section 2.5.2 describes the WLS software load process.

2.5.2 Loading Worldwide Software Subsets

The installation process checks to make sure there is enough disk space to load the selected subsets. A message similar to the following is displayed:

```
Checking file system space required to install selected subsets:  
Working...Wed Jan 13 13:50:50 EST 1999
```

```
File system space checked OK.
```

If there is not enough disk space to hold all the software subsets you selected, go back and select fewer optional software subsets.

Next, the installation process installs the software subsets on your system. Messages similar to the following are displayed:

```
14 subsets will be installed.
```

```
Loading subset 1 of 14 ...
```

```
Japanese Base System  
Copying from system9 (inet)  
Working...Fri Apr 28 13:49:58 EST 2000  
Verifying
```

```
Loading subset 2 of 14 ...
```

```
Wnn Input Method  
Copying from system9 (inet)  
Working...Fri Apr 28 13:50:30 EST 2000  
Verifying
```

```
Loading subset 3 of 14 ...
```

```
Japanese Basic X Environment  
Copying from system9 (inet)  
Verifying
```

```
⋮
```

```
Loading subset 12 of 14 ...
```

```
Japanese Base System Management Applications and Utilities  
Copying from system9 (inet)  
Verifying
```

```
Loading subset 13 of 14 ...
```

```
Japanese CDE Mail Interface  
Copying from system9 (inet)  
Verifying
```

```
Loading subset 14 of 14 ...
```

```
Japanese Standard Kernel Modules
  Copying from system9 (inet)
  Verifying

14 of 14 subsets installed successfully.
```

Section 2.5.3 describes the WLS software configuration process.

2.5.3 Configuring Worldwide Software Subsets

Subset configuration occurs next, which is the process of tailoring the operating system software for use. Review the screen output carefully; depending upon the software subsets you installed, you may be instructed to run setup scripts. If you performed the installation from CD-ROM, after the installation is complete, review the log file, `/var/adm/smlogs/wwinstall.log` file for a record of the installation. A log file is not created during RIS installations.

```
Configuring "Japanese Base System" (IOSJPBASE505)
Configuring "Wnn Input Method" (IOSJPWNN505)
Configuring "Japanese Basic X Environment" (IOSJPX11505)
:
Configuring "Japanese CDE Mail Interface" (IOSJPCDEMAIL505)
Configuring "Japanese Standard Kernel Modules" (IOSJPBIN505)
```

Section 2.5.4 describes the kernel build process.

2.5.4 Building the Kernel

If necessary, a kernel build begins automatically after software subset configuration.

Note

If you performed a dataless installation, the kernel build does not happen automatically. Follow the instructions in Section 2.6 to build the kernel.

The messages displayed by the kernel build are similar to the following. Please read this information carefully because it may require user action to restart the X Server to include the language option on the first login screen:

```
*****
*
*   Reconfiguring kernel to incorporate Asian/Thai tty drivers   *
*
*****

**** Adding Worldwide Support tty Features into Kernel Configuration File ****
Loading I18N tty kernel modules ... done
```

The installation software has completed the installation process.
The log file `/var/adm/smlogs/wwinstall.log` contains a record of
your installation.

Total installation time = 17 minutes 36 seconds.

You may want to invoke `/usr/sbin/i18nconfig` to do I18N configuration later on.

For terminal session that is not running on the X Server of the host
machine, please restart the X Server using the following command in
order for the new languages to show up in the language option menu of
the login screen.

```
# /sbin/init.d/xlogin restart
```

If your active terminal session is on the X Server that is being
restarted, you would have to issue the following command to stop the
X Server first.

```
# /sbin/init.d/xlogin stop
```

Then you should log into the console terminal and issue the following
command to start the X Server.

```
# /sbin/init.d/xlogin start
```

A reboot of the operating system will also achieve the same effect.

If the kernel build fails, check the log file at `/var/adm/smlogs/it.log` for
information to diagnose the problem.

2.6 Optional Step: Building an Asian Kernel After the Installation

If you installed support software subsets for Japan, China, Hong Kong, Korea, Taiwan, or Thailand, the worldwide installation process builds a kernel with all the installed Asian or Thai terminal supports. Afterwards, you reboot the system with the new kernel to enable Asian or Thai terminal support in the kernel.

If you want to enable or disable some of the Asian or Thai terminal supports from the kernel, Section 2.6.1 describes the procedure to rebuild an Asian kernel.

2.6.1 Reconfiguring the Kernel to Support the Asian Terminal Driver and Daemons

To reconfigure the kernel to support the Asian terminal driver and daemons, invoke the `wwconfig` script with the `-a` option:

```
# /usr/sbin/wwconfig -a
```

Refer to the `wwconfig(8)` reference page for more information.

If you installed `IOSWWBIN505` and installed at least one of the following subsets: `IOSWWUDCOS505` (on-demand font loading), `IOSWWPHRASE505`

(software input method), or IOSJPBASE505 (kana-kanji conversion), a UTX configuration selection table similar to the following is displayed. UTX is the mechanism to support communication between the Asian terminal driver and daemons.

```
*** UTX CONFIGURATION SELECTION ***
```

```
      Selection   Asian service Daemon
-----
      1          On Demand Font Loading (odld)
      2          Software Input Method  (simd)
      3          Kana-Kanji Conversion  (kkcd)
      4          All of the above
      5          None of the above
-----
```

Enter the selection number for each daemon you want.
For example, 1 2 :

After you make your selection, the daemons are displayed for your confirmation. If you choose 4 (All of the above), the following confirmation message is displayed:

You specified the following daemons:

```
      On Demand Font Loading (odld)
      Software Input Method  (simd)
      Kana-Kanji Conversion  (kkcd)
```

Is this correct? (y/n) [n]:

Enter y if the list includes the daemons you want to set up.

The installation procedure then asks how many UTX devices you want to create.

How many UTX devices do you want to create? [default: 32] :

The number you enter is saved in the `/var/i18n/sys/stanza.loadable` file. The actual creation of the UTX devices occurs when you reboot your system.

There is one `utxd` master daemon that uses one UTX device. Each invocation of one of the `odld`, `simd`, and `kkcd` daemons uses one UTX device. Each user who turns on `odld` on a database not already served by another `odld` starts a new `odld` process. Refer to the `stty(1)` and `cedit(1)` reference pages for more information. Each user session that has the Software Phrase Input Method turned on requires one `simd`. Each user who turns on Kana-Kanji Conversion on a database (refer to `stty(1)` for more information) not already served by another `kkcd` starts a new `kkcd` process. For example, a system needs 31 UTX devices to support all three services for each of 10 users.

If you installed the IOSZHBIG5505, IOSZHTELEX505, and IOSZHCONV505 software subsets, the following menu is displayed:

```
*** ADDITIONAL TERMINAL CODESETS SELECTION ***
```

Selection	Terminal Codeset
1	BIG-5
2	Telecode
3	Traditional & Simplified Chinese Conversion
4	All of the above
5	None of the above

Enter the selection number for each codeset you want.
For example, 1 2 :

Selecting a terminal codeset at this prompt means that you want to build support for that terminal codeset into the terminal driver. When codeset support is built into the terminal driver, users can select that codeset as their terminal code by using the `/usr/i18n/bin/stty` command.

Choose 3 if you want to support the proper codeset conversion when the terminal code is set to a Simplified Chinese codeset and the application code is set to a Traditional Chinese codeset. The reverse is also true.

If only two out of the three software subsets are installed, the selection menu is displayed but the missing component is not in the list.

If you installed just one of the software subsets, a question is asked instead. As shown in the following example, if you installed the IOSTHBIN505 software subset, the procedure asks if you want to add the Thai terminal driver to the kernel:

```
Do you want to install the Thai tty driver? (y/n) [y] :
```

The Thai terminal driver supports Thai terminal input/output (I/O). The other Asian languages are supported by the Asian terminal driver. If you have installed only the IOSTHBIN505 software subset and not the IOSWBBIN505 software subset, the previous question is the only question asked.

The installation procedure then asks if you want to rebuild the kernel.

If you wish, you may use an automated kernel build procedure by answering 'y' to the next question.

You will need about 10 MB available in the /sys file system for the kernel build. If you do not have this much space, do not choose an automated build.

You have the following amount of free disk space available:

```
df -k /sys
```

```
Filesystem  kbytes      used      avail capacity  Mounted on
/dev/disk/dsk3g  825507    670890    72066    90%    /ufs/dsk3g
Do you want this procedure to rebuild your kernel? (y/n):
```

If you enter `y`, the kernel build starts, and messages similar to the following are displayed:

```
Starting kernel rebuild...

*** KERNEL CONFIGURATION AND BUILD PROCEDURE ***

Saving /sys/conf/SYSTEM9 as /sys/conf/SYSTEM9.bck

Do you want to edit the configuration file? (y/n) [n]: n

*** PERFORMING KERNEL BUILD ***
    Working...Fri Apr 28 13:54:25 EST 2000
    Working...Fri Apr 28 13:56:25 EST 2000
    Working...Fri Apr 28 13:58:25 EST 2000

The new kernel is /sys/SYSTEM9/vmunix

Saving /vmunix as /vmunix.IOS505.3
Copying /sys/SYSTEM9/vmunix to /vmunix
```

In the previous example, `SYSTEM9` is the system name.

Note

You can invoke `wwconfig` with the `-s` flag to build a statically linked kernel. In that case, the output from the `wwconfig` command is different from what is shown in this section.

Whenever you want to enable or disable some of the terminal options, you must reconfigure and rebuild the kernel using the following command:

```
# /usr/sbin/wwconfig -a
```

2.7 Backup Files Created by the WLS Installation

During the installation of worldwide support software subsets, some backup files are created to save the contents of the original files that are replaced by the installation procedure. Table 2-1 lists the files replaced by the installation procedure.

The backup files have either the extension `.IOS505_sav.*` where the asterisk (*) is an integer, or have the extension `.IOS505_sav` (without the integer).

Table 2–1: Backup Files Created by WLS Installations

Files Saved with Extension	File Name
<file>.IOS505_sav.*	/vmunix
.<file>.IOS505_sav	/usr/bin/X11/dxkeycaps

Backup files with extension `IOS505_sav` are data or binary files that are not likely to be modified by the system manager. They are restored to the original files when worldwide support software subsets are removed.

Caution

Do not delete files with the `IOS505_sav` extension. If you delete these files, the corresponding data and binary files cannot be restored during the removal of WLS software.

Data files that might be modified by the system managers, depending on the system configuration, have the extension `.IOS505_sav.*` as their backup. You can delete files with the extension `.IOS505_sav.*` to save space. These files are not restored to the originals during subset removal.

2.8 Step 5: Setting Environment Variables

When one language (excluding Euro Latin-9 & Unicode) is installed from the WLS kit for the first time, the CDE desktop starts up in that language by default. However, if more than one language is selected for the first time, the CDE desktop remains in English. If the CDE desktop has been switched to another language, installing more languages at a later time will not affect the default CDE language.

You can reset the default CDE language to English by using the following command:

```
# rm -f /etc/dt/config/Xconfig
```

If you installed support for more than one language, you set the locale by defining the `LANG` or `LC_ALL` environment variables.

To set the language for the common desktop environment (CDE) from the CDE login window each time you log in, click on `Options`, click on `Language`, and select the language you want to run.

Refer to the `locale(1)`, `i18n_intro(5)`, `l10n_intro(5)`, and to the reference pages for individual languages (such as `spanish(5)`, `italian(5)`, `japanese(5)`, `hebrew(5)` and so on) for more information about working in an internationalized environment.

The UNIX Shell

This chapter contains the following information:

- Working with the UNIX shell in the Full Installation environment
- How to invoke the UNIX shell from the Full Installation
- Samples of the types of tasks that can be performed from the UNIX shell environment
- How to use the UNIX shell to:
 - Create swap space
 - Mount file systems
 - Restore UNIX file systems (UFS) or Advanced File Systems (AdvFS) from tape backups
 - Restore the system image from a damaged disk to a new disk and assign the old device name to the new device
 - Change the size of a disk partition using the `disklabel` command
- Returning to the Full Installation procedure from the UNIX shell environment

3.1 What Is the UNIX Shell?

The UNIX shell option is a way to access standard UNIX commands during a Full Installation. The primary purpose of the UNIX shell option is to provide a way to perform disk and file system maintenance before or during a Full Installation. The UNIX shell provides a way to access all UNIX commands that help you recover from serious problems such as / (root) file system corruption and enables you to perform general file system and disk maintenance tasks. It is usually not necessary to access the UNIX shell during an installation, but the option to do so is offered just in case you need it.

The base operating system distribution media (CD-ROM or RIS) contains file systems that are laid out just as the software would be installed on the system and provides direct access to the /, /usr, and /var directories. The distribution media contains a mixture of compressed and uncompressed software subsets. This format makes all commands and utilities in the uncompressed software subsets available in the UNIX shell even if

your operating system is not yet fully functional. In effect, the mounted installation media is almost a full operating system environment. The UNIX shell option enables you to use the installation media as a tool for disaster recovery.

You should perform system management activities in the UNIX shell only if you have previous UNIX operating system experience.

3.2 Invoking the UNIX Shell

How you invoke the UNIX shell from the installation procedure depends upon whether you are using the graphical or text-based interface. When you invoke the UNIX shell option, the system is in a Bourne shell in single-user mode with superuser privileges. Refer to the *Command and Shell User's Guide* for more information about shells and privileges.

After you boot your system from the distribution media to start a Full Installation, you will see an `Installation` window on systems capable of graphical display. To invoke the UNIX shell, select the `Shell` Window menu item from the `File` menu at the top of the dialog box.

On systems that do not have graphics capabilities, there are two ways to invoke the UNIX shell from the text-based Full Installation interface. The first is to choose menu option 3 from the first screen of the text-based interface. The second method is to press `Ctrl/c` (at any time except during software subset loading).

Note

Any installation selections you have made before invoking the UNIX shell from the text-based interface are lost. Follow this procedure to restart the text-based installation and start the selection process again:

```
# cd /  
# restart
```

3.3 UNIX Shell Capabilities

Using the UNIX shell in the installation environment provides most of the capabilities of a full operating system environment. The difference between using the UNIX shell in the installation environment and a normal operating system environment is that it works without a swap device and with very limited capacity within the memory file systems (MFS) that are available during a Full Installation. These two factors mean that tasks requiring large amounts of memory that create the need to swap, or tasks

requiring large amounts of disk space (such as `/tmp` space), are likely to encounter failures in the installation environment.

Note

The `/` (root) file system is located on the CD-ROM or the RIS server, and after the installation distribution media is booted, it is mounted with read-only permissions. The memory file systems (MFS) at `/var`, `/dev`, and `/devices` are mounted with read-write permissions. Any changes you make to files in `/var`, `/dev`, and `/devices` are volatile and will not be saved when you halt the installation and return to the console prompt (`>>>`).

Here is a sample of the types of tasks you can perform from the UNIX shell; some of these tasks are documented in this chapter:

- Create new file systems with the `newfs` command for UNIX File Systems (UFS) or with the `mkfdmn` and `mkfset` commands for Advanced File Systems (AdvFS).
- Restore file systems with the `restore` command (for UFS) or the `vrestore` command (for AdvFS).
- Modify disk partition tables with the `disklabel` command on systems that do not have graphics capabilities. Otherwise, use the graphical Disk Configuration Utility, which is accessed either by clicking on the `Edit Partitions...` button on the File System Layout window, or by invoking the `/usr/sbin/diskconfig` utility at the shell prompt.
- Mount disks and file systems with the `mount` command.
- Fix UFS file systems with the `fsck` command. The `fsck` command is not required for AdvFS file systems.
- View a file with the `ed` text editor. By default, the `EDITOR` environment variable is set to `ed`. To enable the `vi` text editor:
 - On older systems with console firmware that supports curses capability:

```
# TERM=vt1001
# export TERM
```
 - On newer systems with personal computer-like graphics:

```
# TERM=pccons
# export TERM
```

¹ Substitute `vt100` if you have a different video terminal type, for instance `vt302`.

3.4 Creating Swap Space

If you need to perform a task that requires swap space, you can turn swapping on in the UNIX shell. The only suggestion for turning on swap space in the UNIX shell environment is that you should not use a partition that contains data you want to preserve because it will be overwritten. To avoid this problem, use a disk partition that previously has been used for swap space.

Follow this procedure to turn on swapping in the UNIX shell:

1. Decide which device (that is, the device name and partition) you want to use for the swap area. Be careful not to choose an area that has data that you want to preserve.

Note

A disk partition that previously was used for swap space will be labeled as `swap` in the `disklabel` and can be used without harm.

2. Change to the `/dev/disk` directory:

```
# cd /dev/disk
```

3. Turn the swap device on. In this example, the swap device is `dsk0b`:

```
# swapon dsk0b
```

4. Verify that the swap device is turned on:

```
# swapon -s
```

Note

The `restart` command, which is used to restart the installation from the UNIX shell, is no longer available after swap space has been enabled. To restart the installation, halt the system and reboot from the distribution media.

3.5 Mounting File Systems

The UNIX shell can be used to perform maintenance operations on existing file systems. For instance, if the kernel (the file called `vmunix`) in your `/` (root) file system becomes damaged and you have a good backup copy of the kernel, you can mount your `/` file system and replace the damaged kernel. If you are using LSM volumes for the `/` file system, refer to *Installation Guide* for information about how to restart LSM.

Follow this procedure to mount an existing root file system located on `/dev/disk/dsk0a` to another mount point

1. Create a mount point in `/var`:

```
# mkdir /var/mnt
```

2. Mount the file system:

- a. For UNIX file systems (UFS), enter:

```
# fsck -y /dev/disk/dsk0a
# mount /dev/disk/dsk0a /var/mnt
```

- b. For Advanced File Systems (AdvFS), enter:

```
# mkdir -p /etc/fdmns/root_domain
# cd /etc/fdmns/root_domain
# ln -s /dev/disk/dsk0a dsk0a
# mount root_domain#root /var/mnt
```

The existing `/` file system is accessible at `/var/mnt` and can be modified at this point.

3.6 Restoring File Systems from Backup

The UNIX shell is ideal for restoring damaged `/` (root) file systems, but you can use the UNIX shell to restore file systems other than the `/` file system.

It is recommended to restore file systems from a full operating system environment. If such an environment is unavailable due to the need to restore either `/var` or `/usr`, boot your system to single-user mode by using your existing or restored `/` file system to provide more writable disk space than is available in the installation environment. Swap space can be made available in the UNIX shell as shown in the instructions in Section 3.4.

Section 3.6.1 describes how to restore UFS file systems, and Section 3.6.2 describes how to restore AdvFS file systems. Both sets of procedures assume that you are restoring the file system to the same disk.

3.6.1 Restoring UNIX File Systems (UFS) from Tape Backup

Use the following procedure to restore a UNIX file system to the same disk on which it originally resided. The size of the partition you are restoring must be larger than the size of the dump file.

Note

The `disklabel` command used in the following procedure writes the default disk partition tables to the disk. Writing a label with customized partition table settings may affect the entire disk. If

the disk you are restoring has customized partition table settings, use the instructions shown in Section 3.8 to recreate them. Refer to *System Administration* or to the `disklabel(8)` reference page for more information.

1. Read the disk label on the affected disk:

```
disklabel -r disk
```

2. If the disk has a disk label, proceed to Step 3 to erase it. If the disk does not have a disk label, proceed to Step 4 to create one.

3. Zero out the disk label:

```
# disklabel -z dsk0
```

4. Create a new disk partition table with an a partition of at least 128 MB to hold the root file system. Follow the procedures in Section 3.8, and then continue with Step 5.

5. Create a new / file system by using the following command syntax:

```
newfs raw_device disk_type
```

The *raw_device* parameter specifies the full raw device pathname of the disk device on your system. The / file system must reside on the a partition. So, to create a new file system on an RZ26L disk on partition a, enter the following command:

```
# newfs /dev/rdisk/dsk0a rz26l
```

6. To prepare to mount the file system, create a mount point in /var:

```
# mkdir /var/mnt
```

Create mount points under the /var or /tmp directories because these are the only directories that are writable from the UNIX shell.

7. Mount the file system by using the following command syntax:

```
mount block_device /var/mnt
```

The *block_device* parameter specifies the full block device pathname of the disk device. For example, to mount the file system created in the previous step, enter the following command:

```
# mount /dev/disk/dsk0a /var/mnt
```

8. Verify that the tape device is powered up and is connected to the system.

Note

If the tape device was not powered up when the system initialized, it may not be visible to the system. In that case,

shut down the system, power up the tape device, and reboot the system.

9. Determine whether or not a tape device special file exists. Use the following command to obtain information about all devices on the system:

```
# hwmgr -view device
```

If the output from this command does not indicate the presence of a device similar to `/dev/tape/tape0_d0`, create the tape device special file as described in Step 10. Otherwise, skip to Step 11.

10. Create a device special file for the tape device:

```
# /sbin/dn_setup -install_tape
```

Messages such as `+tape0` list the device names that are created during this operation. The plus sign indicates that the device is being added. When all tape device special files are created, proceed to Step 11 to continue with the recovery of the damaged / file system.

11. Restore the file system. If you are restoring dump files from a local file system, change to the `/var/mnt` directory, insert the medium containing the dump file, and enter the `restore` command with the following command syntax:

```
restore -Yrf dumpfile
```

The *dumpfile* parameter specifies the pathname of the file containing the dump data. For a tape, enter the following commands:

```
# cd /var/mnt
# restore -Yrf /dev/tape/tape_device
```

3.6.2 Restoring Advanced File Systems (AdvFS) from Tape Backup

Use the following procedure to restore an AdvFS file system to the same disk on which it originally resided.

Note

The `disklabel` command used in this procedure writes the default disk partition tables to the disk. Writing a label with customized partition table settings may affect the entire disk. If the disk you are restoring has customized partition table settings, use the instructions shown in Section 3.8 to recreate them. Refer

to *System Administration* or to the `disklabel(8)` reference page for more information.

1. If the disk does not have a label, which could occur if the disk was physically damaged or replaced, write the default disk partition tables and bootstrap programs. The disk partitions and bootstrap programs should be operational. To determine if the disk has a valid label, use the `disklabel` command with the following syntax:

```
disklabel -r disk
```

2. If the disk has a disk label, proceed to Step 3 to erase it. If the disk does not have a disk label, proceed to Step 4 to create one.
3. If the disk has a disk label, zero out the disk label:

```
# disklabel -z dsk0
```

Proceed to Step 4.

4. Create a new disk partition table with an a partition of at least 128 MB to hold the root file system. Follow the procedures in Section 3.8, and then continue with Step 5.
5. Create a new / (root) file domain by using the following command syntax:

```
mkfdmn -r raw_disk domain
```

The `raw_device` parameter specifies the full raw device pathname of the disk device on your system. For example, to create a new file system on an RZ26L partition `a`, enter the following command:

```
# mkfdmn -r /dev/rdisk/dsk0a root_domain
```

6. Create a `root` fileset in the `root_domain` file by using the following command:

```
# mkfset domain fileset
```

The `domain` parameter specifies the name of the domain in which to create the fileset. For example:

```
# mkfset root_domain root
```

7. To prepare to mount the fileset, create a mount point in `/var` or `/tmp`:

```
# mkdir /var/mnt
```

It is recommended that you create mount points under the `/var` or `/tmp` directories because these are the only directories that are writable from the UNIX shell.

8. Mount the `root` fileset by using the following command syntax:

```
mount domain#fileset mount_point
```


The `domain#fileset` parameter specifies the `root` file domain and the `root` fileset. For example, to mount the fileset created in the previous steps, enter the following command:

```
# mount root_domain#root /var/mnt
```

9. Verify that the tape device is powered up and is connected to the system.

Note

If the tape device was not powered up when the system initialized, it may not be visible to the system. In that case, shut down the system, power up the tape device, and reboot the system.

10. Determine whether or not a tape device special file exists. Use the following command to obtain information about all devices on the system:

```
# hwmgr -view device
```

If the output from this command does not indicate the presence of a device similar to `/dev/tape/tape0_d0`, create the tape device special file as described in Step 11. Otherwise, skip to Step 12.

11. Create a device special file for the tape device:

```
# /sbin/dn_setup -install_tape
```

Messages such as `+tape0` list the device names that are created during this operation. The plus sign indicates that the device is being added. When all tape device special files are created, proceed to Step 12 to continue with the recovery of the damaged / file system.

12. Restore the fileset using the `vrestore` command. To restore files from a local file system, change to the `/var/mnt` directory, insert the medium containing the dump file, and enter the `vrestore` command using the following syntax:

```
vrestore -vxf dumpfile
```

The `dumpfile` parameter specifies the pathname of the file containing the dump data. Enter the following commands for a tape:

```
# cd /var/mnt
# vrestore -vxf /dev/tape/tape_device
```

Note

You can restore a UFS format dump tape to AdvFS (for instance if you are converting a UFS / file system to AdvFS) and you can make a `vdump` tape on UFS. The

restore command you use depends on the format of the tape (dump or vdump). Use `vrestore` to restore AdvFS dumps performed with the `vdump` command and `restore` to restore UFS dumps performed with the `dump` command. The corresponding restore command is used regardless of the target file system type.

13. Verify the `/etc/fstab` and `/etc/fdmns` directories. The `mkfdmn` command added `/etc/fdmns/root_domain` to the temporary / file system in the UNIX shell, which is deleted when you reboot the system.

You can use the UNIX shell to restore other file systems, but it is recommended that you perform file system restores from a full operating system environment. If such an environment is unavailable due to the need to restore either `/var` or `/usr`, you should boot your system to single-user mode by using your existing or restored / file system. In the single-user mode, more disk space is available, and swap space can be made available by issuing the following command:

```
# swapon -a
```

3.7 Restoring the Root File System Image from a Damaged Disk to a New Disk

This procedure describes how to restore a saved root file system image from a bad or damaged disk to a new disk and rename the new disk with the old system disk name.

The process of introducing a new system disk is more complicated than just updating the `/etc/fstab` file because the installation kernel may assign a different device name to the devices on the system than the ones that were assigned on the saved system image. As a result, the restored system image will disagree with the kernel used to restore the image, and you cannot assume that it is possible to determine what the mapping is between them.

Note

The following procedure assumes you have restored the system image to a new disk as described in Section 3.6 .

1. Halt the system:

```
# shutdown -h now
```

2. Determine the console disk names on the system:

```
>>> show dev
```

3. Boot the system to single user mode from the new disk with the restored image:

```
>>> boot -fl s console_disk_name
```

4. In single user mode, mount the / file system as writable:

```
# /sbin/mountroot
```

This process creates a device entry for the newly found disk. You will see several processing messages ending with output that is similar to the following:

```
+dskNa +dskMb +dskNc ...
```

In the previous example, *N* is the disk number assigned to the disk that is being seen for the first time and should be the disk that was restored. However, if more than one disk is shown in the output, you have added multiple disks since the system disk was last saved. Proceed to Step 5 to determine the disk name associated with the old damaged disk.

5. Determine the old boot disk name:

```
# /sbin/consvar -g booted_dev
```

Output from this command is similar to the following.

```
booted_dev = dskN
```

In the previous command output, `booted_dev = dskN` is the `old_disk_name`.

6. Exchange the old disk name with the new disk name:

```
# dsfmgr -e new_disk_name old_disk_name
```

In the command line, substitute `new_disk_name` with the disk name obtained in Step 4, and substitute `old_disk_name` with the disk name returned in Step 5.

Note

You will receive an error if the old, damaged disk has been removed and is not active. In that situation, use the move flag (`-m`) instead:

```
# dsfmgr -m new_disk_name old_disk_name
```

7. Reset the boot device:

```
# /sbin/consvar -s bootdef_dev=new_disk_name
```

8. Optionally perform additional maintenance tasks, or if you are finished, boot the system to multiuser mode:

```
# init 3
```

3.8 Changing the Size of a Disk Partition Using the `disklabel` Command

If you are using the text-based installation interface, use the `disklabel` command to change the drive identification or the disk partitions on the drive or to replace a damaged label or bootstrap. Refer to the `disklabel(8)` reference page for more information.

To look at the existing disk partition layout, enter the `disklabel` command in the following format and replace the variable `n` with the unit number of the disk. For example, to look at the existing disk partition layout of disk, enter the following command:

```
# disklabel -r /dev/disk/dskn
```

The following example uses an `rz261` disk. In this example, the size of the `b` partition is decreased, and the size of the `a` partition is increased to 128 MB which is the minimum size to hold the `/root` file system. Follow this procedure to change the size of disk partitions:

1. Read the disk label on `dsk0`:

```
# disklabel -r dsk0
```

2. Set the `EDITOR` environment variable to use the `ed` editor:

```
# EDITOR=ed
# export EDITOR
```

Note

If you have a VGA monitor and want to use the `vi` editor, you first have to set the following variables:

```
# TERM=vt100
# export TERM
# EDITOR=vi
# export EDITOR
```

Then, use the corresponding `vi` commands instead of the commands shown in this procedure to make the disk label changes. The rest of this procedure uses the `ed` text editor.

3. Copy the disk label for `dsk0` to a temporary file:

```
# disklabel -r dsk0 > /tmp/old_disklabel
```

4. Edit the copy of the disk label to protect against introducing errors on the real disk label:

```
# ed /tmp/old_disklabel
```

5. Display the disk label:

```
1, $p
```

6. Search for the `b` partition:

```
/b:
```

Information similar to the following is displayed:

```
b: 262144 131072 unused 1024 8192 # (Cyl. 164*- 492*)
```

7. Change the size of the `b` partition from 262144 sectors to 131072 sectors :

```
s/262144/131072/p
```

This reduces the size of the `b` partition from 128 MB to 64 MB. The revised information is displayed:

```
b: 131072 131072 unused 1024 8192 # (Cyl. 164*- 402)
```

There is no need to modify cylinder information; cylinder information automatically is modified when you save and exit the file.

8. Change the offset of the `b` partition from 131072 sectors to 262144 sectors :

```
s/131073/262144/2p
```

This changes the offset of the `b` partition to start at position 262144. The revised information is:

```
b: 131072 262144 unused 1024 8192 # (Cyl. 164*- 402)
```

There is no need to modify cylinder information; cylinder information automatically is modified when you save and exit the file.

9. Search for the `a` partition:

```
/a:
```

Information similar to the following is displayed:

```
a: 131072 0 unused 0 0 # (Cyl. 0 -164*)
```

10. Because the size of the `b` partition was reduced by 131072 sectors, the size of the `a` partition should be increased by 131072 sectors. Change the size of the `a` partition from 131072 sectors to 262144 sectors:

```
s/131072/262144/p
```

This increases the size of the `a` partition from 64 MB to 128 MB.

11. Display the disk label again to verify your changes:

```
1, $p
```

12. Save your edits and quit the editor:

```
wq
```

13. Apply the new disk label to the disk:

```
# disklabel -R dsk0 /tmp/old_label
```

14. Display the newly customized disk label:

```
# disklabel -r dsk0
```

15. Exit the shell or restart the Full Installation.

3.9 Returning to the Installation Procedure from the UNIX Shell

The procedure for returning to Full Installation from the UNIX shell depends upon whether you are using the text-based or graphical interface.

3.9.1 Text-Based Interface

If you entered the UNIX shell from the text-based interface, enter the following commands to invoke the Full Installation from the UNIX shell:

```
# cd /  
# restart
```

If you have a system console with graphics capability and you want to restart the installation procedure with the text-based interface instead of the graphical user interface, enter the following command:

```
# cd /  
# restart nogui
```

Any installation selections you made up to the point you exited to the UNIX shell are lost. When you restart the Full Installation, you have to make your selections again.

3.9.2 Graphical Interface

If you entered the UNIX shell from the `File` menu in the graphical interface, you can resume the Full Installation at any time just by clicking back in the Full Installation window. You do not have to exit the shell window; however, if you want to exit the shell window, enter `exit` at the `#` prompt within the shell window.

If you entered the UNIX shell from the `Quit` button on the Summary window, use the procedure shown in Section 3.9.1 to restart the Full Installation.

Disk Space Planning

This chapter contains information about the standard UNIX file systems and provides disk space planning guidelines should it be necessary for you to manually plan disk space. The Full Installation process has built-in automatic disk space planning features, so it is unlikely that you would have to manually plan disk space.

Topics in this chapter include:

- Overview of file systems and disk space
- Descriptions of the two supported file system types: AdvFS and UFS
- Where to go for information about planning disk space for clusters
- Disk space planning that is done automatically for you by the Full Installation process
- The circumstances which may make it necessary for you to manually plan disk space
- Considerations for customizing disk partitions and file system layout
- How to determine existing disk and partition sizes
- How to determine the disk space needed to install the operating system
- The contents of the standard UNIX file systems
- Swap space allocation guidelines

Note

Refer to the *Glossary* in the *Installation Guide* for definitions of the terms used in this chapter.

4.1 Overview of File Systems and Disk Space

A Full Installation of the operating system creates several basic UNIX file systems: / (root), /usr, and one area for swap space. The var area can be a directory under the /usr file system, or it can be created as its own file system. The Full Installation process is designed to simplify your decision making with respect to where to place these file systems on a disk and how big they have to be in order to install the operating system. This chapter

describes the built-in disk planning features of the Full Installation and then gives you the information you need to know if your computing environment requires a more customized approach.

4.2 Disk Planning Considerations for Clusters

The information in this chapter applies to disk planning for single system installations. Refer to the TruCluster Server *Software Installation* and *Cluster Administration* manuals for information about disk space planning considerations for cluster file systems, quorum disks, and general information about configuring systems as cluster members.

4.3 Overview of File System Types

This operating system supports two types of file systems, the Advanced File System (AdvFS) or the UNIX File System (UFS).

You can choose either AdvFS or UFS as the file system type for the `/`, `/usr`, `/var`, and `/usr/i18n` file systems. If you are customizing the file system layout, all file systems do not have to use the same file system type. If you are using the default file system layout, you only can use one file system type for all file systems.

The Logical Storage Manager (LSM) is available to install and configure for both file system types.

The information in this section is intended to aid you in making the decision with respect to which file system type to choose.

4.3.1 The Advanced File System (AdvFS)

AdvFS is the default file system type. If you plan to install a cluster, you must choose AdvFS as the file system type.

AdvFS is a log-based file system that provides flexibility, compatibility, data availability, high performance, and simplified system management. AdvFS takes advantage of the 64-bit computing environment and is designed to handle files and filesets as large as almost 16 terabytes.

The configuration of AdvFS differs from the traditional UNIX file system. In AdvFS, the physical storage layer is managed independently of the directory layer. System administrators can add and remove storage without unmounting the file system or halting the operating system. As a result, configuration planning is less complicated and more flexible.

From a user's perspective, AdvFS behaves like any other UNIX file system. End users can use the `mkdir` command to create new directories, the `cd` command to change directories, and the `ls` command to list directory

contents. AdvFS logical structures, quota controls, and backup capabilities are based on traditional file system design.

Without taking an AdvFS system off line, system administrators can perform backups, reconfigure file systems, and tune file systems. End users can retrieve their own unintentionally deleted files from predefined trashcan directories or from clone filesets without assistance from system administrators.

AdvFS supports multivolume file systems, which enables file-level striping (spreading data to more than one volume) to improve file transfer rates for I/O intensive applications. Logical Storage Manager (LSM), which allows volume-level striping, can be incorporated into AdvFS configurations.

AdvFS Utilities, which are licensed separately from the operating system, provide additional file management capabilities and a graphical user interface (GUI) to simplify system administration. The AdvFS GUI, which runs under the Common Desktop Environment (CDE), features menus, graphical displays, and comprehensive online help that make it easy to perform AdvFS operations.

With the exception of the / file system, AdvFS file system size can be modified at any time (with the `addvol` command). Increases or decreases to file system size are transparent to the user.

If you plan to use AdvFS as the file system type and you install the optional AdvFS Utilities, which are available on a separate CD-ROM distribution and require a special license, modifying file system space is simplified. After the installation, the AdvFS utilities let you add or remove volumes from the AdvFS file systems with no changes to the directory structure and with no user interruption. There is no need to over allocate file system space for AdvFS file systems.

Refer to the *AdvFS Administration* guide if you need more information about AdvFS.

4.3.2 The UNIX File System (UFS)

UFS is the older, more traditional file system type for UNIX operating systems. Any operation on the disk is not as robust as AdvFS, however it is a standard file system type that offers stability and less chance of corrupting data. AdvFS can have files from one file system on more than one disk or partition, but UFS has a more rigid hierarchy. In a UFS file system, each disk or disk partition contains one separate file system; all files in a file system are located on one disk in the assigned disk partition. The UFS file system is characterized by a hierarchical structure, the ability to create and delete files, dynamic growth of files, and the protection of file data.

UFS is compatible with the Berkeley 4.3 Tahoe release. UFS allows a pathname component to be 255 bytes, with the fully qualified pathname length restriction of 1023 bytes. This implementation of UFS supports a maximum file size equivalent to the largest supported file system (128 GB).

Note

The Logical Storage Manager (LSM) can be used with the UFS file system type. Clusters cannot use the UFS file system type.

Refer to the *System Administration* guide for more information about UFS.

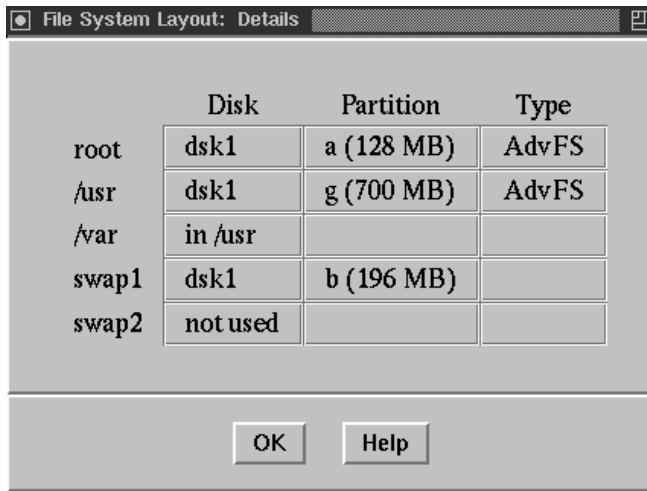
4.4 Automatic Disk Space Planning Features of the Full Installation

The Full Installation process provides the option to use a predefined default file system layout:

- The basic UNIX file systems and one swap area are installed on one disk of your choice. This disk must be 1 GB or greater in size.
- The file systems are installed as follows:
 - The / (root) file system is on the a partition.
 - The /usr file system is on the g partition and var is a directory in /usr. If AdvFS is chosen as the file system type, var is located in the usr_domain.
 - A single swap area is located on the b partition.
- The recommended partition table that is applied sizes the disk partitions so that the partitions are large enough to fit all base operating system software subsets.
- The choice of AdvFS or UFS as the one file system type for all file systems. AdvFS is the default file system type.

The design of the default file system layout along with the recommended disk partition table allows the entire operating system to fit on a single disk that is 1 GB or greater in size. If you are comfortable with these defaults and your system configuration does not have any special considerations, there is no reason to perform additional disk planning exercises. The details of a default file system layout are shown in Figure 4-1. This sample installation uses `dsk1` as the single disk on which to install the operating system.

Figure 4–1: Default File System Layout: Details Window



	Disk	Partition	Type
root	dsk1	a (128 MB)	AdvFS
/usr	dsk1	g (700 MB)	AdvFS
/var	in /usr		
swap1	dsk1	b (196 MB)	
swap2	not used		

OK Help

Section 4.5 describes the situations when you should consider manually planning the file system layout and disk partition sizes.

4.5 When Should I Manually Plan Disk Space?

There are certain circumstances when you should manually plan disk space rather than accepting the defaults or recommendations. It should only be necessary to plan disk space if any of the following is true:

- You plan to use the system as a **remote installation services** (RIS) server or as a **dataless management server** (DMS) server. These two utilities put essential data in the `/var` file system and as a result, it is recommended to place `/var` on its own partition, and perhaps its own disk. The RIS and DMS utilities are fully documented in the *Sharing Software on a Local Area Network* guide. Disk planning considerations for these two utilities are briefly described in Section 4.5.1 and Section 4.5.2.
- You want to install associated or layered products that have significant `/` (root) file system space requirements. The *Release Notes* contain software subset size information for all associated and layered products. It is recommended that you read the *Release Notes* to make sure there are no extraordinary disk space requirements associated with any additional software products.
- If you plan to install Worldwide Language Support (WLS) software subsets *after* the Full Installation as a separate installation task, you may need to size the `/`, `/usr`, and `/var` file systems accordingly and consider the size of the `/usr/i18n` directory. Refer to the *Installation Guide* and the *Release Notes* for a description of software subset names,

sizes, and descriptions within each language group. Chapter 2 in this manual documents WLS installation procedures.

- You want to use more than one disk for the file systems.
- You want to create two swap areas instead of one, or you want to create swap areas that are larger than the default size.

4.5.1 Considerations for Remote Installation Services (RIS)

RIS is a utility that is used to set up a central server to serve software over the network to registered client systems. If you are planning to set up your system as a RIS server, you have the option to extract software subsets from the distribution media into the `/var/adm/ris` directory in the `var` area instead of using locally mounted media as the source of the RIS area. Extracting software takes up a considerable amount of disk space because you are copying the contents of the operating system CD-ROM onto the disk. You also may need to serve more than one version of the operating system, which requires the extraction and storage of yet more software subsets. One extracted RIS area for the base operating system requires approximately 600 MB of disk space. Disk space requirements for individual layered products are shown in the *Release Notes*.

Another option when using RIS is to create a symbolically linked RIS area. In this type of area, the total contents of the CD-ROM is not copied but is linked to the RIS area. The only disadvantage for a symbolically linked area is that the device holding the distribution media is now used exclusively for this purpose. As a guideline, you can assume a symbolically linked RIS area will take about 10 MB of space for the network bootable kernel and other support files.

You must reserve enough space in the `/var/adm/ris` directory in the `var` file system for the software you want to store in each RIS environment. How much space you reserve depends upon how many RIS environments you intend to create. Refer to the *Installation Guide* for a description of each software subset and the names of other subsets or kernel configuration file options related to RIS operation.

4.5.2 Considerations for Dataless Management Services (DMS)

In a Dataless Management Services (DMS) environment, a server system maintains the `/` and `/usr` file systems for all client systems. The server maintains one copy of `/` for each client. The `/usr` file system is exported read-only and is shared by all clients registered to the environment. Client systems have their own `/var` file system.

Each DMS environment is located in a `/var/adm/dms/dmsn.alpha` directory. Depending upon the server and client relationships at your site,

you may have several `n.alpha` areas. Each area must have at least the base operating system mandatory subsets installed as well as other optional software subsets. Space must be reserved for associated or layered products plus an additional 10 percent for file system administration tasks and file system information. For more information about the size requirements of a dataless environment, refer to the guide to *Sharing Software on a Local Area Network*.

If you want the system to serve a dataless environment, you must decide whether you want `/var` on a separate file system or whether you want to reserve a partition to mount under `/var/adm/dms`.

You also should consider space requirements for the `/clients` directory, which holds the `/file` system for each dataless client. You can make the `/clients` directory a separate file system or keep it in the server's `/file` system in which case you should allocate 64 MB of space for each client.

4.6 Considerations for Customizing Disk Partitions and File System Layout

The following sections describe what you need to know if you want to create your own disk partition sizes or define a different file system layout. Information includes:

- Whether you should choose AdvFS or UFS as the file system type
- How to determine the size and partitioning on existing disks
- How to determine how much space the software itself will consume
- The basic contents of each file system to use for planning considerations

4.7 Determining Existing Disk and Partition Sizes

A system that is already running a previous version of the operating system may already have a customized disk partition table. To check the disk layout and partition sizes, you have to examine the existing disk label. A disk label contains information about the disk such as the disk type, physical parameters, and partition sizes. Without a disk label, a disk is not bootable.

From the text-based Full Installation interface, use the `disklabel` command to view the disk label as described in Chapter 3. Also refer to the `disklabel(8)` reference page for more information.

If you already have started a Full Installation with the graphical interface, view the current disk partition information by clicking on the `Edit Partitions...` button on the Custom File System Layout dialog box to open the Disk Configuration application. When the Disk Configuration is open, click on the `Help` menu to view the online help.

Figure 4–2 shows a sample disk partition screen from the Disk Configuration application.

Figure 4–2: Disk Configuration Application: Sample Disk Partition Information

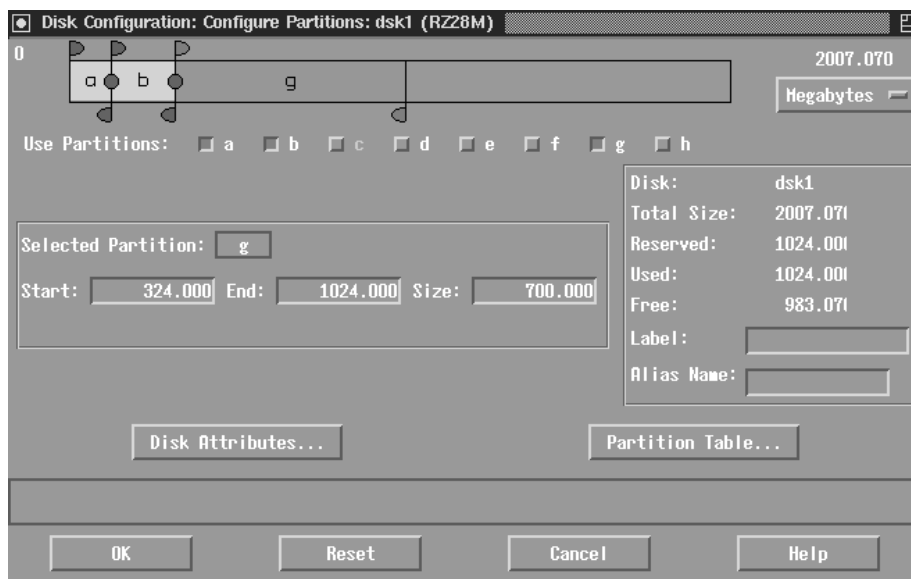
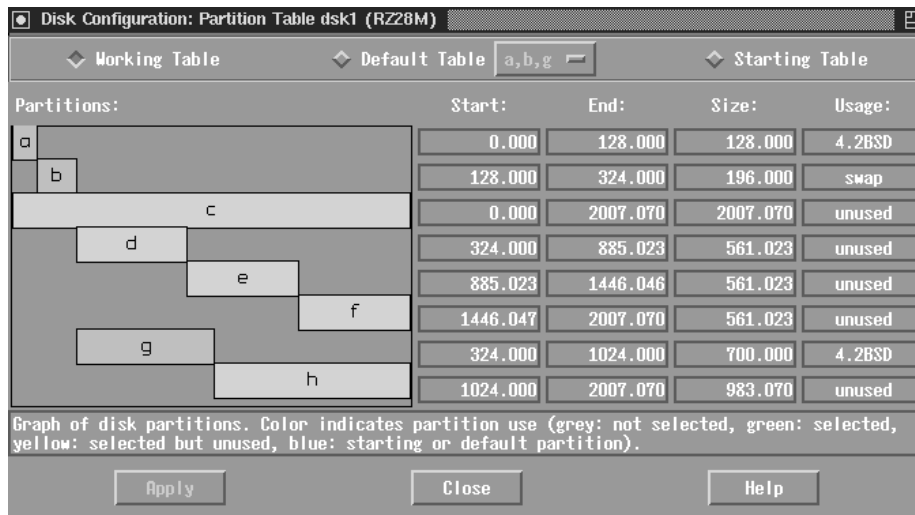


Figure 4–3 shows a sample disk table screen from the Disk Configuration application.

Figure 4–3: Disk Configuration Application: Sample Disk Table



4.8 How Much Disk Space Does the Software Require?

An important thing you need to know is how much disk space the software will consume. During a Full Installation you can obtain the amount of space you need in the `/`, `/usr`, and `/var` file systems in one of two ways:

- If you are using the graphical user interface, from the Software Selection window, decide on the type of software you want to install (mandatory, optional, or all) and click on the associated Show List... or Edit List... button. The bottom of the screen shows the disk space required based on your software selections. Use these numbers to determine how big the file systems should be. If you intend to install WLS software, choose the language to install now because the language software subset sizes are calculated into the disk space requirements.
- If you are using the text-based interface, the Full Installation process calculates the disk space used as you select optional software subsets. If you select a language other than US English, the language software subsets are included in disk space calculations as well. Use these numbers to determine how big the file systems should be.

This information helps you decide whether the disk partitions you chose are large enough to hold the software subsets you want to install. At any time you can change your disk and partition selections if the partitions are running out of space. As described in Section 4.8.1, file system overhead is included in file system space calculations.

Note

During a Full Installation, if the partition table on the disk chosen for the / file system varies from the recommended table, you have the option to use either the recommended disk partitions or your customized partitions.

Another manual way to determine software subset sizes is to look in the software subset size tables in the *Release Notes*.

4.8.1 File System Overhead

When calculating the available disk space for the /, /usr, and /var file systems, the Full Installation procedure uses approximations for file system overhead based on the file system type selected for each file system. During a Full Installation, the amount of disk space that is calculated during software subset selection includes these overhead requirements.

4.9 Contents of File Systems

The following sections describe the contents of the basic UNIX file systems and the special space considerations associated with them.

- Section 4.10 describes the contents of the /usr file system including space requirements for installing optional software after the Full Installation and allocating enough space for user accounts and user-created files.
- Section 4.11 describes the contents of the /var file system including space considerations to store crash dumps and space for error logger and syslog files.
- Section 4.12 describes how swap space is implemented in the operating system and provides guidelines about providing enough space for it.

4.10 Contents of the /usr File System

The /usr directory contains the majority of the operating system files, including libraries, executable programs, and documentation. The directory structure contains directories such as /usr/sys, /usr/adm, and /usr/bin. These directories contain required system files and UNIX command binary files that require a considerable amount of space in the /usr file system.

To manually determine the size of the /usr file system, consider the following:

- Software subsets you plan to install in /usr

- The number of user accounts and the amount of space needed by each user if their home directories are in `/usr`

Note

It is recommended that you mount a separate file system or file systems for user accounts so that user information is not overwritten during future Full Installations. It also makes disaster recovery less complicated because you can reinstall the operating system without losing user accounts.

- Size of the `/var` area if it is on the same partition as `/usr`
- Size of `/usr/i18n` if it is in the `/usr` file system

Over time, you will add files to the `/usr` file system, and future releases of the operating system may require more space as well. Because of this, the file system can run out of space. Be sure to allow for enough future growth on the `/usr` file system.

If you plan to use the Advanced File System (AdvFS) as the file system type and install the AdvFS Utilities (available with a separate license), you do not need to greatly over allocate space for the `/usr` file system. AdvFS file system space can be increased dynamically without changing directory structures and without system interruption. Refer to *AdvFS Administration* for more information about the AdvFS file system type.

Section 4.10.1 and Section 4.10.2 briefly describe how various items affect the size of the `/usr` file system and should be considered when planning disk space.

4.10.1 Space for Optional Software Subsets and Associated Products

The `/usr` file system must be large enough to accommodate the software subsets that will reside within it. A software subset is a collection of executable files and data files needed to perform a specific function or to provide a particular class of services; for example, you need the System Accounting Utilities software subset to perform system accounting.

The *Installation Guide* contains software subset descriptions along with the dependent software subsets and kernel configuration file options related to each software subset. The *Release Notes* contain tables of software subset sizes.

The mandatory software subsets are always installed. The optional software subsets are not required for the operating system to be fully functional; you can choose none, some, or all of the optional software subsets, depending on your requirements and available disk space.

For WLS installations, the size of the `/usr/i18n` directory must be considered if `/usr/i18n` is not created as a separate file system.

You may also want to allocate space for future installations of associated or layered products that are compatible with this version of the operating system. When planning disk space requirements for `/usr`, allow additional space if you will be adding products in the future. Refer to the associated product's *Release Notes* for the exact size of the software.

4.10.2 Space for User Accounts and Files

The Full Installation process does not provide an area for user accounts and files; you need to set up this area after the installation. However, you should consider the amount of space needed for user files when planning your system. If you plan to place users' home directories on `/usr`, you should reserve at least 10 to 20 MB of disk space for each user on the system. Multiply that figure by the number of users to get an approximate size of user's home directories.

Note

It is recommended that you create a separate file system (on another disk if one is available) for users' home directories and mount the new file system perhaps under the `/usr` file system. Placing users' home directories in another file system ensures that the directories will not be overwritten during future Full Installations. It also makes disaster recovery less complicated because you can reinstall the operating system without losing user accounts.

If you intend to set quotas on the user area, multiply the quota for each user by the number of users to determine the amount of user space. Refer to the *System Administration* guide for information on disk quotas.

4.11 Contents of the var File System

The `/var` area contains volatile, machine-specific directories and directories such as `tmp` and `adm`.

You can allocate the `/var` area either as a file system on its own partition or as a directory under the `/usr` file system. If system use is heavy, you might want to create a separate `/var` file system.

To determine the size of the `/var` area, consider the following:

- Crash dump space
- Error logger files

- System accounting files
- Size of the `/var/adm/ris` directory, if your system is to be used as a Remote Installation Services (RIS) server
- Size of the `/var/adm/dms` directory if your system is to be used as a Dataless Management Services (DMS) server
- Space required for mail, print, and uucp spooling

If you plan to use AdvFS as the file system type for `/var` along with the AdvFS Utilities (available with a separate license), you do not need to greatly over allocate space for the `/var` file system. AdvFS file system space can be increased dynamically without changing directory structures and without system interruption. Refer to *AdvFS Administration* for more information about AdvFS.

4.11.1 Crash Dump Space in the var File System

Two disk areas are used when the system produces a crash dump. As described in Section 4.12, the first area is located in the `swap` partition and is used to hold the crash dump until the system is rebooted. This area must be large enough to hold a single crash dump.

The second area is where the `savecore` utility copies the crash dump and a copy of the kernel, `/vmunix`, when the system is rebooted. This area is located in the `/var/adm/crash` directory. The disk partition that contains `/var/adm/crash` must be at least large enough to hold one crash dump and one copy of `/vmunix`, which is 10 to 13 MB in size. The partition can be made as large as disk resources permit if you want to retain multiple crash dumps.

The crash dump partition must be as large as the size of physical memory on systems configured for full dumps, and can be somewhat smaller on systems configured for partial dumps.

If you want to retain multiple crash dumps, estimate the size of this partition by multiplying the total size required for a single crash dump and a copy of `/vmunix` by n , where n is the number of crash dumps to retain.

The *System Administration* guide contains a chapter devoted to managing crash dumps and crash dump files, which includes information about how crash dumps are written, choosing partial or full dumps, deciding how much space to reserve for both crash dumps and crash dump files, and much more.

To determine the size and to record the location of the crash dump space, provide the following information:

1. The memory size in MB for your system is _____.

If you do not know the amount of memory on your system, do one of the following:

- As superuser or root, enter the following command:

```
# uerf | grep -i memory
```
- If your system is at the console mode prompt (>>>), enter the following command:

```
>>> show mem
```

2. You need _____ memory to accommodate your crash dump partition.

4.11.2 Space for Error Logger and syslog Files

The `/var` area requires room to accommodate the log files produced by both `syslog` and the binary error logger. These log files are a record of system events and errors in ASCII text (`syslog`) and binary formats.

The `syslog` utility collects information regarding such system activities as mail, system start-up, shutdown, rebooting, root account logins, time daemon, printer subsystem, and `syslog` itself. Summary information on hardware errors is also logged. The amount of data logged is related to system activity and the number of users.

The binary error logger records information on hardware errors and system start-up.

If you are creating a new system, estimate your total requirements at about 500 kB per week. There is no limit to how large the `/var/adm/binary.errlog` and the `/var/adm/syslog` files can grow, so they eventually might fill their partition.

4.11.3 Space for System Accounting Files

The `/var/adm` directory contains data files generated by administrative programs such as `acct` and `wtmp`. The data that these programs generate can vary widely from system to system and over time. For example, if you create a `/var/adm/acct` file, it can grow by 50 kB a day for a large system and by 5 kB a day for a workstation.

As a general guideline for system accounting, you should allot 10 kB per day for workstations and 100 kB per day for larger systems. Refer to *System Administration* for more information on the space requirements for system accounting.

4.12 Swap Space Overview

Virtual memory is implemented in the operating system by transparently moving pages back and forth between physical memory and swap space. The amount of virtual address space that can be created is limited only by the amount of swap space. This section discusses some of the factors to consider

when configuring swap space on your system. *System Configuration and Tuning* provides additional information about optimizing the use of swap space.

During a Full Installation, you can configure two swap areas: a primary swap partition named `swap1` and an optional swap partition named `swap2`. Additional swap partitions can be configured after the installation is complete by using the procedures described in the *System Administration* guide.

During a Full Installation, you are asked to choose which disk partition to use for `swap1`. The default choice is partition `b` of the system disk.

Note

It is recommended that you create swap space equal to twice the size of physical memory.

To optimize the use of your swap space, spread out your swap space across multiple devices and use the fastest disks for swap devices. To ensure the best performance, place swap areas on different disks instead of placing multiple swap areas on the same disk. The amount of swap space you allocate also depends on the virtual memory requirements of the applications you plan to install.

Although you cannot choose swap strategy modes during the installation procedure, there are two strategies for swap allocation: **immediate** and **over-commitment**. By default, the swap strategy mode used for the operating systems is immediate mode, which means that swap space is allocated when modifiable virtual address space is created. This mode requires more swap space than over-commitment mode because it guarantees that there will be enough swap space if every modifiable virtual page is modified. Refer to the *System Administration* guide for more information about swap allocation strategies and how to switch from one swap allocation mode to the other after the installation.

Also keep in mind that by default, crash dumps temporarily are stored on the swap partition. This area is used to hold the crash dump until the system is rebooted and must be large enough to hold a single crash dump. This area is referred to as the crash dump partition. In the event of a system crash, the kernel writes the contents of physical memory to the swap partition. The amount of information written, and hence the size of the crash dump, depends on several factors:

- If the system is configured to produce full dumps as described in the *System Administration* guide, the size of the crash dump will be the same as the size of the system's physical memory.

- If the system is configured to produce partial dumps, the crash dump might be considerably smaller.

The factor that determines the size of a partial crash dump is the amount of physical memory in use at the time of the crash by various kernel data structures that define the state of the system. The more tasks and threads that are active, the more kernel data structures that will be in use, and the larger the resulting partial crash dump.

Be prepared to add more swap space later if the system issues warning messages indicating that swap space is approaching exhaustion.

5

Installing and Updating Hardware Product Kits

This chapter provides the following information:

- An overview of hardware product kits
- Installing a hardware product kit onto a running system
- Installing a hardware product kit during a Full Installation
- Updating an existing hardware product kit during an Update Installation

5.1 Overview of Hardware Product Kits

All hardware requires modules in the kernel to support it. Without this kernel support, the operating system cannot interact with the hardware, and the hardware may fail to function altogether. Hardware product kits provide the kernel modules required for the operating system to interact with newly supported hardware and eliminates the need to update to a new version of the operating system in order to use the new hardware.

Hardware product kits are distributed on CD-ROM and can be installed either directly from the CD-ROM or can be loaded onto a Remote Installation Services (RIS) area for RIS clients that are using the network to perform a Full Installation. Refer to *Sharing Software on a Local Area Network* for information about loading a hardware product kit into a RIS area.

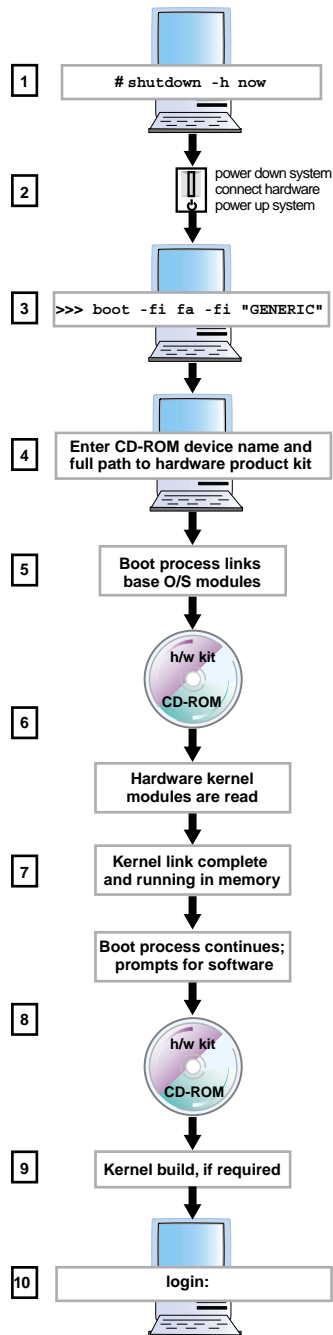
Your system must be running or installing Version 4.0F, Version 4.0G, or Version 5.0A of the operating system to install hardware product kits using the procedures described in this chapter.

5.2 Adding a Hardware Product Kit to a Running System

To add a piece of hardware to a system that is running the operating system, the hardware product kit must be located on a CD-ROM. Installation from a RIS server is not supported.

Figure 5–1 depicts the user actions and bootlink process that installs a hardware product kit onto a system that is already running Version 5.0A of the operating system. The step-by-step procedure and actual prompts are documented in Section 5.2.1.

Figure 5–1: Bootlinking a Hardware Product Kit to a Running System



- 1 Use the `shutdown -h now` command to shut down the system to console mode
- 2 Power down the system, connect the new piece of hardware, and power up the system after the new hardware is in place.
- 3 Boot the system from the generic kernel file using the `boot -fl fa -fi "/GENERIC" system_disk` command.

The optional *system_disk* argument is the console device name of your running system disk. You only need to include this argument if the `bootdef_dev` console variable is not set to the disk containing the / (root) file system.

- 4 When prompted, enter the CD-ROM console device name and the full path to the hardware product kit for all hardware kits you intend to install. Kit names are supplied on the instructions you received with the kit.

Note

A typical example of a full path to a hardware product kit is:

```
/PROD_NAME/usr/opt/PROD_VERSION/sys/hardware/kit_name
```

- 5 The boot process continues from the loaded system as the base operating system kernel modules are linked.
- 6 For each hardware product kit name you supplied in Step 4, the boot process prompts you to insert the hardware kit distribution media. When you press the Return key, the hardware kernel modules from the hardware product kit are linked into memory.
- 7 The kernel link is complete and the kernel is running in random access memory, not on disk. This kernel contains the same modules as the kernel on the disk in addition to the new hardware support modules.
- 8 The boot process continues and prompts you to insert the distribution media for the hardware kit so that the software associated with the new hardware can be installed.
- 9 If a kernel build is required, you will be prompted to build a new statically-linked, machine-specific kernel. This kernel is written to disk in the `/usr/sys/conf/SYSTEM_NAME` file. The system reboots with the new kernel to complete the bootlink process.
- 10 The hardware product kit installation process is complete. Log into the system.

5.2.1 Procedure for Installing a Hardware Kit onto a Running System

Use this procedure to install a hardware product kit onto a system that is running Version 4.0F, Version 4.0G, or Version 5.0A of the operating system.

1. Before you begin, make sure you know the CD-ROM console device name and the name of the hardware product kit. The kit name is included as part of the installation instructions you received with the kit itself.
2. Log in as the user `root` or use the `su` command to gain superuser privileges.
3. As a safety precaution, use the method of your choice to back up the user data on the system.
4. Use the `shutdown` command to halt your system and bring it down to console mode:

```
# shutdown -h now
```

5. Power down the system and connect the new hardware.
6. Power up the system after the new hardware is connected. If the system automatically reboots, shut down the system to console mode again.
7. Determine the **console device name** of the CD-ROM drive in which you intend to insert the hardware kit CD-ROM if you do not already know it:

```
>>> show dev
```

Output will be similar to the following:

```
dka0.0.0.1001.0      DKA0      RZ28D      0010
dka500.5.0.0.1001.0  DKA500    RRD46      0557
dva0.0.0.0.1        DVA0
ewa0.0.0.1000.0     EWA0      hw_ethernet_address
pka0.7.0.1001.0     PKA0      SCSI Bus ID 7 5.01
pkb0.7.0.1001.0     PKB0      SCSI Bus ID 7 5.01
```

CD-ROM drives are designated by the characters `CDROM` or `RRD`. In this example, the console device name of the `RRD46`-type CD-ROM drive is `DKA500`.

Write it down: _____

8. Enter the following command to bootlink the generic kernel from the `/GENERIC` file:

```
>>> boot -fl fa -fi "/GENERIC" system_disk
```

Note

The optional `system_disk` argument is the console device name of your running system disk. You only need to include

this argument if the `bootdef_dev` console variable is not set to the disk containing the / (root) file system.

9. Enter the console device name of the CD-ROM device (that you obtained in Step 7) into which you later will insert the hardware product kit CD-ROM:

Enter Device Name, or <return> if done:

10. Enter the full path of the hardware product kit at the following prompt:

Enter Hardware Kit Name, or <return> if done
with `device_name`:

Note

A typical example of a full path to a hardware product kit is:

```
/PROD_NAME/usr/opt/PROD_VERSION/sys/hardware/kit_name
```

11. Insert the hardware product kit CD-ROM into the drive and press the Return key at the following prompt:

```
Insert media for kit 'device_name:hw_kit_name'  
hit <return> when ready, or 'q' to quit this kit
```

The `boot` utility reads the hardware product kit information into memory.

12. Do one of the following when you are prompted to enter the name of another hardware product kit:
 - If you are installing another hardware product kit from the same CD-ROM device, enter the full path of the kit name, press Return, and return to Step 10 to enter the device name.
 - If you are not installing another hardware product kit or you are using another device, just press Return to continue to the next step.
13. Do one of the following when you are prompted to enter another device name:
 - If you are installing another hardware product kit, enter the device name, press Return, and return to Step 9 to enter the full path to the hardware product kit.
 - If you are not installing another hardware product kit, just press Return to continue to the next step.
14. Press the Return key at the following prompt because you are adding hardware support to a running system and the system disk is your boot media.

Insert boot media, hit <return> when ready:

The generic kernel modules are read and displayed so that the bootlink process can build the kernel into memory in the next step.

15. Insert the hardware product kit CD-ROM into the drive and press the Return key at the following prompt:

```
Insert media for kit 'device_name:hw_kit_name'  
hit <return> when ready, or 'q' to quit
```

The kernel modules for the new hardware are read and the bootlink process builds the kernel in memory. This step is repeated for every device and hardware product kit you entered in Steps 9 and 10.

16. Press the Return key at the following prompt because the boot media is still your installed system disk:

Insert boot media, hit <return> when ready:

Note

If you installed more than one hardware product kit from different media on the same device, the `boot` utility may prompt you for the location of some of the hardware support subsets. If you see this prompt, load the appropriate CD-ROM into the CD-ROM drive and enter the appropriate system device name, such as `/dev/disk/cdrom0c`.

The following processing occurs when you press the Return key:

- a. The system is brought up to single-user mode to load and configure the software subsets for the new hardware product.
 - b. The `/GENERIC` file is rebuilt to include the kernel modules for the new hardware product.
 - c. The kernel configuration and kernel build phase takes place.
17. Enter a name for the kernel configuration file at the following prompt if your system requires a kernel rebuild. The default response is the system name in upper case letters.

```
Enter a name for the kernel configuration file. [SYSTEM_NAME]:
```

You have the option to use the default response or to give the configuration file a new name. No matter what you decide, the system will confirm your selections before continuing.

If you decide to change the name of the kernel configuration file, the existing kernel configuration file is not overwritten. Retaining multiple kernel configuration files allows you to build kernels for different purposes.

Proceed to the next step after you have confirmed the name of the kernel configuration file to select optional kernel components to build into the kernel.

18. If the Kernel Option Selection Menu is displayed, select the optional kernel components you want to build into the kernel.
19. Enter `n` at the following prompt because you do not want to edit the configuration file at this time:

```
Do you want to edit the configuration file? (y/n): n
```

The kernel build and configuration process begins when you answer this question.

20. Log on to the system. Your new hardware product is fully installed, configured, and ready to use or access.

5.3 Procedure to Install Hardware Kits During a Full Installation

Follow this procedure to install a hardware product kit during a Full Installation:

1. Perform the preinstallation tasks described in the *Installation Guide*.
2. Use the `shutdown` command to halt the system if the system is not already at the console mode prompt (`>>>`):

```
# shutdown -h now
```
3. Power off the system, install or connect the new hardware, and power on the system.
4. Set the processor-specific console variables described in the *Installation Guide*, but do not boot the system using the instructions in the *Installation Guide*.
5. Enter one of the following boot commands at the console prompt:
 - If you are using a CD-ROM as the source of the software, enter the following command:

```
>>> boot -fl fa -fi "/GENERIC" cdrom_device
```
 - If you are using a RIS server as the source of the software, enter the following command:

```
>>> boot -fl fa network_adapter
```
6. During the boot process, the `boot` utility issues the following prompt:

```
Enter Device Name, or <return> if done:
```

- If you are installing the hardware product kit from CD-ROM, enter the console device name for the CD-ROM drive where the hardware kit will be inserted and press the Return key.
- If you are installing the hardware product kit from a RIS server, enter the word `local:` and press the Return key.

7. Enter the full path and kit name of the hardware product kit you are installing:

Enter Hardware Kit Name, or <return> if done
with `device_name`:

The full path and kit name are included with the paperwork that was shipped with the hardware product kit.

8. The boot utility issues the following prompt:

Insert media for kit '`device_name:hw_kit_name`'
hit <return> when ready, or 'q' to quit this kit:

- If you are installing the hardware product kit from CD-ROM, insert the hardware product kit CD-ROM into the drive and press the Return key.
- If you are installing the hardware product kit from a RIS area, press the Return key.

The boot utility reads the hardware product kit into memory.

9. Do one of the following when prompted to enter another hardware product kit name:

- If you are installing another hardware product kit from the same device, enter the full path to the kit name, including the kit name, and press Return.
- If you are not installing another hardware product kit or are installing one from a different device, just press Return to continue.

10. Do one of the following when prompted to enter another device name:

- If you are installing another hardware product kit, enter the device name, press Return to enter a device name.
- If you are not installing another hardware product kit, just press Return to continue.

11. Provide the boot media when the boot utility reissues the following prompt:

Insert boot media, hit <return> when ready:

- If you are installing the operating system from CD-ROM, insert the *Operating System Volume 1* CD-ROM into the CD-ROM drive and press the Return key.

- If you are installing the operating system from a RIS server, press the Return key.

The generic kernel modules are read so that the bootlink process can build the kernel in memory in the next step.

12. The boot utility issues the following prompt:

```
Insert media for kit 'device_name:hw_kit_name'  
hit <return> when ready or 'q' to quit:
```

- If you are installing the hardware product kit from CD-ROM, put the hardware product kit CD-ROM into the drive and press the Return key.
- If you are installing the hardware product kit from a RIS server, just press the Return key to continue.

The kernel modules for the new hardware product are read, and the bootlink process builds the kernel in memory.

13. The boot utility issues the following prompt:

```
Insert boot media, hit <return> when ready:
```

- If you are installing the operating system from CD-ROM, insert the *Operating System Volume 1* in your CD-ROM drive and press Return.
- If you are installing the operating system from a RIS server, press Return.

The system is brought up to single-user mode, and the Full Installation user interface is displayed.

14. Enter the responses requested by the Full Installation interface as described in the *Installation Guide*. When you are finished answering all questions, confirm and start the software load.
15. After the system reboots from the newly installed system disk, perform Steps 6 through 13 again to build the new kernel in memory. This step is not necessary for RIS installations because the hardware is already loaded.

Note

If you installed more than one hardware product kit from different media on the same device, the boot utility may prompt you for the location of some of the hardware support subsets. If you see this prompt, load the right hardware CD-ROM into the drive and enter the CD-ROM system device name, such as `/dev/disk/cdrom0c`

The following processing occurs:

- a. The system is brought up to single-user mode to load and configure the software subsets for the new hardware product.
 - b. The `/GENERIC` file is rebuilt to include the kernel modules for the new hardware product.
 - c. The kernel configuration and kernel build phase takes place.
16. Log in as `root`.
 17. Check the installation logs for errors. These logs are located in the `/var/adm/smlogs` directory after the system has been installed.
 18. Perform the system setup tasks described in the *Installation Guide*.

5.4 Updating Hardware Product Kits

The following topics describe how the Update Installation process handles hardware product kits.

- What happens when an Update Installation process detects a previously installed hardware product kit
- Bootlinking hardware product kits during an Update Installation
- Loading and configuring a hardware product kit during an Update Installation

5.4.1 Checking for Previously Installed Hardware Product Kits

During an Update Installation, the update process checks for previously-installed hardware product kits. This check happens during the analysis phase of the Update Installation, which is described in the *Installation Guide*. If the Update Installation process finds an installed hardware product kit, it is checked for compatibility with the new version of the operating system. One or more of the following conditions may apply:

- If an existing hardware product kit will continue to function with the new version of the operating system, it will be retained, and you see a prompt similar to the following:

```
The following hardware was installed using a supplemental hardware
kit and will continue to work under the new operating system without
any modifications.
```

```
KIT_NAME_1
KIT_NAME_2
```

```
⋮
```

```
Press <RETURN> to continue...
```


The kits on this list are retained.

- If an existing hardware product kit has been integrated into the new version of the operating system, the existing hardware product kit will be removed. You see a prompt similar to the following:

The following hardware support was integrated into the new release of the Operating System product (*nnn*). As part of the Update Installation the associated hardware subsets will be removed from the system. These subsets will be replaced by the support delivered as part of the new Operating System product.

```
KIT_NAME_1  
KIT_NAME_2
```

```
:
```

Press <RETURN> to continue...

The kits on this list will be removed.

- If an existing hardware product kit is not supported in the new version of the operating system, you are prompted to load an updated hardware product kit with the following procedure:

1. Provide new versions of the kits on the list when you see a prompt similar to the following:

The Update Installation has detected that the hardware support listed below is loaded on your system and is not supported in the new release of the Operating System (*nnn*). In order for the update to complete successfully, you must provide the distribution media that contains the *nnn* version of the hardware support listed below. The Update Installation procedure will verify that the media you provide contains the correct software.

```
KIT_NAME_1  
KIT_NAME_2
```

```
:
```

Enter kit locations (e.g: /dev/rz3a or /mnt):

If you press Return without entering a location for the listed kits, you see a prompt similar to the following:

If you choose to continue the update without providing the necessary hardware support media, the following hardware will not function after the Update Installation completes. Also, without the necessary hardware support the Update Installation may not complete successfully and may leave your system in an unusable state. Compaq recommends that you do not continue with the Update Installation without the appropriate hardware support.

```
KIT_NAME_1  
KIT_NAME_2
```

```
:
```

Do you want to continue? (y/n) [n]:

- Enter **y** to continue the Update Installation without updating the listed kits.

Caution

This option is not recommended. Your system may be unusable or related hardware may be inaccessible if you continue without updating the listed kits.

- Enter **n** to return to the beginning of this step.
2. Make sure that the hardware product kit CD-ROM is loaded into the CD-ROM drive.
 3. In response to the Enter kit locations prompt, enter the CD-ROM console device name or mount point of the CD-ROM drive where the hardware product kit is located and press Return.
 4. After you record the kit information in the following message, press the Return key to continue.

The kit located at *location* contains support for hardware that is currently installed on your system and is not supported under the new version of the operating system (*nnn*). In order for your hardware to continue to function properly you will be asked to supply the following kit file names when the Update Installation reboots the system for the first time. Be sure to record these file names for future use within the update install process. Each kit file will only need to be entered once for all of the associated hardware support to be loaded.

```
KIT_NAME_1 (Kit File: path_to_kit_file)  
KIT_NAME_2 (Kit File: path_to_kit_file)
```

```
⋮
```

Press <RETURN> to continue...

In this prompt, *location* is the kit file location that you specified in Step 1 and *path_to_kit_file* is the path to each listed kit file relative to *location*. Record the information in this message; you will need it later in the Update Installation.

Note

If there are hardware product kits to update for the new version of the operating system, the process returns you to Step 1. If all of the necessary hardware kits have been read, the Update Installation process continues.

5.4.2 Bootlinking Hardware Product Kits During an Update Installation

If the Update Installation detected a hardware product kit in the analysis phase that has to be reinstalled, the system bootlinks the hardware support kernel modules. During the bootlink process, the `boot` utility issues a series of prompts similar to the following, and you respond as shown:

1. Enter the console device name for your CD-ROM drive, such as `DKA500` at the following prompt:

```
Enter Device Name, or <return> if done:
```

2. Enter the name of the hardware product kit that you want to update and press the Return key at the following prompt:

```
Enter Hardware Kit Name, or <return> if done  
with device_name:
```

3. Insert the CD-ROM into the drive and press at the following prompt

```
Insert media for kit 'device_name:hw_kit_name  
hit <return> when ready, or 'q' to quit this kit
```

When you press the Return key, the `boot` utility reads the hardware product kit information into memory.

4. Do one of the following when you are prompted to enter another kit name:
 - If you are installing another hardware product kit from the same device, enter the kit name, press Return, and return to the previous step.
 - If you are not installing another hardware product kit or you are using another device, press Return and continue to the next step.
5. Do one of the following when you are prompted to enter another device name:
 - If you are installing another hardware product kit, enter the CD-ROM console device name, press the Return key, and return to Step 2.
 - If you are not installing another hardware product kit, press the Return key to continue.
6. Because you are adding hardware support to a running system and the system disk is your boot media, just press the Return key at the following prompt:

```
Insert boot media, hit <return> when ready:
```

The generic kernel modules are read so that the bootlink process can build the kernel in memory in the next step.

7. Insert the CD-ROM into the drive and press the Return key at the following prompt:

```
Insert media for kit 'device_name:hw_kit_name',  
press Return when ready:
```

When you press the Return key, the hardware product kit kernel modules are read and the bootlink process builds the kernel in memory.

8. Because the boot media is still your installed system disk, press the Return key at the following prompt:

```
Insert boot media, press <return> when ready:
```

5.4.3 Loading and Configuring a Hardware Product Kit During an Update Installation

If your system bootlinked a hardware product kit as described in Section 5.4.2, the Update Installation process loads and configures the hardware kernel modules at this point in the process, and you see prompts similar to the following:

1. If your hardware product kit CD-ROM is not in the drive or if additional kits are located on other media, you may see a prompt similar to the following:

```
The Update Installation has detected that the hardware support listed  
below is loaded on your system and is not supported in the new  
release of the Operating System (nnn). In order for the update to  
complete successfully, you must provide the distribution media that  
contains the nnn version of the hardware support listed below. The  
Update Installation procedure will verify that the media you provide  
contains the correct software.
```

```
KIT_NAME_1  
KIT_NAME_2
```

```
:
```

```
Enter kit locations (e.g: /dev/rz3a or /mnt):
```

If you press the Return key without entering a location for the listed kits, you see a prompt similar to the following:

If you choose to continue the update without providing the necessary hardware support media, the following hardware will not function after the Update Installation completes. Also, without the necessary hardware support the Update Installation may not complete successfully and may leave your system in an unusable state. Compaq recommends that you do not continue with the Update Installation without the appropriate hardware support.

```
KIT_NAME_1  
KIT_NAME_2
```

```
:
```

Do you want to continue? (y/n) [n]:

- Enter **y** to continue the Update Installation without updating the listed kits.

Caution

This option is not recommended. Your system may be unusable or related hardware may be inaccessible if you continue without updating the kits on the list.

- Enter **n** to return to the beginning of this step.
2. Make sure the hardware product kit CD-ROM is loaded into the CD-ROM drive.
 3. In response to the `Enter kit locations` prompt, enter the system device name or mount point of the CD-ROM drive where the hardware product kit is located and press the Return key. You will see a series of load progress messages, then a series of configuration progress messages.

Note

Until all required hardware kits are loaded and configured, the process returns to Step 1.

Customizing the Installation Process

This chapter contains information about the advanced features that are available for you to automate and customize the installation process. Topics covered in this chapter include:

- An overview of the features that are available for you to automate and customize the installation and system configuration processes
- An introduction to configuration description files (CDF) and how they are used for system cloning
- The point at which user-supplied files are invoked during a Full Installation or Update Installation to perform customizations you want to make on a target system
- The relationship between user-supplied files and CDFs
- The high level tasks that are performed by the administrator to set up user supplied files and CDFs
- The theory of operation behind how the installation process invokes user-supplied files and CDFs
- How to create and position user-supplied files and CDFs for use by the Full and Update Installation processes

6.1 How You Can Customize the Installation Process

The Full and Update Installation processes have the built-in capability to look for certain files at predefined times. If you copy these files to the right locations, the following can be achieved:

- **Installation Cloning** — an `install.cdf` file contains the installation characteristics from an installed system and is used to duplicate the installation to one or more target systems.
- **Configuration Cloning** — a `config.cdf` file contains the system configuration characteristics from a configured system and is used to duplicate the configuration on one or more target systems. Configuration is the process of setting up the network, mail system, internet access, and printers so that the system can communicate with other systems and users.

- **Additional customizations through user-supplied files** — these files are created to perform specific tasks on a target system at specific times during a Full or Update Installation. These files must be named `preinstall`, `update_preinstall`, `postload`, `update_postload`, and `postreboot`.

This chapter provides a brief introduction to the concept of configuration description files. The remainder of this chapter is devoted to the task of creating files to perform customized tasks during an installation.

6.2 Overview of Configuration Description Files

Configuration description files (CDF) are used to clone systems. Two distinct CDFs store the installation and configuration characteristics of an installed and configured system. Installation information is stored in the `install.cdf` file, and configuration characteristics are stored in a `config.cdf` file. To briefly describe these two files:

- An `install.cdf` file is generated whenever a system is installed with the current version of the operating system by the Full Installation process. This file is located in the `/var/adm/smlogs` directory. It contains a record of the file system layout, host- and site-specific information, and the software that was installed during a Full Installation. The information in the file is used to clone the same installation on other systems with similar hardware. Because **Installation Cloning** is an extensive subject that has many options, procedures are documented in Chapter 7. The theory of operation described in Section 6.6 shows where in the Full Installation process the `install.cdf` file is invoked.
- The `config.cdf` file contains network, internet, printer, and mail configuration information that has been saved from a fully installed and configured system. The `config.cdf` file is created manually with the `sysman -clone -save` command whenever you want to save configuration information. The `config.cdf` file can be applied to a target system during a Full Installation, or it can be applied manually to a running system. Because **Configuration Cloning** is an extensive subject that has many options, procedures are documented in Chapter 8. The theory of operation described in Section 6.6 shows where in the Full Installation process the `config.cdf` file is invoked.

Table 6-1 shows at what points the Full Installation process searches for CDFs and the file names it looks for.

Table 6–1: Invocation Points of Configuration Description Files

Invocation Point During Full Installation	Full Installation Process Searches for a File Named	Action Taken If Found
Before the installation user interface is displayed	<code>install.cdf</code>	The information stored in the <code>install.cdf</code> file is used to clone the same installation on the target system.
After the system reboots but before the tailored kernel build	<code>config.cdf</code>	The information stored in the <code>config.cdf</code> file is used to configure the target system.

CDFs can be used in combination with user-supplied files as described in Section 6.4 to perform additional tasks on the target system.

6.3 Overview of User-Supplied Files

User-supplied files can contain scripts, executables, or programs and are a way to extend and customize the installation process. Table 6–2 shows the invocation points in the installation process, the file names that are searched for, and the type of installation that searches for them. The Full Installation and Update Installation processes always look for these files, and they are executed if found. Except for the `postreboot` file, if a user-supplied file is executed and returns a non-zero status (which indicates a failure), the installation stops.

Table 6–2: Invocation Points of User-Supplied Files

Invocation Point	Installation Process Searches for a File Named	Searched for During Which Installation Type?
Before the Full Installation user interface is presented	<code>preinstall</code>	Full and Cloned
Before the Update Installation user interface is presented	<code>update_preinstall</code>	Update
After software is installed but before the first reboot of the generic kernel	<code>postload</code>	Full and Cloned
After software is updated but before the system reboots	<code>update_postload</code>	Update
After the first reboot but before the tailored kernel build	<code>postreboot</code>	Full and Cloned

Table 6–3 lists some typical uses of user-supplied files.

Table 6–3: Typical Uses of User-Supplied Files

User-Supplied File Name	Might Be Used To:
<code>preinstall</code>	Define a customized disk label to eliminate the need to do so during the Full Installation.
<code>postload</code>	Dynamically modify host-specific information in the <code>config.cdf</code> file so that the target systems are uniquely defined on the network as soon as the cloning process is done. Appendix B shows a sample script that performs this function.
<code>postreboot</code>	Install additional optional software to simplify the software selection process.
<code>update_preinstall</code>	Automatically perform a backup of the operating system before the actual update process starts.
<code>update_postload</code>	Reinstall a layered product that you removed because it prevented the update installation from continuing.

The remainder of this chapter is dedicated to the relationship between CDFs and user-supplied files, how the installation process searches for user supplied files, and how to create and position the files.

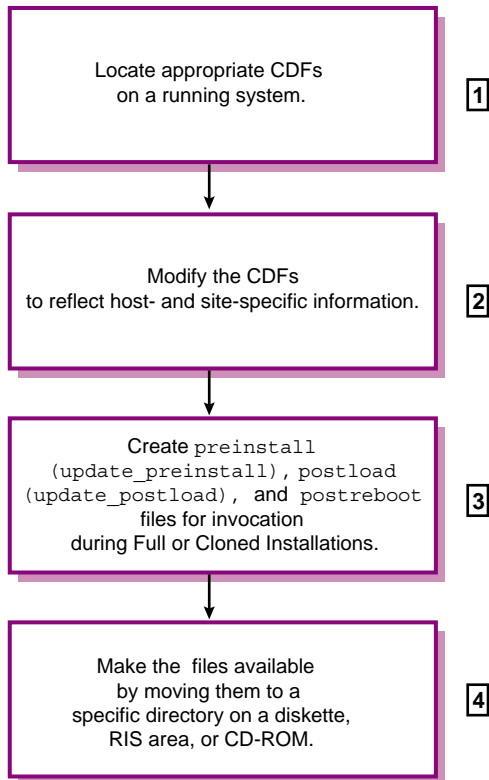
6.4 The Relationship Between CDFs and User-Supplied Files

CDFs and user-supplied files can be used independently or in combination. The CDFs and user-supplied files can be located on different sources. For example, either the `install.cdf`, the `config.cdf` or both CDFs can be on a diskette, the `preinstall` file can be on the RIS server, and the `postload` file can be located in the `/isl` directory of the RIS server. However, if the `postload` file is intended to operate on a `config.cdf` file, both files should reside in the same location. User-supplied files can modify CDFs dynamically.

6.5 Summary of Administrator Tasks

Figure 6–1 shows the high level system administrator tasks required to set up CDFs and user-supplied files. To execute user-supplied files during a Full or Update Installation, a system administrator performs Tasks 3 and 4 only.

Figure 6–1: Summary of Administrator Tasks



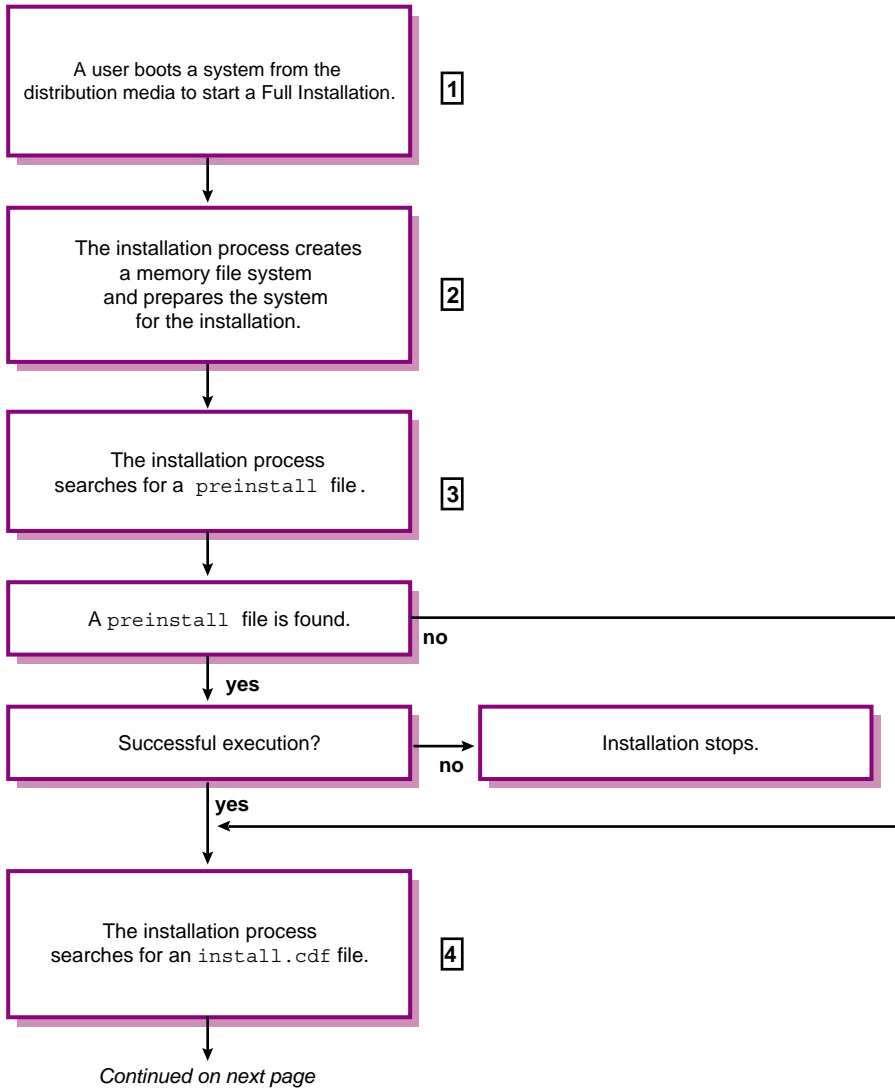
- 1** An administrator generates or locates CDFs suitable for cloning. On systems that are installed with the current version of the operating system, the `install.cdf` is located in the `/var/adm/smlogs` directory. The `config.cdf` can be saved to any directory by using the `sysman -clone -save` command, but the default directory is `/var/adm/smlogs`. Installation and Configuration Cloning procedures are documented in Chapter 7 and Chapter 8 respectively.
- 2** The administrator copies original CDFs to a working area for modification. At a minimum, host-specific information must be modified so that the cloned system has a unique identity. Original CDFs should be retained in the `/var/adm/smlogs` directory because they contain information about the initial system installation or configuration that could be valuable for future troubleshooting.
- 3** The administrator optionally creates scripts or programs to be executed at three predefined points in the Full or Cloned Installation processes (two points in the Update installation process). The administrator determines the actions performed by these files. See Section 6.7 in this chapter for more information about creating these files.

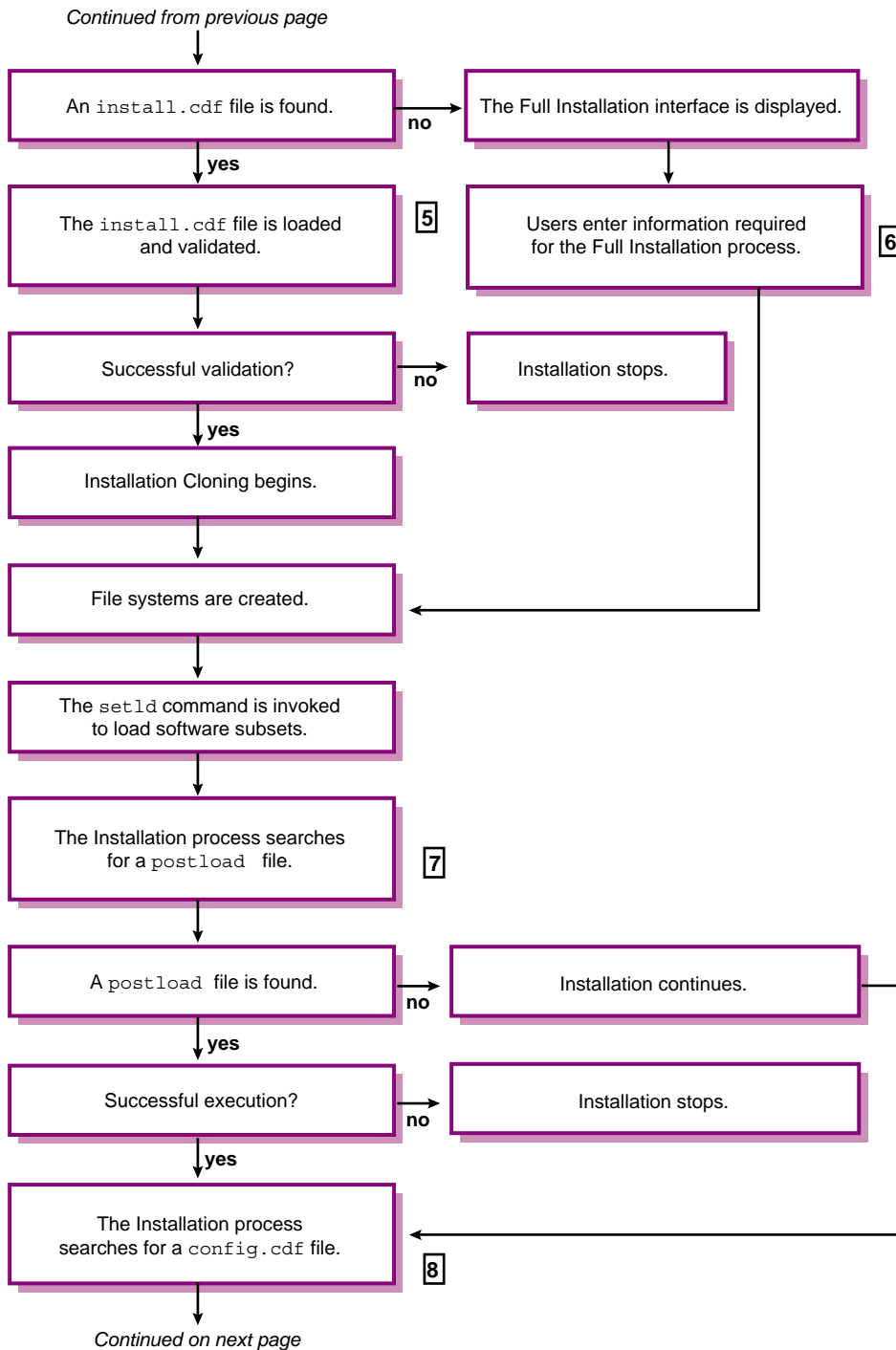
- 4 The administrator moves the modified CDFs and any user-supplied files to the / (root) directory on a diskette, to the `/var/adm/ris/clients/sets/profile_set` directory on a RIS server, or to the `/isl` directory on a CD-ROM if the distribution media is being repackaged. The files also can be copied to the `/isl` directory within an extracted RIS area. See Section 6.8 in this chapter for more information about moving the files to the correct location.

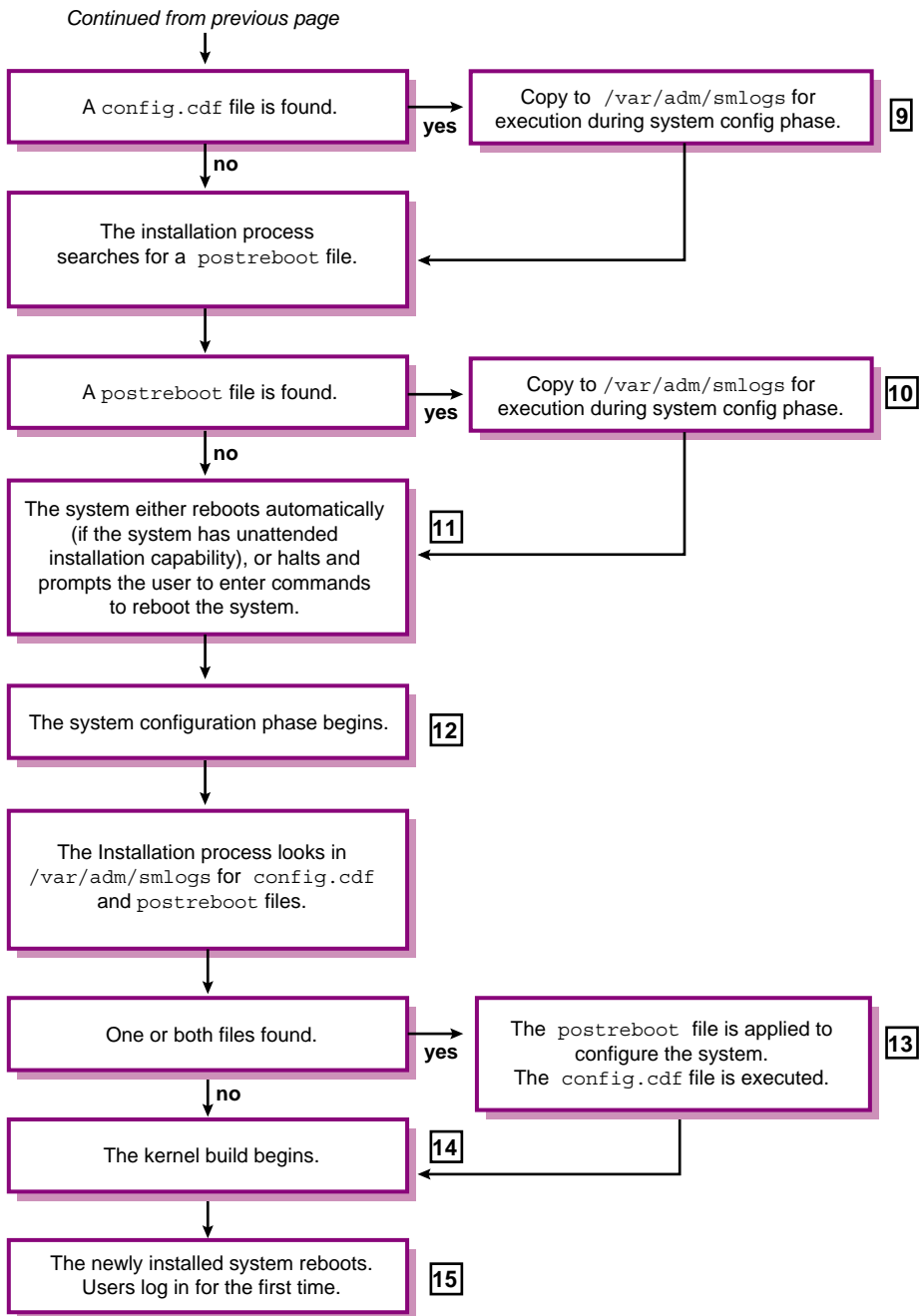
6.6 Theory of Operation

Figure 6-2 contains a summary of how user-supplied files and CDFs are invoked during a Full Installation.

Figure 6–2: Theory of Operation: User Supplied Files and CDFs







- ❶ The system is booted from the distribution media to start a Full Installation.
- ❷ The Memory File System (MFS) provides writable space required by the installation process.
- ❸ The Full Installation process searches for a file named `preinstall`. The search order and file locations are described in Table 6-4. This file is a user-supplied script, program, or executable containing specific actions to be carried out before the installation process begins. If this file is found, it is executed. If execution is successful, the installation process begins. If execution is not successful (that is, an exit status of non-zero is returned), the installation process stops. If a `preinstall` file is not found, the Full Installation process begins the search for an `install.cdf` file.
- ❹ If an `install.cdf` file is found in one of the locations described in Table 6-4, it drives the rest of the installation and begins an Installation Cloning process on the target system. If an `install.cdf` file is not found, a regular Full Installation process begins.
- ❺ The installation process validates the `install.cdf` file before cloning the target system. Validation includes ensuring that the disk names and disk types specified in the CDF exist on the system to be cloned. For RIS installations, validation includes comparing the versions of the software subsets included in the CDF with the software subset versions that are installed in the RIS environment. A CDF validation failure causes the installation to stop. Diagnostic messages display the reason for validation failures. Upon successful CDF validation, the Installation Cloning process continues.
- ❻ If an `install.cdf` file is not found, the installer responds to the questions asked during a regular Full Installation.
- ❼ After software subsets are loaded, the Full Installation process searches for a file named `postload`. The search order and locations are described in Table 6-4. This file is a user-supplied script, program, or executable containing specific actions to be carried out after software subsets are loaded. If this file is found, it is executed. If execution fails, the installation process stops.
- ❽ The Full Installation process searches for a `config.cdf` file in the search order and locations described in Table 6-4.
- ❾ If the `config.cdf` file is found, it is copied to the `/var/adm/smlogs` directory where it will be applied to clone the configuration of the target system later during the system configuration phase of the installation process.

- 10** The Full Installation process searches for a file named `postreboot`. This file is a user-supplied script, program, or executable containing specific actions to be carried out after the installation process boots the installed system disk for the first time. If this file is found, it is copied to the `/var/adm/smlogs` directory for execution during the system configuration phase.
- 11** The system automatically reboots after the software subsets are loaded. If your system does not have the capability for automatic reboots, or if the `install.cdf` was not modified so that no user invention is necessary, the installation process halts and prompts the user to enter commands to reboot the system from the newly installed disks. If the system is not set up for automatic reboots, the screen displays the boot commands that must be entered to reboot the system.
- 12** The system configuration phase begins automatically after the system reboots. Configuration refers to the process of tailoring the software subsets, setting the host name, root password, date, time, location and area, tuning the system, and building a kernel. If values are not defined for these attributes or if the installer did not enter a response during the Full Installation, the installation process becomes interactive to request it.
- 13** The Full Installation process looks in the `/var/adm/smlogs` directory to see if a `config.cdf` or `postreboot` file was moved there. This is where the install process moved the file; it is not a supported location for users.

If a `config.cdf` file is found, it is used to configure the target system. The Configuration Cloning performs validation checking, which is described in Section 8.8. If the `config.cdf` file fails validation checking, a configuration cloning will not take place, but the installation process continues. To apply a `config.cdf` file to clone another system, the CDF must pass validation.

If a `postreboot` file is found, it is executed. If execution is not successful, the Full Installation continues; execution failure of the `postreboot` file does not prevent the next step in the installation process: the kernel build.
- 14** For cloned installations, the type of kernel build is defined by the `kernel_options=` attribute in the `install.cdf` file. For regular Full Installations, the type of kernel build depends upon the type of kernel components you chose to build into the kernel: all, mandatory only, or a combination of mandatory and optional kernel components.
- 15** The last phase of any installation is the final system reboot after which users can log in for the first time. If this is a Full or Cloned Installation, `root` is the only user that may log in.

6.7 Creating User-Supplied Files

The contents of any user-supplied file depends upon what tasks you want to perform, but all user-supplied files must have read and execute permissions. When creating your files, be aware of the environment in which they will be run. For instance, `preinstall` and `postload` files only can call commands and utilities that are available on the distribution media because a full operating system environment is not yet installed. The `postreboot` file can call any command or utility that is available on an installed operating system.

The distribution media is comprised of file systems that are laid out just as the software would be installed. However, for performance reasons and space considerations, the distribution media contains a combination of uncompressed and compressed software subsets. Only those commands and utilities in the uncompressed software subsets are available during an installation. To view the contents of the distribution media, mount it and use a combination of the `cd` and `ls` commands to determine what commands are available to use.

Section 6.7.1 contains more information about creating `preinstall` files; Section 6.7.2 contains more information about creating `postload` files, and Section 6.7.3 contains information about creating `postreboot` files.

6.7.1 Creating preinstall Files

The first invocation point of user supplied files during Full and Update Installations is before the user interface is displayed, and in the case of a Full Installation, before the search for an `install.cdf` file.

At this point, the Full Installation process searches for a file named `preinstall`, which is a user-supplied script, program, or executable. It contains specific actions to be carried out before the installation user interface is presented. The Update Installation looks for a file named `update_preinstall`.

Actions to be carried out before file systems are created and software subsets are loaded might include writing a customized disk label to one or more disks. Another use would be to dynamically modify a generic `install.cdf` file to include host-specific attributes and put that file in `/var/tmp` so the Full Installation process finds it.

You do not want the `preinstall` file to execute any function that requires installed file systems and software to be available because these phases of the installation have not yet been completed; however, you can assume that file systems and software are available during an Update Installation.

The `preinstall` and `update_preinstall` files and any files they call require read and execute permission.

It is not necessary that the `preinstall` file be in the same location as other user-supplied files and CDFs (unless they are being modified by the script).

The installation process queries the return status from the execution of the `preinstall` and `update_preinstall` files and terminates the installation process if a non-zero return status is received. The `preinstall` and `update_preinstall` files are responsible for supplying their own status or error messages. The installation process does not guarantee the results of executing the script or program but does guarantee that upon successful completion, the installation process proceeds.

The sample `preinstall` script shown in the following example applies a customized disk label to an `RZ26` disk.

Example 6–1: Sample `preinstall` Script That Calls Another File

```
#!/sbin/sh

#
# Write a custom disk label to the
# system disk before starting the installation.
#

# NOTE: THIS FILE ASSUMES A DISK NAME OF dsk0 AND DISK TYPE OF RZ26

#
# First, zero the label
#
2>/dev/null disklabel -z dsk0

#
# Next, restore the label
#
disklabel -Rr dsk0 ./DISKLABELSAVE RZ26 || 1
{
    echo "\nError restoring disklabel on dsk0\n"
    exit 1
}

echo "\nThe disklabel that has been applied is:\n"
disklabel -r dsk0 | tail -10
exit 0
```

- 1 The `DISKLABELSAVE` file called by the `preinstall` script must reside in the same directory as the `preinstall` script and must have read permissions. The sample `DISKLABELSAVE` file is shown in Example 6–2.

The `DISKLABELSAVE` file called by the `preinstall` script contains a disk label that was created by reading the disk label of the disk at `dsk0` and redirecting the output into a file. To create this file, you would enter commands similar to the following:

```
# disklabel -r dsk0 > DISKLABELSAVE
```

Example 6–2: DISKLABELSAVE File Called by the Sample preinstall Script

```
# /dev/rdisk/dsk0a:
type: SCSI
disk: rz26
label:
flags:
bytes/sector: 512
sectors/track: 57
tracks/cylinder: 14
sectors/cylinder: 798
cylinders: 2570
sectors/unit: 2050860
rpm: 3600
interleave: 1
trackskew: 0
cylinderskew: 0
headswitch: 0 # milliseconds
track-to-track seek: 0 # milliseconds
drivedata: 0

8 partitions:
#      size  offset  fstype  [fsize bsize  cpg]
a:  131072     0  4.2BSD  1024  8192   16 # (Cyl.   0 - 164*)
b:  262144 131072  unused  1024  8192    # (Cyl. 164*- 492*)
c: 2050860     0  unused  1024  8192    # (Cyl.   0 - 2569)
d:  552548 393216  unused  1024  8192    # (Cyl. 492*- 1185*)
e:  552548 945764  unused  1024  8192    # (Cyl. 1185*- 1877*)
f:  552548 1498312  unused  1024  8192    # (Cyl. 1877*- 2569*)
g: 1210000 393216  4.2BSD  1024  8192   16 # (Cyl. 492*- 2009*)
h:  447644 1603216  4.2BSD  1024  8192   16 # (Cyl. 2009*- 2569*)
```

At this point, after creating the DISKLABELSAVE file, you would edit the file to create the custom partition sizes you want.

6.7.2 Creating postload Files

Upon completion of the file system creation, software subset load, and the preparation of the configuration environment for the pending software configuration phase, the Full and Update Installation processes search for files named `postload` and `update_postload` before the first system reboot.

Actions to be carried out after software subsets are loaded might include creating additional file systems or dynamically modifying a `config.cdf` file that will be applied to more than one target system. Appendix B contains a sample `postload` script, which shows how to set host-specific attributes in a `config.cdf` file.

The `postload` file and any files that `postload` calls require read and execute permission. It is not necessary that the `postload` file be in the same location as the user-supplied scripts and `install.cdf` file. However,

if the `postload` file is intended to operate on a `config.cdf` file, both files should reside in the same location.

The installation process queries the results of the execution of the `postload` file and terminates the installation process upon a non-zero return status. The `postload` file is responsible for supplying its own status or error messages. The installation process does not guarantee the results of executing the script or program but does guarantee that upon successful completion, the installation process proceeds.

It is important to know that at this point of a Full Installation, the newly created `/`, `/usr`, and `/var` file systems on the magnetic media are mount-relative with respect to the `/mnt` directory until the system is rebooted from the newly installed system disk. That is, the `/` file system is `/mnt`, the `usr` file system is `/mnt/usr`, and so on.

The sample `postload` script shown in Example 6-3 is creating a new file system called `users` and is then adding the entry into the `/etc/fstab` file to mount the new file system upon every reboot.

Example 6-3: Sample `postload` Script

```
#!/sbin/sh
#
# postload - script which is invoked after the subset load of a full
# installation. The script creates a new file system and
# adds an entry in the fstab file. Doing this will make the
# file system available as soon as the installation completes.
#
# Create a new file system on dsk2c which is to be mounted at /usr/users
#
echo "postload: creating new file system on dsk2c\n"
# Create the UFS file system on dsk2c, an RZ26L disk.
/usr/sbin/newfs -F /dev/rdisk/dsk2c RZ26L ||
{
    echo "postload: failed to create a new file system on dsk2c\n"
    # We consider this a nonfatal error and allow the install to
    # continue. This is done by returning 0. Otherwise, exit with a
    # non-zero value.
    exit 0
}
# Next, add an entry to fstab so that this new file system is
# automatically mounted when the system boots.
# NOTE: the actual installed file systems are mounted at /mnt.
# Therefore, we want to add the entry to /mnt/etc/fstab and
# not /etc/fstab.
echo "/dev/disk/dsk2c /usr/users ufs rw 1 2" >> /mnt/etc/fstab
# Finally, make sure the mount point is created. Once again, create it
# relative to /mnt.
```

Example 6–3: Sample postload Script (cont.)

```
/bin/mkdir /mnt/usr/users  
  
# Process complete!  
  
exit 0
```

6.7.3 Creating postreboot Files

To provide a place for users who have already written scripts to configure their systems as well as to allow supported scripting capabilities from a configured system, a third invocation point is available.

This user-supplied file is called `postreboot` to signify its relative location in the installation process. This file is searched for and is invoked during the software configuration phase of a Full Installation. The software configuration phase occurs after subsets have been loaded and the system is rebooted with the generic kernel. More specifically, the `postreboot` script is invoked after the check for a `config.cdf` file so that the `postreboot` script can take advantage of a network-configured system.

In addition, the `postreboot` script is invoked before the tailored kernel build so that additional layered software (for example, those with kernel dependencies) could be installed and the required kernel components will be satisfied by the tailored kernel build. The `postreboot` script is searched for and executed if found during a Full Installation; the Update Installation process does not look for this file.

The installation process queries the results of the execution of the `postreboot` file but does not terminate the installation process upon a non-zero return status. The `postreboot` file is responsible for supplying its own status or error messages. The installation process does not guarantee the results of executing the script or program but does guarantee that whether or not the script succeeds or fails, the installation process proceeds.

Section B.5 contains a sample `postreboot` script.

6.8 Copying User-Supplied Files and CDFs to the Right Location

CDFs and user-supplied files and all additional files they require must be located in the right directories so the installation process can find them.

Both the Full and Update Installation process search for the user-supplied files and CDFs in the order shown in Table 6–4. As soon as a file is found, the

installation process stops looking in the remaining locations. For example, if the installation process finds a `preinstall` file on diskette, it does not look on the RIS server.

Table 6–4: Acceptable Locations of User-Supplied Files and CDFs

Search Order	Location	Copy Instructions Located In
1	In the / (root) directory of diskette drive <code>floppy0</code> or <code>floppy1</code> .	Section 6.8.1
2	In the <code>profile_set</code> subdirectory of the <code>/var/adm/ris/clients/sets/</code> directory on the RIS server to which the client system is registered.	Section 6.8.2
3	In the <code>/var/tmp</code> memory file system (MFS) on the system to be cloned.	Section 6.8.3
4	In the <code>/is1</code> directory on the distribution media (local CD-ROM or extracted RIS area).	Section 6.8.4

6.8.1 Copying Files to a Diskette

Before you can copy user-supplied files and CDFs to the diskette, you may have to format the diskette, write a new disk label, and then create a new file system using the following command syntax:

```
fddisk -fmt raw_diskette_device
```

```
disklabel -wr diskette_drive disk_type
```

```
newfs raw_diskette_device_partition
```

Use commands similar to the following to format the diskette in diskette drive `floppy0`, write a new disk label specifying the `rx23` type of diskette (standard 3.5-inch diskette), and create a new file system on the entire diskette (partition `c`):

1. Format the diskette in drive `floppy0`:

```
# fddisk -fmt /dev/rdisk/floppy0c
```

2. Write a new disk label to a standard 3.5-inch diskette:

```
# disklabel -wr floppy0 rx23
```

3. Create a new file system on the entire diskette, the `c` partition:

```
# newfs /dev/rdisk/floppy0c
```

If either the `preinstall`, `postload` or `postreboot` files are located on the diskette, all files called by the `preinstall`, `postload` or `postreboot` files must be located on the diskette as well.

Use commands similar to the following to mount the diskette drive and copy the files to the diskette:

1. Mount the diskette drive on the `/mnt` mount point:

```
# mount /dev/disk/floppy0c /mnt
```
2. Assuming that you are in the directory in which the files are located, enter the following commands to copy the files to the diskette:

```
# cp ./install.cdf /mnt/install.cdf
# cp ./preinstall /mnt/preinstall
# cp ./postload /mnt/postload
# cp ./config.cdf /mnt/config.cdf
# cp ./postreboot /mnt/postreboot
# cp ./file_name /mnt/file_name
```
3. Enter the `chmod` command to ensure all files have execute permissions:

```
# chmod 755 /mnt/*
```
4. Unmount the diskette drive:

```
# umount /mnt
```

6.8.2 Copying Files to a RIS Server Profile Set Directory

A Remote Installation Services (RIS) server stores CDFs and user-supplied files in logically organized subdirectories that are created by the RIS administrator. These subdirectories, known as **profile sets**, are located in the `/var/adm/ris/clients/sets` directory. When a system is registered as a RIS client, you also can register the system to the profile set that contains the CDFs or user supplied files you want to execute during the installation.

For more information about profile sets and RIS administration, see the guide to *Sharing Software on a Local Area Network*.

After you or the RIS administrator have established naming conventions and a structure for the profile set directory on the RIS server, use procedures similar to the following to copy CDFs, user-supplied files, and any related files to a profile set directory:

1. Log in to the RIS server.
2. Change to the `/var/adm/ris/clients/sets` directory:

```
# cd /var/adm/ris/clients/sets
```
3. Using the naming scheme of your choice, create a profile set directory with a meaningful name. This example is creating a profile set directory for the Engineering department:

```
# mkdir engineering
```


4. Change to the new profile set directory to ensure that files are copied to the correct directory:

```
# cd engineering
```
5. Copy the right CDFs, user-supplied files, and all other related files from your working area to the new `engineering` profile set directory with your preferred copy tool (`ftp`, `dcp`, or `rcp`).
6. Enter the `chmod` command to ensure all files have read and execute permissions:

```
# chmod 755 *
```
7. Invoke the `ris` utility to register the target system (or systems) to the correct RIS software environment and profile set directory:

```
# /usr/sbin/ris
```
8. Start the Full Installation on the target system (as described in the *Installation Guide*).

6.8.3 Copying Files to the `/var/tmp` Directory

The `/var/tmp` directory is a writable directory created during the installation process and, therefore, it cannot be used to ship the CDFs and user-supplied files. However, if a `preinstall` script is used, it can dynamically copy the CDFs, `postload`, `postreboot`, and any files needed by `postload` and `postreboot` into `/var/tmp` during the installation process. The `preinstall` file itself cannot be invoked from `/var/tmp` as it is the only mechanism available to move files into `/var/tmp`.

This feature is valuable if you are repackaging the operating system and you are providing CDFs and user-supplied files on the CD-ROM. This feature is also useful for dynamically modifying a generic CDF that might exist in the RIS area to which many client systems are registered. User-supplied files could be used to modify the CDF as appropriate for the client being installed and configured and deposit the resulting file into the `/var/tmp` directory so it is found by the installation process.

The `/var/tmp` location is third in the search order for user-supplied files. If you are using this location as a writable area, the first two locations (that is, a diskette drive or RIS area) must not contain the same user-supplied files because once a file is found, the search ends.

When there is a need to modify or select an `install.cdf`, `config.cdf`, `postload`, or `postreboot` file as part of the installation process, a writable location is needed because the system cannot write to the CD-ROM. For example, assume that several CDFs are shipped on the CD-ROM for the purpose of supporting different hardware or configurations from one distribution media. In this case, you can create a `preinstall` file that

examines the system on which the installation is being executed, and based on the examination, select the right CDF file from among those shipped. The `preinstall` file can then copy this CDF to `/var/tmp/install.cdf` where it later will be read by the installation process. Similarly, the `preinstall` file could choose from among several `postload` files and copy the right one to `/var/tmp/postload`.

The `preinstall` script should ensure that files copied to `/var/tmp` have the correct permissions. Issuing the `chmod 777 *` command is the safest way to ensure correct permissions.

6.8.4 Copying Files to CD-ROM

You can repackage the operating system CD-ROM to include CDFs and user-supplied files in the `/isl` directory.

Note

Copying software may be done only for the purpose of licensed use of the operating system. A valid license agreement must be present for all instances of use of the copied operating system.

Use the method you usually use to create a CD-ROM (that is, write to a CD-ROM) if you plan to provide the `install.cdf`, `config.cdf`, `preinstall`, `postload`, and `postreboot` files to the `/isl` directory on a CD-ROM. The method you use depends upon the type of CD-ROM burner you have.

Follow this basic procedure to create an image on a CD-ROM:

1. Mount the Tru64 UNIX Version 5.0A CD-ROM to determine how much disk space is required on the magnetic disk to which you will be copying the contents of the CD-ROM. For example, to mount the CD-ROM in drive `/dev/disk/cdrom0c` on the directory `/mnt`, enter commands similar to the following:

```
# mkdir /mnt
# mount -r /dev/disk/cdrom0c /mnt
# cd /mnt
```

2. Enter the following command to determine disk space in kilobytes:

```
# df -k
```

Remember this number and make sure you have a disk large enough to meet the space requirement.

Write it down: _____

3. Unmount the CD-ROM using commands similar to the following:

```
# umount /mnt
```

4. Erase the disk label of the magnetic disk before creating the image:

```
# disklabel -z /dev/disk/dsk2
```

5. Create an image of the operating system by copying the contents of the base operating system CD-ROM onto a disk that is at least as large as the figure obtained in Step 2. In this example, the input file is the CD-ROM device, (/dev/disk/cdrom0c), the output file is the magnetic disk (/dev/disk/dsk2c), and the input and output block size is 399 kilobytes (399k).

```
# dd if=/dev/rdisk/cdrom4c of=/dev/rdisk/dsk2c bs=399k
```

Caution

The output file (of=) must specify a disk partition that starts at block zero (usually a or c). Specifying a partition that does not start at zero (0) results in an operating system image that is not bootable.

6. Mount the disk to which you just copied the contents of the operating system CD-ROM, and use the cp command to copy the install.cdf, preinstall, postload, config.cdf, and postreboot files and any files called by these files into the /isl directory of the image.

For a Full Installation:

```
# mount /dev/disk/dsk2c /mnt
# cp ./preinstall /mnt/isl/preinstall
# cp ./install.cdf /mnt/isl/install.cdf
# cp ./postload /mnt/isl/postload
# cp ./config.cdf /mnt/isl/config.cdf
# cp ./postreboot /mnt/isl/postreboot
# cp ./filename /mnt/isl/filename
```

For an Update Installation:

```
# mount /dev/disk/dsk2c /mnt
# cp ./update_preinstall /mnt/isl/update_preinstall
# cp ./update_postload /mnt/isl/update_postload
# cp ./filename /mnt/isl/filename
```

7. Depending upon the type of CD-ROM burner you have, use the recommended method to burn a CD-ROM from the modified image on the disk. The label of the CD-ROM to be burned must match the label of the operating system CD-ROM; otherwise the process will fail. Use the

`disklabel -r` command and look for `label: string` to determine the label on the operating system CD-ROM.

Note

To ensure that you have a valid, bootable operating system image, it is recommended that you verify the ability to boot from the image on the disk before burning the CD-ROM.

Installation Cloning

This chapter contains the following topics:

- An overview of the Installation Cloning process
- How an Installation Cloning happens
- An overview of the installation configuration description file (CDF), `install.cdf`
- The format and contents of the `install.cdf` file
- A sample `install.cdf` file
- Step by step procedures that describe how to generate a suitable CDF, edit the CDF, and start the Installation Cloning process

See Chapter 6 for information about the other customizations that can be made to a Full Installation process.

7.1 What is Installation Cloning?

Installation Cloning lets you duplicate the installation characteristics (that is, the file systems and installed software) from a running system onto one or more systems with the same or similar hardware configuration.

When you install the current version of the operating system on a machine, the installation process automatically generates a configuration description file (CDF) that contains a record of the installation setup data you specified. This file is created in the `/var/adm/smlogs` directory under the file name `install.cdf`. The `install.cdf` file contains all the installation information required to perform the same installation on a target system.

Note

If you want to clone Version 5.0A of the operating system onto a target system, the CDF must be created by a Version 5.0A Full Installation. Installation cloning is not supported between different releases of the operating system because CDFs created by other versions of the operating system are not compatible with the current version.

Systems that are installed by the cloning process must have the same disk configuration as the system where the CDF was generated. This means that the disks used for the / (root), /usr, /var, /usr/i18n file systems and swap areas on both systems must have the same disk type and the same device name. It is possible, however, to accommodate slight differences in configuration. Section 7.5.1 describes these acceptable differences.

Attributes in the `install.cdf` file can be modified so that there is no user intervention required at the target system. The `install.cdf` file also contains host- and site-specific attributes that you should modify in order to give the cloned system a unique identity. You most likely will have to change the host name entry for any system you want to clone.

Installation Cloning can be combined with Configuration Cloning, which is described in Chapter 8, and user-supplied scripts, which are described in Chapter 6, to totally clone and customize one or more target systems from a single installed and configured system.

Using Installation Cloning to mass-install systems has the following benefits:

- You can produce identical installations with less effort.
- You can set up the Installation Cloning process to run with minimal user intervention.
- You can save time and reduce the chance of error in environments because Installation Cloning eliminates the need to manually perform duplicate installations on all systems.
- You can administer software centrally, instead of attempting concurrent installations with locally-mounted removable media such as CD-ROMs.

7.2 How Does It Happen?

To clone a system, you copy the `install.cdf` file from the original model system to one of the four locations shown in Table 7-1. When you begin a Full Installation on a system you want to clone, the installation process looks for the `install.cdf` file in the order shown.

Table 7-1: Search Order for the `install.cdf` File

Search Order	Location
1	On a diskette in diskette drive <code>floppy0</code> or <code>floppy1</code> .
2	In the <code>/var/adm/ris/clients/sets/profile_set</code> subdirectory on the RIS server. During the RIS client registration process, the target system must be registered to the <code>profile_set</code> directory with the <code>install.cdf</code> file you want to use.

Table 7–1: Search Order for the install.cdf File (cont.)

Search Order	Location
3	In the <code>/var/tmp</code> memory file system (MFS) on the system to be cloned.
4	In the <code>/is1</code> directory on the distribution media (local CD-ROM or extracted RIS area).

If the installation process finds an `install.cdf` file in any of the locations shown in Table 7–1, an Installation Cloning begins on the target system. As soon as the file is found, the installation process stops looking in the remaining locations. For example, if the installation process finds the `install.cdf` file on diskette, it does not look on the RIS server. If an `install.cdf` file is not found in any of the four locations, a regular Full Installation begins on the target system.

A majority of the remainder of this chapter is provided to assist you in editing the `install.cdf` file. If you are performing the Full Installation from CD-ROM (regardless of where the CDF is located), read Section 7.6.3, which describes the importance of modifying host- and site-specific attributes.

If you want to learn more about the format and contents of the CDF, refer to Section 7.3, Section 7.3.1, and Section 7.3.2. If you want to begin the tasks associated with Installation Cloning, go directly to Section 7.4.

7.3 Installation CDF Overview

An `install.cdf` file contains the following information about an installation:

- Where file systems were created: `/` (`root`), `/usr`, `/var`, and `/usr/i18n`
- Where swap space was created
- The disklabel definition for each device
- Disk types and disk names where file systems reside
- File system layout (the specific partitions where file systems reside)
- File system types: UNIX File System (UFS) or Advanced File System (AdvFS)
- Logical Storage Manager (LSM) configuration
- Host-specific information such as host name and encrypted `root` password and site-specific information such as location and area (also known as time zones)
- Type of distribution media (CD-ROM or RIS) from which the installation took place

- Software subsets that were installed

Section 7.3.1 describes the format and contents of the installation CDF, and Section 7.3.2 shows a sample installation CDF.

7.3.1 CDF Format and Contents

The `install.cdf` file is organized as groupings of **attribute-value** pairs. An equal sign (=) separates each attribute-value pair. An **_item=** defines each logical grouping of attribute-value pairs. Refer to the `stanza(4)` reference page for more information about stanza file format.

Table 7-2 describes each **_item=** in the `install.cdf` file. Appendix A provides detailed descriptions of the attribute-value pairs in each item.

Table 7-2: Items in the `install.cdf` File

_item=	Contains
<code>Inst_islinfo</code>	Information about the media used for the installation (CD-ROM, RIS, or clone) and other system information that conveys the state of the system before the start of the installation process.
<code>Inst_disklabel</code>	Disk configuration information such as partition sizes and offsets.
<code>Inst_filesystem</code>	File system information such as the number and type of file systems that were created on the system. There is one <code>Inst_filesystem</code> item for every file system and swap area that was created. At a minimum, there are four <code>Inst_filesystem</code> items in the CDF to describe the / (root), /usr, and /var file systems and the swap device.
<code>Inst_subsets</code>	A list of the installed base software subsets. If you installed Worldwide Language Support (WLS) subsets, up to two additional <code>Inst_subsets</code> item were created. If you are cloning a system that was installed with a hardware release, another <code>Inst_subsets</code> item contains a list of hardware-specific base subsets.
<code>Inst_cinstall</code>	Target system configuration information, which is conveyed to the installation process. All of the attributes specified in the <code>Inst_cinstall</code> item are optional. If values are not provided for these attributes, the installation process becomes interactive to request this information during the system configuration phase.
<code>Inst_lsm_disks</code>	Logical Storage Manager (LSM) private region partition information.
<code>Inst_lsm_global</code>	Global LSM information including the size of the private region and the LSM host name.

7.3.2 Sample Installation CDF

Example 7-1 shows the contents of an `install.cdf` file. Appendix A provides descriptions of each attribute and its valid values. The order of the attributes within each `_item` does not matter.

Example 7-1: Sample Installation CDF

```
install:
  _item=Inst_islinfo
  _action=create
  media_type=CDROM
  srcloc=/ALPHA/BASE

install:
  _item=Inst_disklabel
  g_size=1433600
  c_offset=0
  e_offset=1812528
  b_size=401408
  g_offset=663552
  d_size=1148976
  b_offset=262144
  f_size=1148976
  name=dsk1
  h_size=2013328
  d_offset=663552
  a_size=262144
  f_offset=2961504
  c_size=4110480
  _action=create
  h_offset=2097152
  e_size=1148976
  a_offset=0

install:
  _item=Inst_filesystem
  disk_number=1
  disk_name=dsk1
  controller_type=SCSI
  name=root
  partition=a
  controller_number=0
  disk_type=RZ28M
  file_system_type=AdvFS
  _action=create

install:
  _item=Inst_filesystem
  disk_number=1
```

Example 7-1: Sample Installation CDF (cont.)

```
disk_name=dsk1
controller_type=SCSI
name=usr
partition=g
controller_number=0
disk_type=RZ28M
file_system_type=AdvFS
_action=create

install:
_item=Inst_filesystem
disk_number=1
disk_name="in usr_domain"
controller_type=SCSI
name=var
partition=g
controller_number=0
disk_type=RZ28M
file_system_type=AdvFS
_action=create

install:
_item=Inst_filesystem
disk_number=1
disk_name=dsk1
controller_type=SCSI
name=swap1
partition=b
controller_number=0
disk_type=RZ28M
file_system_type=swap
_action=create

install:
_item=Inst_filesystem
disk_number=1
disk_name="in usr_domain"
controller_type=SCSI
name=i18n
partition=g
controller_number=0
disk_type=RZ28M
file_system_type=AdvFS
_action=create

install:
_item=Inst_subsets
```

Example 7–1: Sample Installation CDF (cont.)

```
volume_name=DISC1
name=BASE
ss_names=OSFADVFS505,OSFADVFSBIN505,OSFBASE505,OSFBIN505,
OSFBINCOM505,OSFCDEDT505,OSFCDEMAIL505,OSFCDEMIN505,
OSFCLINET505,OSFCMPLRS505,OSFFONT15505,OSFHWBASE505,
OSFHWBIN505,OSFHWBINCOM505,OSFJAVA505,OSFKBDPCXAL505,
OSFMITFONT505,OSFNETCONF505,OSFNETSCAPE505,OSFNFS505,
OSFNFSCONF505,OSFOLDX11505,OSFPRINT505,OSFSER505,
OSFSERPC505,OSFSYSMAN505,OSFTCLBASE505,OSFTKBASE505,
OSFX11505,OSFXADMIN505,OSFXPRINT505,OSFXSYSMAN505
advflag=1
_action=create

install:
_item=Inst_subsets
volume_name=DISC2
name=Worldwide_Language_Support
ss_names=IOSPLCDEDT505,IOSPLCDEMAIL505,IOSPLCDEMIN505,
IOSPLOLDX11505,IOSPLUCSBASE505,IOSPLX11505,IOSWWBASE505,
IOSWWLAT2FONT100M505,IOSWWLAT9FONT100M505,IOSWWPRINT505,
IOSWWSYSMAN505,IOSWWUCSBASE505,IOSWWX11505
advflag=1
_action=create

install:
_item=Inst_cinstall
kernel_option=interactive
timeset=yes
lang_env=C
password=Bp2xAe46zVpUo
timezone=New_York
locality=America
_action=create
hostname=taurus
```

7.4 Summary of Installation Cloning Procedures

This section summarizes the tasks to set up and perform an Installation Cloning on a target system:

1. Create or select a suitable installation CDF.
2. Modify the installation CDF to set host- and site-specific attributes and include certain attributes to eliminate the need for user intervention at the cloned system.

3. Optionally create user-supplied scripts or a `config.cdf` file to execute during the Full Installation as well.
4. Copy the installation CDF to the right location depending upon your distribution needs.
5. Start a Full Installation on the target system.

The following sections provide more detail about each step in the Installation Cloning process.

7.5 Step 1: Creating or Selecting a Suitable CDF

Whether you are intentionally installing a model system to generate a CDF or you are selecting an existing CDF to use to clone target systems, you must consider the disk configuration, graphics adapter, font sizes and keyboard types of the systems to be cloned. Ideally, you should clone systems with identical hardware configurations.

During a regular Full Installation of a model system (not during cloning), the installation process automatically determines the mandatory software subsets required to support the graphics adapters, font sizes, and keyboard types resident on the system. All other software subsets are considered optional and are not installed unless you specifically select them.

When cloning a system, the CDF defines the software subsets to be installed on the target system. Therefore, if the target system has a different graphics adapter, font size, or keyboard type from the model system on which the CDF was created, the right software subsets will not be installed, and the cloned system may not be usable.

To generate an installation CDF that is versatile enough for use across differing systems, you may want to consider performing a Full Installation on a model system so that the CDF generated from that installation is usable by systems with different graphics adapters, font sizes, and keyboards. You do this by installing the software subsets to support all graphics adapters, font sizes, and keyboard types required by the systems to be cloned even though they are not required by the model system. Installing these optional software subsets will result in additional software being loaded on each system, but it will create a generic CDF that can be used to clone target systems with different configurations.

The following sections describe acceptable differences between the model system and target systems with respect to disk configuration, graphics adapters, font sizes, and keyboard types.

7.5.1 Acceptable Differences in Disks

Target systems should have the same hardware configuration as the model system where the CDF was generated. However, it is possible to support slight differences.

The disks on which `/`, `/usr`, `swap1`, `/var`, `/usr/i18n` (if it is not a directory under `/usr`) and `swap2` (if allocated) must have the same configuration on both the target system and the model system from which the CDF was generated. The same disk configuration means that the disk type (for example RZ26) and the device name (for example `dsk0`) must match. If the partition tables for these disks are not identical on both systems, the cloning process will reconfigure the target system's disks as described in the CDF. It does not matter if disks not touched during the cloning process are different on the target system.

Note

If the cloning process reconfigures a disk or disks on the target system, be aware that this action may destroy user data on the reconfigured disk or disks.

Table 7–3 illustrates one example of acceptable differences in disk configuration between a CDF generated from a model system and a target system. Both systems have two disks, but the second disk on the target system is an RZ26 disk instead of an RZ25 disk. This difference does not matter because the cloning is taking place on the first RZ26 with device name `dsk0`, which both systems have in common.

Table 7–3: Acceptable Differences in Disks Between a Model System and a Target System

System	Disk Type	Device Name
model system	RZ26	<code>dsk0</code> ^a
	RZ25	<code>dsk1</code>
target system	RZ26	<code>dsk0</code>
	RZ26	<code>dsk1</code>

^a The `/` (`root`), and `/usr` file systems and `swap1` space are located on the `dsk0` device on the model system.

Assuming there are no other differences in disk configuration, the target system can use the CDF generated from the model system. As long as the `/`, `/usr`, and `/var` file systems and swap space are not on `dsk1`, the disk type at device name `dsk1` can be different. If the disk device at `dsk0` were different, however, the cloned installation would fail.

7.5.2 Differences in Graphics Adapters

If any of the target systems have different graphics adapters from the model system, the software subsets required to support the graphics options needed by those systems must be installed on the model system or must be added manually to the `install.cdf` file before starting the cloning process on the target system.

When selecting software subsets during the installation of the model system, look in the `Windowing Environment` category for software subsets starting with the words `X Servers for <name>`. Replace `<name>` with the name that describes the graphics options supported by the software subset. The following graphics software subsets are available:

- `X Servers Base` – Device independent X Server support (always installed)
- `X Servers for PCbus` – Supports EISA bus and PCI bus graphics adapters
- `X Servers for TurboChannel` – Supports TurboChannel bus graphics adapters

Note

All graphic adapters supported by this release of the operating system are listed in the *Software Product Description* (SPD).

Table 7-4 shows the graphics adapters on a model system and a target system.

Table 7-4: Graphics Adapters on a Model System and a Target System

System	Graphics Adapter
model system	TurboChannel
target system	QVision (PCbus)

Based on the model system's configuration, the installation process automatically installs the software subset `X Servers for TurboChannel` as a mandatory subset for the model system. Therefore, the `X Servers for PCbus` software subset is optional for the model system. To ensure the availability of the right software for the cloned system, you must install the `X Servers for PCbus` software subset onto the model system; otherwise, the target system will not have graphics capability.

Caution

Do not use the CDF from a system that does not have graphics capabilities to clone systems that have the hardware to support graphics. There are several software subsets, most notably those associated with the common desktop environment (CDE), that will not be loaded on systems without graphics capabilities that are mandatory for systems with graphics capabilities.

You can ensure that you provide the right graphics by installing all of the graphics software subsets on the model system. Be aware that installing all of the software subsets requires more disk space than loading only selected graphics software subsets.

7.5.3 Differences in Font Size

When generating the CDF through the Full Installation of a model system, you must consider the font sizes required by the target systems. If the target systems require different size fonts from those defined in the CDF, load the right font software subset when installing the model system.

The need for `DECwindows 75dpi Fonts` or `DECwindows 100dpi Fonts` depends on the resolution of the graphics adapter being used. On a system already installed with the operating system, this value can be determined by entering the following command:

```
# sizer -gr
```

When the resolution is 1024x768 or less, the `DECwindows 75dpi Fonts` are required. When the resolution is greater, the `DECwindows 100dpi Fonts` are required. If you are unsure of the resolution available on the systems to be cloned, select both font software subsets to ensure that the correct font is available.

Systems with multiple graphics adapters may require both the `DECwindows 75dpi Fonts` and `DECwindows 100dpi Fonts` if the adapters include those with 1024x768 or less resolution and those with greater resolution.

While there are other software subsets that contain fonts, only the `DECwindows` fonts are packaged separately by size.

Table 7-5 shows the different font sizes required on a model system and a target system.

Table 7–5: Font Sizes on a Model System and a Target System

System	Graphics Resolution	Required Font Size
model system	1024x768	DECwindows 75dpi Fonts
target system	1280x1024	DECwindows 100dpi Fonts

During the installation of the model system, the DECwindows 75dpi Fonts software subset is mandatory and is installed automatically; the DECwindows 100dpi Fonts software subset is optional. You should install the optional software subset to provide the necessary fonts for the Installation Cloning of the target system.

You can ensure that you provide the right fonts by installing all of the font software subsets on the model system. Installing all of the font software subsets will require more disk space than loading selected fonts.

7.5.4 Differences in Keyboard Type

When generating the CDF through the installation of a model system, you must consider the keyboard type of the systems that will be cloned using the CDF. If the systems that will be cloned have different keyboard types, load the right keyboard support software subset when installing the model system.

To determine the keyboard type on a system already installed with the current release of the operating system, use the following command:

```
# sizer -wk
```

Table 7–6 shows an example of the keyboard types on a model system and a target system.

Table 7–6: Keyboard Types on a Model System and a Target System

System	Keyboard Type
model system	PXCAL
target system	LK444

Based on the model system's configuration, the installation process automatically installs the software subset PCXAL Keyboard Support as a mandatory subset for the model system. Therefore, the software subset for LK444 Keyboard Support is optional. Installing this optional software subset results in some unnecessary software being loaded on the model system but allows the CDF to be suitable to clone the target system.

You can ensure that you provide the right keyboard type by installing all of the keyboard software subsets on the model system. Be aware that loading

all keyboard software subsets requires more disk space on the model system than loading selected keyboard software subsets.

7.6 Step 2: Modifying the CDF

You have the option to modify the `install.cdf` file so that the Full Installation bypasses all user responses usually required during a Full Installation process. It is also recommended to modify host- and site-specific attributes so that the target system has a unique identify when the cloning process is complete.

Caution

Typographical errors and inserting attribute-value pairs into the wrong item may result in a failure during the Installation Cloning process and may render the cloned system unusable.

Attribute-value pairs cannot contain blank spaces because blank spaces cause data validation errors. Be very careful to remove all blank spaces, especially at the end of a line. When you want to give an attribute a null value, make sure there is nothing (null) after the equal sign (=).

Do not modify or remove attributes that are prefixed with an underscore (`_`). These attributes, for example `_action=create`, are internal variables required by the Full Installation and Installation Cloning processes.

It is recommended that you do not modify the original `install.cdf` file located in the `/var/adm/smlogs` directory of an installed system. Instead, make a copy of `install.cdf` and modify the copy. The original CDF should be retained in the `/var/adm/smlogs` directory because it contains information about the initial system installation that could be valuable for future troubleshooting.

The next three sections describe how to set the confirmation and kernel option attributes to run the cloning in an unattended fashion, and how to modify host- and site-specific attributes to achieve uniqueness of the cloned system. Section 7.6.4 describes a common error to avoid when modifying the CDF.

7.6.1 Setting the CDF Confirmation Attribute to Eliminate User Intervention

By default, the installation process prompts the user to confirm whether or not the `install.cdf` file should be applied. To turn off this confirmation

and eliminate the need for user intervention, the CDF confirmation attribute determines whether user confirmation is required before the CDF is used to start an Installation Cloning process. This feature is set with the `prompt=` attribute-value pair in the `Inst_islinfo` item in the CDF. You must always manually add this attribute to the CDF because the installation interfaces do not provide the ability to set this value. Valid values are:

- `prompt=yes` — means that the user will be asked to confirm the use of the `install.cdf` file to drive the installation process. If this attribute-value pair is not defined or is null, the Installation Cloning process defaults to `prompt=yes`.
- `prompt=no` — bypasses the CDF confirmation question and begins an Installation Cloning process automatically. This eliminates any user intervention at the system to be cloned.

A portion of an `install.cdf` file in Example 7–2 shows you where to include the `prompt=` attribute-value pair in the `Inst_islinfo` item:

Example 7–2: Adding the CDF Confirmation Attribute to the `install.cdf` File

```
install:  
  
_item=Inst_islinfo  
prompt=no  
media_type=CDROM  
server=cosmos  
_action=create  
srcloc=/ALPHA/BASE
```

7.6.2 Setting the Kernel Option Attribute to Eliminate User Intervention

The `kernel_option` attribute in the `Inst_cinstall` item controls the type of kernel components that are built into the tailored kernel and controls whether or not user intervention is required.

Note

The tailored kernel build on the target system does not automatically include the optional kernel components that were in the model system unless the kernel build type is set to `interactive` and the user intentionally selects them.

The values for the `kernel_option` attribute are:

- `kernel_option=interactive` - Provides an interactive kernel build, which stops the cloning process to let the user select optional kernel components from a menu. You should set this value to `interactive` in order to select the same optional kernel components that are on the model system.
- `kernel_option=mandatory` - Builds a kernel with all mandatory kernel components; no user intervention is required.
- `kernel_option=all` - Builds a kernel with all mandatory and all optional kernel components; no user intervention is required.

A portion of the `install.cdf` file in Example 7-3 shows you where to include the `kernel_option=` attribute-value pair in the `Inst_cinstall` item. This example sets the value to `mandatory`, which automatically builds a kernel with mandatory components, which will not require any user intervention.

Example 7-3: Setting the Type of Kernel Build in the `install.cdf` File

```
install:
  _item=Inst_cinstall
  kernel_option=mandatory
  timeset=yes
  lang_env=C
  password=Bp2xAe46zVpUo
  timezone=New_York
  locality=America
  _action=create
  hostname=taurus
```

7.6.3 Setting Host- and Site-Specific Attributes

You must read this section if you are performing the Full Installation from CD-ROM; it is recommended to read this section if you are performing the Full Installation from a RIS server.

Setting host- and site-specific information such as host name, geographic location and area, date, and time are not necessary in the case of a RIS installation because these values are obtained from the RIS server automatically during the installation even if they are defined in the CDF. This statement is true for Full Installations from RIS and for Installation Cloning from RIS.

In the case of a stand-alone system installed from a CD-ROM, however, setting these values must be determined from the CDF that drives the Installation Cloning. If the CDF does not define these attributes, the values

must be entered interactively during the software configuration phase of the Installation Cloning process that occurs after software has been loaded. If you want to eliminate the need for user intervention during the cloning process, you should define values for these attributes.

The host-specific attributes to be considered are:

- **Host Name**

A system's host name is contained in the `hostname=` attribute-value pair in the `Inst_cinstall` item. Host names for model and target systems that exist on the same network must be unique, so you should change this value. If the `hostname=` attribute does not exist in the CDF, or if the value associated with this attribute is null, the installation process becomes interactive during the software configuration phase of the Installation Cloning process to request this information. If LSM configuration data is contained in the CDF, it is recommended that you set the `lsm_hostname=` attribute in the `Inst_lsm_global` item to the same host name specified by the `hostname=` attribute. Refer to the *Installation Guide* if you need guidelines for choosing a proper host name.

- **Password**

Be aware that an encrypted value in the `password=` attribute means that all systems to be cloned share the same `root` password with the model system. You may want to consider leaving this value null so that the installation process becomes interactive to request a `root` password. For security reasons, sharing passwords among systems is not recommended. If you choose to retain the encrypted password in the CDF, remember that the password came from the model system and you should change the password on that model system to protect it from unauthorized users. Because the value of the `password=` attribute must be encrypted, this value cannot be set manually. If you need to change the password on the model system, the *Installation Guide* contains guidelines for choosing correct passwords.

The site-specific attributes to be considered are:

- **Geographic Location and Area**

A system's geographic location and time zone are contained in the `locality=` and `timezone=` attribute-value pairs in the `Inst_cinstall` item. On a system already installed with the current version of the operating system, valid values for these attributes are located in the `/etc/zoneinfo` directory, the contents of which are shown in Example 7-4. Geographic locations that are divided into time zones are directories in `/etc/zoneinfo`. In Example 7-4, directories are followed by a slash (/).

Example 7–4: Contents of the /etc/zoneinfo Directory

Africa/	EET	GMT+2	GMT-4	GMT5	London	SystemV/
America/	EST	GMT+3	GMT-5	GMT6	MET	Turkey
Antarctica/	EST5EDT	GMT+4	GMT-6	GMT7	MST	UCT
Arctic/	Egypt	GMT+5	GMT-7	GMT8	MST7MDT	US/
Asia/	Etc/	GMT+6	GMT-8	GMT9	Mexico/	UTC
Atlantic/	Europe/	GMT+7	GMT-9	Greenwich	NZ	Universal
Australia/	Factory	GMT+8	GMT0	HST	NZ-CHAT	W-SU
Belfast	GB-Eire	GMT+9	GMT1	Hongkong	Navajo	WET
Brazil/	GMT	GMT-0	GMT10	Iceland	PRC	Zulu
CET	GMT+0	GMT-1	GMT11	Indian/	PST8PDT	localtime@
CST6CDT	GMT+1	GMT-10	GMT12	Iran	Pacific/	posixrules
Canada/	GMT+10	GMT-11	GMT13	Israel	Poland	sources/
Chile/	GMT+11	GMT-12	GMT2	Jamaica	ROC	time
Cuba	GMT+12	GMT-2	GMT3	Japan	ROK	timezones
Dublin	GMT+13	GMT-3	GMT4	Libya	Singapore	

Recent changes to locations and time zones to make them comply to industry standards have resulted in changes to this file. For example, `locality=US/timezone=Eastern` is now represented as `locality=America/timezone=New_York`. You can use either representation, but the new style is recommended. When you specify a value for a `locality` that is divided into time zones, you must choose a valid time zone for that location. The *Installation Guide* contains more information about locations and areas.

If the `locality=` and `timezone=` attributes do not exist in the CDF, or if the value associated with these attributes is null, the installation process becomes interactive during the software configuration phase to request this information. A `locality=` attribute can be present without a `timezone=` attribute because not all geographic locations are divided into time zones. For example, the geographic location `Japan` does not have time zones. In that situation, the installation process recognizes the fact that `Japan` does not have time zones and bypasses the request for a time zone.

- **Date and Time**

It is not possible to specify dynamic values such as date and time in an `install.cdf` file and still retain accuracy at the cloned system. The ability does exist, however, for the `install.cdf` file to indicate that the date and time have been set previously either by one of the installation interfaces or through a RIS installation cloning process. The method used is the `timeset=` attribute-value pair in the `Inst_cinstall` item:

- `timeset=no` – Means that the system date and time have not been set previously. The Installation Cloning process becomes interactive to request this information.

- `timeset=yes` - Means that the system date and time have been set previously. Therefore, it is possible by using the `timeset=` attribute set to `yes` to continue the installation in an unattended fashion, even if the system time had not been set. The value of date and time on the target system is undetermined until the first user logs in and sets the date and time to the proper values using the `date` command.

7.6.4 Common Error: Trailing Blank Space

While modifying a CDF, a common error is to include a trailing blank space after an attribute-value pair. If the validation process detects a trailing blank space in the CDF, a message similar to the following is displayed:

```
-----  
Some errors occurred:  
SetItmAttr: invalid attribute value kernel_option=all  
-----
```

This error causes the installation process to stop. In the previous example, the validation process found a trailing blank space after the word `all` in the `kernel_option=all` attribute-value pair. The corrective action is to edit the CDF and remove the blank space. Then, restart the installation process on the target system.

7.7 Optional Step 3: Creating and Positioning Other User-Supplied Files

If you want to go a step further and recreate customized features of the model system on the cloned system, create `preinstall`, `postload`, and `postreboot` files. The Full Installation has the ability to invoke user-supplied files to perform customizations during a Full Installation. To learn more about invoking these files during a Full Installation, refer to Chapter 6.

You can also clone the configuration from a model system onto a target system. If you want to fully configure as well as install a target system, refer to Chapter 8 for information about how to create and apply a `config.cdf` file during a Full Installation.

The user-supplied files and `config.cdf` file are searched for in the same locations and order as the `install.cdf` file, which makes combining these features easy to do. If you want to take advantage of configuration cloning and invoke user supplied scripts to further customize the cloned system, refer to Chapter 6 and Chapter 8, respectively.

To continue with the Installation Cloning procedure, go to Section 7.8.

7.8 Step 4: Copying the CDF to the Right Location

The next step in the process is to copy the modified CDF to the right location. Because the `install.cdf` file must be located in and is searched for in the same locations as the user-supplied files and the `config.cdf` file for configuration cloning, the actual steps in the copy process are not duplicated here.

Based on your media requirements, decide where you want to move the `install.cdf` file and go to the referenced section shown in Table 7-7 for step-by-step procedures for copying the file.

Table 7-7: Acceptable Locations of the `install.cdf` File

Search Order	Location	Copy Instructions Located In
1	On a diskette in diskette drive <code>floppy0</code> or <code>floppy1</code> .	Section 6.8.1
2	In the <code>profile_set</code> subdirectory of the <code>/var/adm/ris/clients/sets</code> directory on the RIS server.	Section 6.8.2
3	In the <code>/var/tmp</code> memory file system (MFS) on the system to be cloned.	Section 6.8.3
4	In the <code>/isl</code> directory on the distribution media (local CD-ROM or extracted RIS area).	Section 6.8.4

7.9 Step 5: Beginning a Full Installation on the Target System

Once you have verified the contents of the `install.cdf` file and copied it to the right location based on your media requirements, begin a Full Installation on the target system as described in the *Installation Guide*. When the installation process finds the `install.cdf` file, an Installation Cloning process begins on the target system. If the Full installation process finds correctly named and placed user-supplied files or a `config.cdf` file, those files are executed as well.

If you start a Full Installation on the target system and the Full Installation graphical or text-based interface is displayed instead, the `install.cdf` file was not located in one of the four supported locations. In that case, copy the `install.cdf` file to one of the locations shown in Table 7-1, and restart the Full Installation on the target system.

Configuration Cloning

This chapter provides the following information:

- An overview of Configuration Cloning
- How does a Configuration Cloning happen?
- A description of the format and contents of the `config.cdf` file
- A sample `config.cdf` file
- Restrictions pertaining to the system where the `config.cdf` file was generated and the type of systems that are suitable to be cloned from it
- Step by step procedures, which describe how to save configuration information to a CDF, edit the CDF, and start the cloning process

8.1 What is Configuration Cloning?

Network services, naming services, printers, internet services, and electronic mail delivery must be configured to make users of a newly installed system productive and able to communicate with other systems and users. On a newly-installed system, system configuration tasks are performed from the Quick Setup application, the Custom Setup checklist, or the SysMan Menu. Before Configuration Cloning was available, configuration tasks had to be performed at each system individually.

Configuration Cloning lets you duplicate the configuration from an already-configured system onto one or more target systems, eliminating the need to perform the configuration tasks as a separate operation.

It is recommended that you use Configuration Cloning to clone systems with similar hardware and functions. Configuration cloning is ideal for cloning the same class or type of machine (for instance, all workstations or all servers). The criteria for determining whether cloning is suitable for your situation is if the systems are of the same type and have the same number and type of network adapters. Instead of configuring each system individually, you configure a single system, then replicate that model configuration among other systems of the same class or type.

You can also use the Configuration Cloning process to restore the configuration of a system if the current configuration becomes corrupted or if you want to go back to a previous configuration.

To achieve a fully automated installation and configuration of another system, Configuration Cloning can be combined with Installation Cloning to completely eliminate the need to perform these tasks at the target system itself. Installation cloning requires a separate `install.cdf` file that is created automatically when a system is installed. Refer to Chapter 7 for more information about Installation Cloning.

8.2 How Does it Happen?

When a system you designate to be a model system has been fully configured the way you want it, you use the `sysman -clone -save` command to save a snapshot of the system configuration data into a configuration description file (CDF). This file is named `config.cdf`, and it is saved in the `/var/adm/smlogs` directory by default. The information saved in the `config.cdf` file is used to duplicate the same configuration on similar systems. You may edit the `config.cdf` file and change any value (except the checksum), but there are certain host-specific attributes (such as host name and IP address) that must be edited to retain a unique network identity for the cloned systems.

The `config.cdf` file can be applied automatically to another system during a Full Installation process or can be applied manually after the system to be cloned is installed but is not yet configured. The following list summarizes your options:

- To manually clone one system at a time, edit the `config.cdf` file to set host- and site-specific attributes, copy the CDF to the target system, and manually apply the CDF to an installed target system using the `sysman -clone -apply` command.
- To clone one system during a Full Installation, edit the `config.cdf` file to set host- and site-specific attributes, and position the `config.cdf` file in one of four acceptable locations.

When you begin a Full Installation on a system you want to clone, the installation process looks for the `config.cdf` file in the order shown in Table 8-1.

Table 8-1: Search Order for the config.cdf File

Search Order	Location
1	On a diskette in diskette drive <code>floppy0</code> or <code>floppy1</code> .
2	In the <code>/var/adm/ris/clients/sets/profile_set</code> subdirectory on the RIS server. During the RIS client registration process, the target system must be registered to the <code>profile_set</code> directory that contains the <code>install.cdf</code> file you want to use.

Table 8–1: Search Order for the config.cdf File (cont.)

Search Order	Location
3	In the <code>/var/tmp</code> memory file system (MFS) on the system to be cloned.
4	In the <code>/is1</code> directory on the distribution media (local CD-ROM or extracted RIS area).

- To clone multiple systems during a Full Installation, write a `postload` script to define each system to be cloned and sets values for host- and site-specific attributes in the `config.cdf` file. The `config.cdf` file and the `postload` script are executed automatically by a Full Installation when they are placed in the right locations.

Note

Configuration Cloning is not just available at installation time; Section 8.11.2 has instructions on how to apply a configuration to an already-running system.

If you want more information, Figure 6–2 in Chapter 6 contains a theory of operation, which describes the points at which user-supplied files and CDFs are invoked during a Full Installation.

8.3 Configuration CDF Format and Contents

The `config.cdf` is organized by configuration **component**. Each component contains several **groups** in which there are one or more **attribute-value** pairs to define the configuration data. An equal sign (=) separates each attribute and its associated value.

The `config.cdf` file contains the following components:

- The **bindconfig** component contains Domain Name Service (DNS) configuration data. Only cloning of a DNS client is supported; DNS servers cannot be cloned.
- The **internetServices** component starts and stops the process that manages participation on the Internet.
- The **mail** component contains information about the mail server configuration. Only cloning of a mail client is supported.
- The **networkAdapters** component defines the type of network adapter that is configured.
- The **networkServices** component specifies whether the system is a member of a cluster.

- The **networkedSystems** component defines, among other things, the hosts in the `/etc/hosts` database.
- The **networks** component defines the data in the `/etc/networks` file, which contains information about known networks that comprise the DARPA.
- The **nfs_export** component defines whether the system is configured to export local file systems across the network.
- The **nfconfig** component defines the Networked File Systems (NFS) client and server settings.
- The **nisconfig** component contains information about the Network Information Services (NIS) configuration.
- The **ntpconfig** component contains Network Time Protocol (NTP) server information.
- The **printcap** component contains information about defined printers similar to the information found in the `/etc/printcap` file.
- The **remoteWhoServices** component manages the `rwhod` daemon (server that maintains the databases used by the `rwho` and `ruptime` daemons).
- The **routing** component defines the routing configuration.

8.3.1 Sample Configuration CDF

Example 8–1 shows the **bindconfig** component in a `config.cdf` file. Comment lines begin with a number sign (`#`). The last piece of information within a `config.cdf` file component is **Group: componentid**, which contains internal information required by the cloning process for validation purposes.

Note

For space considerations, only a small portion of a `config.cdf` file is shown in the example. If you want to see an entire `config.cdf` file, use the `sysman -clone -save` command on a configured system to save configuration information to the default location `/var/adm/smlogs/config.cdf`. Then, use a text editor or another method of your choice to view the file.

Example 8–1: Portion of a config.cdf File

```
CHECKSUM=56823

#
# CDF Created: Fri Apr 28 11:34:30 EST 2000
#
#
# Component: bindconfig
#
#
# Group: bind
#
/bindconfig/bind:
    configured=YES
    bindtype=CLIENT
#
# Group: resolver
#
/bindconfig/resolver:
    change_hostname=NO
    domain=mydomain.com
    precedence=first
#
# Group: ns
#
/bindconfig/ns:
    cdf_record=00000001
    ipaddress=16.29.1.1
    hostname=libra.mydomain.com
#
# Group: search
#
/bindconfig/search:
#
# Group: componentid
#
/bindconfig/componentid:
    manufacturer=Compaq Computer Corporation
    product=Domain Name Service Configuration
    version=DNS-1.1.4.17
    serialnumber=1.1.4.17
    installation=19990203184929.000000-300
    verify=7
#
# CDF Created: Fri Apr 28 11:34:47 EST 2000
#
```

8.4 Configuration Cloning Restrictions

It is recommended to adhere to the following restrictions when selecting or generating a `config.cdf` file to clone other systems:

- **Configuration cloning is not supported between different releases of the operating system.** If you want to clone a configuration onto a system running Version 5.0A, the `config.cdf` file you use

must be created from a model system that is installed and configured with Version 5.0A.

- **Software licenses are not cloned.** The product authorization codes (PAKs) that you installed and registered on the original system are not cloned on the target system. You must run the License Manager application or the `lmfsetup` script on the cloned system to install and register software licenses.
- A `config.cdf` file that was created on a **system with multiple network interfaces (adapters) should not be used to clone the configuration on a system with only one network adapter**. If you decide to do this, be careful to remove the extra adapter information from the CDF or the CDF will fail validation.
- **Configuration cloning is best suited for cloning similar class machines.** It is recommended to use a CDF created from a server class system to clone servers and to use a CDF from a workstation class system to clone other workstations.

You do not want to clone a workstation class system with a CDF that was taken from a machine that is configured to be any type of server because the CDF contains too much server setup information that is not necessary on a workstation. This unnecessary information can prove harmful to the network. For example, if a system is configured to be the primary IP router for your site, you do not want to clone another one.

- **Configuration Cloning is not supported in a cluster environment.** Do not save the configuration of a cluster member because individual cluster members share disks, and the information saved in the CDF relates to the entire cluster, not to individual members.

8.5 Summary of Configuration Cloning Procedures

The following list summarizes the steps required to clone the configuration from a model system to one or more target systems.

1. Use the `sysman -clone -save` command to save system configuration information from a configured model system to a `config.cdf` file.
2. Modify the `config.cdf` file to set host-specific attributes, and optionally, site-specific attributes.
3. Validate the CDF before you use it to clone another system.
4. To set up Configuration Cloning of multiple systems during a Full Installation process, optionally create a `postload` script to dynamically set host-specific values.

5. Copy the `config.cdf` file to the right location depending upon how it will be applied to the target system or depending upon your distribution media requirements.
6. Use the Full Installation process or the `sysman -clone -apply` command to apply the `config.cdf` file to the target system.

8.6 Step 1: Saving Configuration Information to a Configuration CDF

Unlike Installation Cloning, where the `install.cdf` file is created automatically, you must intentionally save configuration data into a `config.cdf` file. The reason the process is not automated is because without human intervention there is no automated way to be certain when a system configuration is complete. You can save configuration data into a CDF at any time after a system is installed, as often as you like. When configuration data is saved, any attribute that has no associated value will not be defined in the `config.cdf` file.

If you intend to clone the configuration of many systems using one `config.cdf` file, you should consider installing and configuring one system to use as the model system. That way, except for host-specific attributes, there is very little CDF editing required.

On a system that is configured the way you want it, use the `sysman` command with the following flags to save configuration data into a CDF:

```
sysman -clone -save filename
```

This command saves the current system configuration to `/var/adm/smlogs/config.cdf` unless you specify a different path and file name. Be aware that if you intend to clone a system configuration during a Full Installation process, the installation process searches for a file called `config.cdf`. A configuration CDF with any other name is not recognized.

The `sysman -clone -save` command also validates the CDF which is evidenced by the checksum number at the top of the `config.cdf` file. When you apply the CDF to clone a target system, the checksum number determines the integrity of the `config.cdf` file to protect against it from being rendered unusable by incorrect modifications. It is very important that you do not modify this checksum.

To list the status of all configured components, use the `sysman` command as follows:

```
sysman -clone -list
```

8.7 Step 2: Modifying Host- and Site-Specific Attributes in the Configuration CDF

The `config.cdf` file contains host- and site-specific attributes that must be edited to ensure each cloned system is uniquely configured on the network. It is suggested that you do not modify the original `config.cdf` file located in the `/var/adm/smlogs` directory. Instead, make a copy of the file and modify the copy. The original CDF should be retained in the `/var/adm/smlogs` directory because it contains information about the model system configuration that could be valuable for future troubleshooting or restoring the original configuration. You should save a backup of the modified `config.cdf` file as a record of your modifications.

Note

The top of the file contains a checksum number, which is used for validation purposes. Do not change this number because the cloning process will not be able to validate the CDF after which it cannot be used to clone another system.

If you plan to edit this file in any way, it is recommended that you do not modify any attribute or value that you do not understand. If you see a host- or site-specific value that you know is incompatible with the target system, for instance, the host name of the model system, you should change it. It is recommended that you only modify the attributes and values that are specifically described in this chapter.

Table 8–2 lists the host-specific attributes that must be modified before the configuration is applied so that cloned systems maintain a unique identity on the network. The third attribute should be considered if the hardware or processor type on the system to be cloned does not exactly match the system where the `config.cdf` file was generated.

Table 8–2: Host-Specific Attributes in the `config.cdf` File

Host-Specific Attribute	Description
<code>systemName=</code>	Sets the name of the system as it is known on the network. This attribute must be modified because each system must have a unique name. This attribute is located in the <code>networkAdapters</code> component in the <code>interface</code> group, and depending upon which other components are configured, the name may be specified in other attributes. Make sure to search for and change all occurrences of the system name.

Table 8–2: Host-Specific Attributes in the config.cdf File (cont.)

Host-Specific Attribute	Description
networkAddress=	Sets the unique internet protocol (IP) address of the client system as it is identified on a network. This attribute is located in the <code>networkAdapters</code> component in the <code>interface</code> and is located in the <code>networkedSystems</code> component in the <code>hostMappings</code> group.
devName= and type=	Defines the network adapter attached to the system. This value is modified only if the network adapter on the system to be cloned is different from the one defined in the <code>config.cdf</code> file. Valid values for this attribute include <code>tu0</code> for Tulip devices, <code>ln0</code> for Lance devices, and <code>fddi0</code> for FDDI devices. To determine the network adapters available on the system to be cloned, issue the <code>show dev</code> command at the console mode prompt (<code>>>></code>).

Section 8.7.1 describes the site-specific attributes you may want to modify; Section 8.7.2 describes how to use the `CDFMODE` attribute to modify component groups with more than one record.

8.7.1 Optional Step: Modifying Site-Specific Attributes in the Configuration CDF

The `config.cdf` file contains many network related attributes that you may want to consider editing if the systems you are cloning have different requirements. For example, you may be cloning all systems in a particular department or site that require a special network configuration. Attributes to consider modifying are the values for DNS server, netmask, domain name, type of network routing, network time protocol (NTP) server name, default printer, and printer and mail client configuration.

8.7.2 Using the CDFMODE Attribute for Component Groups with Multiple Records

The `CDFMODE` attribute applies only to component groups containing multiple records. `CDFMODE` is a *global* attribute that applies to all `cdf_record` labels within a component group throughout the entire CDF. An example of a component group containing multiple records is the `hostMappings` group within the `networkedSystems` component. This group represents the data in the `/etc/hosts` file.

The configuration CDF begins each record within a multiple-record group with the label `cdf_record=` to show that there is more than one record within the group. Example 8–2 shows an example of a host group with multiple records.

Example 8–2: Example of a Component Group with Multiple Records

```
# Component: networkedSystems
#
# Group: hostEquivalencies
#
/networkedSystems/hostEquivalencies:
#
# Group: hostMappings
#
/networkedSystems/hostMappings:
    cdf_record=00000001
    networkAddress=127.0.0.1
    systemName=localhost
    cdf_record=00000002
    aliases=aries
    networkAddress=16.29.1.1
    systemName=aries.mydomain.com
    cdf_record=00000003
    networkAddress=16.29.1.15
    systemName=pluto
    cdf_record=00000004
    aliases=pices
    networkAddress=16.29.1.27
    systemName=pices.mydomain.com
#
#
```

Table 8–3 lists and describes valid values for the CDFMODE attribute.

Table 8–3: Values for the CDFMODE Attribute

Value	Description
MERGE	Merges the component/group data with existing data on the target system. Duplicate data is ignored. This is the default behavior for the entire configuration CDF if CDFMODE is not specified.
APPEND	Appends the component and group data to existing configuration data on the target system. Duplicate data is not ignored.
REPLACE	Replaces the component and group data on the target system with the data in the configuration CDF. Data existing on the target system, but not in the CDF will be removed. Data that exists in the configuration CDF, but not on the target system will be applied. Data existing in both the CDF and the target system will be modified accordingly.

The CDFMODE attribute can be placed outside of any component contained within a config.cdf file.

Note

As shown in Example 8–3, the `CDFMODE=` attribute must start in the first column of the line on which it is located; do not indent it by inserting spaces or tab characters.

The `CDFMODE` value is in effect until another `CDFMODE=` statement is reached. Example 8–3 shows the use of the `CDFMODE` attribute. In this example, the default mode `MERGE` is in effect until `CDFMODE=REPLACE` is encountered. This causes the entire `/etc/hosts` file to be replaced with the contents of the CDF. After that, `CDFMODE=MERGE` (which is the default mode) is encountered, and the remaining attributes are merged onto the system to be cloned.

Example 8–3: Inserting the `CDFMODE` Attribute into a CDF

```
CDFMODE=REPLACE
#
# Component: networkedSystems
#
# Group: hostEquivalencies
#
/networkedSystems/hostEquivalencies:
#
# Group: hostMappings
#
/networkedSystems/hostMappings:
    cdf_record=00000001
    networkAddress=127.0.0.1
    systemName=localhost
    cdf_record=00000002
    aliases=host1
    networkAddress=16.29.1.2
    systemName=host1.mydomain.com
    cdf_record=00000003
    networkAddress=16.29.1.16
    systemName=host2
    cdf_record=00000004
    aliases=host3
    networkAddress=16.29.1.28
    systemName=host3.mydomain.com
#
CDFMODE=MERGE
```

8.8 Step 3: Validating the Modified CDF

After you have modified the `config.cdf` file, it is recommended that you validate its contents by entering the following command:

```
# sysman -clone -validate filename
```

If you do not supply a file name, the command assumes the file name is `/var/adm/smlogs/config.cdf`. This command uses the checksum at the top of the file to determine whether modifications you made have rendered the file unusable to clone other systems. The validation process attempts to isolate the component group in which the error occurred and a message is displayed. If validation errors occur, obtain an unmodified original copy of the `config.cdf` file and begin again.

8.9 Optional Step 4: Creating a Script to Clone Multiple Systems During a Full Installation

To use a `config.cdf` file during a Full Installation to clone many systems at once, it is suggested that you create a single, representative `config.cdf` file with the values of host-specific values set to dummy variables. Then, manually enter a value for the dummy variables before applying them to a system, or you can create a script to be invoked during a Full Installation process to dynamically modify the dummy variables in the `config.cdf` file before it is applied to the target system.

The Full Installation process is designed to look for specific scripts during a Full Installation in the same places where the `config.cdf` file is located. If the installation process finds a script named `postload` in the right location, the `postload` script is executed after software subsets are loaded but before kernel build takes place. This is also the phase where the `config.cdf` file is applied. Appendix B contains an example of just such a `postload` script, which shows how to create dummy variables for host-specific values. The `postload` file and the `config.cdf` file must reside in the same location.

Section 8.10.3 describes the four locations where the installation process looks for the `postload` and `config.cdf` files.

8.10 Step 5: Copying the Configuration CDF to the Right Location

The location of the `config.cdf` file depends on whether you are cloning the system configuration during a Full Installation or if you are cloning the configuration on a system that is already installed but not yet configured:

- If you intend to apply the `config.cdf` file manually on a single system or to one system at a time, copy the `config.cdf` file to a diskette as shown in Section 8.10.1 or set up a temporary network to move the `config.cdf` file to the system to be cloned as shown in Section 8.10.2.
- If you want to clone a system configuration during a Full Installation, refer to Section 8.10.3 for the list of supported locations that are searched. These locations are the same places where the installation process searches for user-supplied scripts and the `install.cdf` file.

8.10.1 Copying the Configuration CDF to a Diskette

Use the following procedure to copy the `config.cdf` file to a diskette:

1. Format, write a new disk label, and create a new file system on a diskette:

```
# fdisk -fmt /dev/rdisk/floppy0a
# disklabel -wr floppy0 rx23
# newfs /rdisk/floppy0c
```

2. Mount the diskette drive on the `/mnt` mount point:

```
# mount /dev/disk/floppya /mnt
```

3. Save the configuration data to the diskette using the file name `config.cdf`:

```
# sysman -clone -save /mnt/config.cdf
```

Once the `config.cdf` file is copied to the diskette, insert and mount the diskette into the diskette drive of the system to be cloned. Go to Section 8.11.2 for instructions about applying the `config.cdf` file manually to automatically configure the system.

8.10.2 Copying the Configuration CDF to a System That Is Not Connected to the Network

If the system you want to clone is installed, but is not configured and does not have a diskette drive, there is no way to copy the `config.cdf` file there unless a temporary network connection is created. Use the following procedure to set up a temporary network and then use the file transfer protocol (FTP) to copy the `config.cdf` file to the system to be cloned. You will need to know the Internet Protocol (IP) address of the system from which you are copying the CDF.

The following steps are performed on the system that is already installed but is not yet configured and assume you have root privileges on both machines:

1. On the system to be cloned, issue the following command to determine the network adapter and IP address:

```
# ifconfig -a
```

Look for the line that contains the IP address of the machine to know which network interface is the one to configure.

2. Temporarily connect the network adapter to the network:

```
# ifconfig adapter_name IP_address
```

3. Check the network connection you just set up to make sure your system recognizes the model system where the CDF is located:

```
# /usr/sbin/ping -c2 model_system_name
```

4. Change to the following directory, which is the default location of the `config.cdf` file:

```
# cd /var/adm/smlogs
```

5. Use the file transfer protocol (FTP) to connect to the model system where the `config.cdf` file was generated. Because the domain name service (DNS) is not running, specify the IP address of the model system rather than the system name:

```
# ftp model_system_IP_address
```

6. Log in to FTP as the user `root`, and enter the root password.
7. Change to the directory where the `config.cdf` file is located. This example assumes the file is in the default location:

```
ftp> cd /var/adm/smlogs
```

8. Copy (get) the `config.cdf` file to move it to the system to be cloned:

```
ftp> get config.cdf
```

9. Close the connection and exit out of FTP:

```
ftp> bye
```

The `config.cdf` file is now located in the `/var/adm/smlogs` directory of the system to be cloned. Go to Section 8.11.2 for instructions about applying the `config.cdf` file manually to configure the system.

8.10.3 Copying the Configuration CDF to Distribution Media

To clone a configuration during a Full Installation, copy the `config.cdf` file from the original model system to one of the four locations shown in Table 8-4. When you begin a Full Installation on a system you want to clone, the installation process looks for the `config.cdf` file in the order shown.

Because the `config.cdf` file is located in and is searched for in the same locations as the user-supplied files and the `install.cdf` file for Installation Cloning, the actual steps in the copy process are not duplicated here. Based on your media requirements, decide where you want to move the `config.cdf` file and go to the referenced section in column 3 for step-by-step procedures for copying the file.

Table 8–4: Acceptable Locations of the config.cdf File

Search Order	Location	Copy Instructions Located In
1	On a diskette in diskette drive floppy0 or floppy1.	Section 6.8.1
2	In the <i>profile_set</i> subdirectory of the <i>/var/adm/ris/clients/sets</i> directory on the RIS server.	Section 6.8.2
3	In the <i>/var/tmp</i> memory file system (MFS) on the system to be cloned.	Section 6.8.3
4	In the <i>/isl</i> directory on the distribution media (local CD-ROM or extracted RIS area).	Section 6.8.4

When you have copied the `config.cdf` file to the right location, go to Section 8.11.1 to learn how to apply the CDF to a target system.

8.11 Step 6: Applying the Configuration CDF to a Target System

When applying a `config.cdf` file to a target system, any attribute not defined in the CDF will remain unchanged or unconfigured on the target system. Depending upon your needs, the `config.cdf` file clones a system in the following ways:

- Section 8.11.1 confirms that the Full Installation will do the cloning if the CDF is in the right place.
- Section 8.11.2 describes how to manually apply the CDF to the target system
- Section 8.11.3 describes how to use the CDF to restore the configuration on a system with a corrupted configuration

8.11.1 Applying the Configuration CDF During a Full Installation

When the Full Installation process finds a `config.cdf` file in any one of the locations shown in Section 8.10.3, the CDF is applied to the system after file systems are created, software is loaded, and the system is rebooted off the newly installed system disk. The newly installed system will be configured exactly as defined in the CDF.

8.11.2 Applying the Configuration CDF Manually to a Running System

When a `config.cdf` file is copied to a diskette, which has been inserted into the diskette drive and mounted or has been copied to the `/var/adm/smlogs`

directory on a system to be cloned, use the `sysman` command with the following syntax to apply the configuration to the system:

```
sysman -clone -apply filename
```

If you do not specify a full path and file name, the `sysman` command assumes the default location and file name `/var/adm/smlogs/config.cdf`. If you placed the `config.cdf` file in a location other than `/var/adm/smlogs` or called the file something other than `config.cdf`, you must specify the path and exact file name on the command line.

8.11.3 Restoring a System Configuration Using the Configuration CDF

To restore a corrupted system configuration or to simply go back to a previous configuration that is stored in a `config.cdf` file, make sure the right `config.cdf` file is in the `/var/adm/smlogs` directory, and issue the following command:

```
sysman -clone -apply
```

If the configuration CDF is stored at a location or is called something other than `/var/adm/smlogs/config.cdf`, you must specify the full path in the command line.

A

Definitions of Installation CDF Attribute–Value Pairs

The attribute-value pairs within individual items differ as a result of the distribution method (CD-ROM or RIS) that was used to perform the initial Full Installation of the model system. This appendix describes the contents of the following items in the `install.cdf` file:

- `Inst_islinfo`
- `Inst_filesystem`
- `Inst_disklabel`
- `Inst_lsm_global`
- `Inst_lsm_disks`
- `Inst_subsets`
- `Inst_cinstall`

Caution

Only experienced system administrators should modify the attributes-value pairs in the `install.cdf` file. Typographical errors and inserting attribute-value pairs into the incorrect item may result in serious corruption on the cloned system and may render the system unusable.

In addition, attribute-value pairs cannot contain blank spaces because blank spaces cause data validation errors. Be very careful to remove all blank spaces especially at the end of a line. When you want to give an attribute a null value, make sure there is nothing (null) after the equal sign (=).

Do not modify or remove attributes that are prefixed with an underscore (`_`). These attributes, for example `_action=create`, are internal variables required by the Full Installation and Installation Cloning processes.

A.1 Attributes in the Inst_islinfo Item

Table A-1 defines the attributes in the `Inst_islinfo` item in the CDF. The `Inst_islinfo` item is used to convey the system state before the start of the installation process.

Table A-1: Attribute Definitions in the Initial Subset Load (Inst_islinfo) Item

Attribute	Valid Values	Definition
<code>client=</code>		Do not modify. This attribute is valid only for RIS Full Installations (not Installation Cloning) and specifies the RIS client name of the system that was cloned. The RIS client name is determined automatically as a result of the <code>bootp</code> request to the server.
<code>clone=</code>		Do not modify. This attribute is inserted automatically into the CDF as a result of the Installation Cloning process and is valid only during the Installation Cloning process.
<code>force_ccii=</code>	yes no	Setting this attribute to <code>yes</code> invokes a text-based (character cell) installation user interface on systems that have graphics capabilities. The default value is Null, which corresponds to <code>no</code> .
<code>media_type=</code>	REMOTE CDROM	This attribute is used by the Full Installation and Installation Cloning processes to indicate the type of distribution media for the current installation. This is the only required entry in the <code>Inst_islinfo</code> item. Edit this attribute when the type of distribution media used for the initial installation is different from the Installation Cloning that is to take place.

Table A–1: Attribute Definitions in the Initial Subset Load (Inst_islinfo) Item (cont.)

Attribute	Valid Values	Definition
prompt=	yes no	<p>This attribute is used by the Installation Cloning process to indicate whether the start of the cloning requires a confirmation response from the user.</p> <p>This attribute must be entered manually into the CDF for an Installation Cloning process because the installation interfaces do not provide the ability to insert this attribute into the CDF.</p> <p>A value of <code>yes</code> indicates that the process should prompt for confirmation to use the CDF. A value of <code>no</code> indicates that the Installation Cloning process automatically should use this CDF and bypass the confirmation question.</p> <p>If this attribute is not included in the CDF, the default is <code>prompt=yes</code>. Setting the attribute to <code>no</code> should be used with caution because the Installation Cloning begins as soon as the installation process detects a CDF. If you wanted to boot the system from the distribution media and perform system management or disk maintenance tasks, for example, you would not want the Installation Cloning to begin immediately.</p>
risdir=		<p>Do not modify. This attribute is specific to RIS Full Installations and is set automatically to the base RIS directory of the product environment to which the client system is registered.</p>
server=		<p>Do not modify. This attribute is specific to RIS full and cloning installations and identifies the RIS server to which the client system is currently registered.</p>

Table A-1: Attribute Definitions in the Initial Subset Load (Inst_islinfo) Item (cont.)

Attribute	Valid Values	Definition
server_locality=		Do not modify. This attribute is specific to RIS Full Installations and specifies to the installation interfaces the current geographic location. This attribute is controlled by the <code>locality=</code> attribute in the <code>Inst_cinstall</code> item.
server_timezone=		Do not modify. This attribute is specific to RIS Full Installations and specifies to the installation interfaces the current geographic time zone. This value is set automatically during a RIS Full Installation.
srcloc=	<code>/ALPHA/BASE</code> <i>RISserver:</i>	This attribute is not used by either the Full Installation or Installation Cloning processes; it is used by the operating system for internal purposes. This attribute identifies the location of the software to load. For RIS installations, this value specifies the server name (appended with a colon). For CD-ROM installations, this value is the directory path <code>/ALPHA/BASE</code> . Do not modify this attribute unless the <code>media_type</code> attribute is changed because this value must be consistent with the value of <code>media_type</code> .
timeset=	0 1	Do not modify. This attribute applies to Full Installations and indicates to the installation interfaces whether the date and time on the target system have been set successfully and whether the date and time can be displayed during the installation. If the date and time have not been set and will not be displayed during the installation process, this attribute is set to 0. If the date and time have been set successfully and will be displayed during the installation process, this attribute is set to 1. If you modify this entry, it will revert back to its original setting because it is controlled by internal installation processes.

A.2 Attributes in the `Inst_filesystem` Item

Table A-2 defines the attributes in the `Inst_filesystem` item in the CDF. The `Inst_filesystem` item conveys information about the number and type of file systems that are to be created on the cloned system. At a minimum, there must be at least four file system items to describe the `/`, `/usr`, and `/var` file systems and one swap area. Except where noted, you can modify all attribute-value pairs in this item, although it is not recommended.

Table A-2: Attribute Definitions in the File System (`Inst_filesystem`) Item

Attribute	Valid Values	Definition
<code>name=</code>	<code>root</code> <code>usr</code> <code>var</code> <code>i18n</code> <code>swap1</code> <code>swap2</code>	Required. Specifies the name of the file system to be made. There can only be one item each for <code>/</code> , <code>usr</code> , <code>var</code> , <code>i18n</code> , <code>swap1</code> , and <code>swap2</code> .
<code>file_system_type=</code>	<code>ufs</code> <code>advfs</code> <code>swap</code>	Required. Specifies the file system type to be created for the named file system. If the value of the <code>name=</code> attribute is <code>swap1</code> or <code>swap2</code> , the value of this attribute must be <code>swap</code> . The value <code>swap</code> is not allowed as a value for any other <code>name=</code> attributes. Caution: Be aware that changing this value from <code>ufs</code> to <code>advfs</code> may cause errors on the cloned system because the software subsets necessary to support an Advanced File System (AdvFS) may not be defined in the CDF and will not be installed on the cloned system. Therefore, the file system will be unreadable. Do not change this value to <code>advfs</code> unless other file systems have been set by the installation process to <code>advfs</code> or the required AdvFS software subsets are present in the <code>ss_names=</code> attribute in the <code>Inst_subsets</code> item. Subset descriptions are documented in the <i>Installation Guide</i> .

Table A-2: Attribute Definitions in the File System (Inst_filesystem) Item (cont.)

Attribute	Valid Values	Definition
disk_name=	dskn	<p>Required. Specifies the disk name for the named file system as it is known to the operating system (for example, dsk0). The value in this attribute must be consistent with the value in the disk_type= attribute. If you change this attribute, you must validate the change with respect to the disk_type= attribute. Enter the following command to determine the disk type:</p> <pre>disklabel dskn grep disk</pre> <p>For example, if you change this value to disk_name=dsk1, you must determine the type of disk at dsk1. If it is an RZ58 type of disk, make sure the value of the disk_type= attribute is RZ58.</p>
disk_number=	n	This attribute is set by the Full Installation process and is not used by the cloning process.
disk_type=	RZnn [n] [A-Z] RAnn HSZnn	<p>Required. Indicates the type of disk for the specified disk_name (for example RZ26). The value in this attribute must be consistent with the disk_name= attribute. Refer to the disk_name= attribute for more information.</p>
partition=	[a-h]	<p>Required. Specifies the disk partition on which the named file system will be created. Valid values are the letters a through h inclusive. The / (root) file system must always be located on partition a.</p>

Caution

If you change the value in this attribute for any file system other than /, make sure the partition you choose does not overlap another partition that contains an active file system.

Table A-2: Attribute Definitions in the File System (Inst_filesystem) Item (cont.)

Attribute	Valid Values	Definition
controller_type=		This attribute identifies the controller type to which the specified disk for the named file system is connected. During a Full Installation, this value is provided automatically for informational purposes. During an Installation Cloning process this attribute is not used, and can be omitted from the CDF.
controller_number=		This attribute identifies the controller number to which the specified disk for the named file system is connected. During a Full Installation, this value is automatically provided for informational purposes. During an Installation Cloning process this attribute is not used, and can be omitted from the CDF.

A.3 Attributes in the Inst_disklabel Item

Table A-3 defines the attributes in the `Inst_disklabel` item in the CDF. The `Inst_disklabel` item conveys the size and offset of each partition to be created on the cloned system. An `Inst_disklabel` item is created for each disk on which you installed a file system or swap area. For example, if you installed `/` on `dsk0`, and `/usr` on `dsk1`, an `Inst_disklabel` item will be created for `dsk0` and `dsk1`. All other disks on the target system will be unaffected during cloning.

Table A-3: Attribute Definitions in the Disklabel (Inst_disklabel) Item

Attribute	Valid Values	Definition
name=	<code>dskn</code> <code>in usr_domain</code> <code>in usr</code>	Required. Do not modify. This attribute specifies the disk associated with the size and offset definitions within the <code>Inst_disklabel</code> item. An <code>Inst_disklabel</code> attribute is created for each disk configured in the model system. A value of <code>in usr_domain</code> means that the <code>var</code> and <code>i18n</code> directories with an AdvFS file system type are in the <code>usr_domain</code> . A value of <code>in usr</code> means that the <code>var</code> and <code>i18n</code> directories with a UFS file system type are in the <code>/usr</code> file system.

Table A-3: Attribute Definitions in the Disklabel (Inst_disklabel) Item (cont.)

Attribute	Valid Values	Definition
[a-h]_size=	<i>n</i> (blocks)	Required. Do not modify. This attribute specifies the size of every partition on configured disks. All partitions are defined, whether or not they are used for a file system. The <code>Inst_filesystem</code> item defines the file systems.
[a-h]_offset=	<i>n</i> (blocks)	Required. Do not modify. This attribute specifies the offset of every partition on configured disks. All partitions are defined, whether or not they are used for a file system. The <code>Inst_filesystem</code> item defines the file systems.

A.4 Attributes in the Inst_lsm_global Item

Table A-4 defines the attributes in the `Inst_lsm_global` item in the CDF. The `Inst_lsm_global` item conveys the size of the Logical Storage Manager (LSM) private region to be created on all configured disks and defines an LSM host name. The `Inst_lsm_global` item is created only if you chose to install into LSM volumes.

Table A-4: Attribute Definitions in the LSM Global (Inst_lsm_global) Item

Attribute	Valid Values	Definition
priv_reg_size=	<i>n</i> (blocks)	Do not modify. This attribute conveys the size of the LSM private region to be created on all configured disks in the target system.
lsm_hostname=	<i>nnnnn:hh:mm:ss</i> existing host name	This attribute defines the host name that LSM uses when defining the <code>rootdg</code> disk group. LSM host names must be unique for systems that exist on the same network. If a host name cannot be determined from an existing LSM configuration or LSM does not exist on the system, the Full Installation process generates an LSM host name in the format of a five-digit number followed by a time stamp (hour;minutes;seconds). It is recommended that when you modify the <code>hostname=</code> attribute in the <code>Inst_cinstall</code> item, you make the same change here as well so that your system maintains a unique identity on the network but has the same host name and LSM host name.

A.5 Attributes in the Inst_lsm_disks Item

Table A-5 defines the attributes in the `Inst_lsm_disks` item in the CDF. The `Inst_lsm_disks` item conveys the private region partition and disk information. An `Inst_lsm_disks` attribute is created for each configured disk. The `Inst_lsm_disks` item is created only if you chose to use LSM.

Table A-5: Attribute Definitions in the LSM Disks (Inst_lsm_disks) Item

Attribute	Valid Values	Definition
name=	<i>dskn</i>	Do not modify. This attribute specifies the disk associated with the LSM private region partition information. An <code>Inst_lsm_disks</code> attribute is created for each disk configured in the model system.
priv_reg_part=	[a-h]	Do not modify. This attribute conveys the partition on which the LSM private region is to be created for the disk defined by the <code>name=</code> attribute.

A.6 Attributes in the Inst_subsets Item

Table A-6 defines the attributes in the `Inst_subsets` item in the CDF. The `Inst_subsets` item is used to convey information to the Installation Cloning process about the base operating system software subsets that are

to be installed on the system to be cloned. One `Inst_subsets` item always will exist for the base operating system software. There can be up to two additional `Inst_subsets` items for WLS software.

Table A–6: Attribute Definitions in the Software Subsets Load (`Inst_subsets`) Item

Attribute	Valid Values	Definition
<code>advflag=</code>	1	Do not modify. This attribute informs the subset load procedure, the <code>setld</code> utility, that this is a Full Installation (as opposed to an Update Installation or after the installation). It is always set to 1 by the Full Installation process.
<code>name=</code>	BASE WLS ^a	Required. Do not modify. This attribute specifies the name of the product associated with the subsets listed in the <code>ss_names</code> attribute. There will be a <code>name</code> attribute defined for each product installed. BASE represents the base operating system; WLS represents Worldwide Language Support software.
<code>ss_names=</code>	List of subset names	Required. This attribute specifies the list of base operating system and worldwide language support software subsets to be installed. Each software subset name is separated by a comma (,) and must be on one continuous line (let the line wrap). If you add software subset names to this attribute, you must consider available disk space and dependencies upon other software subsets. Refer to the <i>Installation Guide</i> for software subset dependency information, and refer to the <i>Release Notes</i> for software subset size information.
<code>volume_name=</code>	DISC1 DISC2	Required. Do not modify. This attribute specifies the distribution on which the product defined by the <code>name=</code> attribute resides. For example, the base operating system CD-ROM has a <code>volume_name</code> value of DISC1; the CD-ROM containing the WLS software has a <code>volume_name</code> value of DISC2.

^a The actual value for this attribute is `Worldwide_Language_Support`.

A.7 Attributes in the `Inst_cinstall` Item

Table A–7 defines the attributes in the `Inst_cinstall` item in the CDF. The `Inst_cinstall` item is used to convey target system configuration information to the Installation Cloning process. All of the attributes specified

in the installation configuration item are optional. If values are not provided for these attributes, the installation process becomes interactive to request this information during the system configuration phase.

To use a single CDF to clone many systems, consider leaving the system-specific attributes such as host name and password null, but provide attributes for site-specific attributes such as kernel option, time zone, geographic location, and date and time.

Table A-7: Attribute Definitions in the Installation Configuration (Inst_cinstall) Item

Attribute	Valid Values	Definition
hostname=		This attribute specifies the target system's host name to the installation process. Host names for target systems that exist on the same network must be unique. Refer to the <i>Installation Guide</i> for guidelines on choosing a proper host name. During a RIS Installation Cloning process, this value is set automatically to the host name of the target system. For CD-ROM installations, make sure this value is set correctly or is null. A null value means that the installation process becomes interactive during the system configuration phase to request a host name.
kernel_option=	mandatory all interactive	<p>This attribute specifies to the installation process whether the tailored kernel build should be interactive or non-interactive. If you want the Installation Cloning process to run without user intervention, do not set this attribute value to interactive.</p> <p>In an interactive kernel build session, a kernel components menu is presented that allows the user to select optional kernel components to build into the kernel. It is important to know that the kernel build on the target system does not automatically include optional kernel components that were on the model system unless the kernel option type is set to <i>interactive</i> and the user intentionally selects the optional kernel components.</p>

Table A–7: Attribute Definitions in the Installation Configuration (Inst_cinstall) Item (cont.)

Attribute	Valid Values	Definition
		The mandatory value builds a kernel with the kernel components that are mandatory for the installed software. The all value builds a kernel with all mandatory and all optional kernel components. Setting this attribute to mandatory or all builds the tailored kernel without any user intervention.
lang_env	See the i18n_intro(5) reference page	This attribute sets the language environment. Valid values are the same as the LANG environment variable. The default is United States English.
locality=	See the /etc/zoneinfo directory	This attribute specifies the geographic location of the target system. During a RIS Installation Cloning process, this value is set automatically to the geographic location of the RIS server. A null value means that the installation process becomes interactive during the system configuration phase to request a geographic location.
password=		Do not modify. This attribute specifies to the installation process the encrypted root password for the target system. The presence of a value here means that all cloned systems and the model system share the same root password. A null value means that the installation process becomes interactive during the system configuration phase to request a password. Because this entry is encrypted, either leave it alone or make it null. If you insert a value, you will set a password that you will not be able to decipher. Once the target system is cloned, you should change this password for security reasons.
timeset=	yes no	This attribute specifies to the installation process the status of the system date and time on the target system. In the case of a RIS Full Installation or RIS Installation Cloning, this value is always set to yes, which means that the system date and time have been set (because it comes from the RIS server).

Table A-7: Attribute Definitions in the Installation Configuration (Inst_cinstall) Item (cont.)

Attribute	Valid Values	Definition
timezone=	See the <code>/etc/zoneinfo</code> directory	<p>If this value is set to <code>no</code>, it means that the system date and time have not been set. The installation process becomes interactive to request the date and time.</p> <p>For CD-ROM installations, the installation process becomes interactive to request the date and time.</p> <p>This attribute specifies the time zone within a specific geographic location (if applicable). During a RIS Installation Cloning process, this value is set automatically to the time zone of the RIS server. The value of <code>timezone</code> must be a valid time zone for the geographic location defined in the <code>locality=</code> attribute. For example, if <code>locality=US</code>, only time zones in the United States are valid. If the geographic location does not have a time zone, leave this value null. The installation process recognizes geographic locations that do not have time zones, and will not request a time zone during the configuration phase.</p> <p>If the geographic location has valid time zones, a null value means that the installation process becomes interactive during the system configuration phase to request a time zone.</p>

B

Sample User-Supplied Scripts

This appendix provides samples of the user-supplied scripts that are invoked during a Full or Update Installation:

- preinstall
- update_preinstall
- postload
- update_postload
- postreboot

B.1 Sample preinstall File

Example B-1 contains a sample preinstall script, which sets site-specific attributes in an `install.cdf` file for an Installation Cloning from CD-ROM. The preinstall script is invoked just before the file system creation and software subset load phases of a Full Installation.

Example B-1: Sample preinstall Script

```
#!/sbin/sh
#
# This script takes a generic install.cdf file which has
# dummy-variables defined for the attributes "hostname",
# "locality", and "timezone", and substitutes real values
# for the system being installed.
#
# This script assumes the name of the generic CDF is
# install.cdf.generic. By using this namespace, the
# installation process will not find, nor attempt to use
# this generic version. The resulting install.cdf file is saved to the
# file /var/tmp/install.cdf so that the installation process
# will use the modified version.
#
# The relevant portion of the file install.cdf.generic is:
#
#     install:
#     _item=Inst_cinstall
#     kernel_option=mandatory
#     timeset=yes
#     password=gyq\Qy7xgNJZqXk
#     timezone=TIMEZONE
#     locality=LOCALITY
#     _action=create
#     hostname=HOSTNAME
#
# Set the real values for the dummy variables
```

Example B-1: Sample preinstall Script (cont.)

```
HOSTNAME=aries
LOCALITY=America
TIMEZONE=New_York

#
# Substitute for the dummy variables
#
sed -e "s/HOSTNAME/$HOSTNAME/" -e "s/LOCALITY/$LOCALITY/" \
    -e "s/TIMEZONE/$TIMEZONE/" ./install.cdf.generic > /var/tmp/install.cdf

if [ "$?" = "0" ]
then
    #
    # If the CDF was properly created, display a success
    # message, and exit with good status.
    #
    echo "/var/tmp/install.cdf successfully created"
    exit 0
else
    #
    # The CDF could not be created successfully.
    # Cause the installation process to stop.
    #
    echo " /var/tmp/install.cdf could not be created"
    exit 1
fi
```

B.2 Sample update_preinstall File

Example B-2 shows a sample `update_preinstall` script, which is executed just before the initial window is displayed during the analysis phase of an Update Installation.

Example B-2: Sample update_preinstall File

```
#!/bin/sh

#
# This is a sample script that demonstrates
# the type of operations that can be performed using
# the update_preinstall script. Creating
# backup files of any file shipped with the operating
# system product is not strictly necessary because any
# user customizations are either merged automatically or
# saved to a .PreUPD extension.
#
BACKUP_LIST="/etc/passwd \
/etc/fstab \
/etc/group"

for FILE in $BACKUP_LIST
do
    #
    # Save each file to a .BACKUP extension if the
    # file exists (-f $FILE) and a backup file does
```


Example B-2: Sample update_preinstall File (cont.)

```
# not already exist (! -f $FILE.BACKUP)
#
[ -f $FILE -a ! -f $FILE.BACKUP ] &&
{
    cp $FILE $FILE.BACKUP
}
done
```

B.3 Sample postload File

Example B-3 contains a sample `postload` script, which sets multiple host-specific attributes in a generic `config.cdf` file to perform configuration cloning of many systems. The script is identifying each host name and associated IP address because each system must have a unique identity on the network. The `postload` script is invoked after the file systems have been created and software subsets have been loaded during a Full Installation process.

Example B-3: Sample postload Script

```
#!/usr/bin/posix/sh
#
# This is a generic postload script that expects
# to operate on a generic configuration cdf file named "config.cdf.generic"
# also found in the same directory. This script will
# query the host name of the system being installed and dynamically
# modify the hostname and IP address in the config.cdf.generic file,
# and place the file in the /var/tmp directory as config.cdf. The
# installation process will then find the resulting CDF file in
# /var/tmp.
#
# The relevant portion of the config.cdf.generic file is:
#
#
#     debug=false
#     devName=tu1
#     hasDynamicNetAddr=false
#     hasRCInfo=true
#     hopCountMetric=0
#     ifaceNum=1
#     maxTransUnit=1500
#     networkAddress=IPADDRESS
#     netMask=255.255.252.0
#     operational=true
#     receiveAll=false
#     receiveMulticast=false
#     speed=not_applicable
#     systemName=HOSTNAME
#     type=ETHERNET
#     useArp=true
#
# All other host name and IP address references FOR THE CLIENT BEING
# INSTALLED should be replaced by dummy-variables in the file
```

Example B-3: Sample postload Script (cont.)

```
# config.cdf.generic.
#

MOUNT=/mnt
RCMGR=/usr/sbin/rcmgr
#
# Must use the mount-relative version of ./etc/rc.config, because
# file systems are still mounted relative to /mnt.
#
RC_CONFIG=$MOUNT/etc/rc.config; export RC_CONFIG

#
# Define a table of hostname to IPaddress to network adapter mapping
#
    aries=0; IP[aries]=16.69.56.100; DEV[aries]=tu0
    taurus=1; IP[taurus]=16.69.56.111; DEV[taurus]=tu0
    gemini=2; IP[gemini]=16.69.56.222; DEV[gemini]=ln0
    cancer=3; IP[cancer]=16.69.56.105; DEV[cancer]=tu0
    leo=4; IP[leo]=16.69.56.123; DEV[leo]=tu0
    virgo=5; IP[virgo]=16.69.56.75; DEV[virgo]=tu0
    libra=6; IP[libra]=16.69.56.50; DEV[libra]=ln0
    scorpio=7; IP[scorpio]=16.69.56.55; DEV[scorpio]=tu0
    sagittarius=8; IP[sagittarius]=16.69.56.60; DEV[sagittarius]=tu0
    capricorn=9; IP[capricorn]=16.69.56.66; DEV[capricorn]=ln0
    aquarius=10; IP[aquarius]=16.69.56.70; DEV[aquarius]=tu0
    pisces=11; IP[pisces]=16.69.56.77; DEV[pisces]=tu0

GetIPAddress()
{
    eval host=\${$1}

    echo ${IP[host]}
}

GetDevName()
{
    eval host=\${$1}

    echo ${DEV[host]}
}

Main()
{
    #
    # Get the host name of the system being installed. Use
    # the host name to index into a table of IP addresses, and pull
    # the correct IP address for this system. Then, dynamically
    # update the host name and IP address in the config.cdf file.
    #
    HOSTNAME=`$RCMGR get HOSTNAME`

    IPADDRESS=`GetIPAddress $HOSTNAME`

    echo "Host is $HOSTNAME; IP is $IPADDRESS"

    #
}
```

Example B-3: Sample postload Script (cont.)

```
# Now modify the version of config.cdf.generic that exists in the
# current working directory, and copy it to the /var/tmp
# directory so that it is found by the installation process.
#
sed -e "s/HOSTNAME/$HOSTNAME/g" -e "s/IPADDRESS/$IPADDRESS/g" \
    ./config.cdf.generic > /var/tmp/config.cdf

[ -s /var/tmp/config.cdf ] &&
    echo "/var/tmp/config.cdf successfully created"

#
# Always exit with good status; the process is too far
# to exit the installation at this point.
#
exit 0
}

Main "$@"
```

B.4 Sample update_postload File

Example B-4 contains a sample script, which archives all *.PreUPD and *.PreMRG files left over from an Update Installation. This operation is meant as an example of what can be done during the update process. It is recommended that you use the Update Installation Cleanup application (/usr/sbin/updadmin) to archive these types of files instead of archiving them using the update_postload script. The update_postload script is executed after the operating system software is loaded but before the first reboot.

Example B-4: Sample update_postload File

```
#!/bin/ksh
#
LOGDIR=/var/adm/smlogs
BACKUPDIR=/mybackups
PREMRG_FILE=$LOGDIR/upd_PremRG_files
PREUPD_FILE=$LOGDIR/upd_custom_files

if [ ! -d $BACKUPDIR ]
then
    mkdir -p $BACKUPDIR
fi

cd /
for FILE in `cat $PREMRG_FILE $PREUPD_FILE`
do
    cp $FILE $BACKUPDIR
done
```

B.5 Sample postreboot File

Example B-5 contains a sample postreboot script which, among other things, loads additional software subsets from a RIS server, adds entries to the `/etc/fstab` file, adds users to the `.rhosts` file and allows remote root logins. The postreboot script is invoked after the system reboots after a Full Installation.

Example B-5: Sample postreboot File

```
#!/usr/bin/posix/sh
#
# This script is executed during the c-install phase of the
# full installation process. At the time of execution, all network
# services will be available assuming that the system was configured
# using the 'sysman -clone' capability.
#

echo "Executing postreboot script"
#
# Load reference page software subsets from the
# RIS server.
#
SERVER=`rcmgr get INST_SERVER`

2>&1 /usr/sbin/setld -l $SERVER: OSFMANOS505 OSFCDEMANOS505 \
OSFMANWOS505 OSFCDEMANOP505 OSFMANWOP505 OSFDCMTEXT505

#
# Add an entry to the /etc/fstab file to provide an
# NFS-mount from an exporting NFS-server
#
cp /etc/fstab /etc/fstab.ORIG
echo "/mnt1@giants /nfs-mount nfs ro,bg 0 0" >> /etc/fstab

#
# Make a local mount-relative directory on which to mount
# the NFS-mounted directory
#
mkdir -p /nfs-mount

#
# Add the Engineering team members to the .rhosts file on this system.
#

cat <> /.rhosts
aries.company.com jsmith
aries jsmith
libra.company.com mwang
libra mwang
virgo.company.com rhurley
virgo rhurley
leo.company.com jcruz
leo jcruz
taurus.company.com gwilliams
taurus gwilliams
$(hostname)
EOF

#
```

Example B-5: Sample postreboot File (cont.)

```
# Allow root logins from remote systems.
#
echo ptys >> /etc/securettys

#
# Use the Korn shell as the default shell for root.
#
sed "s@/bin/sh@/bin/ksh@" /etc/passwd > /tmp/passwd
[[ -s /tmp/passwd ]] && mv /tmp/passwd /etc/passwd
chmod 644 /etc/passwd

#
# Make changes to .profile to change default editor to vi
#
echo "EDITOR=vi; export EDITOR" >> /.profile

#
# Additions to sysconfigtab that help our testing.
#
cp /etc/sysconfigtab /etc/sysconfigtab.ORIG
cat <> /etc/sysconfigtab
streams:
    nstrpush=15

advfs:
    AdvfsPanicLevel=1

proc:
    maxusers=1024
    max-proc-per-user=256
    max-threads-per-user=512

vfs:
    revoke_tty_only=0

kdebug:
    kdebug_escape = iseeme
    kdebug_stop_on_panic = 0
EOF

exit 0
```

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Tru64 UNIX

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AA-RH8TB-TE

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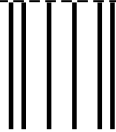
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What version of the software described by this manual are you using? _____

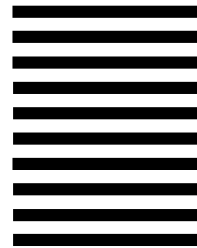
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