

man pages section 4: File Formats

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Preface

Both novice users and those familar with the SunOS operating system can use online man pages to obtain information about the system and its features. A man page is intended to answer concisely the question "What does it do?" The man pages in general comprise a reference manual. They are not intended to be a tutorial.

Overview

The following contains a brief description of each man page section and the information it references:

- Section 1 describes, in alphabetical order, commands available with the operating system.
- Section 1M describes, in alphabetical order, commands that are used chiefly for system maintenance and administration purposes.
- Section 2 describes all of the system calls. Most of these calls have one or more error returns. An error condition is indicated by an otherwise impossible returned value.
- Section 3 describes functions found in various libraries, other than those functions that directly invoke UNIX system primitives, which are described in Section 2.
- Section 4 outlines the formats of various files. The C structure declarations for the file formats are given where applicable.
- Section 5 contains miscellaneous documentation such as character-set tables.
- Section 6 contains available games and demos.
- Section 7 describes various special files that refer to specific hardware peripherals and device drivers. STREAMS software drivers, modules and the STREAMS-generic set of system calls are also described.

- Section 9 provides reference information needed to write device drivers in the kernel environment. It describes two device driver interface specifications: the Device Driver Interface (DDI) and the Driver/Kernel Interface (DKI).
- Section 9E describes the DDI/DKI, DDI-only, and DKI-only entry-point routines a developer can include in a device driver.
- Section 9F describes the kernel functions available for use by device drivers.
- Section 9S describes the data structures used by drivers to share information between the driver and the kernel.

Below is a generic format for man pages. The man pages of each manual section generally follow this order, but include only needed headings. For example, if there are no bugs to report, there is no BUGS section. See the intro pages for more information and detail about each section, and man(1) for more information about man pages in general.

NAME

This section gives the names of the commands or functions documented, followed by a brief description of what they do.

SYNOPSIS

This section shows the syntax of commands or functions. When a command or file does not exist in the standard path, its full path name is shown. Options and arguments are alphabetized, with single letter arguments first, and options with arguments next, unless a different argument order is required.

The following special characters are used in this section:

- [] Brackets. The option or argument enclosed in these brackets is optional. If the brackets are omitted, the argument must be specified.
- . . . Ellipses. Several values can be provided for the previous argument, or the previous argument can be specified multiple times, for example, "filename . . ."
- Separator. Only one of the arguments separated by this character can be specified at a time.
- { } Braces. The options and/or arguments enclosed within braces are interdependent, such that everything enclosed must be treated as a unit.

PROTOCOL

This section occurs only in subsection 3R to indicate the protocol description file.

DESCRIPTION

This section defines the functionality and behavior of the service. Thus it describes concisely what the command does. It does not discuss OPTIONS or cite EXAMPLES. Interactive commands, subcommands, requests, macros, and functions are described under USAGE.

IOCTL

This section appears on pages in Section 7 only. Only the device class that supplies appropriate parameters to the ioctl(2) system call is called ioctl and generates its own heading. ioctl calls for a specific device are listed alphabetically (on the man page for that specific device). ioctl calls are used for a particular class of devices all of which have an io ending, such as mtio(7I).

OPTIONS

This secton lists the command options with a concise summary of what each option does. The options are listed literally and in the order they appear in the SYNOPSIS section. Possible arguments to options are discussed under the option, and where appropriate, default values are supplied.

OPERANDS

This section lists the command operands and describes how they affect the actions of the command.

OUTPUT

This section describes the output - standard output, standard error, or output files - generated by the

RETURN VALUES

If the man page documents functions that return values, this section lists these values and describes the conditions under which they are returned. If a function can return only constant values, such as 0 or –1, these values are listed in tagged paragraphs. Otherwise, a single paragraph describes the return values of each function. Functions declared void do not return values, so they are not discussed in RETURN VALUES.

ERRORS

On failure, most functions place an error code in the global variable errno indicating why they failed. This section lists alphabetically all error codes a function can generate and describes the conditions that cause each error. When more than one condition can cause the same error, each condition is described in a separate paragraph

under the error code.

USAGE This section lists special rules, features, and

commands that require in-depth explanations. The subsections listed here are used to explain built-in

functionality:

Commands Modifiers Variables Expressions Input Grammar

EXAMPLES This section provides examples of usage or of how

to use a command or function. Wherever possible a complete example including command-line entry and machine response is shown. Whenever an example is given, the prompt is shown as example%, or if the user must be superuser, example#. Examples are followed by explanations, variable substitution rules, or returned values. Most examples illustrate concepts from the SYNOPSIS, DESCRIPTION, OPTIONS, and USAGE sections.

ENVIRONMENT VARIABLES This section lists any environment variables that

the command or function affects, followed by a

brief description of the effect.

EXIT STATUS This section lists the values the command returns to

the calling program or shell and the conditions that cause these values to be returned. Usually, zero is returned for successful completion, and values other than zero for various error conditions.

FILES This section lists all file names referred to by the

man page, files of interest, and files created or required by commands. Each is followed by a

descriptive summary or explanation.

ATTRIBUTES This section lists characteristics of commands,

utilities, and device drivers by defining the attribute type and its corresponding value. See

attributes(5) for more information.

SEE ALSO This section lists references to other man pages,

in-house documentation, and outside publications.

This section lists diagnostic messages with a brief **DIAGNOSTICS**

explanation of the condition causing the error.

WARNINGS This section lists warnings about special conditions

> which could seriously affect your working conditions. This is not a list of diagnostics.

This section lists additional information that does **NOTES**

not belong anywhere else on the page. It takes the form of an aside to the user, covering points of special interest. Critical information is never

covered here.

BUGS This section describes known bugs and, wherever

possible, suggests workarounds.

Introduction

Intro(4)

NAME |

Intro – introduction to file formats

DESCRIPTION

This section outlines the formats of various files. The C structure declarations for the file formats are given where applicable. Usually, the headers containing these structure declarations can be found in the directories /usr/include or /usr/include/sys. For inclusion in C language programs, however, the syntax #include <filename.h> or #include <sys/filename.h> should be used.

Because the operating system now allows the existence of multiple file system types, there are several instances of multiple manual pages with the same name. These pages all display the name of the FSType to which they pertain, in the form name_fstype at the top of the page. For example, fs_ufs(4).

File Formats

addresses(4)

NAME | aliases, addresses, forward – addresses and aliases for sendmail

SYNOPSIS /etc/mail/aliases

/etc/mail/aliases.db
/etc/mail/aliases.dir

/etc/mail/aliases.pag

~/.forward

DESCRIPTION

These files contain mail addresses or aliases, recognized by $\mathtt{sendmail}(1M)$ for the local host:

/etc/passwd Mail addresses (usernames) of local users.

/etc/mail/aliases Aliases for the local host, in ASCII format.

Root can edit this file to add, update, or

delete local mail aliases.

/etc/mail/aliases.{dir, pag} The aliasing information from

/etc/mail/aliases, in binary ndbm(3C) format for use by sendmail(1M). The program newaliases(1M) maintains these

files.

/etc/mail/aliases.db The aliasing information from

/etc/mail/aliases, in binary, Berkeley DataBase format for use by sendmail(1M).

The program maintains these files.

Depending on the configuration of the

AliasFile option in

/etc/mail/sendmail.cf, either the single file aliases.db or the pair of files

aliases. {dir, pag} is generated by

newaliases(1M). As shipped with Solaris, sendmail(1M) supports both formats. If neither is specified, the Berkeley DataBase format which generates the single . db file

is used.

~/.forward Addresses to which a user's mail is

forwarded (see Automatic Forwarding).

In addition, the NIS name services aliases map *mail.aliases*, and the NIS+ *mail_aliases* table, both contain addresses and aliases available for use across the network.

Addresses

As distributed, sendmail(1M) supports the following types of addresses:

Local Usernames

username

Each local *username* is listed in the local host's /etc/passwd file.

Local Filenames

pathname

Messages addressed to the absolute *pathname* of a file are appended to that file.

Commands

command

If the first character of the address is a vertical bar (|), sendmail(1M) pipes the message to the standard input of the command the bar precedes.

Internet-standard Addresses

username@domain

If domain does not contain any '.' (dots), then it is interpreted as the name of a host in the current domain. Otherwise, the message is passed to a *mailhost* that determines how to get to the specified domain. Domains are divided into subdomains separated by dots, with the top-level domain on the right.

For example, the full address of John Smith could be:

js@jsmachine.Podunk-U.EDU

if he uses the machine named jsmachine at Podunk University.

uucp Addresses

...[host!] host!username

These are sometimes mistakenly referred to as "Usenet" addresses. uucp(1C) provides links to numerous sites throughout the world for the remote copying of files.

Other site-specific forms of addressing can be added by customizing the sendmail.cf configuration file. See sendmail(1M) for details. Standard addresses are recommended.

Local Aliases

/etc/mail/aliases is formatted as a series of lines of the form

aliasname: address[, address]

aliasname is the name of the alias or alias group, and address is the address of a recipient in the group. Aliases can be nested. That is, an address can be the name of another alias group. Because of the way sendmail(1M) performs mapping from upper-case to lower-case, an address that is the name of another alias group must not contain any upper-case letters.

Lines beginning with white space are treated as continuation lines for the preceding alias. Lines beginning with # are comments.

addresses(4)

Special Aliases

An alias of the form:

owner-aliasname : address

sendmail directs error-messages resulting from mail to aliasname to address, instead of back to the person who sent the message. sendmail rewrites the SMTP envelope sender to match this, so owner-aliasname should always point to alias-request, and alias-request should point to the owner's actual address:

owner-aliasname: aliasname-request

aliasname-request address

An alias of the form:

aliasname: :include:pathname

with colons as shown, adds the recipients listed in the file *pathname* to the *aliasname* alias. This allows a private list to be maintained separately from the aliases file.

NIS and NIS+ Domain Aliases

The aliases file on the master NIS server is used for the *mail.aliases* NIS map, which can be made available to every NIS client. The *mail_aliases* table serves the same purpose on a NIS+ server. Thus, the /etc/mail/aliases* files on the various hosts in a network will one day be obsolete. Domain-wide aliases should ultimately be resolved into usernames on specific hosts. For example, if the following were in the domain-wide alias file:

jsmith:js@jsmachine

then any NIS or NIS+ client could just mail to jsmith and not have to remember the machine and username for John Smith.

If a NIS or NIS+ alias does not resolve to an address with a specific host, then the name of the NIS or NIS+ domain is used. There should be an alias of the domain name for a host in this case.

For example, the alias:

jsmith:root

sends mail on a NIS or NIS+ client to root@podunk-u if the name of the NIS or NIS+ domain is podunk-u.

Automatic **Forwarding**

When an alias (or address) is resolved to the name of a user on the local host, sendmail(1M) checks for a ~/.forward file, owned by the intended recipient, in that user's home directory, and with universal read access. This file can contain one or more addresses or aliases as described above, each of which is sent a copy of the user's mail.

Care must be taken to avoid creating addressing loops in the ~/. forward file. When forwarding mail between machines, be sure that the destination machine does not return the mail to the sender through the operation of any NIS aliases. Otherwise, copies of the message may "bounce." Usually, the solution is to change the NIS alias to direct mail to the proper destination.

A backslash before a username inhibits further aliasing. For instance, to invoke the vacation program, user js creates a ~/. forward file that contains the line:

\js, "|/usr/ucb/vacation js"

so that one copy of the message is sent to the user, and another is piped into the vacation program.

FILES

/etc/passwd	Password file
/etc/nsswitch.conf	Name service switch configuration file
/etc/mail/aliases	Mail aliases file (ascii)
/etc/mail/aliases.db	Database of mail aliases (binary)
/etc/mail/aliases.dir	Database of mail aliases (binary)
/etc/mail/aliases.pag	Database of mail aliases (binary)
/etc/mail/sendmail.cf	sendmail configuration file
~/.forward	Forwarding information file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmr

SEE ALSO

passwd(1), uucp(1C), vacation(1), newaliases(1M), sendmail(1M), ndbm(3C), getusershell(3C), passwd(4), shells(4), attributes(5)

NOTES

Because of restrictions in ndbm(3C), a single alias cannot contain more than about 1000 characters (if this format is used). The Berkeley DataBase format does not have any such restriction. Nested aliases can be used to circumvent this limit.

addresses(4)	
	For aliases which result in piping to a program or concatenating a file, the shell of the controlling user must be allowed. Which shells are and are not allowed are determined by getusershell(3C).

NAME

admin – installation defaults file

DESCRIPTION

admin is a generic name for an ASCII file that defines default installation actions by assigning values to installation parameters. For example, it allows administrators to define how to proceed when the package being installed already exists on the system.

/var/sadm/install/admin/default is the default admin file delivered with this release. The default file is not writable, so to assign values different from this file, create a new admin file. There are no naming restrictions for admin files. Name the file when installing a package with the -a option of pkqadd(1M). If the -a option is not used, the default admin file is used.

Each entry in the admin file is a line that establishes the value of a parameter in the following form:

param=value

Eleven parameters can be defined in an admin file, but it is not required to assign values to all eleven parameters. If a value is not assigned, pkgadd(1M) asks the installer how to proceed.

The eleven parameters and their possible values are shown below except as noted. They may be specified in any order. Any of these parameters (except the mail parameter) can be assigned the value ask, which means that if the situation occurs the installer is notified and asked to supply instructions at that time (see NOTES).

basedir	Indicates the base directory where relocatable packages are to be installed. If there is no basedir entry in the file, the installer will be prompted for a path name, as if the file contained the entry basedir=ask. This parameter can also be set to default (entry is basedir=default). In this instance, the package is installed into the base directory specified by the BASEDIR parameter in the pkginfo(4) file.
mail	Defines a list of users to whom mail should be sent following

Defines a list of users to whom mail should be sent following installation of a package. If the list is empty, no mail is sent. If the parameter is not present in the admin file, the default value of root is used. The ask value cannot be used with this parameter.

runlevel Indicates resolution if the run level is not correct for the installation or removal of a package. Options are:

> Do not check for run level. nocheck

quit Abort installation if run level is not met.

conflict Specifies what to do if an installation expects to overwrite a previously installed file, thus creating a conflict between packages.

Options are:

	nocheck	Do not check for conflict; files in conflict will be overwritten.	
	quit	Abort installation if conflict is detected.	
	nochange	Override installation of conflicting files; they will not be installed.	
setuid		Checks for executables which will have setuid or setgid bits enabled after installation. Options are:	
	nocheck	Do not check for setuid executables.	
	quit	Abort installation if setuid processes are detected.	
	nochange	Override installation of setuid processes; processes will be installed without setuid bits enabled.	
action Determines if action scripts provi		tion scripts provided by package developers security impact. Options are:	
	nocheck	Ignore security impact of action scripts.	
	quit	Abort installation if action scripts may have a negative security impact.	
partial Checks to see if a version of the package is a installed on the system. Options are:		a version of the package is already partially system. Options are:	
	nocheck	Do not check for a partially installed package.	
	quit	Abort installation if a partially installed package exists.	
		to handle installation if a previous version of the ing a partially installed instance) already exists.	
	quit	Exit without installing if an instance of the package already exists (does not overwrite existing packages).	
	overwrite	Overwrite an existing package if only one instance exists. If there is more than one instance, but only one has the same architecture, it overwrites that instance. Otherwise, the installer is prompted with existing instances and asked which to overwrite.	
	unique	Do not overwrite an existing instance of a package. Instead, a new instance of the package is created. The new instance will be	

admin(4)

assigned the next available instance identifier.

idepend Controls resolution if other packages depend on the one to be

installed. Options are:

Do not check package dependencies. nocheck

Abort installation if package dependencies are quit

not met.

rdepend Controls resolution if other packages depend on the one to be

removed. Options are:

nocheck Do not check package dependencies.

Abort removal if package dependencies are not quit

Controls resolution if disk space requirements for package are not space

met. Options are:

Do not check space requirements (installation nocheck

fails if it runs out of space).

Abort installation if space requirements are not quit

met.

EXAMPLES

EXAMPLE 1 Sample of admin file.

Below is a sample admin file.

basedir=default runlevel=quit conflict=quit setuid=quit action=quit partial=quit instance=unique idepend=quit rdepend=quit space=quit

SEE ALSO

pkgadd(1M), pkginfo(4)

NOTES

The value ask should not be defined in an admin file that will be used for non-interactive installation (since by definition, there is no installer interaction). Doing so causes installation to fail when input is needed.

alias(4)

NAME |

alias – alias table file of encoding names

SYNOPSIS

/usr/lib/iconv/alias

DESCRIPTION

This file contains the alias table of encoding names for iconv_open(3C).

The format of the alias table is as follows:

"%s %s\n", <variant encoding name>, <canonical encoding name>

The string specified for the variant encoding name is case-insensitive. A line beginning with '#' is treated as a comment.

ATTRIBUTES

See attributes (5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

SEE ALSO

iconv(3C), iconv_close(3C), iconv_open(3C), attributes (5)

NAME

aliases, addresses, forward - addresses and aliases for sendmail

SYNOPSIS

/etc/mail/aliases

/etc/mail/aliases.db /etc/mail/aliases.dir /etc/mail/aliases.pag

~/.forward

DESCRIPTION

These files contain mail addresses or aliases, recognized by sendmail(1M) for the local host:

/etc/passwd Mail addresses (usernames) of local users.

Aliases for the local host, in ASCII format. /etc/mail/aliases

Root can edit this file to add, update, or

delete local mail aliases.

/etc/mail/aliases.{dir, pag} The aliasing information from

> /etc/mail/aliases, in binary ndbm(3C) format for use by sendmail(1M). The program newaliases(1M) maintains these

files.

/etc/mail/aliases.db The aliasing information from

> /etc/mail/aliases, in binary, Berkeley DataBase format for use by sendmail(1M).

The program maintains these files.

Depending on the configuration of the

AliasFile option in

/etc/mail/sendmail.cf, either the single file aliases.db or the pair of files aliases. {dir, pag} is generated by

newaliases(1M). As shipped with Solaris, sendmail(1M) supports both formats. If neither is specified, the Berkeley DataBase format which generates the single .db file

is used.

~/.forward Addresses to which a user's mail is

forwarded (see Automatic Forwarding).

In addition, the NIS name services aliases map mail.aliases, and the NIS+ mail_aliases table, both contain addresses and aliases available for use across the network.

Addresses

As distributed, sendmail(1M) supports the following types of addresses:

Local Usernames

username

aliases(4)

Each local *username* is listed in the local host's /etc/passwd file.

Local Filenames

pathname

Messages addressed to the absolute *pathname* of a file are appended to that file.

Commands

command

If the first character of the address is a vertical bar $(\ |\)$, sendmail(1M) pipes the message to the standard input of the command the bar precedes.

Internet-standard Addresses

username@domain

If *domain* does not contain any '.' (dots), then it is interpreted as the name of a host in the current domain. Otherwise, the message is passed to a *mailhost* that determines how to get to the specified domain. Domains are divided into subdomains separated by dots, with the top-level domain on the right.

For example, the full address of John Smith could be:

js@jsmachine.Podunk-U.EDU

if he uses the machine named jsmachine at Podunk University.

uucp Addresses

. . . [host !] host ! username

These are sometimes mistakenly referred to as "Usenet" addresses. uucp(1C) provides links to numerous sites throughout the world for the remote copying of files.

Other site-specific forms of addressing can be added by customizing the sendmail.cf configuration file. See sendmail(1M) for details. Standard addresses are recommended.

Local Aliases

/etc/mail/aliases is formatted as a series of lines of the form

aliasname: address[, address]

aliasname is the name of the alias or alias group, and address is the address of a recipient in the group. Aliases can be nested. That is, an address can be the name of another alias group. Because of the way sendmail(1M) performs mapping from upper-case to lower-case, an address that is the name of another alias group must not contain any upper-case letters.

Lines beginning with white space are treated as continuation lines for the preceding alias. Lines beginning with # are comments.

Special Aliases

An alias of the form:

owner-aliasname : address

sendmail directs error-messages resulting from mail to aliasname to address, instead of back to the person who sent the message. sendmail rewrites the SMTP envelope sender to match this, so owner-aliasname should always point to alias-request, and alias-request should point to the owner's actual address:

owner-aliasname: aliasname-request

aliasname-request address

An alias of the form:

aliasname: :include:pathname

with colons as shown, adds the recipients listed in the file pathname to the aliasname alias. This allows a private list to be maintained separately from the aliases file.

NIS and NIS+ **Domain Aliases**

The aliases file on the master NIS server is used for the mail.aliases NIS map, which can be made available to every NIS client. The mail_aliases table serves the same purpose on a NIS+ server. Thus, the /etc/mail/aliases* files on the various hosts in a network will one day be obsolete. Domain-wide aliases should ultimately be resolved into usernames on specific hosts. For example, if the following were in the domain-wide alias file:

jsmith:js@jsmachine

then any NIS or NIS+ client could just mail to jsmith and not have to remember the machine and username for John Smith.

If a NIS or NIS+ alias does not resolve to an address with a specific host, then the name of the NIS or NIS+ domain is used. There should be an alias of the domain name for a host in this case.

For example, the alias:

jsmith:root

sends mail on a NIS or NIS+ client to root@podunk-u if the name of the NIS or NIS+ domain is podunk-u.

aliases(4)

Automatic Forwarding

When an alias (or address) is resolved to the name of a user on the local host, sendmail(1M) checks for a ~/.forward file, owned by the intended recipient, in that user's home directory, and with universal read access. This file can contain one or more addresses or aliases as described above, each of which is sent a copy of the user's mail.

Care must be taken to avoid creating addressing loops in the ~/.forward file. When forwarding mail between machines, be sure that the destination machine does not return the mail to the sender through the operation of any NIS aliases. Otherwise, copies of the message may "bounce." Usually, the solution is to change the NIS alias to direct mail to the proper destination.

A backslash before a username inhibits further aliasing. For instance, to invoke the vacation program, user js creates a ~/.forward file that contains the line:

\js, "|/usr/ucb/vacation js"

so that one copy of the message is sent to the user, and another is piped into the vacation program.

FILES

/etc/passwd	Password file
/etc/nsswitch.conf	Name service switch configuration file
/etc/mail/aliases	Mail aliases file (ascii)
/etc/mail/aliases.db	Database of mail aliases (binary)
/etc/mail/aliases.dir	Database of mail aliases (binary)
/etc/mail/aliases.pag	Database of mail aliases (binary)
/etc/mail/sendmail.cf	sendmail configuration file
~/.forward	Forwarding information file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmr

SEE ALSO

passwd(1), uucp(1C), vacation(1), newaliases(1M), sendmail(1M), ndbm(3C), getusershell(3C), passwd(4), shells(4), attributes(5)

NOTES

Because of restrictions in ndbm(3C), a single alias cannot contain more than about 1000 characters (if this format is used). The Berkeley DataBase format does not have any such restriction. Nested aliases can be used to circumvent this limit.

For aliases which result in piping to a program or concatenating a file, the shell of the controlling user must be allowed. Which shells are and are not allowed are determined by getusershell(3C).

a.out(4)

NAME

a.out – Executable and Linking Format (ELF) files

SYNOPSIS

#include <elf.h>

DESCRIPTION

The file name a .out is the default output file name from the link editor, 1d(1). The link editor will make an a .out executable if there were no errors in linking. The output file of the assembler, as(1), also follows the format of the a .out file although its default file name is different.

Programs that manipulate ELF files may use the library that elf(3ELF) describes. An overview of the file format follows. For more complete information, see the references given below.

Linking View	Execution View
ELF header	ELF header
Program header table	Program header table
optional	
Section 1	Segment 1
Section n	Segment 2
Section header table	Section header table
	optional

An ELF header resides at the beginning and holds a "road map" describing the file's organization. Sections hold the bulk of object file information for the linking view: instructions, data, symbol table, relocation information, and so on. Segments hold the object file information for the program execution view. As shown, a segment may contain one or more sections.

A program header table, if present, tells the system how to create a process image. Files used to build a process image (execute a program) must have a program header table; relocatable files do not need one. A section header table contains information describing the file's sections. Every section has an entry in the table; each entry gives information such as the section name, the section size, etc. Files used during linking must have a section header table; other object files may or may not have one.

Although the figure shows the program header table immediately after the ELF header, and the section header table following the sections, actual files may differ. Moreover, sections and segments have no specified order. Only the ELF header has a fixed position in the file.

When an a . out file is loaded into memory for execution, three logical segments are set up: the text segment, the data segment (initialized data followed by uninitialized, the latter actually being initialized to all 0's), and a stack. The text segment is not writable by the program; if other processes are executing the same a . out file, the processes will share a single text segment.

The data segment starts at the next maximal page boundary past the last text address. If the system supports more than one page size, the "maximal page" is the largest supported size. When the process image is created, the part of the file holding the end of text and the beginning of data may appear twice. The duplicated chunk of text that appears at the beginning of data is never executed; it is duplicated so that the operating system may bring in pieces of the file in multiples of the actual page size without having to realign the beginning of the data section to a page boundary. Therefore, the first data address is the sum of the next maximal page boundary past the end of text plus the remainder of the last text address divided by the maximal page size. If the last text address is a multiple of the maximal page size, no duplication is necessary. The stack is automatically extended as required. The data segment is extended as requested by the brk(2) system call.

SEE ALSO

as(1), cc(1B), ld(1), brk(2), elf(3ELF)

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NAME | archives – device header

DESCRIPTION

```
/* Magic numbers */
#define CMN ASC 0x070701
                          /* Cpio Magic Number for -c header */
#define CMN_BIN 070707 /* Cpio Magic Number for Binary header */
#define CMN BBS 0143561
                           /* Cpio Magic Number for Byte-Swap header */
                          /* Cpio Magic Number for CRC header */
#define CMN CRC 0x070702
#define CMS ASC "070701"
                          /* Cpio Magic String for -c header */
#define CMS_CHR "070707"
                          /* Cpio Magic String for odc header */
#define CMS CRC "070702"
                           /* Cpio Magic String for CRC header */
                            /* Cpio Magic String length */
#define CMS_LEN 6
/* Various header and field lengths */
#define CHRSZ 76
                         /* -H odc size minus filename field */
#define ASCSZ 110
#define TARSZ 512
                          /* -c and CRC hdr size minus filename field */
                          /* TAR hdr size */
#define HNAMLEN 256
                          /* maximum filename length for binary and
                          odc headers */
#define EXPNLEN 1024
                          /* maximum filename length for -c and
                          CRC headers */
#define HTIMLEN 2
                          /* length of modification time field */
                         /* length of file size field */
#define HSIZLEN 2
/* cpio binary header definition */
struct hdr cpio {
        short h magic,
                                        /* magic number field */
                                       /* file system of file */
               h_dev;
        ushort t h ino,
                                          /* inode of file */
                                        /* modes of file */
                h_mode,
                                        /* uid of file */
                h uid,
                                        /* gid of file */
                h_gid;
        short h nlink,
                                       /* number of links to file */
                                   /* maj/min numbers for special files */
/* modification time of file */
/* length of filename */
                h rdev,
                h mtime[HTIMLEN],
                h_namesize,
                               /* size of file */
        h filesize[HSIZLEN];
    char h_name[HNAMLEN]; /* filename */
/* cpio -H odc header format */
struct c_hdr {
        char c magic[CMS LEN],
             c dev[6],
             c ino[6],
             c mode[6],
             c uid[6],
             c gid[6],
             c_nlink[6],
             c rdev[6],
             c mtime[11],
             c namesz[6],
             c_filesz[11],
             c_name[HNAMLEN];
/* -c and CRC header format */
struct Exp_cpio_hdr {
    char E magic[CMS LEN],
       E ino[8],
        E mode[8],
        E uid[8],
```

E gid[8],

```
E nlink[8],
        E mtime[8],
        E filesize[8],
        E maj[8],
        E min[8],
        E_rmaj[8],
        Ermin[8],
        E namesize[8],
        E chksum[8],
        E_name[EXPNLEN];
/* Tar header structure and format */
#define TBLOCK 512 /* length of tar header and data blocks */
#define TNAMLEN
                 100  /* maximum length for tar file names */
                 8 /* length of mode field */
8 /* length of uid field */
#define TMODLEN
#define TUIDLEN
#define TGIDLEN 8 /* length of gid field */
                12 /* length of size field */
#define TSIZLEN
#define TTIMLEN 12 /* length of modification time field */
#define TCRCLEN 8 /* length of header checksum field */
/* tar header definition */
union tblock {
    char dummy[TBLOCK];
    struct header {
                                         /* name of file */
           char
                    t_name[TNAMLEN];
                                         /* mode of file */
            char
                   t_mode[TMODLEN];
                                         /* uid of file */
            char
                   t_uid[TUIDLEN];
                                          /* gid of file */
                   t_gid[TGIDLEN];
            char
            char
                    t_size[TSIZLEN];
                                          /* size of file in bytes */
                                          /* modification time of file */
                    t mtime[TTIMLEN];
            char
            char
                    t chksum[TCRCLEN];
                                          /* checksum of header */
                                          /* flag to indicate type of file */
                    t_typeflag;
            char
                    t_linkname[TNAMLEN]; /* file this file is linked with */
            char
                                          /* magic string always "ustar" */
            char
                    t_magic[6];
                                          /* version strings always "00" */
            char
                   t version[2];
                                         /* owner of file in ASCII */
            char
                   t uname[32];
            char
                   t_gname[32];
                                          /* group of file in ASCII */
            char
                    t devmajor[8];
                                          /* major number for special files */
                                          /* minor number for special files */
            char
                   t_devminor[8];
                    t_prefix[155];
                                          /* pathname prefix */
            char
    } tbuf;
/* volcopy tape label format and structure */
#define VMAGLEN 8
#define VVOLLEN
#define VFILLEN
                 464
struct volcopy_label {
    char v magic [VMAGLEN],
       v_volume[VVOLLEN],
       v_reels,
       v_reel;
    long v_time,
       v length,
        v dens,
                      /* u370 added field */
        v reelblks,
                     /* u370 added field */
        v blksize,
                    /* u370 added field */
        v_nblocks;
    char v fill[VFILLEN];
```

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```
long v_offset; /* used with -e and -reel options */ int v_type; /* does tape have nblocks field? */
```

NAME

aseteny – ASET environment file

SYNOPSIS

/usr/aset/asetenv

DESCRIPTION

The aseteny file is located in /usr/aset, the default operating directory of the Automated Security Enhancement Tool (ASET). An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M). asetenv contains definitions of environment variables for ASET.

There are 2 sections in this file. The first section is labeled *User Configurable Parameters*. It contains, as the label indicates, environment variables that the administrators can modify to customize ASET behavior to suit their specific needs. The second section is labeled ASET Internal Environment Variables and should not be changed. The configurable parameters are explained as follows:

This variable defines the list of tasks that aset will TASK

execute the next time it runs. The available tasks are:

tune Tighten system files.

Check user/group. usrgrp

sysconf Check system configuration file.

env Check environment.

cklist Compare system files checklist.

Check eeprom(1M) parameters. eeprom

firewall Disable forwarding of IP packets.

CKLISTPATH LOW CKLISTPATH MED

CKLISTPATH HIGH These variables define the list of directories to be used

by aset to create a checklist file at the low, medium, and high security levels, respectively. Attributes of all the files in the directories defined by these variables will be checked periodically and any changes will be reported by aset. Checks performed on these directories are not recursive. aset only checks directories explicitly listed in these variables and does not check subdirectories of

them.

YPCHECK This variable is a boolean parameter. It specifies

whether aset should extend checking (when

applicable) on system tables to their NIS equivalents or not. The value true enables it while the value false

disables it.

UID ALIASES This variable specifies an alias file for user ID sharing.

Normally, aset warns about multiple user accounts

asetenv(4)

sharing the same user ID because it is not advisable for accountability reason. Exceptions can be created using an alias file. User ID sharing allowed by the alias file will not be reported by aset. See asetmasters(4) for the format of the alias file.

PERIODIC SCHEDULE

This variable specifies the schedule for periodic execution of ASET. It uses the format of crontab(1) entries. Briefly speaking, the variable is assigned a string of the following format:

minutes hours day-of-month month day-of-week

Setting this variable does *not* activate the periodic schedule of ASET. To execute ASET periodically, aset(1M) must be run with the -p option. See aset(1M). For example, if PERIODIC_SCHEDULE is set to the following, and aset(1M) was started with the -p option, aset will run at 12:00 midnight every day:

00 * * *

EXAMPLES

EXAMPLE 1 Sample asetenv file showing the settings of the ASET configurable parameters

The following is a sample asetenv file, showing the settings of the ASET configurable parameters:

```
CKLISTPATH_LOW=/etc:/
CKLISTPATH_MED=$CHECKLISTPATH_LOW:/usr/bin:/usr/ucb
CKLISTPATH_HIGH=$CHECKLISTPATH_MED:/usr/lib:/usr/sbin
YPCHECK=false
UID_ALIASES=/usr/aset/masters/uid_aliases
PERIODIC_SCHEDULE="0 0 * * *"
TASKS="env sysconf usrqrp"
```

When aset -p is run with this file, aset is executed at midnight of every day. The / and /etc directories are checked at the *low* security level; the /, /etc, /usr/bin, and /usr/ucb directories are checked at the *medium* security level; and the /, /etc, /usr/bin, /usr/lib, and /usr/sbin directories are checked at the *high* security level. Checking of NIS system files is disabled. The

/usr/aset/masters/uid_aliases file specifies the used IDs available for sharing. The env, sysconf, and usrgrp tasks will be performed, checking the environment variables, various system tables, and the local passwd and group files.

SEE ALSO

crontab(1), aset(1M), asetmasters(4)

ASET Administrator Manual

NAME

asetmasters, tune.low, tune.med, tune.high, uid aliases, cklist.low, cklist.med, cklist.high - ASET master files

SYNOPSIS

/usr/aset/masters/tune.low /usr/aset/masters/tune.med /usr/aset/masters/tune.high /usr/aset/masters/uid aliases /usr/aset/masters/cklist.low /usr/aset/masters/cklist.med /usr/aset/masters/cklist.high

DESCRIPTION

The /usr/aset/masters directory contains several files used by the Automated Security Enhancement Tool (ASET). /usr/aset is the default operating directory for ASET. An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M).

These files are provided by default to meet the need of most environments. The administrators, however, can edit these files to meet their specific needs. The format and usage of these files are described below.

All the master files allow comments and blank lines to improve readability. Comment lines must start with a leading "#" character.

tune.low tune.med

tune.high

These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:

pathname mode owner group type

where

pathname is the full pathname is the permission setting mode owner is the owner of the object is the group of the object group

is the type of the object It can be symlink for a type

symbolic link, directory for a directory, or

file for everything else.

asetmasters(4)

Regular shell wildcard ("*", "?", ...) characters can be used in the *pathname* for multiple references. See sh(1). The *mode* is a five-digit number that represents the permission setting. Note that this setting represents a least restrictive value. If the current setting is already more restrictive than the specified value, ASET does not loosen the permission settings.

For example, if *mode* is 00777, the permission will not be changed, since it is always less restrictive than the current setting.

Names must be used for *owner* and *group* instead of numeric ID's. ? can be used as a "don't care" character in place of *owner*, *group*, and type to prevent ASET from changing the existing values of these parameters.

uid alias

This file allows user ID's to be shared by multiple user accounts. Normally, ASET discourages such sharing for accountability reason and reports user ID's that are shared. The administrators can, however, define permissible sharing by adding entries to the file. Each entry is of the form:

uid=alias1=alias2=alias3= ...

where

uid is the shared user id

alias? is the user accounts sharing the user ID

For example, if sync and daemon share the user ID 1, the corresponding entry is:

1=sync=daemon

cklist.low
cklist.med
cklist.high

These files are used by the cklist task (see aset(1M)), and are created the first time the task is run at the *low*, *medium*, and *high* levels. When the cklist task is run, it compares the specified directory's contents with the appropriate cklist *.level* file and reports any discrepancies.

EXAMPLES

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files

The following is an example of valid entries for the tune.low, tune.med, and tune.high files:

```
/bin 00777 root staffsymlink
/etc 02755 root staffdirectory
/dev/sd* 00640 rootoperatorfile
```

asetmasters(4)

 $\begin{tabular}{ll} \textbf{EXAMPLE 1} Examples of Valid Entries for the tune.low, tune.med, and tune.high \\ Files & (Continued) \end{tabular}$

SEE ALSO

aset(1M), asetenv(4)

ASET Administrator Manual

au(4)

NAME | au – AU audio file format

SYNOPSIS

#include <audio/au.h>

DESCRIPTION

An AU audio file is composed of three parts: a header, an optional description field, and a contiguous segment of audio data. The header is 24 bytes, and the description field is at least 4 bytes. Therefore, the offset for most AU files is 28 bytes. However, some people store additional data in the AU header.

The AU audio structure members and audio data are stored big endian. That is, it starts with the most significant byte, regardless of the native byte order of the machine architecture on which an application may be running. Therefore, multi-byte audio data may require byte reversal for proper playback on different processor architectures. See the macro section for properly reading and writing the AU audio structure members.

The AU header is defined by the following structure:

```
struct au filehdr {
  uint32 t au magic;
                      /* magic number (.snd) */
                     /* byte offset to start of audio data */
  uint32 t au offset;
  uint32_t au_data_size;  /* data length in bytes */
  uint32 t au encoding;
                      /* data encoding */
  uint32_t au_sample_rate; /* samples per second */
  };
typedef struct au_filehdr au_filehdr_t;
```

The au magic field always contains the following constant for an AU audio file:

```
AUDIO AU_FILE MAGIC ( 0x2e736e64 ) /* ".snd" */
```

The au offset field contains the length of the audio file header plus the variable length info field. Consequently, it can be interpreted as the offset from the start of the file to the start of the audio data.

The au data size field contains the length, in bytes, of the audio data segment. If this length is not known when the header is written, it should be set to AUDIO AU UNKNOWN SIZE, defined as follows:

```
AUDIO AU UNKNOWN SIZE ( ~0 )
                                   /* (unsigned) -1 */
```

When the au data size field contains AUDIO AU UNKNOWN SIZE, the length of the audio data can be determined by subtracting au offset from the total length of the file.

The encoding field contains one of the following enumerated keys:

```
AUDIO AU ENCODING ULAW
                            /* 8-bit u-law */
AUDIO_AU_ENCODING_LINEAR_8 /* 8-bit linear PCM */
AUDIO_AU_ENCODING_LINEAR_16 /* 16-bit linear PCM */
AUDIO AU ENCODING LINEAR 24
                           /* 24-bit linear PCM */
```

```
AUDIO_AU_ENCODING_LINEAR_32 /* 32-bit linear PCM */
AUDIO_AU_ENCODING_FRAGMENTED /* Fragmented sample data */
AUDIO_AU_ENCODING_DSP /* DSP program */
AUDIO_AU_ENCODING_FIXED_8 /* 8-bit fixed point */
AUDIO_AU_ENCODING_FIXED_16 /* 16-bit fixed point */
AUDIO_AU_ENCODING_FIXED_24 /* 24-bit fixed point */
AUDIO_AU_ENCODING_FIXED_32 /* 32-bit fixed point */
AUDIO_AU_ENCODING_EMPHASIS /* 16-bit linear with emphasis */
AUDIO_AU_ENCODING_COMPRESSED /* 16-bit linear compressed */
AUDIO_AU_ENCODING_EMP_COMP /* 16-bit linear with emphasis
                                                     and compression */
AUDIO_AU_ENCODING_MUSIC_KIT /* Music kit DSP commands */
AUDIO_AU_ENCODING_ADPCM_G721 /* CCITT G.721 ADPCM */
AUDIO AU ENCODING ADPCM G722 /* CCITT G.722 ADPCM */
AUDIO_AU_ENCODING_ADPCM_G723_3 /* CCITT G.723.3 ADPCM */
AUDIO_AU_ENCODING_ADPCM_G723_5 /* CCITT G.723.5 ADPCM */
AUDIO AU ENCODING ALAW
                                   /* 8-bit A-law G.711 */
```

All of the linear encoding formats are signed integers centered at zero.

The au sample rate field contains the audio file's sampling rate in samples per second. Some common sample rates include 8000, 11025, 22050, 44100, and 48000 samples per second.

The au channels field contains the number of interleaved data channels. For monaural data, this value is set to one. For stereo data, this value is set to two. More than two data channels can be interleaved, but such formats are currently unsupported by the Solaris audio driver architecture. For a stereo sound file, the first sample is the left track and the second sample is the right track.

The optional info field is a variable length annotation field that can be either text or data. If it is a text description of the sound, then it should be NULL terminated. However, some older files might not be terminated properly. The size of the info field is set when the structure is created and cannot be enlarged later.

Macros

Accessing all of the AU audio structure members should be done through the supplied AUDIO AU FILE2HOST and AUDIO AU HOST2FILE macros. By always using these macros, code will be byte-order independent. See the example below.

EXAMPLES

EXAMPLE 1 Displaying Header Information for a Sound File

The following program reads and displays the header information for an AU sound file. The AUDIO AU FILE2HOST macro ensures that this information will always be in the proper byte order.

```
void main(void)
     au filehdr t
                    hdr:
     au_filehdr_t
                   local;
     int
                    fd:
```

EXAMPLE 1 Displaying Header Information for a Sound File (Continued)

```
char
                     *name = "bark.au";
     if ((fd = open(name, O_RDONLY)) < 0) {</pre>
          printf("can't open file %s\n", name);
     exit(1);
     }
     (void) read(fd, &hdr, sizeof (hdr));
     AUDIO AU_FILE2HOST(&hdr.au_magic, &local.au_magic);
     AUDIO_AU_FILE2HOST(&hdr.au_offset, &local.au_offset);
     AUDIO_AU_FILE2HOST(&hdr.au_data_size, &local.au_data_size);
     AUDIO AU FILE2HOST(&hdr.au encoding, &local.au encoding);
     AUDIO_AU_FILE2HOST(&hdr.au_sample_rate, &local.au_sample_rate);
     AUDIO_AU_FILE2HOST(&hdr.au_channels, &local.au_channels);
    printf("Magic = %x\n", local.au magic);
     printf("Offset = %d\n", local.au_offset);
     printf("Number of data bytes = %d\n", local.au_data_size);
     printf("Sound format = %d\n", local.au_encoding);
     printf("Sample rate = %d\n", local.au sample rate);
     printf("Number of channels = %d\n", local.au channels);
     (void) close(fd);
}
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWaudh
Stability Level	Evolving

SEE ALSO

attributes(5)

NOTES

Some older AU audio files are incorrectly coded with info strings that are not properly NULL-terminated. Thus, applications should always use the au_offset value to find the end of the info data and the beginning of the audio data.

NAME |

audit_class - audit class definitions

SYNOPSIS

/etc/security/audit class

DESCRIPTION

/etc/security/audit class is an ASCII system file that stores class definitions. Programs use the getauclassent(3BSM) routines to access this information.

The fields for each class entry are separated by colons. Each class entry is a bitmap and is separated from each other by a newline.

Each entry in the audit_class file has the form:

mask:name:description

The fields are defined as follows:

mask The class mask. The class name. name

description The description of the class.

The classes are now user-configurable. Each class is represented as a bit in the class mask which is an unsigned integer. Thus, there are 32 different classes available, plus two meta-classes -- all and no.

all represents a conjunction of all allowed classes, and is provided as a shorthand method of specifying all classes.

no is the "invalid" class, and any event mapped solely to this class will not be audited. (Turning auditing on to the all meta class will NOT cause events mapped solely to the no class to be written to the audit trail.)

EXAMPLES

EXAMPLE 1 Sample of an audit class file.

Here is a sample of an audit class file:

```
0x00000000:no:invalid class
0x00000001:fr:file read
0x00000002:fw:file write
0x00000004:fa:file attribute access
0x00000008:fm:file attribute modify
0x00000010:fc:file create
0x00000020:fd:file delete
0x00000040:cl:file close
0xfffffffff:all:all classes
```

FILES

/etc/security/audit class

SEE ALSO

bsmconv(1M), getauclassent(3BSM), audit event(4)

dit alacc(A)

audit_class(4)			
NOTES	It is possible to deliberately turn on the no class in the kernel, in which case the aud trail will be flooded with records for the audit event AUE_NULL.		
	The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See <code>bsmconv(1M)</code> for more information.		

NAME

audit_control - control information for system audit daemon

SYNOPSIS

/etc/security/audit_control

DESCRIPTION

The audit control file contains audit control information used by auditd(1M). Each line consists of a title and a string, separated by a colon. There are no restrictions on the order of lines in the file, although some lines must appear only once. A line beginning with '#' is a comment.

Directory definition lines list the directories to be used when creating audit files, in the order in which they are to be used. The format of a directory line is:

dir: directory-name

directory-name is where the audit files will be created. Any valid writable directory can be specified.

The following configuration is recommended:

/etc/security/audit/server/files

where server is the name of a central machine, since audit files belonging to different servers are usually stored in separate subdirectories of a single audit directory. The naming convention normally has server be a directory on a server machine, and all clients mount /etc/security/audit/server at the same location in their local file systems. If the same server exports several different file systems for auditing, their server names will, of course, be different.

There are several other ways for audit data to be arranged: some sites may have needs more in line with storing each host's audit data in separate subdirectories. The audit structure used will depend on each individual site.

The audit threshold line specifies the percentage of free space that must be present in the file system containing the current audit file. The format of the threshold line is:

minfree: percentage

where *percentage* is indicates the amount of free space required. If free space falls below this threshold, the audit daemon auditd(1M) invokes the shell script audit warn(1M). If no threshold is specified, the default is 0%.

The audit flags line specifies the default system audit value. This value is combined with the user audit value read from audit user(4) to form a user's process preselection mask.

audit control(4)

The algorithm for obtaining the process preselection mask is as follows: the audit flags from the flags: line in the audit_control file are added to the flags from the always-audit field in the user's entry in the audit_user file. The flags from the never-audit field from the user's entry in the audit_user file are then subtracted from the total:

```
user's process preselection mask =
  (flags: line + always audit flags) - never audit flags
```

The format of a flags line is:

flags:audit-flags

where *audit-flags* specifies which event classes are to be audited. The character string representation of *audit-flags* contains a series of flag names, each one identifying a single audit class, separated by commas. A name preceded by '-' means that the class should be audited for failure only; successful attempts are not audited. A name preceded by '+' means that the class should be audited for success only; failing attempts are not audited. Without a prefix, the name indicates that the class is to be audited for both successes and failures. The special string all indicates that all events should be audited; -all indicates that all failed attempts are to be audited, and +all all successful attempts. The prefixes ', '-, and '+ turn off flags specified earlier in the string ('- and '+ for failing and successful attempts, ' for both). They are typically used to reset flags.

The non-attributable flags line is similar to the flags line, but this one contain the audit flags that define what classes of events are audited when an action cannot be attributed to a specific user. The format of a naflags line is:

naflags: audit-flags

The flags are separated by commas, with no spaces.

The following table lists the predefined audit classes:

```
short name
                 long name
                                  short description
no
               no class
                               null value for turning off event preselection
         file_read Read of data, open for reading, etc.
file_write Write of data, open for writing, etc.
fr
fw
fa
          file attr acc Access of object attributes: stat, pathconf, etc.
          file attr mod Change of object attributes: chown, flock, etc.
fm
          file_creation Creation of object
fc
          file deletion Deletion of object
fd
          file_close close(2) system call process Process operations: fork, exec, exit, etc.
c1
рс
         network Network events: bind, connect, accept, etc.
nt
         ipc System V IPC operations
ip
          non_attrib non-attributable events
na
ad
          administrative administrative actions: mount, exportfs, etc.
          login_logout Login and logout events
10
          application Application auditing
ap
```

```
io
        ioctl
                  ioctl(2) system call
              exec(2) system call
       exec
ex
ot
        other
                  Everything else
            all
                          All flags set
all
```

Note that the classes are configurable, see audit class(4).

EXAMPLES

EXAMPLE 1 Sample /etc/security/audit_control file for the machine eggplant.

Here is a sample /etc/security/audit control file for the machine eggplant:

```
dir: /etc/security/jedgar/eggplant
dir: /etc/security/jedgar.aux/eggplant
# Last-ditch audit file system when jedgar fills up.
dir: /etc/security/global/eggplant
minfree: 20
flags: lo,ad,-all,^-fm
naflags: lo,ad
```

This identifies server jedgar with two file systems normally used for audit data, another server global used only when jedgar fills up or breaks, and specifies that the warning script is run when the file systems are 80% filled. It also specifies that all logins, administrative operations are to be audited (whether or not they succeed), and that failures of all types except failures to access object attributes are to be audited.

FILES

```
/etc/security/audit control
/etc/security/audit warn
/etc/security/audit/*/*/*
/etc/security/audit user
```

SEE ALSO

```
audit(1M), audit warn(1M), auditd(1M), bsmconv(1M), audit(2),
getfauditflags(3BSM), audit.log(4), audit class(4), audit user(4)
```

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

audit_data(4)

NAME | audit_data – current information on audit daemon

SYNOPSIS /etc/security/audit_data

DESCRIPTION The audit_data file contains information about the audit daemon. The file contains

the process ID of the audit daemon, and the pathname of the current audit log file. The format of the file is:

pid>:<pathname>

Where *pid* is the process ID for the audit daemon, and *pathname* is the full pathname

for the current audit log file.

EXAMPLES | **EXAMPLE 1** A sample audit_data file.

64:/etc/security/audit/server1/19930506081249.19930506230945.bongos

FILES /etc/security/audit_data

SEE ALSO | audit(1M), auditd(1M), bsmconv(1M), audit(2), audit.log(4)

NOTES The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME

audit_event - audit event definition and class mapping

SYNOPSIS

/etc/security/audit_event

DESCRIPTION

/etc/security/audit event is an ASCII system file that stores event definitions and specifies the event to class mappings. Programs use the getauevent(3BSM) routines to access this information.

The fields for each event entry are separated by colons. Each event is separated from the next by a newline.

Each entry in the audit_event file has the form:

number:name:description: flags

The fields are defined as follows:

number The event number. name The event name.

description The description of the event.

Flags specifying classes to which the event is mapped. flags

EXAMPLES

EXAMPLE 1 Sample of the audit_event file entries.

Here is a sample of the audit event file entries:

```
7:AUE EXEC:exec(2):pc,ex
79:AUE_OPEN_WTC:open(2) - write,creat,trunc:fc,fd,fw
6152:AUE login:login - success or failure:lo
6153:AUE_logout:logout:lo
6154:AUE telnet:login - through telnet:lo
6155:AUE rlogin:login - through rlogin:lo
```

FILES

/etc/security/audit event

SEE ALSO

bsmconv(1M), getauevent(3BSM), audit control(4)

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

audit.log(4)

NAME | audit.log – audit trail file

SYNOPSIS

```
#include <bsm/audit.h>
```

#include <bsm/audit record.h>

DESCRIPTION

audit.log files are the depository for audit records stored locally or on an audit server. These files are kept in directories named in the file audit control(4). They are named to reflect the time they are created and are, when possible, renamed to reflect the time they are closed as well. The name takes the form

```
yyyymmddhhmmss.not terminated.hostname
```

when open or if the auditd(1M) terminated ungracefully, and the form

yyymmddhhmmss.yyyymmddhhmmss.hostname

when properly closed. yyyy is the year, mm the month, dd day in the month, hh hour in the day, mm minute in the hour, and ss second in the minute. All fields are of fixed width.

The audit.log file begins with a standalone file token and typically ends with one also. The beginning file token records the pathname of the previous audit file, while the ending file token records the pathname of the next audit file. If the file name is NULL the appropriate path was unavailable.

The audit . log files contains audit records. Each audit record is made up of audit tokens. Each record contains a header token followed by various data tokens. Depending on the audit policy in place by auditon(2), optional other tokens such as trailers or sequences may be included.

The tokens are defined as follows:

The file token consists of:

```
token ID
                            1 byte
seconds of time 4 bytes
milliseconds of time 4 bytes
file name length 2 bytes
file name length 2 bytes

file nathname N bytes + 1 terminating NULL byte
```

The header token consists of:

```
token ID
                         1 byte
record byte count 4 bytes
version # 1 byte
                                      [2]
                        2 bytes
event type
event modifier 2 bytes seconds of time 4 bytes/8 bytes (32-bit/64-bit value)
milliseconds of time 4 bytes/8 bytes (32-bit/64-bit value)
```

The expanded header token consists of:

```
toke ID 1 byte
record byte count 4 bytes
version # 1 byte [2]
event type 2 bytes
event modifier 2 bytes
address type/length 4 bytes/16 bytes (IPv4/IPv6 address)
machine address 4 bytes/16 bytes (IPv4/IPv6 address)
seconds of time 4 bytes/8 bytes (32/64-bits)
milliseconds of time 4 bytes/8 bytes (32/64-bits)
```

The trailer token consists of:

```
token ID
                    1 byte
trailer magic number 2 bytes
record byte count
                    4 bytes
```

The arbitrary data token is defined:

```
1 byte
how to print 1 byte basic unit 1 byte unit count 1 byte data items (depend
```

data items (depends on basic unit)

The in addr token consists of:

```
token ID
                      1 byte
internet address
                      4 bytes
```

The expanded in addr token consists of:

```
1 byte
IP address type/length 4 bytes/16 bytes (IPv4/IPv6 address)
IP address
                      16 bytes
```

The ip token consists of:

token ID	1	byte
version and ihl	1	byte
type of service		byte
length	2	bytes
id	2	bytes
offset	2	bytes
ttl	1	byte
protocol	1	byte
checksum	2	bytes
source address	4	bytes
destination address		bytes

The expanded ip token consists of:

token ID		byte
version and ihl	1	byte
type of service	1	byte
length	2	bytes
id	2	bytes
offset	2	bytes
ttl	1	byte

audit.log(4)

```
protocol
                       1 byte
checksum
                       2 bytes
address type/type
                      4 bytes
                      4 bytes/16 bytes (IPv4/IPv6 address)
source address
address type/length 4 bytes/16 bytes (IPv4/IPv6 address)
destination address
                      4 bytes/16 bytes (IPv4/IPv6 address)
The iport token consists of:
token ID
                       1 byte
port IP address
                       2 bytes
The path token consists of:
token ID
                       1 byte
path length
                       2 bytes
                       N bytes + 1 terminating NULL byte
path
The process token consists of:
token ID
                       1 byte
audit ID
                       4 bytes
effective user ID
                      4 bytes
effective group ID
                     4 bytes
real user ID
                      4 bytes
real group ID
                       4 bytes
process ID
                       4 bytes
session ID
                       4 bytes
terminal ID
 port ID
                       4 bytes/8 bytes (32-bit/64-bit value)
 machine address
                       4 bytes
The expanded process token consists of:
token ID
                       1 byte
audit ID
                       4 bytes
effective user ID
                     4 bytes
effective group ID
                      4 bytes
real user ID
                       4 bytes
real group ID
                       4 bytes
process ID
                       4 bytes
session ID
                       4 bytes
terminal ID
                       4 bytes/8 bytes (32-bit/64-bit value)
 port ID
 address type/length 4 bytes/16 bytes (IPv4/IPv6 address)
 machine address
                      16 bytes
The return token consists of:
token ID
error number
                       1 bvte
return value
                       4 bytes/8 bytes (32-bit/64-bit value)
The subject token consists of:
token ID
                       1 byte
audit ID
                       4 bytes
effective user ID
                       4 bytes
```

```
effective group ID
                   4 bytes
real user ID 4 bytes real group ID 4 bytes
process ID
                       4 bytes
session ID
                       4 bytes
terminal ID
 port ID
                       4 bytes/8 bytes (32-bit/64-bit value)
 machine address
                       4 bytes
The expanded subject token consists of:
                       1 byte
token ID
audit ID
                      4 bytes
effective user ID 4 bytes effective group ID 4 bytes
real user ID
                       4 bytes
real group ID
                      4 bytes
process ID
                      4 bytes
session ID
                      4 bytes
terminal ID
 port ID
                      4 bytes/8 bytes (32-bit/64-bit value)
 address type/length 4 bytes/16 bytes (IPv4/IPv6 address)
 machine address
                     16 bytes
The System V IPC token consists of:
token ID
                       1 byte
object ID type
                       1 byte
object ID
                       4 bytes
The text token consists of:
token ID
                       1 byte
text length
                       2 bytes
                       N bytes + 1 terminating NULL byte
The attribute token consists of:
token ID
                       1 byte
file access mode
                       4 bytes
owner user ID
                       4 bytes
owner group ID
                      4 bytes
file system ID
                      4 bytes
node ID
                       8 bytes
device
                       4 bytes/8 bytes (32-bit/64-bit)
The groups token consists of:
token ID
                       1 byte
number groups
                       2 bytes
group list
                       N * 4 bytes
The System V IPC permission token consists of:
token ID
                       1 byte
owner user ID
                       4 bytes
```

4 bytes

4 bytes

owner group ID

creator user ID

audit.log(4)

```
creator group ID
                     4 bytes
access mode
                       4 bytes
slot sequence #
                       4 bytes
key
                        4 bytes
The arg token consists of:
token ID
                        1 byte
argument #
                       1 byte
argument value
                       4 bytes/8 bytes (32-bit/64-bit value)
text length
                       2 bytes
                        N bytes + 1 terminating NULL byte
text
The exec args token consists of:
token ID
count
                        4 bytes
text
                        count null-terminated string(s)
The exec env token consists of:
token ID
                        4 bytes
count.
text
                        count null-terminated string(s)
The exit token consists of:
token ID
                        1 byte
status
                        4 bytes
return value
                        4 bytes
The socket token consists of:
token ID
                        1 byte
socket type
                        2 bytes
remote port
                        2 bytes
remote Internet address 4 bytes
The expanded socket token consists of:
token ID
                        1 byte
socket domain
                      2 bytes
socket type
                     2 bytes
                      2 bytes
local port
address type/length 4 bytes/16 bytes (IPv4/IPv6 address) local port 2 bytes
local Internet address 4 bytes/16 bytes (IPv4/IPv6 address)
               2 bytes
remote port
remote Internet address 4 bytes/16 bytes (IPv4/IPv6 address)
The seq token consists of:
token ID
                        1 byte
sequence number
                        4 bytes
```

SEE ALSO

 $\verb|audit(1M)|, \verb|auditd(1M)|, \verb|bsmconv(1M)|, \verb|audit(2)|, \verb|auditon(2)|, auditon(2)|, auditon(2$

NOTES

Each token is generally written using the au_to(3BSM) family of function calls.

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

audit user(4)

NAME

audit_user - per-user auditing data file

SYNOPSIS

/etc/security/audit_user

DESCRIPTION

audit_user is an access-restricted database that stores per-user auditing preselection data. The audit_user file can be used with other authorization sources, including the NIS map audit_user. byname and the NIS+ table audit_user. Programs use the getauusernam(3BSM) routines to access this information.

The search order for multiple user audit information sources is specified in the /etc/nsswitch.conf file, as described in the nsswitch.conf(4) man page. The lookup follows the search order for passwd(4).

The fields for each user entry are separated by colons (:). Each user is separated from the next by a newline. audit_user does not have general read permission.

Each entry in the audit_user file has the form:

username:always-audit-flags:never-audit-flags

The fields are defined as follows:

username The user's login name.

always-audit-flagsFlags specifying event classes to always audit.never-audit-flagsFlags specifying event classes to never audit.

For a complete description of the audit flags and how to combine them, see the audit control(4) man page.

EXAMPLES

EXAMPLE 1 Sample audit_user file

other:lo,ad:io,cl
fred:lo,ex,+fc,-fr,-fa:io,cl
ethyl:lo,ex,nt:io,cl

FILES

/etc/nsswitch.conf

/etc/passwd

/etc/security/audit user

SEE ALSO

 $\verb|bsmconv(1M)|, \verb|getauusernam(3BSM)|, \verb|audit_control(4)|, \verb|nsswitch.conf(4)|, \verb|passwd(4)|$

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME

auth_attr - authorization description database

SYNOPSIS

/etc/security/auth_attr

DESCRIPTION

/etc/security/auth attr is a local source for authorization names and descriptions. The auth attr file can be used with other authorization sources, including the auth attr NIS map and NIS+ table. Programs use the getauthattr(3SECDB) routines to access this information.

The search order for multiple authorization sources is specified in the /etc/nsswitch.conf file, as described in the nsswitch.conf(4) man page.

An authorization is a right assigned to users that is checked by certain privileged programs to determine whether users can execute restricted functionality. Each entry in the auth attr database consists of one line of text containing six fields separated by colons (:). Line continuations using the backslash (\) character are permitted. The format of each entry is:

name:res1:res2:short_desc:long_desc:attr

name

The name of the authorization. Authorization names are unique strings. Construct authorization names using the following convention:

prefix. or prefix.suffix

prefix

Everything in the name field up to the final dot (.). Authorizations from Sun Microsystems, Inc. use solaris as a prefix. To avoid name conflicts, all other authorizations should use a prefix that begins with the reverse-order Internet domain name of the organization that creates the authorization (for example, com. xyzcompany). Prefixes can have additional arbitrary components chosen by the authorization's developer, with components separated by dots.

suffix

The final component in the name field. Specifies what is being authorized.

When there is no suffix, the name is defined as a heading. Headings are not assigned to users but are constructed for use by applications in their GUIs.

When a name ends with the word grant, the entry defines a grant authorization. Grant authorizations are used to support fine-grained delegation. Users with appropriate grant authorizations can delegate some of their authorizations to others. To assign an authorization, the user needs to have both the authorization itself and the appropriate grant authorization.

auth_attr(4)

res1	Reserved for future use.
res2	Reserved for future use.
short_desc	A short description or terse name for the authorization. This name

should be suitable for displaying in user interfaces, such as in a

scrolling list in a GUI.

long_desc A long description. This field can explain the precise purpose of

the authorization, the applications in which it is used, and the type of user that would be interested in using it. The long description

can be displayed in the help text of an application.

attr An optional list of semicolon-separated (;) key-value pairs that

describe the attributes of an authorization. Zero or more keys may be specified. The keyword help identifies a help file in HTML.

EXAMPLES

EXAMPLE 1 Constructing a Name

In the following example, the name has a prefix (solaris.admin.usermgr) followed by a suffix (read):

solaris.admin.usermgr.read

EXAMPLE 2 Defining a Heading

Because the name field ends with a dot, the following entry defines a heading:

solaris.admin.usermgr.:::User Accounts::help=AuthUsermgrHeader.html

EXAMPLE 3 Assigning Separate Authorizations to Set User Attributes

In this example, a heading entry is followed by other associated authorization entries. The entries below the heading provide separate authorizations for setting user attributes. The *attr* field for each entry, including the heading entry, assigns a help file. The application that uses the help key requires the value to equal the name of a file ending in .htm or .html:

```
solaris.admin.usermgr.:::User Accounts::help=AuthUsermgrHeader.html solaris.admin.usermgr.pswd:::Change Password::help=AuthUsermgrPswd.html solaris.admin.usermgr.write:::Manage Users::help=AuthUsermgrWrite.html
```

EXAMPLE 4 Assigning a Grant Authorization

This example assigns to an administrator the following authorizations:

```
solaris.admin.printer.grant
solaris.admin.printer.delete
solaris.admin.printer.modify
solaris.admin.printer.read
solaris.login.enable
```

EXAMPLE 4 Assigning a Grant Authorization (Continued)

With the above authorizations, the administrator can assign to others the solaris.admin.printer.delete, solaris.admin.printer.modify, and solaris.admin.printer.read authorizations, but not the solaris.login.enable authorization. If the administrator has both the grant authorization, solaris.admin.printmgr.grant, and the wildcard authorization, solaris.admin.printmqr.*, the administrator can grant to others any of the printer authorizations. See user attr(4) for more information about how wildcards can be used to assign multiple authorizations whose names begin with the same components.

EXAMPLE 5 Authorizing the Ability to Assign Other Authorizations

The following entry defines an authorization that grants the ability to assign any authorization created with a solaris prefix, when the administrator also has either the specific authorization being granted or a matching wildcard entry:

solaris.grant:::Grant All Solaris Authorizations::help=PriAdmin.html

EXAMPLE 6 Consulting the Local Authorization File Ahead of the NIS Table

With the following entry from /etc/nsswitch.conf, the local auth attr file is consulted before the NIS table:

auth attr:files nisplus

FILES

/etc/nsswitch.conf

/etc/user attr

/etc/security/auth attr

SEE ALSO

getauthattr(3SECDB), getexecattr(3SECDB), getprofattr(3SECDB), getuserattr(3SECDB), exec attr(4), nsswitch.conf(4), user attr(4)

NOTES

When deciding which authorization source to use, keep in mind that NIS+ provides stronger authentication than NIS.

Because the list of legal keys is likely to expand, any code that parses this database must be written to ignore unknown key-value pairs without error. When any new keywords are created, the names should be prefixed with a unique string, such as the company's stock symbol, to avoid potential naming conflicts.

Each application has its own requirements for whether the help value must be a relative pathname ending with a filename or the name of a file. The only known requirement is for the name of a file.

1 (1)	
auth_attr(4)	
	The following characters are used in describing the database format and must be escaped with a backslash if used as data: colon $(:)$, semicolon $(:)$, equals $(=)$, and backslash (\setminus) .

NAME | bootparams – boot parameter data base

SYNOPSIS

/etc/bootparams

DESCRIPTION

The bootparams file contains a list of client entries that diskless clients use for booting. Diskless booting clients retrieve this information by issuing requests to a server running the rpc.bootparamd(1M) program. The bootparams file may be used in conjunction with or in place of other sources for the bootparams information. See nsswitch.conf(4).

For each client the file contains an entry with the client's name and a list of boot parameter values for that client. Each entry has the form:

clientname keyword=value...

The first item of each entry is the host name of the diskless client. You can use the asterisk ('*') character as a "wildcard" in place of the client name in a single entry. A wildcard entry applies to all clients for which there is not an entry that specifically names them.

In a given entry, the host name or asterisk is followed by one or more whitespace characters and a series of keyword—value pairs separated by whitespace characters. There must not be any whitespace within a keyword—value pair.

Each keyword—value pair has the syntax:

keyword=value

The preceding form breaks out further as:

keyword=server:value

Where server can be null and value can be a pathname.

An example that includes a server is:

client1 root=server1:/export/client1/root

An example where server is null is:

client1 rootopts=:vers2

A minor variation of the *keyword=value* syntax is used for the domain keyword. Unlike the forms shown above, this syntax does not use a colon. For example:

```
client1 domain=bldg1.workco.com
```

Entries can span multiple lines. Use the backslash (' ') character as the last character of a line to continue the entry to the following line. For multiple-line entries, you can split a line only in places where whitespace is allowed. For example, you can use a backslash to split the following entry between the end of the path (root) and the keyword domain:

bootparams(4)

```
client1 root=server1:/export/client1/root domain=bldq1.workco.com
```

In entries that specify a server, *server* is the name of the server that will provide the file or filesystem to the diskless client and *value* is the pathname of the exported file or filesystem on that server.

In entries that use the domain keyword, the domain name specified must be the client's domain name. The algorithm for determining a client's domain name is to first check for a domain keyword in the client-specific entry and then in "wildcard" entry. If none is found, the server's domain name is used.

For the JumpStart installation of machines that do not have video displays, use the term keyword to identify the terminal type of the boot server. Terminal types are listed in /usr/share/lib/terminfo (see terminfo(4)).

An entry with the ns keyword associates a server (a name server) with, instead of a pathname, a specific name service (NIS+, NIS, or none) and, if that server is not on a local subnet, the netmask needed to reach it. For example:

```
ns=hoot:nisplus(255.255.255.0)
```

An ns entry forces sysidtool(1M) to use the specified name service. By default, sysidtool uses NIS+ in preference to NIS if it can find an NIS+ server for the system's domain on the subnet. An ns entry might be necessary if you are trying to set up a hands-off installation, or if the name server is on a different subnet, which is common with NIS+.

If an ns keyword is not used, sysidtool uses broadcast to attempt to bind to either a NIS+ or NIS server. If a name server is not on the local subnet, which is possible for NIS+, the bind will fail, automatic configuration of the name service will fail, and an interactive screen is displayed, prompting the user to specify the name service.

The ns keyword can be set in add install client or by Host Manager.

EXAMPLES

EXAMPLE 1 Sample bootparams Entry

Here is an example of an entry in the bootparams file:

```
client1 root=server1:/export/client1/root rootopts=:vers=2 \
    domain=bldg1.workco.com
client2 root=server2:/export/client2/root ns=:nis
client3 root=server2:/export/client3/root ns=watson:
client4 root=server2:/export/client4/root \
    ns=mach:nisplus(255.255.255.0)
```

EXAMPLE 2 Sample Entry for JumpStart

The following is an example of an entry that might be used for the JumpStart installation of diskless clients that do not have displays.

EXAMPLE 2 Sample Entry for JumpStart (Continued)

mozart root=haydn:/export/install/sparc/os/latest/Solaris 9/boot \ install=haydn:/export/install/sparc/os/8.1/latest boottype=:in \ install_config=haydn:/usr/local/share/lib/jump-net \ ns=otis:nisplus(255.255.255.0) term=:xterms domain=eu.cte.work.com

FILES

/etc/bootparams

SEE ALSO

rpc.bootparamd(1M), sysidtool(1M), nsswitch.conf(4)

NOTES

Solaris diskless clients use the keywords root and rootopts to look up the pathname for the root filesystem and the mount options for the root filesystem, respectively. These are the only keywords meaningful for diskless booting clients. See mount ufs(1M).

cdtoc(4)

NAME

cdtoc - CD-ROM table of contents file

DESCRIPTION

The table of contents file, .cdtoc, is an ASCII file that describes the contents of a CD-ROM or other software distribution media. It resides in the top-level directory of the file system on a slice of a CD-ROM. It is independent of file system format, that is, the file system on the slice can be either UFS or HSFS.

Each entry in the .cdtoc file is a line that establishes the value of a parameter in the following form:

PARAM=value

Blank lines and comments (lines preceded by a pound-sign, "#") are also allowed in the file. Parameters are grouped by product, with the beginning of a product defined by a line of the form:

PRODNAME=value

Each product is expected to consist of one or more software packages that are stored together in a subdirectory on the distribution media. There can be any number of products described within the file. There is no required order in which the parameters must be specified, except that the parameters must be grouped by product and the *PRODNAME* parameter must appear first in the list of parameters for each product specified. Each parameter is described below. All of the parameters are required for each product.

PRODNAME	The full name of the product. This must be	oe unique
----------	--	-----------

within the .cdtoc file and is preferably unique across all possible products. This value may contain white space. The length of this value is limited to 256 ASCII characters; other restrictions may apply (see below).

PRODVERS The version of the product. The value can contain any

combination of letters, numbers, or other characters. This value may contain white space. The length of this value is limited to 256 ASCII characters; other

restrictions may apply (see below).

PRODDIR The name of the top-level directory containing the

product. This name should be relative to the top-level directory of the distribution media, for example, Solaris_2.6/Product. The number of path components in the name is limited only by the system's maximum path name length, which is 1024 ASCII

maximum path name length, which is 1024 ASCII characters. Any single component is limited to 256 ASCII characters. This value cannot contain white

space.

The lengths of the values of *PRODNAME* and *PRODVERS* are further constrained by the fact that the initial install programs and swmtool(1M) concatenate these values to produce the full product name. swmtool(1M) concatenates the two values (inserting a space) to produce the name displayed in its software selection menu, for example, Solaris 2.6. For unbundled products the combined length of the values of PRODNAME and PRODVERS must not exceed 256 ASCII characters.

When you install OS services with Solstice Host Manager, directories for diskless clients and Autoclient systems are created by constructing names derived from a concatenation of the values of PRODNAME, PRODVERS, and client architecture, for example, $/ \exp \operatorname{ort} / \exp \operatorname{c} / \operatorname{Solaris}_2 . x_\operatorname{sparc}.$ all $/ \operatorname{usr} / \operatorname{platform}.$ The length of the component containing the product name and version must not exceed 256 ASCII characters. Thus, for products corresponding to bundled OS releases (for example, Solaris 2.4), the values of PRODNAME and PRODVERS are effectively restricted to lengths much less than 256.

The initial install programs and swmtool(1M) use the value of the PRODDIR macro in the .cdtoc file to indicate where packages can be found.

EXAMPLES

EXAMPLE 1 Sample of . cdtoc file.

Here is a sample . cdtoc file:

```
# .cdtoc file -- Online product family CD
PRODNAME=Online DiskSuite
PRODVERS=2.0
PRODDIR=Online DiskSuite 2.0
PRODNAME=Online Backup
PRODVERS=2.0
PRODDIR=Online Backup 2.0
```

This example corresponds to the following directory layout on a CD-ROM partition:

```
/.cdtoc
/Online DiskSuite 2.0
      ./SUNWmddr.c
      ./SUNWmddr.m
      ./SUNWmddu
/Online Backup 2.0
      ./SUNWhsm
```

The bundled release of Solaris 2.6 includes the following .cdtoc file:

```
PRODNAME=Solaris
PRODVERS=2.6
PRODDIR=Solaris 2.6/Product
```

This file corresponds to the following directory layout on slice 0 of the Solaris 2.6 product CD:

```
cdtoc(4)
```

```
EXAMPLE 1 Sample of .cdtoc file.
                                             (Continued)
                    /.cdtoc
                    /Solaris_2.6/Product
                         ./SUNWaccr
                         ./SUNWaccu
                         ./SUNWadmap
                          ./SUNWutool
SEE ALSO
            swmtool(1M), clustertoc(4), packagetoc(4), pkginfo(4)
```

NAME

asetmasters, tune.low, tune.med, tune.high, uid aliases, cklist.low, cklist.med, cklist.high - ASET master files

SYNOPSIS

/usr/aset/masters/tune.med /usr/aset/masters/tune.high /usr/aset/masters/uid aliases /usr/aset/masters/cklist.low /usr/aset/masters/cklist.med /usr/aset/masters/cklist.high

/usr/aset/masters/tune.low

DESCRIPTION

The /usr/aset/masters directory contains several files used by the Automated Security Enhancement Tool (ASET). /usr/aset is the default operating directory for ASET. An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M).

These files are provided by default to meet the need of most environments. The administrators, however, can edit these files to meet their specific needs. The format and usage of these files are described below.

All the master files allow comments and blank lines to improve readability. Comment lines must start with a leading "#" character.

tune.low tune.med

tune.high

These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:

pathname mode owner group type

where

pathname is the full pathname mode is the permission setting owner is the owner of the object is the group of the object group

is the type of the object It can be symlink for a type

symbolic link, directory for a directory, or

file for everything else.

cklist.high(4)

Regular shell wildcard ("*", "?", ...) characters can be used in the *pathname* for multiple references. See sh(1). The *mode* is a five-digit number that represents the permission setting. Note that this setting represents a least restrictive value. If the current setting is already more restrictive than the specified value, ASET does not loosen the permission settings.

For example, if *mode* is 00777, the permission will not be changed, since it is always less restrictive than the current setting.

Names must be used for *owner* and *group* instead of numeric ID's. ? can be used as a "don't care" character in place of *owner*, *group*, and type to prevent ASET from changing the existing values of these parameters.

uid alias

This file allows user ID's to be shared by multiple user accounts. Normally, ASET discourages such sharing for accountability reason and reports user ID's that are shared. The administrators can, however, define permissible sharing by adding entries to the file. Each entry is of the form:

uid=alias1=alias2=alias3= ...

where

uid is the shared user id

alias? is the user accounts sharing the user ID

For example, if sync and daemon share the user ID 1, the corresponding entry is:

1=sync=daemon

cklist.low
cklist.med
cklist.high

These files are used by the cklist task (see aset(1M)), and are created the first time the task is run at the *low*, *medium*, and *high* levels. When the cklist task is run, it compares the specified directory's contents with the appropriate cklist. *level* file and reports any discrepancies.

EXAMPLES

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files

The following is an example of valid entries for the tune.low, tune.med, and tune.high files:

```
/bin 00777 root staffsymlink
/etc 02755 root staffdirectory
/dev/sd* 00640 rootoperatorfile
```

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files (Continued)

SEE ALSO

aset(1M), asetenv(4)

ASET Administrator Manual

cklist.low(4)

NAME

asetmasters, tune.low, tune.med, tune.high, uid_aliases, cklist.low, cklist.med, cklist.high – ASET master files

SYNOPSIS

/usr/aset/masters/tune.low
/usr/aset/masters/tune.med
/usr/aset/masters/tune.high
/usr/aset/masters/uid_aliases
/usr/aset/masters/cklist.low
/usr/aset/masters/cklist.med
/usr/aset/masters/cklist.high

DESCRIPTION

The /usr/aset/masters directory contains several files used by the Automated Security Enhancement Tool (ASET). /usr/aset is the default operating directory for ASET. An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M).

These files are provided by default to meet the need of most environments. The administrators, however, can edit these files to meet their specific needs. The format and usage of these files are described below.

All the master files allow comments and blank lines to improve readability. Comment lines must start with a leading "#" character.

tune.low
tune.med

tune.high

These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:

pathname mode owner group type

where

pathname is the full pathnamemode is the permission settingowner is the owner of the objectgroup is the group of the object

type is the type of the object It can be symlink for a

symbolic link, directory for a directory, or

file for everything else.

Regular shell wildcard ("*", "?", ...) characters can be used in the pathname for multiple references. See sh(1). The mode is a five-digit number that represents the permission setting. Note that this setting represents a least restrictive value. If the current setting is already more restrictive than the specified value, ASET does not loosen the permission settings.

For example, if *mode* is 00777, the permission will not be changed, since it is always less restrictive than the current setting.

Names must be used for *owner* and *group* instead of numeric ID's. ? can be used as a "don't care" character in place of owner, group, and type to prevent ASET from changing the existing values of these parameters.

uid_alias

This file allows user ID's to be shared by multiple user accounts. Normally, ASET discourages such sharing for accountability reason and reports user ID's that are shared. The administrators can, however, define permissible sharing by adding entries to the file. Each entry is of the form:

uid=alias1=alias2=alias3= ...

where

uid is the shared user id

alias? is the user accounts sharing the user ID

For example, if sync and daemon share the user ID 1, the corresponding entry is:

1=sync=daemon

cklist.low cklist.med cklist.high

These files are used by the cklist task (see aset(1M)), and are created the first time the task is run at the low, medium, and high levels. When the cklist task is run, it compares the specified directory's contents with the appropriate cklist. level file and reports any discrepancies.

EXAMPLES

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files

The following is an example of valid entries for the tune.low, tune.med, and tune.high files:

/bin 00777 root staffsymlink /etc 02755 root staffdirectory /dev/sd* 00640 rootoperatorfile

-1-1	عمدا	.low	(1)
CK	HST	JOW	4

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files (Continued)

SEE ALSO

aset(1M), asetenv(4)

ASET Administrator Manual

asetmasters, tune.low, tune.med, tune.high, uid aliases, cklist.low, cklist.med, cklist.high - ASET master files

SYNOPSIS

/usr/aset/masters/tune.med /usr/aset/masters/tune.high /usr/aset/masters/uid aliases /usr/aset/masters/cklist.low /usr/aset/masters/cklist.med /usr/aset/masters/cklist.high

/usr/aset/masters/tune.low

DESCRIPTION

The /usr/aset/masters directory contains several files used by the Automated Security Enhancement Tool (ASET). /usr/aset is the default operating directory for ASET. An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M).

These files are provided by default to meet the need of most environments. The administrators, however, can edit these files to meet their specific needs. The format and usage of these files are described below.

All the master files allow comments and blank lines to improve readability. Comment lines must start with a leading "#" character.

tune.low tune.med

tune.high

These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:

pathname mode owner group type

where

pathname is the full pathname is the permission setting mode owner is the owner of the object is the group of the object group

is the type of the object It can be symlink for a type

symbolic link, directory for a directory, or

file for everything else.

cklist.med(4)

Regular shell wildcard ("*", "?", ...) characters can be used in the *pathname* for multiple references. See sh(1). The *mode* is a five-digit number that represents the permission setting. Note that this setting represents a least restrictive value. If the current setting is already more restrictive than the specified value, ASET does not loosen the permission settings.

For example, if *mode* is 00777, the permission will not be changed, since it is always less restrictive than the current setting.

Names must be used for *owner* and *group* instead of numeric ID's. ? can be used as a "don't care" character in place of *owner*, *group*, and type to prevent ASET from changing the existing values of these parameters.

uid alias

This file allows user ID's to be shared by multiple user accounts. Normally, ASET discourages such sharing for accountability reason and reports user ID's that are shared. The administrators can, however, define permissible sharing by adding entries to the file. Each entry is of the form:

uid=alias1=alias2=alias3= ...

where

uid is the shared user id

alias? is the user accounts sharing the user ID

For example, if sync and daemon share the user ID 1, the corresponding entry is:

1=sync=daemon

cklist.low
cklist.med
cklist.high

These files are used by the cklist task (see aset(1M)), and are created the first time the task is run at the *low*, *medium*, and *high* levels. When the cklist task is run, it compares the specified directory's contents with the appropriate cklist *.level* file and reports any discrepancies.

EXAMPLES

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files

The following is an example of valid entries for the tune.low, tune.med, and tune.high files:

```
/bin 00777 root staffsymlink
/etc 02755 root staffdirectory
/dev/sd* 00640 rootoperatorfile
```

 $\begin{tabular}{ll} \textbf{EXAMPLE 1} Examples of Valid Entries for the tune.low, tune.med, and tune.high \\ Files & (Continued) \end{tabular}$

SEE ALSO

aset(1M), asetenv(4)

ASET Administrator Manual

clustertoc(4)

NAME

clustertoc – cluster table of contents description file

DESCRIPTION

The cluster table of contents file, .clustertoc, is an ASCII file that describes a hierarchical view of a software product. A .clustertoc file is required for the base OS product. The file resides in the top-level directory containing the product.

The hierarchy described by .clustertoc can be of arbitrary depth, although the initial system installation programs assume that it has three levels. The hierarchy is described bottom-up, with the packages described in .packagetoc at the lowest layer. The next layer is the *cluster* layer which collects packages into functional units. The highest layer is the *meta-cluster* layer which collects packages and clusters together into typical configurations.

The hierarchy exists to facilitate the selection or deselection of software for installation at varying levels of granularity. Interacting at the package level gives the finest level of control over what software is to be installed.

Each entry in the .clustertoc file is a line that establishes the value of a parameter in the following form:

PARAM=value

A line starting with a pound-sign, "#", is considered a comment and is ignored.

Parameters are grouped by cluster or meta-cluster. The start of a cluster description is defined by a line of the form:

CLUSTER=value

The start of a meta-cluster description is defined by a line of the form:

METACLUSTER=value

There is no order implied or assumed for specifying the parameters for a (meta-)cluster with the exception of the CLUSTER or METACLUSTER parameter, which must appear first and the END parameter which must appear last.

The following parameters are mandatory:

CLUSTER

The cluster identifier (for example, SUNWCacc). The identifier specified must be unique within the package and cluster identifier namespace defined by a product's .packagetoc and .clustertoc files. The identifiers used are subject to the same constraints as those for package identifiers. These constraints are (from pkginfo(4)):

All characters in the abbreviation must be alphanumeric and the first may not be numeric. The abbreviation is limited to a maximum length of nine characters. install, new, and all are reserved abbreviations.

A cluster must be described before another cluster or meta-cluster may refer to it.

An informative textual description of the (meta-)cluster's contents. The length of the description supplied may not exceed 256 characters. The text should contain no newlines.

METACLUSTER

The metacluster identifier (for example, SUNWCprog). The identifier specified must be unique within the package and cluster identifier namespace defined by a product's .packagetoc and .clustertoc files. The identifiers used are subject to the same constraints as those for package identifiers. These constraints are (from pkginfo(4):

All characters in the abbreviation must be alphanumeric and the first may not be numeric. The abbreviation is limited to a maximum length of nine characters. install, new, and all are reserved abbreviations.

Meta-clusters can not contain references to other meta-clusters.

NAME

The full name of the (meta-)cluster. The length of the name string supplied may not exceed 256 characters.

SUNW_CSRMEMBER

Indicates that the package or cluster is a part of the (meta-) cluster currently being described. The value specified is the identifier of the package or cluster. There may be an arbitrary number of SUNW CSRMEMBER parameters per (meta-)cluster.

The name of the (meta-)cluster's vendor. The length of the vendor string supplied may not exceed 256 characters.

The version of the (meta-)cluster. The length of the version string supplied may not exceed 256 characters.

The following parameters are optional:

DEFAULT

Specifies which metacluster within a .clustertoc file should be selected or installed by default. Only one metacluster can be the default.

Specifies whether a metacluster should be hidden by applications. A hidden metacluster cannot be DEFAULT.

REOUIRED

Specifies which metacluster is required. A required metacluster implies that all of its cluster and package members are not de-selectable (must be installed).

clustertoc(4)

SUNW_CSRMBRIFF

Indicates that the package is to be included dynamically in the (meta-)cluster currently being described. The value of this parameter must follow the following format:

```
SUNW CSRMBRIFF= (test test_arc) package
```

This line is converted into a SUNW_CSRMEMBER entry at media installation time if the test provided matches the platform on which the media is being installed. There may be zero or more SUNW_CSRMBRIFF parameters per (meta-)cluster.

SUNW_CSRMBRIFF=(test value)package

where the the test is either the builtin test of "platform" or a shell script which returns shell true (0) or shell false (1) depending on the tests being performed in the script. value is passed to the test as the first argument and can be used to create a script that tests for multiple hardware objects. Finally package is the package that is included in the final .clustertoc file as a SUNW_CSRMEMBER. See parse_dynamic_clustertoc(1M) for more information about the scripts.

EXAMPLES

EXAMPLE 1 A Cluster Description

The following is an example of a cluster description in a .clustertoc file.

```
CLUSTER=SUNWCacc
NAME=System Accounting
DESC=System accounting utilities
VENDOR=Sun Microsystems, Inc.
VERSION=7.2
SUNW_CSRMEMBER=SUNWaccr
SUNW_CSRMEMBER=SUNWaccu
END
```

EXAMPLE 2 A Meta-cluster Description

The following is an example of a meta-cluster description in a .clustertoc file.

```
METACLUSTER=SUNWCreq
NAME=Core System Support
DESC=A pre-defined software configuration consisting of the minimum
required software for a standalone, non-networked workstation.
VENDOR=Sun Microsystems, Inc.
{\tt VERSION=2.} x
SUNW CSRMEMBER=SUNWadmr
SUNW CSRMEMBER=SUNWcar
SUNW CSRMEMBER=SUNWCcs
SUNW CSRMEMBER=SUNWCcg6
SUNW CSRMEMBER=SUNWCdfb
SUNW CSRMEMBER=SUNWkvm
SUNW CSRMEMBER=SUNWCnis
SUNW CSRMEMBER=SUNWowdv
SUNW CSRMEMBER=SUNWter
END
```

EXAMPLE 3 A Meta-cluster Description With a Dynamic Cluster Entry

The following is an example of a meta-cluster description with a dynamic cluster entry as indicated by the use of the SUNW CSRMBRIFF parameter entries.

```
METACLUSTER=SUNWCproq
NAME=Developer System Support
DESC=A pre-defined software configuration consisting of the
typical software used by software developers.
VENDOR=Sun Microsystems, Inc.
VERSION=2.5
SUNW CSRMEMBER=SUNWCadm
SUNW CSRMBRIFF= (smcc.dctoc tcx) SUNWCtcx
SUNW CSRMBRIFF=(smcc.dctoc leo)SUNWCleo
SUNW_CSRMBRIFF=(smcc.dctoc sx)SUNWCsx
. . .
END
```

SEE ALSO

parse dynamic clustertoc(1M), cdtoc(4), order(4), packagetoc(4), pkginfo(4)

NOTES

The current implementation of the initial system installation programs depend on the .clustertoc describing three required meta-clusters for the base OS product:

SUNWCall Contains all of the software packages in the OS distribution.

SUNWCuser Contains the typical software packages for an end-user of the OS

distribution.

SUNWCreq Contains the bare-minimum packages required to boot and

configure the OS to the point of running a multi-user shell.

compver(4)

NAME

compver – compatible versions file

DESCRIPTION

compver is an ASCII file used to specify previous versions of the associated package which are upward compatible. It is created by a package developer.

Each line of the file specifies a previous version of the associated package with which the current version is backward compatible.

Since some packages may require installation of a specific version of another software package, compatibility information is extremely crucial. Consider, for example, a package called "A" which requires version "1.0" of application "B" as a prerequisite for installation. If the customer installing "A" has a newer version of "B" (version 1.3), the compver file for "B" must indicate that "1.3" is compatible with version "1.0" in order for the customer to install package "A".

EXAMPLES

EXAMPLE 1 Sample compver file.

A sample compver file is shown below:

Version 1.3 Version 1.0

SEE ALSO

pkginfo(4)

Application Packaging Developer's Guide

NOTES

The comparison of the version string disregards white space and tabs. It is performed on a word-by-word basis. Thus, "Version 1.3" and "Version 1.3" would be considered the same.

The entries in the compver file must match the values assigned to the VERSION parameter in the pkginfo(4) files.

copyright – copyright information file **NAME**

DESCRIPTION

copyright is an ASCII file used to provide a copyright notice for a package. The text may be in any format. The full file contents (including comment lines) are displayed on the terminal at the time of package installation.

SEE ALSO

Application Packaging Developer's Guide

core(4)

NAME

core – process core file

DESCRIPTION

The operating system writes out a core file for a process when the process is terminated due to the receipt of certain signals. A core file is a disk copy of the contents of the process address space at the time the process received the signal, along with additional information about the state of the process. This information can be consumed by a debugger. Core files can also be generated by applying the gcore(1) utility to a running process.

Typically, core files are produced following abnormal termination of a process resulting from a bug in the corresponding application. Whatever the cause, the core file itself provides invaluable information to the programmer or support engineer to aid in diagnosing the problem. The core file can be inspected using a debugger such as dbx(1) or mdb(1) or by applying one of the proc(1) tools.

The operating system attempts to create up to two core files for each abnormally terminating process, using a global core file name pattern and a per-process core file name pattern. These patterns are expanded to determine the pathname of the resulting core files, and can be configured by coreadm(1M). By default, the global core file pattern is disabled and not used, and the per-process core file pattern is set to core. Therefore, by default, the operating system attempts to create a core file named core in the process's current working directory.

A process will terminate and produce a core file whenever it receives one of the signals whose default disposition is to cause a core dump. The list of signals that result in generating a core file is shown in signal(3HEAD). Therefore, a process might not produce a core file if it has blocked or modified the behavior of the corresponding signal. Additionally, no core dump can be created under the following conditions:

- If normal file and directory access permissions prevent the creation or modification
 of the per-process core file pathname by the current process user and group ID.
 This test does not apply to the global core file pathname because the global core file
 is always written as the superuser.
- If the core file pattern expands to a pathname that contains intermediate directory components that do not exist. For example, if the global pattern is set to /var/core/%n/core.%p, and no directory /var/core/`uname -n` has been created, no global core files will be produced.
- If the destination directory is part of a filesystem that is mounted read-only.
- If the resource limit RLIMIT_CORE has been set to 0 for the process. Refer to setrlimit(2) and ulimit(1) for more information on resource limits.
- If the core file name already exists in the destination directory and is not a regular file (that is, is a symlink, block or character special-file, and so forth).
- If the kernel cannot open the destination file O_EXCL, which can occur if same file is being created by another process simultaneously.

■ If the process's effective user ID is different from its real user ID or if its effective group ID is different from its real group ID. Similarly, set-user-ID and set-group-ID programs do not produce core files as this could potentially compromise system security. These processes can be explicitly granted permission to produce core files using coreadm(1M), at the risk of exposing secure information.

The core file contains all the process information pertinent to debugging: contents of hardware registers, process status, and process data. The format of a core file is object file specific.

For ELF executable programs (see a . out(4)), the core file generated is also an ELF file, containing ELF program and file headers. The etype field in the file header has type ET CORE. The program header contains an entry for every segment that was part of the process address space, including shared library segments. The contents of the writable segments are also part of the core image.

The program header of an ELF core file also contains entries for two NOTE segments, each containing several note entries as described below. The note entry header and core file note type (n type) definitions are contained in <sys/elf.h>. The first NOTE segment exists for binary compatibility with old programs that deal with core files. It contains structures defined in <sys/old procfs.h>. New programs should recognize and skip this NOTE segment, advancing instead to the new NOTE segment. The old NOTE segment will be deleted from core files in a future release.

The old NOTE segment contains the following entries. Each has entry name "CORE" and presents the contents of a system structure:

prpsinfo_t	n_type: NT_PRPSINFO. This entry contains
	information of interest to the ps(1) command, such
	process status, CPU usage, "nice" value, controlling

terminal, user-ID, process-ID, the name of the executable, and so forth. The prpsinfo t structure is

defined in <sys/old procfs.h>.

char array n type: NT PLATFORM. This entry contains a string

> describing the specific model of the hardware platform on which this core file was created. This information is the same as provided by sysinfo(2) when invoked

with the command SI PLATFORM.

auxv tarray n type: NT AUXV. This entry contains the array of

auxv t structures that was passed by the operating system as startup information to the dynamic linker.

Auxiliary vector information is defined in

<sys/auxv.h>.

Following these entries, for each light-weight process (LWP) in the process, the old NOTE segment contains an entry with a prstatus t structure, plus other optionally-present entries describing the LWP, as follows:

as

core(4)

prstatus_t	n_type: NT_PRSTATUS. This structure contains things of interest to a debugger from the operating system, such as the general registers, signal dispositions, state, reason for stopping, process-ID, and so forth. The prstatus_t structure is defined in <sys old_procfs.h="">.</sys>
prfpregset_t	n_type: NT_PRFPREG. This entry is present only if the LWP used the floating-point hardware. It contains the floating-point registers. The prfpregset_t structure is defined in <sys procfs_isa.h="">.</sys>
gwindows_t	n_type: NT_GWINDOWS. This entry is present only on a SPARC machine and only if the system was unable to flush all of the register windows to the stack. It contains all of the unspilled register windows. The gwindows_t structure is defined in <sys regset.h="">.</sys>
prxregset_t	n_type: NT_PRXREG. This entry is present only if the machine has extra register state associated with it. It contains the extra register state. The prxregset_t structure is defined in <sys procfs_isa.h="">.</sys>
The new NOTE segment conta and presents the contents of a	nins the following entries. Each has entry name "CORE" a system structure:
psinfo_t	n_type: NT_PSINFO. This structure contains information of interest to the ps(1) command, such as process status, CPU usage, "nice" value, controlling terminal, user-ID, process-ID, the name of the executable, and so forth. The psinfo_t structure is defined in <sys procfs.h="">.</sys>
pstatus_t	n_type: NT_PSTATUS. This structure contains things of interest to a debugger from the operating system, such as pending signals, state, process-ID, and so forth. The pstatus_t structure is defined in <sys procfs.h="">.</sys>
char array	n_type: NT_PLATFORM. This entry contains a string describing the specific model of the hardware platform on which this core file was created. This information is the same as provided by sysinfo(2) when invoked with the command SI_PLATFORM.
auxv_t array	n_type: NT_AUXV. This entry contains the array of auxv_t structures that was passed by the operating

system as startup information to the dynamic linker. Auxiliary vector information is defined in <sys/auxv.h>.

struct utsname

n_type: NT_UTSNAME. This structure contains the system information that would have been returned to the process if it had performed a uname(2) system call prior to dumping core. The utsname structure is defined in <sys/utsname.h>.

prcred t

n type: NT PRCRED. This structure contains the process credentials, including the real, saved, and effective user and group IDs. The prcred t structure is defined in <sys/procfs.h>. Following the structure is an optional array of supplementary group IDs. The total number of supplementary group IDs is given by the pr ngroups member of the prcred t structure, and the structure includes space for one supplementary group. If pr ngroups is greater than 1, there will be pr ngroups - 1 gid t items following the structure; otherwise, there will be no additional data.

Following these entries, for each LWP in the process, the new NOTE segment contains an entry with an lwpsinfo t structure plus an entry with an lwpstatus t structure, plus other optionally-present entries describing the LWP, as follows:

lwpsinfo t

n type: NT LWPSINFO. This structure contains information of interest to the ps(1) command, such as LWP status, CPU usage, "nice" value, LWP-ID, and so forth. The lwpsinfo t structure is defined in <sys/procfs.h>.

lwpstatus t

n type: NT LWPSTATUS. This structure contains things of interest to a debugger from the operating system, such as the general registers, the floating point registers, state, reason for stopping, LWP-ID, and so forth. The lwpstatus t structure is defined in <sys/procfs.h>.

gwindows t

n type: NT GWINDOWS. This entry is present only on a SPARC machine and only if the system was unable to flush all of the register windows to the stack. It contains all of the unspilled register windows. The gwindows t structure is defined in <sys/regset.h>.

prxregset t

n type: NT PRXREG. This entry is present only if the machine has extra register state associated with it. It contains the extra register state. The prxregset t structure is defined in

<sys/procfs isa.h>.

core(4)

asrset_t n_type: NT_ASRS. This entry is present only on a SPARC V9

machine and only if the process is a 64-bit process. It contains the ancillary state registers for the LWP. The asrset_t structure is

defined in <sys/regset.h>.

The size of the core file created by a process may be controlled by the user (see getrlimit(2)).

SEE ALSO

gcore(1), mdb(1), proc(1), ps(1), coreadm(1M), getrlimit(2), setrlimit(2), setuid(2), sysinfo(2), uname(2), elf(3ELF), signal(3HEAD), a.out(4), proc(4)

ANSI C Programmer's Guide

crypt.conf – configuration file for pluggable crypt modules

SYNOPSIS

/etc/security/crypt.conf

DESCRIPTION

crypt . conf is the configuration file for the pluggable crypt architecture. Each crypt module must provide a function to generate a password hash, crypt genhash impl(3C), and a function to generate the salt, crypt gensalt impl(3C).

There must be at least one entry in crypt . conf with the same name as is stored in the crypt algorithm magic symbol of the module. The documentation provided with the module should list this name.

The module path field specifies the path name to a shared library object that implements crypt genhash impl(), crypt gensalt impl(), and crypt algorithm magic. If the path name is not absolute, it is assumed to be relative to /usr/lib/security/\$ISA. If the path name contains the \$ISA token, the token is replaced by an implementation-defined directory name that defines the path relative to the calling program's instruction set architecture.

The params field is used to pass module-specific options to the shared objects. See crypt genhash impl(3C) and crypt gensalt impl(3C). It is the responsibility of the module to parse and interpret the options. The params field can be used by the modules to turn on debugging or to pass any module-specific parameters that control the output of the hashing algorithm.

EXAMPLES

EXAMPLE 1 Provide compatibility for md5crypt-generated passwords.

The default configuration preserves previous Solaris behavior while adding compatibility for md5crypt-generated passwords as provided on some BSD and Linux systems.

```
# crypt.conf
1 /usr/lib/security/$ISA/crypt_bsdmd5.so
```

EXAMPLE 2 Use md5crypt to demonstrate compatibility with BSD- and Linux-based systems.

The following example lists 4 algorithms and demonstrates how compatibility with BSD- and Linux-based systems using md5crypt is made available, using the algorithm names 1 and 2.

```
# crypt.conf
md5 /usr/lib/security/$ISA/crypt md5.so
rot13 /usr/lib/security/$ISA/crypt_rot13.so
# For *BSD/Linux compatibilty
# 1 is md5, 2 is Blowfish
```

crypt.conf(4)

EXAMPLE 2 Use md5crypt to demonstrate compatibility with BSD– and Linux–based systems. (Continued)

- 1 /usr/lib/security/\$ISA/crypt_bsdmd5.so
- 2 /usr/lib/security/\$ISA/crypt_bsdbf.so

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

SEE ALSO

 $\label{eq:condition} {\tt passwd(1), crypt(3C), crypt_genhash_impl(3C), crypt_gensalt(3C), crypt_gensalt_impl(3C), getpassphrase(3C), passwd(4), attributes(5), crypt_unix(5)}\\$

dacf.conf – device auto-configuration configuration file

SYNOPSIS

/etc/dacf.conf

DESCRIPTION

The kernel uses the dacf.conf file to automatically configure hot plugged devices. Because the dacf.conf file contains important kernel state information, it should not be modified.

The format of the /etc/dacf.conf file is not public and might change in versions of the Solaris operating environment that are not compatible with Solaris 8.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

attributes(5)

NOTES

This document does not constitute an API. The /etc/dacf.conf file might not exist or might contain different contents or interpretations in versions of the Solaris operating environment that are not compatible with Solaris 8. The existence of this notice does not imply that any other documentation lacking this notice constitutes an API.

defaultdomain(4)

NAME

defaultdomain – specify host's domain name

SYNOPSIS

/etc/defaultdomain

DESCRIPTION

The file /etc/defaultdomain determines a host's domain name for direct use by the NIS and NIS+ name services. The defaultdomain file is read at boot time and its contents used by the domainname(1M) command. Because of its use by domainname, defaultdomain is also used by the LDAP service (see ldap(1)). Under certain, narrow circumstances (see resolv.conf(4)), because domainname uses defaultdomain, a DNS client can use the contents of defaultdomain.

The contents of defaultdomain consists of a single line containing a host's domain name.

SEE ALSO

nis+(1), uname(1), ldapclient(1M), nisclient(1M), ypbind(1M), ypinit(1M), resolv.conf(4)

NOTES

The defaultdomain file is created and modified by Solaris installation and configuration scripts. Only users knowledgeable of name service configuration should edit the file.

default_fs, fs - specify the default file system type for local or remote file systems

DESCRIPTION

When file system administration commands have both specific and generic components (for example, fsck(1M)), the file system type must be specified. If it is not explicitly specified using the -F *FSType* command line option, the generic command looks in /etc/vfstab in order to determine the file system type, using the supplied raw or block device or mount point. If the file system type can not be determined by searching /etc/vfstab, the command will use the default file system type specified in either /etc/default/fs or /etc/dfs/dfstypes, depending on whether the file system is local or remote.

The default local file system type is specified in /etc/default/fs by a line of the form LOCAL=fstype (for example, LOCAL=ufs). The default remote file system type is determined by the first entry in the /etc/dfs/fstypes file.

File system administration commands will determine whether the file system is local or remote by examining the specified device name. If the device name starts with "/" (slash), it is considered to be local; otherwise it is remote.

The default file system types can be changed by editing the default files with a text editor.

FILES

/etc/vfstab list of default parameters for each file system

/etc/default/fs the default local file system type /etc/dfs/fstypes the default remote file system type

SEE ALSO

fsck(1M), fstypes(4), vfstab(4)

defaultrouter(4)

NAME

defaultrouter – configuration file for default router(s)

SYNOPSIS

/etc/defaultrouter

DESCRIPTION

The /etc/defaultrouter file specifies a IPv4 host's default router(s).

The format of the file is as follows:

IP_address

. . .

The /etc/defaultrouter file can contain the IP addresses or hostnames of one or more default routers, with each entry on its own line. If you use hostnames, each hostname must also be listed in the local /etc/hosts file, because no name services are running at the time that defaultrouter is read.

Lines beginning with the "#" character are treated as comments.

The default routes listed in this file replace those added by the kernel during diskless booting. An empty /etc/defaultrouter file will cause the default route added by the kernel to be deleted.

Use of a default route, whether received from a DHCP server or from /etc/defaultrouter, prevents a machine from acting as an IPv4 router, even if that machine does not have an /etc/notrouter file.

FILES

/etc/defaultrouter

Configuration file containing the hostnames or IP addresses of one or more default routers.

SEE ALSO

in.rdisc(1M), in.routed(1M), hosts(4)

depend – software dependencies file

DESCRIPTION

depend is an ASCII file used to specify information concerning software dependencies for a particular package. The file is created by a software developer.

Each entry in the depend file describes a single software package. The instance of the package is described after the entry line by giving the package architecture and/or version. The format of each entry and subsequent instance definition is:

type pkg name (arch)version (arch)version

The fields are:

type

pkg

Defines the dependency type. Must be one of the following characters:

Indicates a prerequisite for installation; for example, the referenced package or versions must be installed.

Ι Implies that the existence of the indicated package or version is incompatible.

Indicates a reverse dependency. Instead of defining the package's own dependencies, this designates that another package depends on this one. This type should be used only when an old package does not have a depend file, but relies on the newer package nonetheless. Therefore, the present package should not be removed if the designated old package is still on the system since, if it is removed, the old package will no longer work.

Indicates the package abbreviation.

name Specifies the full package name.

R

(arch)version Specifies a particular instance of the software. A version name

> cannot begin with a left parenthesis. The instance specifications, both (arch) and version, are completely optional, but each

(arch)version pair must begin on a new line that begins with white space. A null version set equates to any version of the indicated

package.

EXAMPLES

EXAMPLE 1 Sample of depend file

Here are the contents of a sample depend file, for the SUNWftpr (FTP Server) package, stored in /var/sadm/pkg/SUNWftpr/install:

P SUNWcar Core Architecture, (Root) P SUNWkvm Core Architecture, (Kvm)

depend(4)

EXAMPLE 1 Sample of depend file (Continued)

P SUNWcsr Core Solaris, (Root)
P SUNWcsu Core Solaris, (Usr)
P SUNWcsd Core Solaris Devices
P SUNWcsl Core Solaris Libraries
R SUNWftpu FTP Server, (Usr)

SEE ALSO | pkginfo(4)

Application Packaging Developer's Guide

device_allocate - device_allocate file

SYNOPSIS

/etc/security/device_allocate

DESCRIPTION

The device allocate file contains mandatory access control information about each physical device. Each device is represented by a one line entry of the form:

device-name;device-type;reserved;reserved;auths;device-exec

where

device-name This is an arbitrary ASCII string naming the physical

device. This field contains no embedded white space or

non-printable characters.

device-type This is an arbitrary ASCII string naming the generic

> device type. This field identifies and groups together devices of like type. This field contains no embedded

white space or non-printable characters.

reserved This field is reserved for future use. This field is reserved for future use. reserved

auths This field contains a comma-separated list of

> authorizations required to allocate the device, or asterisk (*) to indicate that the device is not allocatable,

or an '@' symbol to indicate that no explicit authorization is needed to allocate the device.

The default authorization is

solaris.device.allocate.See auths(1)

device-exec This is the physical device's data purge program to be

> run any time the device is acted on by allocate(1). This is to ensure that all usable data is purged from the physical device before it is reused. This field contains the filename of a program in /etc/security/lib or the full pathname of a cleanup script provided by the

system administrator.

The device allocate file is an ASCII file that resides in the /etc/security directory.

Lines in device allocate can end with a '\' to continue an entry on the next line.

Comments may also be included. A '#' makes a comment of all further text until the next NEWLINE not immediately preceded by a '\'.

White space is allowed in any field.

device_allocate(4)

The device_allocate file must be created by the system administrator before device allocation is enabled.

The device_allocate file is owned by root, with a group of sys, and a mode of 0644.

EXAMPLES

EXAMPLE 1 Declaring an allocatable device

Declare that physical device st0 is a type st. st is allocatable, and the script used to clean the device after running deallocate(1) is named /etc/security/lib/st clean.

```
# scsi tape
st0;\
    st;\
    reserved;\
    reserved;\
    solaris.device.allocate;\
    /etc/security/lib/st_clean;\
```

EXAMPLE 2 Declaring an allocatable device with authorizations

Declare that physical device fd0 is of type fd. fd is allocatable by users with the solaris.device.allocate authorization, and the script used to clean the device after running deallocate(1) is named /etc/security/lib/fd clean.

```
# floppy drive
fd0;\
    fd;\
    reserved;\
    reserved;\
    &;\
    /etc/security/lib/fd_clean;\
```

Notice that making a device allocatable means that you need to allocate and deallocate it to use it (with allocate(1) and deallocate(1)). If a device is not allocatable, there will be an asterisk (*) in the *auths* field, and no one can use the device.

FILES

/etc/security/device allocate Contains list of allocatable devices

SEE ALSO

 $\verb|auths(1)|, \verb|allocate(1)|, \verb|bsmconv(1M)|, \verb|deallocate(1)|, \verb|list_devices(1)|, \\ \verb|auth_attr(4)|$

NOTES

The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

NAME |

device_maps - device_maps file

SYNOPSIS

/etc/security/device_maps

DESCRIPTION

The device maps file contains access control information about each physical device. Each device is represented by a one line entry of the form:

```
device-name : device-type : device-list :
```

where

device-name This is an arbitrary ASCII string naming the physical

device. This field contains no embedded white space or

non-printable characters.

device-type This is an arbitrary ASCII string naming the generic

> device type. This field identifies and groups together devices of like type. This field contains no embedded

white space or non-printable characters.

device-list This is a list of the device special files associated with

> the physical device. This field contains valid device special file path names separated by white space.

The device maps file is an ASCII file that resides in the /etc/security directory.

Lines in device maps can end with a '\' to continue an entry on the next line.

Comments may also be included. A '#' makes a comment of all further text until the next NEWLINE not immediately preceded by a '\'.

Leading and trailing blanks are allowed in any of the fields.

The device maps file must be created by the system administrator bef\ore device allocation is enabled.

This file is owned by root, with a group of sys, and a mode of 0644.

EXAMPLES

EXAMPLE 1 A sample device_maps file

```
# scsi tape
st1:\
rmt:\
/dev/rst21 /dev/nrst21 /dev/rst5 /dev/nrst5 /dev/rst13 \
/dev/nrst13 /dev/rst29 /dev/nrst29 /dev/rmt/11 /dev/rmt/1m \
/dev/rmt/1 /dev/rmt/1h /dev/rmt/1u /dev/rmt/1ln /dev/rmt/1mn \
/dev/rmt/1n /dev/rmt/1hn /dev/rmt/1un /dev/rmt/1b /dev/rmt/1bn:\
```

FILES

/etc/security/device maps

SEE ALSO

allocate(1), bsmconv(1M), deallocate(1), dminfo(1M), list devices(1)

device_maps(4)	
NOTES	The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See <code>bsmconv(1M)</code> for more information.

dfstab – file containing commands for sharing resources across a network

DESCRIPTION

dfstab resides in directory /etc/dfs and contains commands for sharing resources across a network. dfstab gives a system administrator a uniform method of controlling the automatic sharing of local resources.

Each line of the dfstab file consists of a share(1M) command. The dfstab file can be read by the shell to share all resources. System administrators can also prepare their own shell scripts to execute particular lines from dfstab.

The contents of dfstab are executed automatically when the system enters run-level

SEE ALSO

share(1M), shareall(1M)

NAME

dhcp_inittab – information repository for DHCP options

DESCRIPTION

The /etc/dhcp/inittab file contains information about the Dynamic Host Configuration Protocol (DHCP) options, which are network configuration parameters passed from DHCP servers to DHCP clients when a client machine uses DHCP. Since many DHCP-related commands must parse and understand these DHCP options, this file serves as a central location where information about these options may be obtained.

The DHCP inittab file provides three general pieces of information:

- A mnemonic alias, or symbol name, for each option number. For instance, option 12 is aliased to the name Hostname. This is useful for DHCP-related programs that require human interaction, such as dhcpinfo(1).
- Information about the syntax for each option. This includes information such as the type of the value, for example, whether it is a 16-bit integer or an IP address.
- The policy for what options are visible to which DHCP-related programs.

The dhcp inittab file can only be changed upon system upgrade. Only additions of SITE options (or changes to same) will be preserved during upgrade.

The VENDOR options defined here are intended for use by the Solaris DHCP client and DHCP management tools. The SUNW vendor space is owned by Sun, and changes are likely during upgrade. If you need to configure the Solaris DHCP server to support the vendor options of a different client, see dhctab(4) for details.

Each DHCP option belongs to a certain category, which roughly defines the scope of the option; for instance, an option may only be understood by certain hosts within a given site, or it may be globally understood by all DHCP clients and servers. The following categories are defined; the category names are not case-sensitive:

STANDARD	All client and server DHCP implementations agree on the
	semantics. These are administered by the Internet Assigned
	Numbers Authority (IANA). These options are numbered from 1
	to 127.

within a specific site, all client and server implementations agree
on the semantics. However, at another site the type and meaning
of the option may be quite different. These options are numbered
from 128 to 254.

Each vendor may define 254 options unique to that vendor. The vendor is identified within a DHCP packet by the "Vendor Class" option, number 60. An option with a specific numeric identifier

belonging to one vendor will, in general, have a type and semantics different from that of a different vendor. Vendor options

are "super-encapsulated" into the vendor field number 43, as

SITE

VENDOR

defined in *RFC* 2132. The dhcp_inittab file only contains Sun vendor options. Define non-Sun vendor options in the dhcptab

file.

FIELD This category allows the fixed fields within a DHCP packet to be

aliased to a mnemonic name for use with dhcpinfo(1).

INTERNAL This category is internal to the Solaris DHCP implementation and

will not be further defined.

DHCP inittab Format

Data entries are written one per line and have seven fields; each entry provides information for one option. Each field is separated by a comma, except for the first and second, which are separated by whitespace (as defined in isspace(3C)). An entry cannot be continued onto another line. Blank lines and those whose first non-whitespace character is '#' are ignored.

The fields, in order, are:

■ Mnemonic Identifier

The Mnemonic Identifier is a user-friendly alias for the option number; it is not case sensitive. This field must be per-category unique and should be unique across all categories. The option names in the STANDARD, SITE, and VENDOR spaces should not overlap, or the behavior will be undefined. See Mnemonic Identifiers for Options section of this man page for descriptions of the option names.

■ Category (scope)

The Category field is one of STANDARD, SITE, VENDOR, FIELD, or INTERNAL and identifies the scope in which the option falls.

Option Number

The Option Number is the number of this option when it is in a DHCP packet. This field should be per-category unique and the STANDARD and SITE fields should not have overlapping code fields or the behavior is undefined.

■ Data Type

Data Type is one of the following values, which are not case sensitive:

Ascii A printable character string

Bool Has no value. Scope limited to category limited to INTERNAL.

Presence of an option of this type within a Solaris configuration

file represents TRUE, absence represents FALSE.

Octet An array of bytes

Unumber8 An 8-bit unsigned integer
Snumber8 An 8-bit signed integer
Unumber16 A 16-bit unsigned integer
Snumber16 A 16-bit signed integer

Unumber32	A 32-bit unsigned integer
Snumber32	A 32-bit signed integer
Unumber64	A 64-bit unsigned integer
Snumber64	A 64-bit signed integer
Ip	An IP address

The data type field describes an indivisible unit of the option payload, using one of the values listed above.

■ Granularity

The Granularity field describes how many "indivisible units" in the option payload make up a whole value or item for this option. The value must be greater than zero (0) for any data type other than Bool, in which case it must be zero (0).

■ Maximum Number Of Items

This value specifies the maximum items of Granularity which are permissible in a definition using this symbol. For example, there can only be one IP address specified for a subnet mask, so the Maximum number of items in this case is one (1). A Maximum value of zero (0) means that a variable number of items is permitted.

Visibility

The Visibility field specifies which DHCP-related programs make use of this information, and should always be defined as "sdmi" for newly added options.

Mnemonic Identifiers for Options

The following table maps the mnemonic identifiers used in Solaris DHCP to *RFC 2132* options:

Symbol	Code	Description
Subnet	1	Subnet Mask, dotted Internet address (IP).
UTCoffst	2	Coordinated Universal time offset (seconds).
Router	3	List of Routers, IP.
Timeserv	4	List of RFC-868 servers, IP.
IEN116ns	5	List of IEN 116 name servers, IP.
DNSserv	6	List of DNS name servers, IP.
Logserv	7	List of MIT-LCS UDP log servers, IP.
Cookie	8	List of RFC-865 cookie servers, IP.
Lprserv	9	List of RFC-1179 line printer servers, IP.
Impress	10	List of Imagen Impress servers, IP.

Symbol	Code	Description
Resource	11	List of RFC-887 resource location servers, IP.
Hostname	12	Client's hostname, value from hosts database.
Bootsize	13	Number of 512 octet blocks in boot image, NUMBER.
Dumpfile	14	Path where core image should be dumped, ASCII.
DNSdmain	15	DNS domain name, ASCII.
Swapserv	16	Client's swap server, IP.
Rootpath	17	Client's Root path, ASCII.
ExtendP	18	Extensions path, ASCII.
IpFwdF	19	IP Forwarding Enable/Disable, NUMBER.
NLrouteF	20	Non-local Source Routing, NUMBER.
PFilter	21	Policy Filter, IP.
MaxIpSiz	22	Maximum datagram Reassembly Size, NUMBER.
IpTTL	23	Default IP Time to Live, (1= <x<=255), number.<="" td=""></x<=255),>
PathTO	24	RFC-1191 Path MTU Aging Timeout, NUMBER.
PathTbl	25	RFC-1191 Path MTU Plateau Table, NUMBER.
MTU	26	Interface MTU, x>=68, NUMBER.
SameMtuF	27	All Subnets are Local, NUMBER.
Broadcst	28	Broadcast Address, IP.
MaskDscF	29	Perform Mask Discovery, NUMBER.
MaskSupF	30	Mask Supplier, NUMBER.
RDiscvyF	31	Perform Router Discovery, NUMBER.
RSolictS	32	Router Solicitation Address, IP.
StaticRt	33	Static Route, Double IP (network router).
TrailerF	34	Trailer Encapsulation, NUMBER.
ArpTimeO	35	ARP Cache Time out, NUMBER.
EthEncap	36	Ethernet Encapsulation, NUMBER.
TcpTTL	37	TCP Default Time to Live, NUMBER.
TcpKaInt	38	TCP Keepalive Interval, NUMBER.

Symbol	Code	Description
TcpKaGbF	39	TCP Keepalive Garbage, NUMBER.
NISdmain	40	NIS Domain name, ASCII.
NISservs	41	List of NIS servers, IP.
NTPservs	42	List of NTP servers, IP.
NetBNms	44	List of NetBIOS Name servers, IP.
NetBDsts	45	List of NetBIOS Distribution servers, IP.
NetBNdT	46	NetBIOS Node type (1=B-node, 2=P, 4=M, 8=H).
NetBScop	47	NetBIOS scope, ASCII.
XFontSrv	48	List of X Window Font servers, IP.
XDispMgr	49	List of X Window Display managers, IP.
LeaseTim	51	Lease Time Policy, (-1 = PERM), NUMBER.
Message	56	Message to be displayed on client, ASCII.
T1Time	58	Renewal (T1) time, NUMBER.
T2Time	59	Rebinding (T2) time, NUMBER.
NW_dmain	62	NetWare/IP Domain Name, ASCII.
NWIPOpts	63	NetWare/IP Options, OCTET (unknown type).
NIS+dom	64	NIS+ Domain name, ASCII.
NIS+serv	65	NIS+ servers, IP.
TFTPsrvN	66	TFTP server hostname, ASCII.
OptBootF	67	Optional Bootfile path, ASCII.
MblIPAgt	68	Mobile IP Home Agent, IP.
SMTPserv	69	Simple Mail Transport Protocol Server, IP.
POP3serv	70	Post Office Protocol (POP3) Server, IP.
NNTPserv	71	Network News Transport Proto. (NNTP) Server, IP.
WWWservs	72	Default WorldWideWeb Server, IP.
Fingersv	73	Default Finger Server, IP.
IRCservs	74	Internet Relay Chat Server, IP.
STservs	75	StreetTalk Server, IP.

Symbol	Code	Description
STDAservs	76	StreetTalk Directory Assist. Server, IP.
UserClas	77	User class information, ASCII.
SLP_DA	78	Directory agent, OCTET.
SLP_SS	79	Service scope, OCTET.
AgentOpt	82	Agent circuit ID, OCTET.
FQDN	89	Fully Qualified Domain Name, OCTET.
PXEarch	93	Client system architecture, NUMBER.
PXEnii	94	Client Network Device Interface, OCTET.
PXEcid	97	UUID/GUID-based client indentifier, OCTET.
BootFile	N/A	File to Boot, ASCII.
BootPath	N/A	Boot path prefix to apply to client's requested boot file, ASCII.
BootSrvA	N/A	Boot Server, IP.
BootSrvN	N/A	Boot Server Hostname, ASCII.
EchoVC	N/A	Echo Vendor Class Identifier Flag, (Present=TRUE)
LeaseNeg	N/A	Lease is Negotiable Flag, (Present=TRUE)
Include	N/A	Include listed macro values in this macro.

EXAMPLES

EXAMPLE 1 Altering the DHCP inittab File

In general, the DHCP inittab file should only be altered to add SITE options. If other options are added, they will not be automatically carried forward when the system is upgraded. For instance:

```
SITE, 132, IP, 2, 0, sdmi
ipPairs
```

describes an option named ipPairs, that is in the SITE category. That is, it is defined by each individual site, and is option code 132, which is of type IP Address, consisting of a potentially infinite number of pairs of IP addresses.

FILES

/etc/dhcp/inittab

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

dhcp_inittab(4)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr
Interface Stability	Evolving

SEE ALSO

$$\label{eq:continuous} \begin{split} \texttt{dhcpinfo(1),dhcpagent(1M),isspace(3C),dhctab(4),attributes(5),dhcp(5),} \\ \texttt{dhcp_modules(5)} \end{split}$$

System Administration Guide: IP Services

Alexander, S., and R. Droms. *RFC 2132, DHCP Options and BOOTP Vendor Extensions*. Network Working Group. March 1997.

Droms, R. *RFC 2131, Dynamic Host Configuration Protocol.* Network Working Group. March 1997.

NAME

dhcp_network - DHCP network tables

DESCRIPTION

The Dynamic Host Configuration Protocol (DHCP) network tables are used to map the client identifiers of DHCP clients to IP addresses and the associated configuration parameters of that address. One DHCP network table exists for each network served by the DHCP server, and each table is named using the network's IP address. There is no table or file with the name dhcp_network.

The DHCP network tables can exist as ASCII text files, binary text files, or NIS+ tables, depending on the data store used. Since the format of the file could change, the preferred method of managing the DHCP network tables is through the use of dhcpmgr(1M) or the pntadm(1M) command.

The format of the records in a DHCP network table depends on the data store used to maintain the table. However, an entry in a DHCP network table must contain the following fields:

Client ID

The client identifier field, Client_ID, is an ASCII hexadecimal representation of the unique octet string value of the DHCP Client Identifier Option (code 61) which identifies a DHCP client. In the absence of the DHCP Client Identifier Option, the DHCP client is identified using the form given below for BOOTP clients. The number of characters in this field must be an even number, with a maximum length of 64 characters. Valid characters are 0 - 9 and A-F. Entries with values of 00 are freely available for dynamic allocation to requesting clients. BOOTP clients are identified by the concatenation of the network's hardware type (as defined by RFC 1340, titled "Assigned Numbers") and the client's hardware address. For example, the following BOOTP client has a hardware type of '01' (10mb ethernet) and a hardware address of 8:0:20:11:12:b7, so its client identifier would be: 010800201112B7

Flags

The Flags field is a decimal value, the bit fields of which can have a combination of the following values:

1 (PERMANENT)

Evaluation of the Lease field is turned off (lease is permanent). If this bit is not set, Evaluation of the Lease field is enabled and the Lease is DYNAMIC.

2 (MANUAL)

This entry has a manual client ID binding (cannot be reclaimed by DHCP server). Client will not be allocated another address.

4 (UNUSABLE)

When set, this value means that either through ICMP echo or client DECLINE, this address has been found to be unusable. Can also be used by the network administrator to *prevent* a certain client from booting, if used in conjunction with the MANUAL flag.

dhcp_network(4)

	8 (BOOTP) This entry is reserved for allocation to BOOTP clients only.
Client_IP	The Client_IP field holds the IP address for this entry. This value must be unique in the database.
Server_IP	This field holds the IP address of the DHCP server which <i>owns</i> this client IP address, and thus is responsible for initial allocation to a requesting client.
Lease	This numeric field holds the entry's absolute lease expiration time, and is in seconds since January 1, 1970. It can be decimal, or hexadecimal (if 0x prefixes number). The special value -1 is used to denote a permanent lease.
Macro	This ASCII text field contains the dhcptab macro name used to look up this entry's configuration parameters in the dhcptab(4) database.
Comment	This ASCII text field contains an optional comment.

TREATISE ON **LEASES**

This section describes how the DHCP/BOOTP server calculates a client's configuration lease using information contained in the dhcptab(4) and DHCP network tables. The server consults the LeaseTim and LeaseNeg symbols in the dhcptab, and the Flags and Lease fields of the chosen IP address record in the DHCP network table.

The server first examines the Flags field for the identified DHCP network table record. If the PERMANENT flag is on, then the client's lease is considered permanent.

If the PERMANENT flag is not on, the server checks if the client's lease as represented by the Lease field in the network table record has expired. If the lease is not expired, the server checks if the client has requested a new lease. If the LeaseNeg symbol has not been included in the client's dhoptab parameters, then the client's requested lease extension is ignored, and the lease is set to be the time remaining as shown by the Lease field. If the LeaseNeg symbol has been included, then the server will extend the client's lease to the value it requested if this requested lease is less than or equal to the current time plus the value of the client's LeaseTim dhcptab parameter.

If the client's requested lease is greater than policy allows (value of LeaseTim), then the client is given a lease equal to the current time plus the value of LeaseTim. If LeaseTim is not set, then the default LeaseTim value is one hour.

For more information about the dhcptab symbols, see dhcptab(4).

SEE ALSO

dhcpconfig(1M), dhcpmgr(1M), dhtadm(1M), in.dhcpd(1M), pntadm(1M), dhcptab(4), dhcp(5), dhcp modules(5)

Solaris DHCP Service Developer's Guide

System Administration Guide: IP Services

dhcp_network(4)

Reynolds, J. and J. Postel, *Assigned Numbers*, STD 2, RFC 1340, USC/Information Sciences Institute, July 1992.

dhcpsvc.conf(4)

NAME

dhcpsvc.conf – file containing service configuration parameters for the DHCP service

DESCRIPTION

The dhcpsvc.conf file resides in directory /etc/inet and contains parameters for specifying Dynamic Host Configuration Protocol (DHCP) service configuration settings, including the type and location of DHCP data store used.

The description of the <code>dhcpsvc.conf</code> file in this man page is informational only. The preferred method of setting or modifying values within the <code>dhcpsvc.conf</code> file is by using <code>dhcpconfig(1M)</code> or the <code>dhcpmgr(1M)</code> utility. Do not edit the <code>dhcpsvc.conf</code> file.

The dhcpsvc.conf file format is ASCII; comment lines begin with the crosshatch (#) character. Parameters consist of a keyword followed by an equals (=) sign followed by the parameter value, of the form:

Keyword=Value

The following *Keyword* and *Value* parameters are supported:

BOOTP_COMPAT

String. automatic or manual. Enables support of BOOTP clients. Default is no BOOTP. Value selects BOOTP address allocation method. automatic to support all BOOTP clients, manual to support only registered BOOTP clients. server mode only parameter.

CACHE_TIMEOUT

Integer. Number of seconds the server caches data from data store. Used to improve performance. Default is 10 seconds. server mode only parameter.

CONVER

Integer. Container version. Used by DHCP administrative tools to identify which version of the public module is being used to administer the data store. CONVER should *not* be changed manually.

DAEMON_ENABLED

TRUE/FALSE. If TRUE, the DHCP daemon can be run. If FALSE, DHCP daemon process exits immediately if the daemon is started. Default is TRUE. Generic parameter.

HOSTS_DOMAIN

String. Defines name service domain that DHCP administration tools use when managing the hosts table. Valid only when <code>HOSTS_RESOURCE</code> is set to <code>nisplus</code> or <code>dns</code>.

HOSTS_RESOURCE

String. Defines what name service resource should be used by the DHCP administration tools when managing the hosts table. Current valid values are files, nisplus, and dns.

ICMP_VERIFY

TRUE/FALSE. Toggles ICMP echo verification of IP addresses. Default is TRUE. server mode only parameter.

INTERFACES

String. Comma-separated list of interface names to listen to. Generic parameter.

LOGGING_FACILITY

Integer. Local facility number (0-7 inclusive) to log DHCP events to. Default is not to log transactions. Generic parameter.

OFFER_CACHE_TIMEOUT

Integer. Number of seconds before OFFER cache timeouts occur. Default is 10 seconds. server mode only parameter.

Path to DHCP data tables within the data store specified by the RESOURCE parameter. The value of the PATH keyword is specific to the RESOURCE.

RELAY DESTINATIONS

String. Comma-separated list of host names and/or IP addresses of relay destinations. relay mode only parameter.

RELAY_HOPS

Integer. Max number of BOOTP relay hops before packet is dropped. Default is 4. Generic parameter.

RESCAN INTERVAL

Integer. Number of minutes between automatic dhcptab rescans. Default is not to do rescans. server mode only parameter.

RESOURCE

Data store resource used. Use this parameter to name the public module. See the PATH keyword in dhcp modules(5).

RESOURCE CONFIG

String. The private layer provides for module-specific configuration information through the use of the RESOURCE CONFIG keyword. See dhcp modules(5).

Providers can access RESOURCE CONFIG using the configure function by specifying an optional service provider layer API function:

```
int configure(const char *configp);
```

If this function is defined by the public module provider, it is called during module load time by the private layer, with the contents of the RESOURCE CONFIG string acquired by the administrative interface (in the case of the dhcpmgr, through the use of a public module-specific java bean extending the dhcpmgr to provide a configuration dialog for this information.

RUN_MODE

server or relay. Selects daemon run mode. Default is server.

SECONDARY_SERVER_TIMEOUT

Integer. The number of seconds a secondary server waits for a primary server to respond before responding itself. Default is 20 seconds. This is a server mode only parameter.

dhcpsvc.conf(4)

UPDATE_TIMEOUT

Integer. Number of minutes to wait for a response from the DNS server before timing out. If this parameter is present, the DHCP daemon updates DNS on behalf of DHCP clients, and waits the number of seconds specified for a response before timing out. You can use <code>UPDATE_TIMEOUT</code> without specifying a number to enable DNS updates with the default timeout of 15 seconds. If this parameter is not present, the DHCP daemon does not update DNS for DHCP clients.

VERBOSE

TRUE/FALSE. Toggles verbose mode, determining amount of status and error messages reported by the daemon. Default is FALSE. Set to TRUE only for debugging. Generic parameter.

SEE ALSO

dhcpmgr(1M), in.dhcpd(1M), dhcp(5), dhcp modules(5)

System Administration Guide: IP Services

NAME

dhcptab – DHCP configuration parameter table

DESCRIPTION

The dhcptab configuration table allows network administrators to organize groups of configuration parameters as macro definitions, which can then be referenced in the definition of other useful macros. These macros are then used by the DHCP server to return their values to DHCP and BOOTP clients.

The preferred method of managing the dhcptab is through the use of the dhcpmgr(1M) or dhtadm(1M) utility. The description of dhcptab entries included in this manual page is intended for informational purposes only, and should not be used to manually edit entries.

You can view the contents of the dhcptab using the DHCP manager's tabs for Macros and Options, or using the dhtadm -P command.

Syntax of dhcptab **Entries**

The format of a dhoptab table depends on the data store used to maintain it. However, any dhoptab must contain the following fields in each record:

This field identifies the macro or symbol record and is used as a Name

> search key into the dhcptab table. The name of a macro or symbol must consist of ASCII characters, with the length limited to 128 characters. Names can include spaces, except at the end of the

name. The name is not case-sensitive.

This field specifies the type of record and is used as a search key Type

into the dhcptab. Currently, there are only two legal values for

Type:

This record is a DHCP macro definition. m

This record is a DHCP symbol definition. It is

used to define vendor and site-specific options.

Value This field contains the value for the specified type of record. For

> the m type, the value will consist of a series of symbol=value pairs, separated by the colon (:) character. For the s type, the value will consist of a series of fields, separated by a comma (,), which define a symbol's characteristics. Once defined, a symbol can be

used in macro definitions.

Symbol Characteristics

The Value field of a symbols definition contain the following fields describing the characteristics of a symbol:

This field defines the context in which the symbol definition is to Context

be used. It can have one of the following values:

Site

This symbol defines a site-specific option, codes 128-254.

Vendor=Client Class ...

This symbol defines a vendor-specific option, codes 1-254. The Vendor context takes ASCII string arguments which identify the

dhcptab(4)

	client class nam Only those clien values will see t class matches th	this vendor option is associated with. Multiple es can be specified, separated by white space. Its whose client class matches one of these this option. For Sun machines, the Vendor client the value returned by the command uname -i th periods replacing commas.
Code		the option code number associated with this es are 128-254 for site-specific options, and 1-254 options.
Туре		he type of data expected as a value for this case-sensitive. Legal values are:
	ASCII	NVT ASCII text. Value is enclosed in double-quotes ("). Granularity setting has no effect on symbols of this type, since ASCII strings have a natural granularity of one (1).
	BOOLEAN	No value is associated with this data type. Presence of symbols of this type denote boolean TRUE, whereas absence denotes FALSE. Granularity and Miximum values have no meaning for symbols of this type.
	IP	Dotted decimal form of an Internet address. Multi-IP address granularity is supported.
	NUMBER	An unsigned number with a supported granularity of 1, 2, 4, and 8 octets.
		Valid NUMBER types are: UNUMBER8, SNUMBER8, UNUMBER16, SNUMBER16, UNUMBER32, SNUMBER32, UNUMBER64, and SNUMBER64. See dhcp_inittab(4) for details.
	OCTET	Uninterpreted ASCII representation of binary data. The client identifier is one example of an OCTET string. Valid characters are 0–9, a-f, A-F. One ASCII character represents one nibble (4 bits), thus two ASCII characters are needed to represent an 8 bit quantity. The granularity setting has no effect on symbols of this type, since OCTET strings have a natural granularity of one (1).
		For example, to encode a sequence of bytes with decimal values 77, 82, 5, 240, 14, the option value would be encoded as 4d5205f00e. A macro which supplies a value for option code 78, SLP_DA, with a 0

Mandatory byte and Directory Agents at 192.168.1.5 and 192.168.0.133 would appear in the dhcptab as:

slpparams Macro

:SLP DA=00c0a80105c0a80085:

Granularity

This value specifies how many objects of Type define a single instance of the symbol value. For example, the static route option is defined to be a variable list of routes. Each route consists of two IP addresses, so the Type is defined to be IP, and the data's granularity is defined to be 2 IP addresses. The granularity field affects the IP and NUMBER data types.

Maximum

This value specifies the maximum items of Granularity which are permissible in a definition using this symbol. For example, there can only be one IP address specified for a subnet mask, so the Maximum number of items in this case is one (1). A Maximum value of zero (0) means that a variable number of items is permitted.

The following example defines a site-specific option (symbol) called MystatRt, of code 130, type IP, and granularity 2, and a Maximum of 0. This definition corresponds to the internal definition of the static route option (StaticRt).

MystatRt s Site, 130, IP, 2, 0

The following example demonstrates how a SLP Service Scope symbol (SLP_SS) with a scope value of happy and mandatory byte set to 0 is encoded. The first octet of the option is the Mandatory octet, which is set either to 0 or 1. In this example, it is set to 0 (00). The balance of the value is the hexidecimal ASCII code numbers representing the name happy, that is, 6861707079.

SLP SS=006861707079

Macro Definitions

The following example illustrates a macro defined using the MystatRt site option symbol just defined:

10netnis m :MystatRt=3.0.0.0 10.0.0.30:Macros can be specified in the Macro field in DHCP network tables (see dhcp network(4)), which will bind particular macro definitions to specific IP addresses.

Up to four macro definitions are consulted by the DHCP server to determine the options that are returned to the requesting client.

These macros are processed in the following order:

dhcptab(4)

Client Class

A macro named using the ASCII representation of the client class (e.g. SUNW.Ultra-30) is searched for in the dhcptab. If found, its symbol/value pairs will be selected for delivery to the client. This mechanism permits the network administrator to select configuration parameters to be returned to all clients of the same class.

Network

A macro named by the dotted Internet form of the network address of the client's network (for example, 10.0.0.0) is searched for in the dhcptab. If found, its symbol/value pairs will be combined with those of the Client Class macro. If a symbol exists in both macros, then the Network macro value overrides the value defined in the Client Class macro. This mechanism permits the network administrator to select configuration parameters to be returned to all clients on the same network.

IP Address

This macro may be named anything, but must be specified in the DHCP network table for the IP address record assigned to the requesting client. If this macro is found in the dhcptab, then its symbol/value pairs will be combined with those of the Client Class macro and the Network macro. This mechanism permits the network administrator to select configuration parameters to be returned to clients using a particular IP address. It can also be used to deliver a macro defined to include "server-specific" information by including this macro definition in all DHCP network table entries owned by a specific server.

Client Identifier

A macro named by the ASCII representation of the client's unique identifier as shown in the DHCP network table (see dhcp_network(4)). If found, its symbol/value pairs are combined to the sum of the Client Class, Network, and IP Address macros. Any symbol collisions are replaced with those specified in the client identifier macro. The client mechanism permits the network administrator to select configuration parameters to be returned to a particular client, regardless of what network that client is connected to.

Refer to *System Administration Guide: IP Services* for more information about macro processing.

Refer to the dhcp_inittab(4) man page for more information about symbols used in Solaris DHCP.

SEE ALSO

dhcpmgr(1M), dhtadm(1M), in.dhcpd(1M), dhcp_inittab(4), dhcp_network(4), dhcp(5)

System Administration Guide: IP Services

Alexander, S., and R. Droms, DHCP Options and BOOTP Vendor Extensions, RFC 2132, Silicon Graphics, Inc., Bucknell University, March 1997.

Droms, R., Interoperation Between DHCP and BOOTP, RFC 1534, Bucknell University, October 1993.

Droms, R., Dynamic Host Configuration Protocol, RFC 2131, Bucknell University, March 1997.

Wimer, W., Clarifications and Extensions for the Bootstrap Protocol, RFC 1542, Carnegie Mellon University, October 1993.

dialups(4)

NAME

dialups - list of terminal devices requiring a dial-up password

SYNOPSIS

/etc/dialups

DESCRIPTION

dialups is an ASCII file which contains a list of terminal devices that require a dial-up password. A dial-up password is an additional password required of users who access the computer through a modem or dial-up port. The correct password must be entered before the user is granted access to the computer. The set of ports that require a dial-up password are listed in the dialups file.

Each entry in the dialups file is a single line of the form:

terminal-device

where

terminal-device

The full path name of the terminal device that will require a dial-up password for users accessing the computer through a modem or dial-up port.

The dialups file should be owned by the root user and the root group. The file should have read and write permissions for the owner (root) only.

EXAMPLES

EXAMPLE 1 A sample dialups file.

Here is a sample dialups file:

/dev/term/a /dev/term/b /dev/term/c

FILES

/etc/d passwd dial-up password file

/etc/dialups

list of dial-up ports requiring dial-up passwords

SEE ALSO

d passwd(4)

NAME |

dir_ufs, dir – format of ufs directories

SYNOPSIS

```
#include <sys/param.h>
#include <sys/types.h>
#include <sys/fs/ufs fsdir.h>
```

DESCRIPTION

A directory consists of some number of blocks of DIRBLKSIZ bytes, where DIRBLKSIZ is chosen such that it can be transferred to disk in a single atomic operation, for example, 512 bytes on most machines.

Each DIRBLKSIZ-byte block contains some number of directory entry structures, which are of variable length. Each directory entry has a struct direct at the front of it, containing its inode number, the length of the entry, and the length of the name contained in the entry. These entries are followed by the name padded to a 4 byte boundary with null bytes. All names are guaranteed null-terminated. The maximum length of a name in a directory is MAXNAMLEN.

```
#define DIRBLKSIZ
                                       DEV BSIZE
#define MAXNAMLEN
                                       256
struct direct {
       ulong t d ino;
                                       /* inode number of entry */
       ushort_t d_reclen;
                                       /* length of this record */
       ushort_t d_namlen;
                                      /* length of string in d name */
               d name[MAXNAMLEN + 1]; /* maximum name length */
};
```

ATTRIBUTES

See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Unstable

SEE ALSO

fs ufs(4), attributes(5)

dir_ufs(4)

NAME |

dir_ufs, dir – format of ufs directories

SYNOPSIS

```
#include <sys/param.h>
#include <sys/types.h>
#include <sys/fs/ufs_fsdir.h>
```

DESCRIPTION

A directory consists of some number of blocks of DIRBLKSIZ bytes, where DIRBLKSIZ is chosen such that it can be transferred to disk in a single atomic operation, for example, 512 bytes on most machines.

Each DIRBLKSIZ-byte block contains some number of directory entry structures, which are of variable length. Each directory entry has a struct direct at the front of it, containing its inode number, the length of the entry, and the length of the name contained in the entry. These entries are followed by the name padded to a 4 byte boundary with null bytes. All names are guaranteed null-terminated. The maximum length of a name in a directory is MAXNAMLEN.

ATTRIBUTES

See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Unstable

SEE ALSO

fs ufs(4), attributes(5)

NAME |

d_passwd - dial-up password file

SYNOPSIS

/etc/d passwd

DESCRIPTION

A dial-up password is an additional password required of users who access the computer through a modem or dial-up port. The correct password must be entered before the user is granted access to the computer.

d passwd is an ASCII file which contains a list of executable programs (typically shells) that require a dial-up password and the associated encrypted passwords. When a user attempts to log in on any of the ports listed in the dialups file (see dialups(4)), the login program looks at the user's login entry stored in the passwd file (see passwd(4)), and compares the login shell field to the entries in d passwd. These entries determine whether the user will be required to supply a dial-up password.

Each entry in d passwd is a single line of the form:

login-shell: password:

where

login-shell The name of the login program that will require an additional

dial-up password.

password A 13-character encrypted password. Users accessing the computer

> through a dial-up port or modem using *login-shell* will be required to enter this password before gaining access to the computer.

d passwd should be owned by the root user and the root group. The file should have read and write permissions for the owner (root) only.

If the user's login program in the passwd file is not found in d passwd or if the login shell field in passwd is empty, the user must supply the default password. The default password is the entry for /usr/bin/sh. If d passwd has no entry for /usr/bin/sh, then those users whose login shell field in passwd is empty or does not match any entry in d_passwd will not be prompted for a dial-up password.

Dial-up logins are disabled if d passwd has only the following entry:

/usr/bin/sh:*:

EXAMPLES

EXAMPLE 1 Sample d passwd file.

Here is a sample d passwd file:

/usr/lib/uucp/uucico:g.mJzTnu8icF0: /usr/bin/csh:6k/7KCFRPNVXg: /usr/bin/ksh:9df/FDf.4jkRt: /usr/bin/sh:41FuGVzGcDJlw:

d_passwd(4)

EXAMPLE 1 Sample d passwd file. (Continued)

Generating An Encrypted Password

The passwd (see passwd(1)) utility can be used to generate the encrypted password for each login program. passwd generates encrypted passwords for users and places the password in the shadow (see shadow(4)) file. Passwords for the d_passwd file will need to be generated by first adding a temporary user id using useradd (see useradd(1M)), and then using passwd(1) to generate the desired password in the shadow file. Once the encrypted version of the password has been created, it can be copied to the d_passwd file.

For example:

- 1. Type useradd tempuser and press Return. This creates a user named tempuser.
- 2. Type passwd tempuser and press Return. This creates an encrypted password for tempuser and places it in the shadow file.
- 3. Find the entry for tempuser in the shadow file and copy the encrypted password to the desired entry in the d passwd file.
- 4. Type userdel tempuser and press Return to delete tempuser.

These steps must be executed as the root user.

FILES

/etc/d_passwd dial-up password file

/etc/dialups list of dial-up ports requiring dial-up passwords

/etc/passwd password file

/etc/shadow shadow password file

SEE ALSO

passwd(1), useradd(1M), dialups(4), passwd(4), shadow(4)

WARNINGS

When creating a new dial-up password, be sure to remain logged in on at least one terminal while testing the new password. This ensures that there is an available terminal from which you can correct any mistakes that were made when the new password was added.

NAME | driver.conf – driver configuration files

SYNOPSIS

driver.conf

DESCRIPTION

Driver configuration files pass information about device drivers and their configuration to the system. Most device drivers do not have to have configuration files. Drivers for devices that are self-identifying, such as the SBus devices on many systems, can usually obtain all the information they need from the FCode PROM on the SBus card using the DDI property interfaces. See ddi prop get int(9F) and ddi prop lookup(9F) for details.

The system associates a driver with its configuration file by name. For example, a driver in /usr/kernel/drv called wombat has the driver configuration file wombat.conf, also stored in /usr/kernel/drv, associated with it. On systems capable of support 64-bit drivers, the driver configuration file should be placed in the directory in which the 32-bit driver is (or would be) located, even if only a 64-bit version is provided. For example, a 64-bit driver stored in /usr/kernel/drv/sparcv9 stores its driver configuration file in /usr/kernel/drv.

The value of the name property (see the name field, below) needs to match the binding name of the device. The binding name is the name chosen by the system to bind a driver to a device and is either an alias associated with the driver or the hardware node name of the device.

The syntax of a single entry in a driver configuration file takes one of three forms:

```
name="node name" parent="parent name" [property-name=value ...];
```

In this form, the parent name can be either a simple nexus driver name to match all instances of that parent/node, or the parent name can be a specific full pathname, beginning with a slash (/) character, identifying a specific instance of a parent bus.

Alternatively, the parent can be specified by the type of interface it presents to its children.

```
name="node name" class="class name" [property-name=value ...];
```

For example, the driver for the SCSI host adapter may have different names on different platforms, but the target drivers can use class scsi to insulate themselves from these differences.

Entries of either form above correspond to a device information (devinfo) node in the kernel device tree. Each node has a name which is usually the name of the driver, and a parent name which is the name of the parent devinfo node it will be connected to. Any number of name-value pairs may be specified to create properties on the prototype devinfo node. These properties can be retrieved using the DDI property interfaces (for example, ddi prop get int(9F) and ddi prop lookup(9F)). The prototype devinfo node specification must be terminated with a semicolon (;).

The third form of an entry is simply a list of properties.

```
[property-name=value ...];
```

A property created in this way is treated as global to the driver. It can be overridden by a property with the same name on a particular devinfo node, either by creating one explicitly on the prototype node in the driver.conf file or by the driver.

Items are separated by any number of newlines, SPACE or TAB characters.

The configuration file may contain several entries to specify different device configurations and parent nodes. The system may call the driver for each possible prototype devinfo node, and it is generally the responsibility of the drivers probe(9E) routine to determine if the hardware described by the prototype devinfo node is really present.

Property names must not violate the naming conventions for Open Boot PROM properties or for IEEE 1275 names. In particular, property names should contain only printable characters, and should not contain at-sign (@), slash (/), backslash (\), colon (:), or square brackets ([]). Property values can be decimal integers or strings delimited by double quotes ("). Hexadecimal integers can be constructed by prefixing the digits with 0x.

A comma separated list of integers can be used to construct properties whose value is an integer array. The value of such properties can be retrieved inside the driver using ddi_prop_lookup_int_array(9F).

Comments are specified by placing a # character at the beginning of the comment string, the comment string extends for the rest of the line.

EXAMPLES

EXAMPLE 1 Configuration File for a PCI Bus Frame Buffer

The following is an example of a configuration file called ACME, simple.conf for a PCI bus frame buffer called ACME, simple.

This example creates a prototype devinfo node called ACME, simple under all parent nodes of class pci. The node has device and function numbers of 3 and 1, respectively; the property debug-mode is provided for all instances of the driver.

EXAMPLE 2 Configuration File for a Pseudo Device Driver

The following is an example of a configuration file called ACME, example.conf for a pseudo device driver called ACME, example.

EXAMPLE 2 Configuration File for a Pseudo Device Driver (Continued)

```
# Copyright (c) 1993, ACME Fictitious Devices, Inc.
                                        93/09/09"
#ident
        "@(#)ACME,example.conf 1.2
name="ACME,example" parent="pseudo" instance=0
   debug-level=1;
name="ACME, example" parent="pseudo" instance=1;
whizzy-mode="on";
debug-level=3;
```

This creates two devinfo nodes called ACME, example which will attach below the pseudo node in the kernel device tree. The instance property is only interpreted by the pseudo node, see pseudo(4) for further details. A property called debug-level will be created on the first devinfo node which will have the value 1. The example driver will be able to fetch the value of this property using ddi prop get int(9F).

Two global driver properties are created, whizzy-mode (which will have the string value "on") and debug-level (which will have the value 3). If the driver looks up the property whizzy-mode on either node, it will retrieve the value of the global whizzy-mode property ("on"). If the driver looks up the debug-level property on the first node, it will retrieve the value of the debug-level property on that node (1). Looking up the same property on the second node will retrieve the value of the global debug-level property (3).

SEE ALSO

pci(4), pseudo(4), sbus(4), scsi(4), pci(4), probe(9E), ddi getlongprop(9F), ddi getprop(9F), ddi getproplen(9F), ddi prop op(9F)

Writing Device Drivers

WARNINGS

To avoid namespace collisions between multiple driver vendors, it is strongly recommended that the name property of the driver should begin with a vendor-unique string. A reasonably compact and unique choice is the vendor over-the-counter stock symbol.

NOTES

The update drv(1M) command should be used to prompt the kernel to reread driver.conf files. Using modunload(1M) to update driver.conf continues to work in release 9 of the Solaris operating environment, but the behavior will change in a future release.

NAME |

ufsdump, dumpdates - incremental dump format

SYNOPSIS

```
#include <sys/types.h>
#include <sys/inode.h>
#include protocols/dumprestore.h>
/etc/dumpdates
```

DESCRIPTION

Tapes used by ufsdump(1M) and ufsrestore(1M) contain:

- a header record
- two groups of bit map records
- a group of records describing directories
- a group of records describing files

The format of the header record and of the first record of each description as given in the include file cprotocols/dumprestore.h> is:

```
#define TP_BSIZE
                                     1024
#define NTREC
                                     10
#define HIGHDENSITYTREC
                                     32
#define CARTRIDGETREC
                                     63
#define TP NINDIR
                                      (TP BSIZE/2)
#define TP NINOS
                                      (TP NINDIR / sizeop (long))
#define LBLSIZE
                                     16
#define NAMELEN
                                      64
#define NFS_MAGIC
                                      (int) 60012
#define CHECKSUM
                                      (int) 84446
union u_data {
       char s_addrs[TP_NINDIR];
       long s_inos[TP_NINOS];
union u spcl {
       char dummy[TP_BSIZE];
       struct s_spcl {
              long
                           c_type;
              time t
                          c date;
                          c_ddate;
              time_t
                           c volume;
              long
                           c_tapea;
              daddr t
              ino_t
                          c inumber;
              long
                          c_magic;
              long
                           c checksum;
              struct dinode c_dinode;
```

```
long
                             c_count;
                             u_data c_data;
               union
               char
                             c_label[LBLSIZE];
                             c_level;
               long
               char
                             c filesys[NAMELEN];
               char
                             c_dev[NAMELEN];
               char
                             c_host[NAMELEN];
               long
                             c flags;
                             c_firstrec;
               long
               long
                             c_spare[32];
       } s_spcl;
} u_spcl;
long
                                       c_type;
time_t
                                        c_date;
time_t
                                       c_ddate;
long
                                        c_volume;
daddr t
                                        c_tapea;
ino t
                                       c inumber;
long
                                       c_magic;
long
                                       c_checksum;
struct dinode
                                       c_dinode;
long
                                        c_count;
union
                                       u_data c_data;
char
                                       c_label[LBLSIZE];
long
                                       c_level;
char
                                       c_filesys[NAMELEN];
                                       c _dev[NAMELEN];
char
char
                                        c host[NAMELEN];
long
                                       c_flags;
long
                                       c_firstrec;
long
                                        c_spare[32];
      } s_spcl;
} u_spcl;
#define spcl u_spcl.s_spcl
#define c_addr c_data.s_addrs
#define c_inos cdata.s_inos
```

#define TS_TAPE	1
#define TS_INODE	2
#define TS_ADDR	4
#define TS_BITS	3
#define TS_CLRI	6
#define TS_END	5
#define TS_EOM	7
#define DR_NEWHEADER	1
#define DR_INODEINFO	2
#define DR_REDUMP	4
#define DR_TRUELIC	8
#define DUMPOUTFMT	"%-24s %c %s"
#define DUMPINFMT	"%24s %c %[^ \n] \n"
The constants are described a TP_BSIZE	as follows: Size of file blocks on the dump tapes. Note that TP BSIZE must be a multiple of DEV BSIZE.
NTREC	Default number of TP_BSIZE byte records in a physical tape block, changeable by the b option to ufsdump(1M).
HIGHDENSITYNTREC	Default number of TP_BSIZE byte records in a physical tape block on 6250 BPI or higher density tapes.
CARTRIDGETREC	Default number of TP_BSIZE records in a physical tape block on cartridge tapes.
TP_NINDIR	Number of indirect pointers in a TS_INODE or TS_ADDR record. It must be a power of 2.
TP_NINOS	The maximum number of volumes on a tape. Used for tape labeling in hsmdump and hsmrestore (available with Online:Backup 2.0 optional software package SUNWhsm).
LBLSIZE	The maximum size of a volume label. Used for tape labeling in hsmdump and hsmrestore (available with Online:Backup 2.0 optional software package SUNWhsm).

NAMELEN The maximum size of a host's name.

NFS MAGIC All header records have this number in c magic.

CHECKSUM Header records checksum to this value.

The TS_ entries are used in the c_type field to indicate what sort of header this is. The types and their meanings are as follows:

TS_TAPE Tape volume label.

TS_INODE A file or directory follows. The c_dinode field is a copy of the

disk inode and contains bits telling what sort of file this is.

TS_ADDR A subrecord of a file description. See s_addrs below.

TS BITS A bit map follows. This bit map has a one bit for each inode that

was dumped.

TS CLRI A bit map follows. This bit map contains a zero bit for all inodes

that were empty on the file system when dumped.

TS_END End of tape record.

TS_EOM floppy EOM — restore compat with old dump

The flags are described as follows:

DR NEWHEADER New format tape header.

DR_INFODEINFO Header contains starting inode info.

DR REDUMP Dump contains recopies of active files.

DR TRUEINC Dump is a "true incremental".

DUMPOUTFMT Name, incon, and ctime (date) for printf.

DUMPINFMT Inverse for scanf.

The fields of the header structure are as follows:

s addrs An array of bytes describing the blocks of the dumped file. A byte

is zero if the block associated with that byte was not present on the file system; otherwise, the byte is non-zero. If the block was not present on the file lsystem, no block was dumped; the block will be stored as a hole in the file. If there is not sufficient space in this record to describe all the blocks in a file, TS_ADDR records will be scattered through the file, each one picking up where the last left

off

s_inos The starting inodes on tape.

c_type The type of the record.

c date The date of the previous dump.

c ddate	The date of this dump.
c_volume	The current volume number of the dump.
c_tapea	The logical block of this record.
c_inumber	The number of the inode being dumped if this is of type TS_INODE.
c_magic	This contains the value MAGIC above, truncated as needed.
c_checksum	This contains whatever value is needed to make the record sum to CHECKSUM.
c_dinode	This is a copy of the inode as it appears on the file system.
c_count	The count of bytes in s_addrs.
u_data c_data	The union of either u_data c_data The union of either s_addrs or s_inos.
c_label	Label for this dump.
c_level	Level of this dump.
c_filesys	Name of dumped file system.
c_dev	Name of dumped service.
c_host	Name of dumped host.
c_flags	Additional information.
c_firstrec	First record on volume.
c_spare	Reserved for future uses.

Each volume except the last ends with a tapemark (read as an end of file). The last volume ends with a TS END record and then the tapemark.

The dump history is kept in the file /etc/dumpdates. It is an ASCII file with three fields separated by white space:

- The name of the device on which the dumped file system resides.
- The level number of the dump tape; see ufsdump(1M).
- The date of the incremental dump in the format generated by ctime(3C).

DUMPOUTFMT is the format to use when using printf(3C) to write an entry to /etc/dumpdates; DUMPINFMT is the format to use when using scanf(3C) to read an entry from /etc/dumpdates.

ATTRIBUTES

See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Stability Level	Unstable

SEE ALSO

 $\label{eq:model} \mbox{ufsdump}(1M), \mbox{ufsrestore}(1M), \mbox{ctime}(3C), \mbox{printf}(3C), \mbox{scanf}(3C), \\ \mbox{attributes}(5), \mbox{types}(3HEAD)$

NAME

sysbus, isa, eisa – device tree properties for ISA and EISA bus device drivers

DESCRIPTION

Solaris (Intel Platform Edition) supports the ISA and EISA buses as the system bus. Drivers for devices on these buses use the device tree built by the booting system to retrieve the necessary system resources used by the driver. These resources include device I/O port addresses, any interrupt capabilities that the device may have, any DMA channels it may require, and any memory-mapped addresses it may occupy.

Configuration files for ISA and EISA device drivers are only necessary to describe properties used by a particular driver that are not part of the standard properties found in the device tree. See driver.conf(4) for further details of configuration file syntax.

The ISA and EISA nexus drivers all belong to class sysbus. All bus drivers of class sysbus recognize the following properties:

interrupts

An arbitrary-length array where each element of the array represents a hardware interrupt (IRQ) that is used by the device. In general, this array only has one entry unless a particular device uses more than one IRQ.

Solaris defaults all ISA and EISA interrupts to IPL 5. This interrupt priority may be overridden by placing an interrupt-priorities property in a .conf file for the driver. Each entry in the array of integers for the interrupt-priorities property is matched one-to-one with the elements in the interrupts property to specify the IPL value that will be used by the system for this interrupt in this driver. This is the priority that this device's interrupt handler will receive relative to the interrupt handlers of other drivers. The priority is an integer from 1 to 16. Generally, disks are assigned a priority of 5, while mice and printers are lower, and serial communication devices are higher, typically 7. 10 is reserved by the system and must not be used. Priorities 11 and greater are high level priorities and are generally not recommended (see ddi intr hilevel(9F)).

The driver can refer to the elements of this array by index using ddi_add_intr(9F). The index into the array is passed as the *inumber* argument of ddi_add_intr().

Only devices that generate interrupts will have an interrupts property.

reg

An arbitrary-length array where each element of the array consists of a 3-tuple of integers. Each array element describes a contiguous memory address range associated with the device on the bus.

The first integer of the tuple specifies the memory type, 0 specifies a memory range and 1 specifies an I/O range. The second integer specifies the base address of the memory range. The third integer of each 3-tuple specifies the size, in bytes, of the mappable region.

The driver can refer to the elements of this array by index, and construct kernel mappings to these addresses using ddi map regs(9F). The index into the array is passed as the rnumber argument of ddi map regs().

All sysbus devices will have reg properties. The first tuple of this property is used to construct the address part of the device name under /devices. In the case of Plug and Play ISA devices, the first tuple is a special tuple that does not denote a memory range, but is used by the system only to create the address part of the device name. This special tuple can be recognized by determining if the top bit of the first integer is set to a one.

The order of the tuples in the reg property is determined by the boot system probe code and depends on the characteristics of each particular device. However, the reg property will maintain the same order of entries from system boot to system boot. The recommended way to determine the reg property for a particular device is to use the prtconf(1M) command after installing the particular device. The output of the prtconf command can be examined to determine the reg property for any installed device.

You can use the ddi get* and ddi put* family of functions to access register space from a high-level interrupt context.

dma-channels

A list of integers that specifies the DMA channels used by this device. Only devices that use DMA channels will have a dma-channels property.

It is recommended that drivers for devices connected to the system bus recognize the following standard property names:

slot

The number of the slot containing the device, if known. (Only for EISA devices).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA

eisa(4)

 $\begin{array}{c|c} \textbf{SEE ALSO} & \texttt{prtconf}(1M), \texttt{driver.conf}(4), \texttt{scsi}(4), \texttt{attributes}(5), \texttt{ddi_add_intr}(9F), \\ & \texttt{ddi_intr_hilevel}(9F), \texttt{ddi_map_regs}(9F), \texttt{ddi_prop_op}(9F) \end{array}$ Writing Device Drivers

NAME

environ, pref, variables – user-preference variables files for AT&T FACE

SYNOPSIS

\$HOME/pref/.environ

\$HOME/pref/.variables \$HOME/FILECABINET/.pref \$HOME/WASTEBASKET/.pref

DESCRIPTION

The .environ, .pref, and .variables files contain variables that indicate user preferences for a variety of operations. The .environ and .variables files are located under the user's \$HOME/pref directory. The .pref files are found under \$HOME/FILECABINET, \$HOME/WASTEBASKET, and any directory where preferences were set via the organize command. Names and descriptions for each variable are presented below. Variables are listed one per line and are of the form variable=value.

.environ Variables

Variables found in .environ include:

LOGINWIN [1-4] Windows that are opened when FACE is initialized.

SORTMODE Sort mode for file folder listings. Values include the following

hexadecimal digits:

1 Sorted alphabetically by name.

2 Files most recently modified first.

800 Sorted alphabetically by object type.

The values above may be listed in reverse order by ORing the following value:

1000

List objects in reverse order. For example, a value of 1002 will produce a folder listing with files LEAST recently modified displayed first. A value of 1001 would produce a "reverse" alphabetical by name listing of the folder.

DISPLAYMODE

Display mode for file folders. Values include the following hexadecimal digits:

0 File names only.

4 File names and brief description.

File names, description, plus additional information.

WASTEPROMPT Prompt before emptying wastebasket (yes/no?).

WASTEDAYS Number of days before emptying wastebasket.

PRINCMD[1-3] Print command defined to print files.

Holds default permissions with which files will be created. UMASK

.pref Variables

Variables found in .pref are the following:

environ(4)

SORTMODE Contains the same values as the SORTMODE variable described in

.environ above.

DISPMODE Contains the same values as the DISPLAYMODE variable described

in .environ above.

Shell prompt.

.variable Variables

Variables found in .variables include:

EDITOR Default editor.

PS1

NAME

ethers - Ethernet address to hostname database or domain

DESCRIPTION

The ethers file is a local source of information about the (48 bit) Ethernet addresses of hosts on the Internet. The ethers file can be used in conjunction with or instead of other ethers sources, including the NIS maps ethers.byname and ethers.byaddr and the NIS+ table ethers. Programs use the ethers(3SOCKET) routines to access this information.

The ethers file has one line for each host on an Ethernet. The line has the following format:

Ethernet-address official-host-name

Items are separated by any number of SPACE and/or TAB characters. A '#' indicates the beginning of a comment extending to the end of line.

The standard form for Ethernet addresses is "x:x:x:x:x:x" where x is a hexadecimal number between 0 and ff, representing one byte. The address bytes are always in network order. Host names may contain any printable character other than SPACE, TAB, NEWLINE, or comment character.

FILES

/etc/ethers

SEE ALSO

ethers(3SOCKET), hosts(4), nsswitch.conf(4)

exec_attr(4)

NAME |

exec_attr – execution profiles database

SYNOPSIS

/etc/security/exec_attr

DESCRIPTION

/etc/security/exec attr is a local database that specifies the execution attributes associated with profiles. The exec attr file can be used with other sources for execution profiles, including the exec attr NIS map and NIS+ table. Programs use the getexecattr(3SECDB) routines to access this information.

The search order for multiple execution profile sources is specified in the /etc/nsswitch.conf file, as described in the nsswitch.conf(4) man page. The search order follows the entry for prof attr(4).

A profile is a logical grouping of authorizations and commands that is interpreted by a profile shell to form a secure execution environment. The shells that interpret profiles are pfcsh, pfksh, and pfsh. See the pfsh(1) man page. Each user's account is assigned zero or more profiles in the user attr(4) database file.

Each entry in the exec attr database consists of one line of text containing seven fields separated by colons (:). Line continuations using the backslash (\) character are permitted. The basic format of each entry is:

name:policy:type:res1:res2:id:attr

name	The name of the profile. Profile names are case-sensitive.
policy	The policy that is associated with the profile entry. The only valid <i>policy</i> is suser.
type	The type of object defined in the profile. The only valid type is cmd.
res1	Reserved for future use.
res2	Reserved for future use.
id	A string that uniquely identifies the object described by the profile. For a profile of type cmd, the id is either the full path to the command or the asterisk (*) symbol, which is used to allow all commands. An asterisk that replaces the filename component in a pathname indicates all files in a particular directory. To specify arguments, the pathname should point to a shell script written to execute the command with the desired arguments.

An optional list of semicolon-separated (;) key-value pairs that describe the security attributes to apply to the object upon

attr

euid and uid contain a single user name or a numeric user ID. Commands designated with euid run with the effective UID indicated, which is similar to setting the setuid bit on an executable file. Commands designated with uid run with both the real and effective UIDs. Setting uid may be more appropriate than setting the euid on privileged shell scripts.

egid and gid contain a single group name or a numeric group ID. Commands designated with egid run with the effective GID indicated, which is similar to setting the setgid bit on a file. Commands designated with gid run with both the real and effective GIDs. Setting gid may be more appropriate than setting guid on privileged shell scripts.

EXAMPLES

EXAMPLE 1 Using effective user and group IDs

The following example shows the audit command specified in the Audit Control profile to execute with an effective user ID of root (0) and effective group ID of bin (3):

Audit Control:suser:cmd:::/etc/init.d/audit:euid=0;egid=3

FILES

/etc/nsswitch.conf

/etc/user attr

/etc/security/exec attr

CAVEATS

When deciding which authorization source to use (see DESCRIPTION), keep in mind that NIS+ provides stronger authentication than NIS.

Because the list of legal keys is likely to expand, any code that parses this database must be written to ignore unknown key-value pairs without error. When any new keywords are created, the names should be prefixed with a unique string, such as the company's stock symbol, to avoid potential naming conflicts.

The following characters are used in describing the database format and must be escaped with a backslash if used as data: colon (:), semicolon (;), equals (=), and backslash (\).

SEE ALSO

auths(1), profiles(1), roles(1), makedbm(1M), getauthattr(3SECDB), getauusernam(3BSM), getexecattr(3SECDB), getprofattr(3SECDB), getuserattr(3SECDB), kva match(3SECDB), auth attr(4), prof attr(4), user attr(4)

fbtab(4)

NAME

logindevperm, fbtab – login-based device permissions

SYNOPSIS

/etc/logindevperm

DESCRIPTION

The /etc/logindevperm file contains information that is used by login(1) and ttymon(1M) to change the owner, group, and permissions of devices upon logging into or out of a console device. By default, this file contains lines for the keyboard, mouse, audio, and frame buffer devices.

The owner of the devices listed in /etc/logindevperm is set to the owner of the console by login(1). The group of the devices is set to the owner's group specified in /etc/passwd. The permissions are set as specified in /etc/logindevperm.

Fields are separated by TAB and/or SPACE characters. Blank lines and comments can appear anywhere in the file; comments start with a hashmark, '#', and continue to the end of the line.

The first field specifies the name of a console device (for example, /dev/console). The second field specifies the permissions to which the devices in the *device_list* field (third field) will be set. A *device_list* is a colon-separated list of device names. A device entry that is a directory name and ends with "/*" specifies all entries in the directory (except "." and ".."). For example, "/dev/fbs/*" specifies all frame buffer devices.

Once the devices are owned by the user, their permissions and ownership can be changed using chmod(1) and chown(1), as with any other user-owned file.

Upon logout the owner and group of these devices will be reset by ttymon(1M) to owner root and root's group as specified in /etc/passwd (typically other). The permissions are set as specified in the /etc/logindevperm file.

FILES

/etc/passwd File that contains user group information.

SEE ALSO

chmod(1), chown(1), login(1), ttymon(1M), passwd(4)

NOTES

/etc/logindevperm provides a superset of the functionality provided by /etc/fbtab in SunOS 4.x releases.

NAME | fd – file descriptor files

DESCRIPTION

These files, conventionally called /dev/fd/0, /dev/fd/1, /dev/fd/2, and so on, refer to files accessible through file descriptors. If file descriptor n is open, these two system calls have the same effect:

```
fd = open("/dev/fd/n", mode);
fd = dup(n);
```

On these files creat(2) is equivalent to open, and mode is ignored. As with dup, subsequent reads or writes on fd fail unless the original file descriptor allows the operations.

For convenience in referring to standard input, standard output, and standard error, an additional set of names is provided: /dev/stdin is a synonym for /dev/fd/0, /dev/stdout for /dev/fd/1, and /dev/stderr for /dev/fd/2.

SEE ALSO

creat(2), dup(2), open(2)

DIAGNOSTICS

open(2) returns -1 and EBADF if the associated file descriptor is not open.

flash archive(4)

NAME

flash_archive - format of flash archive

SYNOPSIS

flash archive

DESCRIPTION

A flash archive is an easily transportable version of a reference configuration of the Solaris operating environment, plus optional other software. Such an archive is used for the rapid installation of Solaris on large numbers of machines. The machine that contains a flash archive is referred to as a *master* system. A machine that receives a copy of a flash archive is called a *clone* system.

There are two types of flash archives: full and differential. A full archive is used for initial installation or whenever a complete, fresh installation is called for. A differential archive is used to update an installation. A full archive contains all of the files from a master and overwrites the installed software on a clone completely. A differential archive contains only the differences between the software on a master and on a clone. These differences include new files, changed files, and deleted files. (These will be deleted on clones, as well). Installation of a differential archive is faster and consumes fewer resources than installation of a full archive.

You create a flash archive, full or differential, with the flar(1M) or flarcreate(1M) command. You view information about a given flash archive with flar. flar also enables you to split or combine the sections of a flash archive.

Flash archives are monolithic files containing both archive identification information and the actual files that have been copied from a master system and that will be extracted onto a clone system. The standard extension for a flash archive is .flar.

The flash archive is laid out in the following sections:

- archive cookie
- archive identification
- manifest (for differential archives only)
- predeployment
- postdeployment
- reboot
- summary
- user-defined (optional)
- archive files

The only assumptions regarding section number and placement that an application processing the archive can make is that there is an identification section located immediately after the archive cookie and that the last section in the archive is an archive files section.

These sections are described in the following subsections.

Archive Cookie

The very beginning of the archive contains a cookie, which serves to identify the file as a flash archive. It is also used by the deployment code for identification and validation purposes.

The case-sensitive, newline-terminated cookie that identifies version 1.n flash archives, is FlAsH-aRcHiVe-1.n, where n is an integer in the range 0 through 9.

The archive version is designed to allow for the future evolution of the flash archive specification while allowing applications that process flash archives to determine whether specific archives are of a format that can be handled correctly. The archive version is a number of the form x.y, where x is the major version number, and y is the minor version number.

When an application encounters a flash archive with an unknown major version number, it should issue an error message and exit.

Archive Identification Section

The archive identification section is plain text, delimited with newline characters. It is composed of a series of keyword/value pairs, with one pair allowed per line. Keywords and values are separated by a single equal sign. There are no limits to the length of individual lines. Binary data to be included as the value to a keyword is base64 encoded. The keywords themselves are case-insensitive. The case-sensitivity of the values is determined by the definition of the keyword, though most are case-insensitive.

The global order of the keywords within the identification section is undefined, save for the section boundary keywords. The identification section must begin with section begin=*ident* and must end with section end=*ident*.

In addition to the keywords defined for the flash archive and enumerated below, users can define their own. These user-defined keywords are ignored by the flash mechanisms, but can be used by user-provided scripts or programs that process the identification section. User-defined keywords must begin with X, and contain characters other than linefeeds, equal signs, and null characters. For example, X-department is a valid user-defined keyword. department, which lacks the Xprefix, is not. Suggested naming conventions for user-defined keyword include the underscore-delimited descriptive method used for the pre-defined keywords, or a federated convention similar to that used to name Java packages.

Applications that process the identification section will process unrecognized non-user-defined keywords differently, depending on whether the archive version is known. If the application recognizes the archive specification version, it will reject any unrecognized non-user-defined keyword. If the application does not recognize the specification version, that is, if the minor version number is higher than the highest minor version it knows how to process, unrecognized non-user-defined keywords will be ignored. These ignored keyword are reported to the user by means of a non-fatal warning message.

The keywords defined for this version of the Flash archive specification are listed below.

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Keyword	Value	Required
section_begin	text	yes
section_end	text	yes
archive_id	text	no
files_archived_method	text	no
files_compressed_method	text	no
files_archived_size	numeric	no
files_unarchived_size	numeric	no
creation_date	text	no
creation_master	text	no
content_name	text	yes
content_type	text	no
content_description	text	no
content_author	text	no
content_architectures	text list	no
creation_node	text	no
creation_hardware_class	text	no
creation_platform	text	no
creation_processor	text	no
creation_release	text	no
creation_os_name	text	no
creation_os_version	text	no

Note that future versions of the identification section might define additional keywords. The only guarantee regarding the new keywords is that they will not intrude upon the user-defined keyword namespace as given above.

The following is an example identification section:

```
section_begin=identification
files_archived_method=cpio
files_compressed_method=compress
files_archived_size=259323342
files_unarchived_size=591238111
creation_date=20000131221409
creation_master=pumbaa
content_name=Finance Print Server
```

```
content_type=server
content description=Solaris 8 Print Server
content author=Mighty Matt
content architectures=sun4u, sun4m
creation node=pumbaa
creation_hardware_class=sun4u
creation platform=SUNW, Sun-Fire
creation processor=sparc
creation_release=5.9
creation os name=SunOS
creation os version=s81 49
x-department=Internal Finance
```

The following are descriptions of the identification section keywords:

```
section begin
section end
```

These keywords are used to delimit sections in the archive and are not limited exclusively to the identification section. For example, the archive files section includes a section begin keyword, though with a different value. User-defined archive sections will be delimited by section begin and section end keywords, with values appropriate to each section. The currently defined section names are given in the table below. User-defined names should follow the same convention as user-defined identification sections, with the additional restriction that they not contain forward slashes (/).

Section	Boundary
identification	identification
archive files	archive
archive cookie	cookie

Note that while the archive cookie does not use section boundaries, and thus has no need for a section name within the archive itself, the flar(1M) command uses section names when splitting the archive, and thus requires a section name for the archive cookie. The name cookie is reserved for that purpose.

The following keywords, used in the archive identification section, describe the contents of the archive files section.

```
archive id
```

This optional keyword uniquely describes the contents of the archive. It is computed as a unique hash value of the bytes representing the archive. Currently this value is represented as an ASCII hexadecimal 128-bit MD5 hash of the archive contents. This value is used by the installation software only to validate the contents of the archive during archive installation.

flash archive(4)

If the keyword is present, the hash value is recomputed during extraction based on the contents of the archive being extracted. If the recomputed value does not match the stored value in the identification section, the archive is deemed corrupt, and appropriate actions can be taken by the application.

If the keyword is not present, no integrity check is performed.

files archived method

This keyword describes the archive method used in the files section. If this keyword is not present, the files section is assumed to be in CPIO format with ASCII headers (the -c option to cpio). If the keyword is present, it can have the following value:

cpio The archive format in the files section is CPIO with ASCII headers.

The compression method indicated by the files_compressed_method keyword (if present) is applied to the archive file created by the archive method.

The introduction of additional archive methods will require a change in the major archive specification version number, as applications aware only of cpio will be unable to extract archives that use other archive methods.

files compressed_method

This keyword describes the compression algorithm (if any) used on the files section. If this keyword is not present, the files section is assumed to be uncompressed. If the keyword is present, it can have one of the following values:

none The files section is not compressed.

compress The files section is compressed using compress(1).

The compression method indicated by this keyword is applied to the archive file created by the archive method indicated by the value of the files_archived_method keyword (if any). gzip compression of the flash archive is not currently supported, as the gzip decompression program is not included in the standard miniroot.

Introduction of an additional compression algorithm would require a change in the major archive specification version number, as applications aware only of the above methods will be unable to extract archives that use other compression algorithms.

files archived size

The value associated with this keyword is the size of the archived files section, in bytes. This value is used by the deployment software only to give extraction progress information to the user. While the deployment software can easily determine the size of the archived files section prior to extraction, it cannot do so in the case of archive retrieval via a stream. To determine the compressed size when extracting from a stream, the extraction software would have to read the stream twice. This double read would result in an unacceptable performance penalty compared to the value of the information gathered.

If the keyword is present, the value is used only for the provision of status information. Because this keyword is only advisory, deployment software must be able to handle extraction of archives for which the actual file section size does not match the size given in files archive size.

If files archive size is not present and the archive is being read from a stream device that does not allow the prior determination of size information, such as a tape drive, completion status information will not be generated. If the keyword is not present and the archive is being read from a random-access device such as a mounted filesystem, or from a stream that provides size information, the compressed size will be generated dynamically and used for the provision of status information.

files unarchived size

This keyword defines the cumulative size in bytes of the extracted archive. The value is used for filesystem size verification. The following verification methods are possible using this approach:

No checking If the files unarchived size keyword is absent, no

spacechecking will be performed.

Aggregate checking If the files unarchived size keyword is present and

> the associated value is an integer, the integer will be compared against the aggregate free space created by the

requested filesystem configuration.

The following keywords provide descriptive information about the archive as a whole. They are generally used to assist the user in archive selection and to aid in archive management. These keywords are all optional and are used by the deployment programs only to assist the user in distinguishing between individual archives.

```
creation date
```

The value of the creation date keyword is a textual timestamp representing the time of creation for the archive. The value of this keyword can be overridden at archive creation time through the flarcreate(1M). The timestamp must be in ISO-8601 complete basic calendar format without the time designator (ISO-8601, §5.4.1(a)) as follows:

CCYYMMDDhhmmss

For example:

```
20000131221409
(January 31st, 2000 10:14:09pm)
```

The date and time included in the value should be in GMT.

creation master

The value of the creation master keyword is the name of the master machine used to create the archive. The value can be overridden at archive creation time.

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The value of the content name keyword should describe the archive's function and purpose. It is similar to the NAME parameter found in Solaris packages.

The value of the content name keyword is used by the deployment utilities to identify the archive and can be presented to the user during the archive selection process and/or the extraction process. The value must be no longer than 256 characters.

content type

The value of this keyword specifies a category for the archive. This category is defined by the user and is used by deployment software for display purposes. This keyword is the flash analog of the Solaris packaging CATEGORY keyword.

content description

The value of this keyword is used to provide the user with a description of what the archive contains and should build on the description provided in content name. In this respect, content description is analogous to the DESC keyword used in Solaris packages.

There is no length limit to the value of content description. To facilitate display, the value can contain escaped newline characters. As in C, the escaped newline takes the form of \n. Due to the escaped newline, backlashes must be included as \\. The description is displayed in a non-proportional font, with at least 40 characters available per line. Lines too long for display are wrapped.

content author

The value of this keyword is a user-defined string identifying the creator of the archive. Suggested values include the full name of the creator, the creator's email address, or both.

content architectures

The value of this keyword is a comma-delimited list of the kernel architectures supported by the given archive. The value of this keyword is generated at archive creation time, and can be overridden by the user at that time. If this keyword is present in the archive, the extraction mechanism validates the kernel architecture of the clone system with the list of architectures supported by the archive. The extraction fails if the kernel architecture of the clone is not supported by the archive. If the keyword is not present, no architecture validation is performed.

The keywords listed below, all of the form creation *, as do the preceding keywords, describe the archive as a whole. By default, values for these keywords are filled in by uname(2) at the time the flash archive is created. If you create a flash archive in which the root directory is not /, the flash archive software inserts the string UNKNOWN for all of the creation * keywords except creation node, creation_release, and creation_os_name. For creation_node, the flash software uses the contents of the nodename(4) file. For creation release and creation os name, the flash software attempts to use the contents of <root_directory>/var/sadm/system/admin/INST RELEASE. If it is unsuccessful in reading this file, it assigns the value UNKNOWN.

Regardless of their sources, you cannot override the values of the creation * keywords.

creation node

The return from uname -n.

creation hardware class

The return from uname -m.

creation platform

The return from uname -i.

creation processor

The return from uname -p.

creation release

The return from uname -r.

creation os name

The return from uname -s.

creation os version

The return from uname -v.

Manifest Section

The manifest section is used only for differential flash archives. It contains a filter that specifies selection of an operating environment image and a list of the files to be retained in, added to, and deleted from a clone system. The list contains permissions, modification times, and other information on each file. The flash software uses this section to perform a consistency check prior to deployment of an archive on a clone. If the user who created the differential archive used the -M option to flar(1M) or flarcreate(1M), this section will not be present.

The manifest section is for the exclusive use of the flash software. The format of this section is internal to Sun and is subject to change.

Predeployment, Postdeployment, and Reboot Section

Contains internal information that the flash software uses before and after deploying an operating environment image. These sections are for the exclusive use of the flash software.

Summary Section

Contains a summary of archive creation. This section records the activities of predeployment and postdeployment scripts.

User-Defined Sections

Following the identification section can be zero or more user-defined sections. These sections are not processed by the archive extraction code and can be used for any purpose.

User-defined sections must be line-oriented, terminated with newline (ASCII 0x0a) characters. There is no limit on the length of individual lines. If binary data is to be included in a user-defined section, it should be encoded using base64 or a similar algorithm.

flash_archive(4)

Archive Files Section

The archive files section contains the files gathered from the master system. While the length of this section should be the same as the value of the files archived size keyword in the identification section, you should not assume that these two values are equal. This section begins with section_begin=archive, but it does not have an ending section boundary.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWinst

SEE ALSO

compress(1), cpio(1), flar(1M), flarcreate(1M), md5(3EXT), attributes(5)

NAME

format.dat – disk drive configuration for the format command

DESCRIPTION

format.dat enables you to use your specific disk drives with format(1M). On Solaris 2.3 and compatible systems, format will automatically configure and label SCSI drives, so that they need not be defined in format.dat. Three things can be defined in the data file:

- search paths
- disk types
- partition tables.

Syntax

The following syntax rules apply to the data file:

- The pound # sign is the comment character. Any text on a line after a pound sign is not interpreted by format.
- Each definition in the format. dat file appears on a single logical line. If the definition is more than one line long, all but the last line of the definition must end with a backslash $(\)$.
- A definition consists of a series of assignments that have an identifier on the left side and one or more values on the right side. The assignment operator is the equal sign (=). Assignments within a definition must be separated by a colon (:).
- White space is ignored by format(1M). If you want an assigned value to contain white space, enclose the entire value in double quotes ("). This will cause the white space within quotes to be preserved as part of the assignment value.
- Some assignments can have multiple values on the right hand side. Separate values by a comma (,).

Keywords

The data file contains disk definitions that are read in by format(1M) when it starts up. Each definition starts with one of the following keywords: search path, disk type, and partition.

search path

4.x: Tells format which disks it should search for when it starts up. The list in the default data file contains all the disks in the GENERIC configuration file. If your system has disks that are not in the GENERIC configuration file, add them to the search path definition in your data file. The data file can contain only one search path definition. However, this single definition lets you specify all the disks you have in your system.

5.x: By default, format(1M) understands all the logical devices that are of the form /dev/rdsk/cntndnsn; hence search path is not normally defined on a 5.x system.

disk type

Defines the controller and disk model. Each disk type definition contains information concerning the physical geometry of the disk. The default data file contains definitions for the controllers and disks that the Solaris operating environment supports. You need to

format.dat(4)

add a new disk_type only if you have an unsupported disk. You can add as many disk_type definitions to the data file as you want.

The following controller types are supported by format(1M):

XY450 Xylogics 450 controller (SMD)
XD7053 Xylogics 7053 controller (SMD)
SCSI True SCSI (CCS or SCSI-2)

ISP-80 IPI panther controller

The keyword itself is assigned the name of the disk type. This name appears in the disk's label and is used to identify the disk type whenever format(1M) is run. Enclose the name in double quotes to preserve any white space in the name.

Below are lists of identifiers for supported controllers. Note that an asterisk ('*') indicates the identifier is mandatory for that controller -- it is not part of the keyword name.

The following identifiers are assigned values in all disk_type definitions:

acyl* alternate cylinders

asect alternate sectors per track

atrks alternate tracks

fmt_time formatting time per cylinder
ncyl* number of logical cylinders
nhead* number of logical heads

nsect* number of logical sectors per track
pcyl* number of physical cylinders
phead number of physical heads

psect number of physical sectors per

track

rpm* drive RPM

These identifiers are for SCSI and MD-21 Controllers

read_retries page 1 byte 3 (read retries)
write_retries page 1 byte 8 (write retries)

cyl skew page 3 bytes 18-19 (cylinder skew)

trk skew page 3 bytes 16-17 (track skew) trks zone page 3 bytes 2-3 (tracks per zone) page 38 byte 2 (cache parameter) cache prefetch page 38 byte 3 (prefetch parameter) max prefetch page 38 byte 4 (minimum prefetch) min prefetch page 38 byte 6 (maximum prefetch)

Note: The Page 38 values are device-specific. Refer the user to the particular disk's manual for these values.

For SCSI disks, the following geometry specifiers may cause a mode select on the byte(s) indicated:

asect page 3 bytes 4-5 (alternate sectors per zone) page 3 bytes 8-9 (alt. tracks per logical unit) atrks

page 4 byte 5 (number of heads) phead page 3 bytes 10-11 (sectors per track) psect

And these identifiers are for SMD Controllers Only

bps* bytes per sector (SMD) bpt* bytes per track (SMD)

Note: under SunOS 5.x, bpt is only required for SMD disks. Under SunOS 4.x, bpt was required for all disk types, even though it was only used for SMD disks.

And this identifier is for XY450 SMD Controllers Only

drive type (SMD) (just call this "xy450 drive drive_type*

partition

Defines a partition table for a specific disk type. The partition table contains the partitioning information, plus a name that lets you refer to it in format(1M). The default data file contains default partition definitions for several kinds of disk drives. Add a partition definition if you repartitioned any of the disks on your system. Add as many partition definitions to the data file as you need.

Partition naming conventions differ in SunOS 4.x and in SunOS 5.x.

4.x: the partitions are named as a, b, c, d, e, f, g, h.

5.x: the partitions are referred to by numbers 0, 1, 2, 3, 4, 5, 6, 7.

format.dat(4)

EXAMPLES |

EXAMPLE 1 A sample disk_type and partition.

Following is a sample disk_type and partition definition in format.dat file for SUN0535 disk device.

```
disk_type = "SUN0535" \
   : ctlr = SCSI : fmt_time = 4 \
   : ncyl = 1866 : acyl = 2 : pcyl = 2500 : nhead = 7 : nsect = 80 \setminus
   : rpm = 5400
partition = "SUN0535" \
   : disk = "SUN0535" : ctlr = SCSI \
        : 0 = 0, 64400 : 1 = 115, 103600 : 2 = 0, 1044960 : 6 = 300, 876960
```

FILES

/etc/format.dat

default data file if format -x is not specified, nor is there a format.dat file in the current directory.

SEE ALSO

format(1M)

System Administration Guide: Basic Administration

NAME

aliases, addresses, forward - addresses and aliases for sendmail

SYNOPSIS

/etc/mail/aliases

/etc/mail/aliases.db /etc/mail/aliases.dir /etc/mail/aliases.pag

~/.forward

DESCRIPTION

These files contain mail addresses or aliases, recognized by sendmail(1M) for the

Mail addresses (usernames) of local users. /etc/passwd

/etc/mail/aliases Aliases for the local host, in ASCII format.

Root can edit this file to add, update, or

delete local mail aliases.

/etc/mail/aliases.{dir,pag} The aliasing information from

> /etc/mail/aliases, in binary ndbm(3C) format for use by sendmail(1M). The program newaliases(1M) maintains these

files.

/etc/mail/aliases.db The aliasing information from

> /etc/mail/aliases, in binary, Berkeley DataBase format for use by sendmail(1M).

The program maintains these files.

Depending on the configuration of the

AliasFile option in

/etc/mail/sendmail.cf, either the single file aliases.db or the pair of files

aliases. {dir, pag} is generated by newaliases(1M). As shipped with Solaris, sendmail(1M) supports both formats. If neither is specified, the Berkeley DataBase format which generates the single .db file

is used.

~/.forward Addresses to which a user's mail is

forwarded (see Automatic Forwarding).

In addition, the NIS name services aliases map mail.aliases, and the NIS+ mail_aliases table, both contain addresses and aliases available for use across the network.

Addresses

As distributed, sendmail(1M) supports the following types of addresses:

Local Usernames

username

forward(4)

Each local *username* is listed in the local host's /etc/passwd file.

Local Filenames

pathname

Messages addressed to the absolute *pathname* of a file are appended to that file.

Commands

command

If the first character of the address is a vertical bar $(\ |\)$, sendmail(1M) pipes the message to the standard input of the command the bar precedes.

Internet-standard Addresses

username@domain

If *domain* does not contain any '.' (dots), then it is interpreted as the name of a host in the current domain. Otherwise, the message is passed to a *mailhost* that determines how to get to the specified domain. Domains are divided into subdomains separated by dots, with the top-level domain on the right.

For example, the full address of John Smith could be:

js@jsmachine.Podunk-U.EDU

if he uses the machine named jsmachine at Podunk University.

uucp Addresses

. . . [host !] host ! username

These are sometimes mistakenly referred to as "Usenet" addresses. uucp(1C) provides links to numerous sites throughout the world for the remote copying of files.

Other site-specific forms of addressing can be added by customizing the sendmail.cf configuration file. See sendmail(1M) for details. Standard addresses are recommended.

Local Aliases

/etc/mail/aliases is formatted as a series of lines of the form

aliasname: address[, address]

aliasname is the name of the alias or alias group, and address is the address of a recipient in the group. Aliases can be nested. That is, an address can be the name of another alias group. Because of the way sendmail(1M) performs mapping from upper-case to lower-case, an address that is the name of another alias group must not contain any upper-case letters.

Lines beginning with white space are treated as continuation lines for the preceding alias. Lines beginning with # are comments.

Special Aliases

An alias of the form:

owner-aliasname : address

sendmail directs error-messages resulting from mail to aliasname to address, instead of back to the person who sent the message. sendmail rewrites the SMTP envelope sender to match this, so owner-aliasname should always point to alias-request, and alias-request should point to the owner's actual address:

owner-aliasname: aliasname-request

aliasname-request address

An alias of the form:

aliasname: :include:pathname

with colons as shown, adds the recipients listed in the file pathname to the aliasname alias. This allows a private list to be maintained separately from the aliases file.

NIS and NIS+ **Domain Aliases**

The aliases file on the master NIS server is used for the mail.aliases NIS map, which can be made available to every NIS client. The mail_aliases table serves the same purpose on a NIS+ server. Thus, the /etc/mail/aliases* files on the various hosts in a network will one day be obsolete. Domain-wide aliases should ultimately be resolved into usernames on specific hosts. For example, if the following were in the domain-wide alias file:

jsmith:js@jsmachine

then any NIS or NIS+ client could just mail to jsmith and not have to remember the machine and username for John Smith.

If a NIS or NIS+ alias does not resolve to an address with a specific host, then the name of the NIS or NIS+ domain is used. There should be an alias of the domain name for a host in this case.

For example, the alias:

jsmith:root

sends mail on a NIS or NIS+ client to root@podunk-u if the name of the NIS or NIS+ domain is podunk-u.

forward(4)

Forwarding

When an alias (or address) is resolved to the name of a user on the local host, sendmail(1M) checks for a ~/.forward file, owned by the intended recipient, in that user's home directory, and with universal read access. This file can contain one or more addresses or aliases as described above, each of which is sent a copy of the user's mail.

Care must be taken to avoid creating addressing loops in the ~/. forward file. When forwarding mail between machines, be sure that the destination machine does not return the mail to the sender through the operation of any NIS aliases. Otherwise, copies of the message may "bounce." Usually, the solution is to change the NIS alias to direct mail to the proper destination.

A backslash before a username inhibits further aliasing. For instance, to invoke the vacation program, user js creates a ~/. forward file that contains the line:

\js, "|/usr/ucb/vacation js"

so that one copy of the message is sent to the user, and another is piped into the vacation program.

FILES

/etc/passwd	Password file
/etc/nsswitch.conf	Name service switch configuration file
/etc/mail/aliases	Mail aliases file (ascii)
/etc/mail/aliases.db	Database of mail aliases (binary)
/etc/mail/aliases.dir	Database of mail aliases (binary)
/etc/mail/aliases.pag	Database of mail aliases (binary)
/etc/mail/sendmail.cf	sendmail configuration file
~/.forward	Forwarding information file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmr

SEE ALSO

passwd(1), uucp(1C), vacation(1), newaliases(1M), sendmail(1M), ndbm(3C), getusershell(3C), passwd(4), shells(4), attributes(5)

NOTES

Because of restrictions in ndbm(3C), a single alias cannot contain more than about 1000 characters (if this format is used). The Berkeley DataBase format does not have any such restriction. Nested aliases can be used to circumvent this limit.

For aliases which result in piping to a program or concatenating a file, the shell of the controlling user must be allowed. Which shells are and are not allowed are determined by getusershell(3C).

fs(4)

NAME

default_fs, fs – specify the default file system type for local or remote file systems

DESCRIPTION

When file system administration commands have both specific and generic components (for example, fsck(1M)), the file system type must be specified. If it is not explicitly specified using the -F FSType command line option, the generic command looks in /etc/vfstab in order to determine the file system type, using the supplied raw or block device or mount point. If the file system type can not be determined by searching /etc/vfstab, the command will use the default file system type specified in either /etc/default/fs or /etc/dfs/dfstypes, depending on whether the file system is local or remote.

The default local file system type is specified in /etc/default/fs by a line of the form LOCAL=fstype (for example, LOCAL=ufs). The default remote file system type is determined by the first entry in the /etc/dfs/fstypes file.

File system administration commands will determine whether the file system is local or remote by examining the specified device name. If the device name starts with "/" (slash), it is considered to be local; otherwise it is remote.

The default file system types can be changed by editing the default files with a text editor.

FILES

/etc/vfstab list of default parameters for each file system

/etc/default/fs the default local file system type
/etc/dfs/fstypes the default remote file system type

SEE ALSO

fsck(1M), fstypes(4), vfstab(4)

NAME

fspec – format specification in text files

DESCRIPTION

It is sometimes convenient to maintain text files on the system with non-standard tabs, (tabs that are not set at every eighth column). Such files must generally be converted to a standard format, frequently by replacing all tabs with the appropriate number of spaces, before they can be processed by system commands. A format specification occurring in the first line of a text file specifies how tabs are to be expanded in the remainder of the file.

A format specification consists of a sequence of parameters separated by blanks and surrounded by the brackets < : and : >. Each parameter consists of a keyletter, possibly followed immediately by a value. The following parameters are recognized:

ttabs

The t parameter specifies the tab settings for the file. The value of tabs must be one of the following:

- A list of column numbers separated by commas, indicating tabs set at the specified columns.
- A '-' followed immediately by an integer n, indicating tabs at intervals of n columns.
- A '-' followed by the name of a "canned" tab specification.

Standard tabs are specified by t-8, or equivalently, t1, 9, 17, 25, etc. The canned tabs that are recognized are defined by the tabs(1) command.

ssize

The s parameter specifies a maximum line size. The value of size must be an integer. Size checking is performed after tabs have been expanded, but before the margin is prepended.

mmargin

The m parameter specifies a number of spaces to be prepended to each line. The value of margin must be an integer.

d

The d parameter takes no value. Its presence indicates that the line containing the format specification is to be deleted from the converted file.

е

The e parameter takes no value. Its presence indicates that the current format is to prevail only until another format specification is encountered in the file.

Default values, which are assumed for parameters not supplied, are t-8 and m₀. If the s parameter is not specified, no size checking is performed. If the first line of a file does not contain a format specification, the above defaults are assumed for the entire file. The following is an example of a line containing a format specification:

* <:t5,10,15 s72:> *

If a format specification can be disguised as a comment, it is not necessary to code the d parameter.

fspec(4)

 $\textbf{SEE ALSO} \ | \ \texttt{ed(1)}, \texttt{newform(1)}, \texttt{tabs(1)}$

NAME

fstypes – file that registers distributed file system packages

DESCRIPTION

fstypes resides in directory /etc/dfs and lists distributed file system utilities packages installed on the system. For each installed distributed file system type, there is a line that begins with the file system type name (for example, "nfs"), followed by white space and descriptive text.

The file system indicated in the first line of the file is the default file system; when Distributed File System (DFS) Administration commands are entered without the option –F *fstypes*, the system takes the file system type from the first line of the fstypes file.

The default file system can be changed by editing the fstypes file with any supported text editor.

SEE ALSO

dfmounts(1M), dfshares(1M), share(1M), shareall(1M), unshare(1M)

fs ufs(4)

NAME

fs_ufs, inode_ufs, inode – format of a ufs file system volume

SYNOPSIS

```
#include <sys/param.h>
#include <sys/types.h>
#include <sys/fs/ufs_fs.h>
#include <sys/fs/ufs inode.h>
```

DESCRIPTION

Standard UFS file system storage volumes have a common format for certain vital information. Every volume is divided into a certain number of blocks. The block size is a parameter of the file system. Sectors 0 to 15 contain primary and secondary bootstrapping programs.

The actual file system begins at sector 16 with the super-block. The layout of the super-block is defined by the header <sys/fs/ufs_fs.h>.

Each disk drive contains some number of file systems. A file system consists of a number of cylinder groups. Each cylinder group has inodes and data.

A file system is described by its super-block, and by the information in the cylinder group blocks. The super-block is critical data and is replicated before each cylinder group block to protect against catastrophic loss. This is done at file system creation time and the critical super-block data does not change, so the copies need not be referenced.

fs clean

fs_clean indicates the state of the file system. The FSCLEAN state indicates an undamaged, cleanly unmounted file system. The FSACTIVE state indicates a mounted file system that has been updated. The FSSTABLE state indicates an idle mounted file system. The FSFIX state indicates that this fs is mounted, contains inconsistent file system data and is being repaired by fsck. The FSBAD state indicates that this file system contains inconsistent file system data. It is not necessary to run fsck on any unmounted file systems with a state of FSCLEAN or FSSTABLE. mount(2) will return ENOSPC if a UFS file system with a state of FSACTIVE is being mounted for read-write.

To provide additional safeguard, fs_clean could be trusted only if fs_state contains a value equal to FSOKAY - fs_time, where FSOKAY is a constant integer. Otherwise, fs_clean is treated as though it contains the value of FSACTIVE.

Addresses stored in inodes are capable of addressing fragments of "blocks." File system blocks of at most, size MAXBSIZE can be optionally broken into 2, 4, or 8 pieces, each of which is addressable; these pieces may be DEV_BSIZE or some multiple of a DEV_BSIZE unit.

Large files consist exclusively of large data blocks. To avoid undue wasted disk space, the last data block of a small file is allocated only as many fragments of a large block as are necessary. The file system format retains only a single pointer to such a fragment, which is a piece of a single large block that has been divided. The size of such a fragment is determinable from information in the inode, using the blksize(fs, ip, lbn) macro.

The file system records space availability at the fragment level; aligned fragments are examined to determine block availability.

The root inode is the root of the file system. Inode 0 cannot be used for normal purposes and historically, bad blocks were linked to inode 1. Thus the root inode is 2 (inode 1 is no longer used for this purpose; however numerous dump tapes make this assumption, so we are stuck with it). The *lost+found* directory is given the next available inode when it is initially created by mkfs(1M).

fs minfree

fs minfree gives the minimum acceptable percentage of file system blocks which may be free. If the freelist drops below this level only the super-user may continue to allocate blocks. fs minfree may be set to 0 if no reserve of free blocks is deemed necessary, however severe performance degradations will be observed if the file system is run at greater than 90% full; thus the default value of fs minfree is 10%.

Empirically the best trade-off between block fragmentation and overall disk utilization at a loading of 90% comes with a fragmentation of 8; thus the default fragment size is an eighth of the block size.

fs_optim

fs optim specifies whether the file system should try to minimize the time spent allocating blocks, or if it should attempt to minimize the space fragmentation on the disk. If the value of fs minfree is less than 10%, then the file system defaults to optimizing for space to avoid running out of full sized blocks. If the value of fs minfree is greater than or equal to 10%, fragmentation is unlikely to be problematical, and the file system defaults to optimizing for time.

Cylinder group related limits: Each cylinder keeps track of the availability of blocks at different rotational positions, so that sequential blocks can be laid out with minimum rotational latency. fs nrpos is the number of rotational positions which are distinguished. With the default fs nrpos of 8, the resolution of the summary information is 2ms for a typical 3600 rpm drive.

fs_rotdelay

fs rotdelay gives the minimum number of milliseconds to initiate another disk transfer on the same cylinder. It is used in determining the rotationally optimal layout for disk blocks within a file; the default value for fs rotdelay varies from drive to drive. See tunefs(1M).

fs_maxcontig

fs maxcontig gives the maximum number of blocks, belonging to one file, that will be allocated contiguously before inserting a rotational delay.

Each file system has a statically allocated number of inodes. An inode is allocated for each NBPI bytes of disk space. The inode allocation strategy is extremely conservative.

fs ufs(4)

MINBSIZE is the smallest allowable block size. With a MINBSIZE of 4096 it is possible to create files of size 2^32 with only two levels of indirection. MINBSIZE must be large enough to hold a cylinder group block, thus changes to (struct cg) must keep its size within MINBSIZE. Note: super-blocks are never more than size SBSIZE.

The path name on which the file system is mounted is maintained in fs_fsmnt. MAXMNTLEN defines the amount of space allocated in the super-block for this name.

The limit on the amount of summary information per file system is defined by MAXCSBUFS. It is currently parameterized for a maximum of two million cylinders.

Per cylinder group information is summarized in blocks allocated from the first cylinder group's data blocks. These blocks are read in from fs_csaddr (size fs cssize) in addition to the super-block.

Note: sizeof (struct csum) must be a power of two in order for the fs_cs macro to work.

The inode is the focus of all file activity in the file system. There is a unique inode allocated for each active file, each current directory, each mounted-on file, text file, and the root. An inode is "named" by its device/i-number pair. For further information, see the header <sys/fs/ufs_inode.h>.

ATTRIBUTES

See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Unstable

SEE ALSO

fsck ufs(1M), mkfs ufs(1M), tunefs(1M), mount(2), attributes(5)

NAME | ftpaccess – FTP Server configuration file

SYNOPSIS

/etc/ftpd/ftpaccess

DESCRIPTION

The ftpaccess file is used to configure the operation of the FTP Server.

Access Capabilities

The following access capabilities are supported:

autogroup groupname class [class...]

If an anonymous user is a member of any of class, the FTP Server will perform a setegid(2) to groupname. This allows access to group and owner read-only files and directories to a particular class of anonymous users. groupname is a valid group returned by getgrnam(3C).

class class typelist addrglob [addrglob...]

Define class of users, with source addresses of the form addrglob. Multiple members of class may be defined. There may be multiple class commands listing additional members of the class. If multiple class commands can apply to the current session, the first one listed in the access file is used. If a valid class for a host is not defined, access will be denied. typelist is a comma-separated list of any of the keywords anonymous, guest, and real. If the real keyword is included, the class can match users using FTP to access real accounts. If the anonymous keyword is included the class can match users using anonymous FTP. The guest keyword matches guest access accounts.

addrglob may be a globbed domain name or a globbed numeric IPv4 address. It may also be the name of a file, starting with a slash ('/'), which contains additional address globs. IPv4 numeric addresses may also be specified in the form address: netmask or address/CIDR. IPv6 numeric addresses can only be specified with an optional CIDR, not using globs or netmasks.

Placing an exclamation (!) before an *addrglob* negates the test. For example,

```
class rmtuser real !*.example.com
```

will classify real users from outside the example.com domain as the class rmtuser. Use care with this option. Remember, the result of each test is OR'ed with other tests on the line.

deny addrglob [message_file]

Deny access to host(s) that match addrglob and display message_file. If the value of addrglob is !nameserved access to sites without a working nameservers is denied. message_file may contain magic cookies. See message for more details.

```
guestgroup groupname [groupname...]
questuser username [username...]
realgroup groupname [groupname...]
realuser username [username...]
```

For guestgroup, if a real user is a member of any groupname, the session is set up like anonymous FTP. *groupname* is a valid group returned by getgrnam(3C). The user's home directory must be set up exactly as anonymous FTP would be. The home directory field of the passwd entry is divided into two directories. The first

ftpaccess(4)

field is the root directory that will be the argument to the chroot(2) call. The second field is the user's home directory, relative to the root directory. Use a "/./" to separate the two fields. For example, the following is the real entry in /etc/passwd:

```
guest1:x:100:92:Guest FTP:/export/home/guests/./guest1:/bin/true
```

When guest1 successfully logs in, the FTP Server will chroot () to /export/home/guests and then chdir(2) to /guest1. The guest user will only be able to access the directory structure under /export/home/quests, which will look and act as / to quest1, just as an anonymous FTP user would. The -d option to ftpconfig(1M) is useful when creating guest FTP user accounts. The group name may be specified by either name or numeric ID. To use a numeric group ID, place a '%' before the number. You can give ranges. Use an asterisk to indicate all groups. questuser works like questgroup, except that it uses the user name or numeric ID. realuser and realgroup have the same syntax, but they reverse the effect of guestuser and guestgroup. They allow real user access when the remote user would otherwise be determined a guest.

```
questuser *
realgroup admin
```

causes all non-anonymous users to be treated as guest, with the sole exception of users in the admin group, who are granted real user access.

nice nice-delta [class]

Adjust the process nice value of the FTP server process by the indicated nice-delta value if the remote user is a member of the named class. If class is not specified, then use nice-delta as the default adjustment to the FTP server process nice value. This default nice value adjustment is used to adjust the nice value of the server process only for those users who do not belong to any class for which a class-specific nice directive exists in the ftpaccess file.

defumask umask [class]

Set the *umask* applied to files created by the FTP server if the remote user is a member of the named class. If class is not specified, then use the umask as the default for classes that do not have one specified.. The mode of files created may be specified by using the upload directive.

tcpwindow size [class]

Set the TCP window size (socket buffer size) for the data connection. Use this to control network traffic. For instance, slow PPP dialin links may need smaller TCP windows to speed up throughput. If you do not know what this does, do not set it.

keepalive yes Ino

Set the TCP SO KEEPALIVE option for control and data sockets. This can be used to control network disconnect. If yes, then set it. If no, then use the system default (usually off). You probably want to set this.

```
timeout accept seconds
timeout connect seconds
timeout data seconds
```

timeout idle seconds timeout maxidle seconds timeout RFC931 seconds

Set various timeout conditions.

How long the FTP Server will wait for an incoming (PASV) data accept

connection. The default is 120 seconds.

connect How long the FTP Server will wait attempting to establish an

> outgoing (PORT) data connection. This effects the actual connection attempt. The daemon makes several attempts, sleeping between each

attempt, before giving up. The default is 120 seconds.

How long the FTP Server will wait for some activity on the data data

> connection. You should keep this long because the remote client may have a slow link, and there can be quite a bit of data queued for the

client. The default is 1200 seconds.

idle How long the FTP Server will wait for the next command. The default

> is 900 seconds. The default can also be overridden by using the -t option at the command-line. This access clause overrides both.

maxidle The SITE IDLE command allows the remote client to establish a

> higher value for the idle timeout. The maxidle clause sets the upper limit that the client may request. The default can also be overridden by using the -T option at the command-line. This access clause

overrides both. The default is 7200 seconds.

RFC931 The maximum time the FTP server allows for the entire RFC931

> (AUTH/ident) conversation. Setting this to zero (0) disables the server's use of this protocol. The information obtained by means of RFC931 is recorded in the system logs and is not actually used in any

authentication. The default is 10 seconds.

file-limit [raw] in | out | total count [class]

Limit the number of data files a user in the given class may transfer. The limit may be placed on files in, out, or total. If no class is specified, the limit is the default for classes which do not have a limit specified. The optional parameter raw applies the limit to the total traffic rather than just data files.

data-limit [raw] in | out | total count [class]

Limit the number of data bytes a user in the given class may transfer. The limit may be placed on bytes in, out, or total. If no class is specified, the limit is the default for classes which do not have a limit specified. Note that once it has been exceeded, this limit will prevent transfers, but it will not terminate a transfer in progress. The optional parameter *raw* applies the limit to total traffic rather than just data files.

limit-time *|anonymous|guest minutes

Limit the total time a session can take. By default, there is no limit. Real users are never limited.

```
questserver [hostname...]
```

Control which hosts may be used for anonymous access. If used without *hostname*, all anonymous access is denied to this site. More than one *hostname* may be specified. Anonymous access will only be allowed on the named machines. If access is denied, the user will be asked to use the first *hostname* listed.

```
limit class n times [message_file]
```

Limit *class* to *n* users at times *times*, displaying *message_file* if the user is denied access. A limit check is performed at login time only. If multiple limit commands can apply to the current session, the first applicable one is used. Failing to define a valid limit, or a limit of -1, is equivalent to no limits. The format of *times* is;:

```
day [day . . . ] [time-range] [ | day [day . . . ] [time-range] ] . . .
```

The value of *day* can be Su, Mo, Tu, We, Th, Fr, Sa, Wk (for any weekday Monday through Friday), or Any. *time-range* is in 24–hour clock notation. If a time range is not specified, any time of the day is matched. Multiple *day* and *time-range* may be specified by the "|" symbol. For example, Wk1730-0900|Sa|Su specifies 5:30 p.m. to 9:00 a.m., Monday through Friday, and anytime on weekends. *message_file* may contain magic cookies. See message for more details.

```
noretrieve [absolute|relative] [class=classname...][-] filename [filename...]
```

Always deny retrievability of these files. If *filename* specifies a pathname that begins with '/' character, then only those files are marked no retrieve. Otherwise all files that match the *filename* are refused transfer. For example, noretrieve /etc/passwd core specifies no one will be able to retrieve the /etc/passwd file. You will be allowed to transfer any file named passwd that is not in /etc.

On the other hand, no one will be able to get files named core, wherever they are. Directory specifications mark all files and subdirectories in the named directory unretrievable. The *filename* may be specified as a file glob. For example,

```
noretrieve /etc /home/*/.htaccess
```

specifies that no files in /etc or any of its subdirectories may be retrieved. Also, no files named .htaccess anywhere under the /home directory may be retrieved. The optional first parameter selects whether names are interpreted as absolute or relative to the current chroot'd environment. The default is to interpret names beginning with a slash as absolute. The noretrieve restrictions may be placed upon members of particular classes. If any class= is specified, the named files cannot be retrieved only if the current user is a member of one of the given classes.

```
allow-retrieve [absolute|relative]
[class=classname...][-] filename [filename...]
```

Allows retrieval of files which would otherwise be denied by noretrieve.

```
loginfails number
```

After *number* login failures, log a "repeated login failures" message and terminate the FTP connection. The default value for *number* is 5.

private yes | no

Allow or deny use of the SITE GROUP and SITE GPASS commands after the user logs in. The SITE GROUP and SITE GPASS commands specify an enhanced access group and associated password. If the group name and password are valid, the user becomes a member of the group specified in the group access file /etc/ftpd/ftpgroups by means of setegid(2). See ftpgroups(4) for the format of the file. For this option to work for anonymous FTP users, the FTP Server must keep /etc/group permanently open and load the group access file into memory. This means that the FTP Server now has an additional file descriptor open, and the necessary passwords and access privileges granted to users by means of SITE GROUP will be static for the duration of an FTP session. If you have an urgent need to change the access groups or passwords now, you have to kill all of the running FTP Servers.

Informational **Capabilities**

The following informational capabilities are supported:

greeting full|brief|terse greeting text message

The greeting command allows you to control how much information is given out before the remote user logs in. greeting full, which is the default greeting, shows the hostname and daemon version. greeting brief shows the hostname. greeting terse simply says "FTP Server ready." Although full is the default, brief is suggested.

The text form allows you to specify any greeting message. message can be any string. Whitespace (spaces and tabs) is converted to a single space.

banner path

The banner command operates similarly to the message command, except that the banner is displayed before the user enters the username. The path is relative to the real system root, not to the base of the anonymous FTP directory.

Use of the banner command can completely prevent non-compliant FTP clients from making use of the FTP Server. Not all clients can handle multi-line responses, which is how the banner is displayed.

Use this command to define the email address for the FTP Server administrator. This string will be printed every time the %E magic cookie is used in message files.

hostname some.host.name

Defines the default host name of the FTP Server. This string will be printed on the greeting message and every time the %L magic cookie is used. The host name for virtual servers overrides this value. If no host name is specified, the default host name for the local machine is used.

message path [when [class...]]

Define a file with path such that the FTP Server will display the contents of the file to the user at login time or upon using the change working directory command.

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The *when* parameter may be LOGIN or CWD=*dirglob*. If *when* is CWD=*dirglob*, *dirglob* specifies the new default directory that will trigger the notification. A *dirglob* of "*" matches all directories.

The optional *class* specification allows the message to be displayed only to members of a particular class. More than one class may be specified.

"Magic cookies" can be present in *path* that cause the FTP Server to replace the cookie with a specified text string:

- T Local time. For example, Thu Nov 15 17:12:42 1990.
- Free space in partition of CWD, in Kbytes.
- Current working directory.
- **The email address for the FTP Server administrator.**
- %R Remote host name.
- %L Local host name.
- ***U** Username given at login time.
- %u Username as defined by means of *RFC 931* authentication.
- Maximum allowed number of users in this class.
- %N Current number of users in this class.

The message is displayed only once to avoid annoying the user. Remember that when messages are triggered by an anonymous or guest FTP user, they must be relative to the base of the anonymous or guest FTP directory tree.

readme pathglob [when [class...]]

Define a file with *pathglob* such that the FTP Server will notify the user at login time or upon using the change working directory command that the file exists and the date that it was modified. The *when* parameter may be LOGIN or CWD=*dirglob*. If *when* is CWD=*dirglob*, *dirglob* specifies the new default directory that will trigger the notification. A *dirglob* of "*" matches all directories. The message will only be displayed once, to avoid bothering users. Remember that when README messages are triggered by an anonymous or guest FTP user, the *pathglob* must be relative to the base of the anonymous or guest FTP directory tree.

The optional *class* specification allows the message to be displayed only to members of a particular class. You can specify more than one class.

Logging Capabilities

The following logging capabilities are supported:

log commands typelist

Enables logging of the individual FTP commands sent by users. *typelist* is a comma-separated list of any of the keywords anonymous, guest, and real. Command logging information is written to the system log.

log transfers typelist directions

Log file transfers made by FTP users to the xferlog(4) file. Logging of incoming transfers to the server can be enabled separately from outbound transfers from the server. directions is a comma-separated list of any of the two keywords inbound and outbound, and will respectively cause transfers to be logged for files sent to and from the server.

log security typelist

Enables logging of violations of security rules to the system log, including for example, notretrieve and .notar.

```
log syslog
```

```
log syslog+xferlog
```

Redirect the logging messages for incoming and outgoing transfers to syslog. Without this option the messages are written to xferlog. When you specify syslog+xferlog, the transfer log messages are sent to both the system log file and the xferlog file.

Miscellaneous Capabilities

The following miscellaneous capabilities are supported:

alias string dir

Define an alias, string, for a directory. Use this command to add the concept of logical directories. For example: alias rfc: /pub/doc/rfc would allow the user to access /pub/doc/rfc from any directory by the command "cd rfc:". Aliases only apply to the cd command.

cdpath dir

Define an entry in the cdpath. This command defines a search path that is used when changing directories. For example:

```
cdpath /pub/packages
cdpath /.aliases
```

would allow the user to move into any directory directly under either the /pub/packages or the /.aliases directories. The search path is defined by the order in which the lines appear in the ftpaccess file. If the user were to give the command ftp> cd foo the directory will be searched for in the following order:

```
./foo
an alias called foo
/pub/packages/foo
/.aliases/foo
```

The cdpath is only available with the cd command. If you have a large number of aliases, you might want to set up an aliases directory with links to all of the areas you wish to make available to users.

```
compress yes no classglob [classglob...]
tar yes no classglob [classglob...]
```

Enable the use of conversions marked with the O COMPRESS, O UNCOMPRESS, and O TAR options in /etc/ftpd/ftpconversions. See ftpconversions(4).

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shutdown path

If the file pointed to by *path* exists, the server will check the file regularly to see if the server is going to be shut down. If a shutdown is planned, the user is notified. New connections are denied after a specified time before shutdown. Current connections are dropped at a specified time before shutdown.

The format of the file specified by path is:

year month day hour minute deny_offset disc_offset text

year A value of 1970 or greater.

month A value of 0 to 11.

day A value of 1 to 31.

hour A value of 0 to 23.

minute A value of 0 to 59.

deny_offset

disc_offset The offsets in HHMM format that new connections will be denied

and existing connections will be disconnected before the shutdown

time.

text Follows the normal rules for any *message*. The following additional

magic cookies are available:

%s The time at which the system is going to shut down.

%r The time at which new connections will be denied.

%d The time at which current connections will be dropped.

All times are in the form: ddd MMM DD hh:mm:ss YYYY. Only one shutdown command can be present in the configuration file. You can use the external program ftpshut(1M) to automate generation of this file.

daemonaddress address

Listen only on the IP address specified. If the value is not set, then the FTP Server will listen for connections on every IP address. This applies only when the FTP Server is run in standalone mode.

virtual address root | banner | logfile path

Enable the FTP Server limited virtual hosting capabilities. The *address* is the IP address of the virtual server. The second argument specifies that the *path* is either the path to the root of the filesystem for this virtual server, the banner presented to the user when connecting to this virtual server, or the logfile where transfers are recorded for this virtual server. If the logfile is not specified the default log file will be used. All other message files and permissions as well as any other settings in this file apply to all virtual servers. The *address* may also be specified as a hostname rather than as an IP number. This is strongly discouraged since, if DNS is not available at the time the FTP session begins, the hostname will not be matched.

root logfile path

In contrast to limited virtual hosting, complete virtual hosting allows separate configuration files to be virtual host specific. See ftpservers(4). The only additions that are necessary in a virtual host's ftpaccess file is the root directive that ensures the correct root directory is used for the virtual host. This only works with complete virtual hosting, which in contrast to limited virtual hosting, allows separate configuration files to be specified for each virtual host.

path is either the root of the filesystem for this virtual server or the logfile where transfers for this virtual server are recorded. root and logfile may only be specified when not preceded by virtual address in a virtual hosts's ftpaccess file.

virtual address hostname | email string

Set the hostname shown in the greeting message and status command, or the email address used in message files and on the HELP command, to the given string.

virtual address allow username [username...]

virtual address deny username [username...]

By default, real and guest users are not allowed to log in on the virtual server, unless they are guests that are chroot'd to the virtual root. The users listed on the virtual allow line(s) are granted access. You can grant access to all users by giving '*' as the *username*. The virtual deny clauses are processed after the virtual allow clauses. Thus specific users can be denied access although all users were allowed in an earlier clause.

virtual address private

Deny log in access to anonymous users on the virtual server. Anonymous users are generally allowed to log in on the virtual server if this option is not specified.

virtual address passwd file

Use a different passwd file for the virtual host.

virtual address shadow file

Use a different shadow file for the virtual host.

defaultserver deny username [username...]

defaultserver allow username [username...]

By default, all users are allowed access to the non-virtual FTP Server. Use defaultserver deny to revoke access for specific real and guest users. Specify '*' to deny access to all users, except anonymous users. Specific real and guest users can then be allowed access by using defaultserver allow.

defaultserver private

By default, all users are allowed access to the non-virtual FTP Server. Use defaultserver private to revoke access for anonymous users.

The virtual and defaultserver allow, deny and private clauses provide a means to control which users are allowed access to which FTP Servers.

passive address externalip cidr

Allow control of the address reported in response to a passive command. When any control connection matching *cidr* requests a passive data connection (PASV),

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the *externalip* address is reported. This does not change the address that the daemon actually listens on, only the address reported to the client. This feature allows the daemon to operate correctly behind IP renumbering firewalls. For example:

```
passive address 10.0.1.15 10.0.0.0/8 passive address 192.168.1.5 0.0.0.0/0
```

Clients connecting from the class-A network 10 will be told the passive connection is listening on IP address 10.0.1.15 while all others will be told the connection is listening on 192.168.1.5 Multiple passive addresses may be specified to handle complex, or multi-gatewayed, networks.

```
passive ports cidr min max
```

Allows control of the TCP port numbers which may be used for a passive data connection. If the control connection matches the *cidr*, a port in the range *min* to *max* will be randomly selected for the daemon to listen on. This feature allows firewalls to limit the ports that remote clients may use to connect into the protected network.

cidr is shorthand for an IP address followed by a slash and the number of left-most bits that represent the network address, as opposed to the machine address. For example, if you are using the reserved class-A network 10, instead of a netmask of 255.0.0.0, use a CIDR of /8, as in 10.0.0.0/8, to represent your network.

```
pasv-allow class [addrglob...]
port-allow class [addrglob...]
```

Normally, the FTP Server does not allow a PORT command to specify an address different than that of the control connection. Nor does it allow a PASV connection from another address.

The port-allow clause provides a list of addresses that the specified class of user may give on a PORT command. These addresses will be allowed even if they do not match the IP address of the client-side of the control connection.

The pasv-allow clause provides a list of addresses that the specified class of user may make data connections from. These addresses will be allowed even if they do not match the IP address of the client-side of the control connection.

```
lslong command [options...]
lsshort command [options...]
lsplain command [options...]
```

Use the lslong, lsshort, and lsplain clauses to specify the commands and options to use to generate directory listings. The options cannot contain spaces, and the default values for these clauses are generally correct. Use lslong, lsshort, or lsplain only if absolutely necessary.

```
mailserver hostname
```

Specify the name of a mail server that will accept upload notifications for the FTP Server. Multiple mail servers may be listed. The FTP Server will attempt to deliver the upload notification to each, in order, until one accepts the message. If no mail servers are specified, localhost is used. This option is only meaningful if anyone is to be notified of anonymous uploads. See incmail.

incmail emailaddress

virtual address incmail emailaddress

defaultserver incmail emailaddress

Specify email addresses to be notified of anonymous uploads. Multiple addresses can be specified. Each will receive a notification. If no addresses are specified, no notifications are sent.

If addresses are specified for a virtual host, only those addresses will be sent notification of anonymous uploads on that host. Otherwise, notifications will be sent to the global addresses.

defaultserver addresses only apply when the FTP session is not using one of the virtual hosts. In this way, you can receive notifications for your default anonymous area, but not see notifications to virtual hosts that do not have their own notifications.

mailfrom emailaddress

virtual address mailfrom emailaddress

defaultserver mailfrom emailaddress

Specify the sender's email address for anonymous upload notifications. Only one address may be specified. If no mailfrom applies, email is sent from the default mailbox name wu-ftpd. To avoid problems if the recipient attempts to reply to a notification, or if downstream mail problems generate bounces, you should ensure the mailfrom address is deliverable.

Permission **Capabilities**

The following permission capabilities are supported:

chmod yes I no typelist delete yes I no typelist overwrite yes | no typelist rename yes I no typelist umask yes I no typelist

Allows or disallows the ability to perform the specified function. By default, all real and guest users are allowed. Anonymous users are only allowed overwrite and umask.

typelist is a comma-separated list of any of the keywords anonymous, guest, real and class=. When class= appears, it must be followed by a classname. If any class= appears, the *typelist* restriction applies only to users in that class.

passwd-check none | trivial | rfc822 [enforce | warn]

Define the level and enforcement of password checking done by the FTP Server for anonymous FTP.

No password checking is performed. none trivial The password must contain an '@'.

rfc822 The password must be *RFC 822* compliant.

Warn, but permit the login. warn

enforce Notify and deny the login.

deny-email case-insensitive-emailaddress

Consider the email address given as an argument as invalid. If passwd-check is set to enforce, anonymous users giving this address as a password cannot log in. That way, you can stop users from having stupid WWW browsers use fake addresses like IE?0User@ or mozilla@. (by using this, you are not shutting out users using a WWW browser for ftp - you just make them configure their browser correctly.) Only one address is allowed per line, but you can have as many deny-email addresses as you like.

```
path-filter typelist message allowed_regexp
[disallowed_regexp...]
```

For users in *typelist*, path-filter defines regular expressions that control what characters can be used in the filename of an uploaded file or created directory. There may be multiple disallowed regular expressions. If a filename is invalid due to failure to match the regular expression criteria, *message* will be displayed to the user. For example:

```
path-filter anonymous /etc/pathmsg ^[-A-Za-z0-9._]*$ ^\. ^-
```

specifies that all upload filenames for anonymous users must be made of only the characters A-Z, a-z, 0-9, and "._-" and may not begin with a "." or a "-". If the filename is invalid, /etc/pathmsg will be displayed to the user.

```
upload [absolute | relative] [class=classname]...[-] root-dir dirglob yes | no owner group mode [dirs | nodirs] [d_mode]
```

Define a directory with *dirglob* that permits or denies uploads. If it does permit uploads, all newly created files will be owned by *owner* and *group* and will have their permissions set according to *mode*. Existing files that are overwritten will retain their original ownership and permissions. Directories are matched on a best-match basis. For example:

```
upload /var/ftp * no
upload /var/ftp /incoming yes ftp daemon 0666
upload /var/ftp /incoming/gifs yes jlc guest 0600 nodirs
```

would only allow uploads into /incoming and /incoming/gifs. Files that were uploaded to /incoming are owned by ftp/daemon and have permissions of 0666. Files uploaded to /incoming/gifs are owned by jlc/guest and have permissions of 0600. The optional "dirs" and "nodirs" keywords can be specified to allow or disallow the creation of new subdirectories using the mkdir command. If the upload command is used, directory creation is allowed by default. To turn it off by default, you must specify a user, group and mode followed by the "nodirs" keyword as the first line where the upload command is used in this file. If directories are permitted, the optional d_mode determines the permissions for a newly created directory. If d_mode is omitted, the permissions are inferred from mode. The permissions are 0777 if mode is also omitted. The upload keyword only applies to users who have a home directory of root-dir. root-dir may be specified as "*" to match any home directory. The owner or group may each be specified as "*", in

which case any uploaded files or directories will be created with the ownership of the directory in which they are created. The optional first parameter selects whether root-dir names are interpreted as absolute or relative to the current chroot'd environment. The default is to interpret <root-dir> names as absolute. You can specify any number of class=classname restrictions. If any are specified, this upload clause only takes effect if the current user is a member of one of the classes.

In the absence of any matching upload clause, real and guest users can upload files and make directories, but anonymous users cannot. The mode of uploaded files is 0666. For created directories, the mode is 0777. Both modes are modified by the current umask setting.

throughput root-dir subdir-glob file-glob-list bytes-per-second bytes-per-second-multiply remote-glob-list

Define files by means of a comma-separated *file-glob-list* in subdir matched by subdir-glob under root-dir that have restricted transfer throughput of bytes-per-second on download when the remote hostname or remote IP address matches the comma-separated remote-glob-list. Entries are matched on a best-match basis. For example:

```
throughput /e/ftp * * * oo - * throughput /e/ftp /sw* * 1024 0.5 *
throughput /e/ftp /sw* README oo -
throughput /e/ftp /sw* *
                                 oo - *.foo.com
```

would set maximum throughput per default, but restrict download to 1024 bytes per second for any files under /e/ftp/sw/ that are not named README. The only exceptions are remote hosts from within the domain foo.com which always get maximum throughput. Every time a remote client has retrieved a file under /e/ftp/sw/ the bytes per seconds of the matched entry line are internally multiplied by a factor, here 0.5. When the remote client retrieves its second file, it is served with 512 bytes per second, the third time with only 256 bytes per second, the fourth time with only 128 bytes per second, and so on. The string "oo" for the bytes per second field means no throughput restriction. A multiply factor of 1.0 or "-" means no change of the throughput after every successful transfer. The *root-dir* here must match the home directory specified in the password database. The throughput keyword only applies to users who have a home directory of *root-dir*.

```
anonymous-root root-dir [class...]
```

root-dir specifies the chroot () path for anonymous users. If no anonymous-root is matched, the old method of parsing the home directory for the FTP user is used. If no class is specified, this is the root directory for anonymous users who do not match any other anonymous-root specification. Multiple classes may be specified on this line. If an anonymous-root is chosen for the user, the FTP user's home directory in the *root-dir*/etc/passwd file is used to determine the initial directory and the FTP user's home directory in the system-wide /etc/passwd is not used. For example:

```
anonymous-root /home/ftp
anonymous-root /home/localftp localnet
```

ftpaccess(4)

causes all anonymous users to be chroot'd to the directory /home/ftp. If the FTP user exists in /home/ftp/etc/passwd, their initial CWD is that home directory. Anonymous users in the class localnet, however, are chroot'd to the directory /home/localftp and their initial CWD is taken from the FTP user's home directory in /home/localftp/etc/passwd.

```
guest-root root-dir [uid-range...]
```

root-dir specifies the chroot () path for guest users. If no guest-root is matched, the old method of parsing the user's home directory is used. If no uid-range is specified, this is the root directory for guestusers who do not match any other guest-root specification. Multiple UID ranges may be given on this line. If a guest-root is chosen for the user, the user's home directory in the root-dir/etc/passwd file is used to determine the initial directory and the home directory in the system-wide /etc/passwd is not used. uid-range specifies names or numeric UID values. To use numbers, put a % symbol before it or before the range. Ranges are specified by giving the lower and upper bounds (inclusive), separated by a dash. If the lower bound is omitted, it means all up to. If the upper bound is omitted, it means all starting from. For example:

```
guest-root /home/users
guest-root /home/staff %100-999 sally
guest-root /home/users/owner/ftp frank
```

causes all guest users to chroot () to /home/users then starts each user in the user's home directory, as specified in /home/users/etc/passwd. Users in the range 100 through 999, inclusive, and user sally, will be chroot'd to /home/staff and the CWD will be taken from their entries in /home/staff/etc/passwd. The single user frank will be chroot'd to /home/users/owner/ftp and the CWD will be from his entry in /home/users/owner/ftp/etc/passwd.

The order is important for both anonymous-root and guest-root. If a user would match multiple clauses, only the first applies; with the exception of the clause which has no *class* or *uid-range*, which applies only if no other clause matches.

```
deny-uid uid-range [uid-range...]
deny-gid gid-range [gid-range...]
allow-uid uid-range [uid-range...]
allow-gid gid-range [gid-range...]
```

Use these clauses to specify UID and GID values that will be denied access to the FTP Server. The allow-uid and allow-gid clauses may be used to allow access for UID and GID values which would otherwise be denied. These checks occur before all others. deny is checked before allow. The default is to allow access. These clauses do not apply to anonymous users. Use defaultserver private to deny access to anonymous users. In most cases, these clauses obviate the need for an ftpusers(4) file. For example, the following clauses deny FTP Server access to all privileged or special users and groups, except the guest1 user or group.

```
deny-gid %-99 nobody noaccess nogroup
deny-uid %-99 nobody noaccess nobody4
allow-gid guest1
```

```
allow-uid quest1
```

Support for the ftpusers file still exists, so it may be used when changing the ftpaccess file is not desired. In any place a single UID or GID is allowed throughout the ftpaccess file, either names or numbers also may be used. To use a number, put a '%' symbol before it. In places where a range is allowed, put the '%' before the range. A "*" matches all UIDs or GIDs.

```
restricted-uid uid-range [uid-range...]
restricted-gid gid-range [gid-range...]
unrestricted-uid uid-range [uid-range...]
unrestricted-gid gid-range [gid-range...]
```

These clauses control whether or not real or guest users will be allowed access to areas on the FTP site outside their home directories. These clauses are not meant to replace the use of questgroup and questuser. Instead, use these clauses to supplement the operation of guests. The unrestricted-uid and unrestricted-gid clauses may be used to allow users outside their home directories who would otherwise be restricted.

The following example shows the intended use for these clauses. Assume user dick has a home directory /home/dick and jane has a home directory /home/jane:

```
quest-root /home dick jane
restricted-uid dick jane
```

While both dick and jane are chroot'd to /home, they cannot access each other's files because they are restricted to their home directories. However, you should not rely solely upon the FTP restrictions to control access. As with all other FTP access rules, you should also use directory and file permissions to support the operation of the ftpaccess configuration.

```
site-exec-max-lines number [class...]
```

The SITE EXEC feature traditionally limits the number of lines of output that may be sent to the remote client. Use this clause to set this limit. If this clause is omitted, the limit is 20 lines. A limit of 0 (zero) implies no limit. Be very careful if you choose to remove the limit. If a clause is found matching the remote user's class, that limit is used. Otherwise, the clause with class '*', or no class given, is used. For example:

```
site-exec-max-lines 200 remote
site-exec-max-lines 0 local
site-exec-max-lines 25
```

limits output from SITE EXEC (and therefore SITE INDEX) to 200 lines for remote users, specifies there is no limit at all for local users, and sets a limit of 25 lines for all other users.

```
dns refuse mismatch filename [override]
```

Refuse FTP sessions when the forward and reverse lookups for the remote site do not match. Display the named file, like a message file, admonishing the user. If the optional override is specified, allow the connection after complaining.

ftpaccess(4)

dns refuse no reverse filename [override]

Refuse FTP sessions when there is no reverse DNS entry for the remote site. Display the named file, like a message file, admonishing the user. If the optional override is specified, allow the connection after complaining.

dns resolveroptions [options]

The dns resolveroptions option allows you to adjust name server options. The line takes a series of flags as documented in resolver(3resolv), with the leading RES removed. Each can be preceded by an optional + or -. For example:

dns resolveroptions +aaonly -dnsrch

turns on the azonly option (only accept authoritative answers) and turns off the dnsrch option (search the domain path).

Lines that begin with a # sign are treated as comment lines and are ignored.

FILES

/etc/ftpd/ftpaccess

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWftpr

SEE ALSO

 $\verb|compress(1)|, \verb|ls(1)|, \verb|tar(1)|, \verb|ftpaddhost(1M)|, \verb|ftpconfig(1M)|, \verb|ftpshut(1M)|, \\ \verb|in.ftpd(1M)|, \verb|chroot(2)|, \verb|nice(2)|, \verb|umask(2)|, \verb|getgrnam(3C)|, \verb|resolver(3resolv)|, \\ \verb|ftpconversions(4)|, \verb|ftpgroups(4)|, \verb|ftpservers(4)|, \verb|ftpusers(4)|, \\ \verb|timezone(4)|, \verb|xferlog(4)|, \verb|attributes(5)|, \verb|fnmatch(5)||$

Crocker, David H. *RFC 822, Standard For The Format Of ARPA Internet Text Messages*. Network Information Center. August 1982.

St. Johns, Michael. *RFC 931, Authentication Server*. Network Working Group. January 1985.

NAME

ftpconversions – FTP Server conversions database

SYNOPSIS

/etc/ftpd/ftpconversions

DESCRIPTION

When the FTP Server, in.ftpd(1M), receives the retrieve (RETR) command, if the specified file does not exist, it looks for a conversion to change an existing file or directory of the same base name into the format requested, subject to the ftpaccess(4) compress and tar capabilities.

The conversions and their attributes known by in.ftpd(1M) are stored in an ASCII file of the following format. Each line in the file provides a description for a single conversion. The fields in this file are separated by colons (:).

```
%s:%s:%s:%s:%s:%s:%s
1 2 3 4 5 6 7 8
```

The fields are described as follows:

1 Strip prefix. 2 Strip postfix. 3 Addon prefix. 4 Addon postfix. 5 External command. 6 Types. Options.

Description.

8

The Strip prefix and Addon prefix fields are not currently supported.

The Strip postfix and addon postfix fields are extensions to be added to or removed from the requested filename in attempting to produce the name of an existing file or directory. When the attempt succeeds, the FTP Server runs the external command associated with the conversion. The magic cookie %s in the argument is passed to the command, replaced with the name of the existing file or directory.

External command is the absolute pathname of a command to run followed by the appropriate options to carry out the conversion. The standard output of the command is sent back in response to the RETR (retrieve) command. For anonymous and guest users to be able to execute the command, it must be present in their chroot 'd hierarchy along with any necessary dynamic libraries.

Types specifies the conversion type. The following values are recognized:

T_ASCII	ASCII transfers are allowed of a file produced by the conversion.
T_DIR	Directories can be converted.
T_REG	Regular files can be converted.

ftpconversions(4)

Options are checked against the ftpaccess(4) compress and tar capabilities and are recorded in the special-action-flag field that is written to the FTP Server logfile. See xferlog(4). The following options are supported:

O COMPRESS conversion compresses

O TAR conversion archives

O UNCOMPRESS conversion uncompresses

You can specify more than one option by using "|" to separate options. For example, O_TAR|O_COMPRESS specifies that the conversion archives and compresses.

Description is a one word description of the conversion that is used in error messages returned to the FTP client.

Lines that begin with a # sign are treated as comment lines and are ignored.

EXAMPLES

EXAMPLE 1 Compressing a Regular File for Transfer

The following example specifies a conversion which generates filename. Z by compressing an existing file filename. The conversion can only be applied to regular files, not directories, and the absence of T_ASCII prevents the resulting file from being transferred in ASCII mode.

: : .Z:/usr/bin/compress -c %s:T_REG:O_COMPRESS:COMPRESS

EXAMPLE 2 Uncompressing and Transferring in ASCII Mode

The following example specifies a conversion that takes filename. Z and uncompresses it to produce filename, which then can be transferred in ASCII mode.

:.Z: ::/usr/bin/compress -cd %s:T REG|T ASCII:O UNCOMPRESS:UNCOMPRESS

FILES

/etc/ftpd/ftpconversions

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
1	Availability	SUNWftpr

SEE ALSO

ldd(1), in.ftpd(1M), ftpaccess(4), xferlog(4), attributes(5)

NAME

ftpgroups - FTP Server enhanced group access file

SYNOPSIS

/etc/ftpd/ftpgroups

DESCRIPTION

The ftpgroups file contains the enhanced group access information.

After login, if the ftpaccess(4) file includes private yes, the user may use the SITE GROUP and SITE GPASS commands to specify an enhanced access group and a password for that group. If the access group name and password are valid, the the FTP Server executes seteqid(2) to make the user a member of the real group listed in the ftpgroups file.

The format for the ftpgroups file is:

accessgroup:encrypted password:real group name

The fields are defined as follows:

An arbitrary string of alphanumeric and punctuation accessgroup

characters.

encrypted_password The group password encrypted exactly like in /etc/shadow.

real_group_name The name of a valid group returned by getgrnam(3C).

The privatepw utility is an administrative tool to add, delete and list enhanced access group information in the ftpgroups file. See privatepw(1M). Lines that begin with a # sign are treated as comment lines and are ignored.

FILES

/etc/ftpd/ftpgroups

/etc/ftpd/ftpaccess

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWftpr

SEE ALSO

in.ftpd(1M), privatepw(1M), setegid(2), getgrnam(3C), ftpaccess(4), group(4), shadow(4), attributes(5)

ftphosts(4)

NAME |

ftphosts - FTP Server individual user host access file

SYNOPSIS

/etc/ftpd/ftphosts

DESCRIPTION

The ftphosts file is used to allow or deny access to accounts from specified hosts. The following access capabilities are supported:

```
allow username addrglob [addrglob...]
```

Only allow users to login as *username* from host(s) that match *addrglob*.

```
deny username addrglob [addrglob...]
```

Do not allow users to login as *username* from host(s) that match *addrglob*.

A username of * matches all users. A username of anonymous or ftp specifies the anonymous user.

addrglob is a regular expression that is matched against hostnames or IP addresses. addrglob may also be in the form address:netmask or address/CIDR, or be the name of a file that starts with a slash ('/') and contains additional address globs. An exclamation mark ('!') placed before the addrglob negates the test.

The first allow or deny entry in the ftphosts file that matches a *username* and host is used. If no entry exists for a *username*, then access is allowed. Otherwise, a matching allow entry is required to permit access.

EXAMPLES

You can use the following ftphosts file to allow anonymous access from any host except those on the class A network 10, with the exception of 10.0.0.* IP addresses, which are allowed access:

```
allow ftp 10.0.0.*
deny ftp 10.*.*.*
allow ftp *
```

10.0.0.* can be written as 10.0.0.0:255.255.255.0 or 10.0.0.0/24.

FILES

/etc/ftpd/ftphosts

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWftpr

SEE ALSO

in.ftpd(1M), ftpaccess(4), attributes(5)

NAME

ftpservers – FTP Server virtual hosting configuration file

SYNOPSIS

/etc/ftpd/ftpservers

DESCRIPTION

The ftpservers file is used to configure complete virtual hosting. In contrast to limited virtual hosting, complete virtual hosting allows separate configuration files to be specified for each virtual host.

The set of configuration files for each virtual host are placed in their own directory. The ftpservers file associates the address of each virtual host with the directory its configuration files are stored in. The virtual host configuration files must be named:

ftpaccess Virtual host's access file

ftpusers Restricts the accounts that can use the virtual host

ftpgroups Virtual hosts enhanced group access file

ftphosts Allow or deny usernames access to the virtual host

ftpconversions Customize conversions available from the virtual host

You do not need to put every file in each virtual host directory. If you want a virtual host to use the master copy of a file, then do not include it in the virtual host directory. If the file is not included, the master copy from the /etc/ftpd directory will be used.

The file names must match exactly. If you misspell any of them or name them differently, the server will not find them, and the server will use the master copy instead.

The ftpaddhost utility is an administrative tool to configure virtual hosts. See ftpaddhost(1M).

File Format

There are two fields to each entry in the ftpservers file:

address directory-containing-configuration-files

For example:

```
10.196.145.10 /etc/ftpd/virtual-ftpd/10.196.145.10
10.196.145.200 /etc/ftpd//virtual-ftpd/10.196.145.200
some.domain INTERNAL
```

When an FTP client connects to the FTP Server, in.ftpd(1M) tries to match the IP address to which the FTP client connected with one found in the ftpservers file.

The address can be an IPv4 or IPv6 address, or a hostname.

If a match is found, The FTP server uses any configuration files found in the associated directory.

If a match is not found, or an invalid directory path is encountered, the default paths to the configuration files are used. The use of INTERNAL in the example above fails the check for a specific directory, and the master configuration files will be used.

ftpservers(4)

Either the actual IP address or a specific hostname can be used to specify the virtual host. It is better to specify the actual IP of the virtual host, as it reduces the need for a domain lookup and eliminates DNS security related naming issues, for example:

```
10.196.145.20
                  /etc/ftpd/config/faqs.org/
ftp.some.domain
                 /etc/ftpd/config/faqs.org/
```

Lines that begin with a # sign are treated as comment lines and are ignored.

FILES

/etc/ftpd/ftpservers

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWftpr

SEE ALSO

ftpaddhost(1M), in.ftpd(1M), ftpaccess(4), ftpconversions(4), ftpgroups(4), ftphosts(4), ftpusers(4), attributes(5)

NAME

ftpusers – file listing users to be disallowed ftp login privileges

SYNOPSIS

/etc/ftpd/ftpusers

DESCRIPTION

The ftpusers file lists users for whom ftp login privileges are disallowed. Each ftpuser entry is a single line of the form:

where name is the user's login name.

The FTP Server, in.ftpd(1M), reads the ftpusers file. If the login name of the user matches one of the entries listed, it rejects the login attempt.

The ftpusers file has the following default configuration entries:

root. daemon bin sys adm 1p uccp nuucp smmsp listen nobody noaccess nobody4

These entries match the default instantiated entries from passwd(4). The list of default entries typically contains the superuser root and other administrative and system application identities.

The root entry is included in the ftpusers file as a security measure since the default policy is to disallow remote logins for this identity. This policy is also set in the the default value of the CONSOLE entry in the /etc/default/login file. See login(1). If you allow root login privileges by deleting the root entry in ftpusers, you should also modify the security policy in /etc/default/login to reflect the site security policy for remote login access by root.

Other default entries are administrative identities that are typically assumed by system applications but never used for local or remote login, for example sys and nobody. Since these entries do not have a valid password field instantiated in shadow(4), no login can be performed.

If a site adds similar administrative or system application identities in passwd(4) and shadow(4), for example, majordomo, the site should consider including them in the ftpusers file for a consistent security policy.

Lines that begin with # are treated as comment lines and are ignored.

FILES

/etc/ftpd/ftpusers

A file that lists users for whom ftp login privileges are disallowed.

ftpusers(4)

/etc/ftpusers

See /etc/ftpd/ftpusers. This file is deprecated, although its use is still supported.

/etc/default/login

/etc/passwd

/etc/shadow

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWftpr	

SEE ALSO

$$\label{eq:login} \begin{split} \log &\inf(1), \, \text{in.ftpd}(1M), \, \text{ftpaccess}(4), \, \text{ftphosts}(4), \, \text{passwd}(4), \, \text{shadow}(4), \\ &\text{attributes}(5), \, \text{environ}(5) \end{split}$$

NAME | fx_dptbl – fixed priority dispatcher parameter table

SYNOPSIS

fx dptbl

DESCRIPTION

The process scheduler or dispatcher is the portion of the kernel that controls allocation of the CPU to processes. The scheduler supports the notion of scheduling classes, where each class defines a scheduling policy used to schedule processes within that class. Associated with each scheduling class is a set of priority queues on which ready-to-run processes are linked. These priority queues are mapped by the system configuration into a set of global scheduling priorities, which are available to processes within the class. The dispatcher always selects for execution the process with the highest global scheduling priority in the system. The priority queues associated with a given class are viewed by that class as a contiguous set of priority levels numbered from 0 (lowest priority) to n (highest priority—a configuration-dependent value). The set of global scheduling priorities that the queues for a given class are mapped into might not start at zero and might not be contiguous, depending on the configuration.

Processes in the fixed priority class are scheduled according to the parameters in a fixed-priority dispatcher parameter table (fx dptbl). The fx dptbl table consists of an array (config fx dptbl[]) of parameter structures (struct fxdpent t), one for each of the *n* priority levels used by fixed priority processes in user mode. The structures are accessed by way of a pointer, (fx dptbl), to the array. The properties of a given priority level *i* are specified by the *i*th parameter structure in this array (fx dptbl[i]).

A parameter structure consists of the following members. These are also described in the /usr/include/sys/fx.h header.

fx globpri

The global scheduling priority associated with this priority level. The mapping between fixed-priority priority levels and global scheduling priorities is determined at boot time by the system configuration. fx globpri can not be changed with dispadmin(1M).

fx quantum

The length of the time quantum allocated to processes at this level in ticks (hz). The time quantum value is only a default or starting value for processes at a particular level, as the time quantum of a fixed priority process can be changed by the user with the priocntl(1) command or the priocntl(2) system call.

In the high resolution clock mode (hires tick set to 1), the value of hz is set to 1000. Increase quantums to maintain the same absolute time quantums.

An administrator can affect the behavior of the fixed priority portion of the scheduler by reconfiguring the fx dptbl. There are two methods available for doing this: reconfigure with a loadable module at boot-time or by using dispadmin(1M) at run-time.

fx_dptbl(4)

fx_dptbl Loadable Module

The fx_dptbl can be reconfigured with a loadable module that contains a new fixed priority dispatch table. The module containing the dispatch table is separate from the FX loadable module, which contains the rest of the fixed priority software. This is the only method that can be used to change the number of fixed priority priority levels or the set of global scheduling priorities used by the fixed priority class. The relevant procedure and source code is described in Replacing the fx_dptbl Loadable Module below.

dispadmin Configuration File

The fx_quantum values in the fx_dptbl can be examined and modified on a running system using the dispadmin(1M) command. Invoking dispadmin for the fixed-priority class allows the administrator to retrieve the current fx_dptbl configuration from the kernel's in-core table or overwrite the in-core table with values from a configuration file. The configuration file used for input to dispadmin must conform to the specific format described as follows:

- Blank lines are ignored and any part of a line to the right of a # symbol is treated as a comment.
- The first non-blank, non-comment line must indicate the resolution to be used for interpreting the time quantum values. The resolution is specified as:

RES=res

where *res* is a positive integer between 1 and 1,000,000,000 inclusive and the resolution used is the reciprocal of *res* in seconds (for example, RES=1000 specifies millisecond resolution). Although you can specify very fine (nanosecond) resolution, the time quantum lengths are rounded up to the next integral multiple of the system clock's resolution.

■ The remaining lines in the file are used to specify the fx_quantum values for each of the fixed-priority priority levels. The first line specifies the quantum for fixed-priority level 0, the second line specifies the quantum for fixed-priority level 1, and so forth. There must be exactly one line for each configured fixed priority priority level. Each fx_quantum entry must be a positive integer specifying the desired time quantum in the resolution given by res.

See EXAMPLES for an example of an excerpt of a dispadmin configuration file.

Replacing the fx_dptbl Loadable Module

To change the size of the fixed priority dispatch table, you must build the loadable module that contains the dispatch table information. Save the existing module before using the following procedure.

- 1. Place the dispatch table code shown below in a file called fx_dptbl.c. See EXAMPLES, below, for an example of this file.
- 2. Compile the code using the given compilation and link lines supplied:

```
cc -c -0 -D_KERNEL fx_dptbl.c
ld -r -o FX_DPTBL fx_dptbl.o
```

- 3. Copy the current dispatch table in /usr/kernel/sched to FX DPTBL.bak.
- 4. Replace the current FX DPTBL in /usr/kernel/sched.

5. Make changes in the /etc/system file to reflect the changes to the sizes of the tables. See system(4). The variables affected is fx maxupri. The syntax for setting this is as follows:

```
set FX:fx_maxupri=(value for max fixed-priority user priority)
```

6. Reboot the system to use the new dispatch table.

Exercise great care in using the preceding method to replace the dispatch table. A mistake can result in panics, thus making the system unusable.

EXAMPLES

EXAMPLE 1 Configuration File Excerpt

The following excerpt from a dispadmin configuration file illustrates the correct format. Note that, for each line specifying a set of parameters, there is a comment indicating the corresponding priority level. These level numbers indicate priority within the fixed priority class; the mapping between these fixed-priority priorities and the corresponding global scheduling priorities is determined by the configuration specified in the FX DPTBL loadable module. The level numbers are strictly for the convenience of the administrator reading the file and, as with any comment, they are ignored by dispadmin. The dispadmin command assumes that the lines in the file are ordered by consecutive, increasing priority level (from 0 to the maximum configured fixed-priority priority). For the sake of someone reading the file, the level numbers in the comments should agree with this ordering. If for some reason they do not, dispadmin is unaffected.

Fixed Priority Dispatcher Configuration File RES=1000

RES=1000		
# TIME QUANTUM	PRI	ORITY
<pre># (fx_quantum)</pre>	LEV	/EL
200	#	0
200	#	1
200	#	2
200	#	3
200	#	4
200	#	5
200	#	6
200	#	7
•		•
•		•
20	#	58
20	#	59
20	#	60

EXAMPLE 2 fx dptbl.c File Used for Building the New fx dptbl

The following is an example of a fx dptbl.c file used for building the new fx dptbl.

```
/* BEGIN fx_dptbl.c */
```

EXAMPLE 2 fx_dptbl.c File Used for Building the New fx_dptbl (Continued)

```
#include <sys/proc.h>
#include <sys/priocntl.h>
#include <sys/class.h>
#include <sys/disp.h>
#include <sys/fx.h>
#include <sys/fxpriocntl.h>
* This is the loadable module wrapper.
#include <sys/modctl.h>
extern struct mod_ops mod_miscops;
* Module linkage information for the kernel.
static struct modlmisc modlmisc = {
  &mod_miscops, "Fixed priority dispatch table"
static struct modlinkage modlinkage = {
  MODREV_1, &modlmisc, 0
};
\frac{\text{init()}}{\{}
   return (mod_install(&modlinkage));
_info(modinfop)
   struct modinfo *modinfop;
   return (mod_info(&modlinkage, modinfop));
#define FXGPUP0 0 /* Global priority for FX user priority 0 */
fxdpent_t config_fx_dptbl[] = {
              qntm */
/* glbpri
   FXGPUP0+0, 20,
  FXGPUP0+1,
                20,
  FXGPUP0+2,
  FXGPUP0+3,
                20,
   FXGPUP0+4,
                20,
   FXGPUP0+5,
   FXGPUP0+6,
                20,
   FXGPUP0+7,
   FXGPUP0+8,
              20,
   FXGPUP0+9,
```

EXAMPLE 2 fx_dptbl.c File Used for Building the New fx_dptbl (Continued)

```
FXGPUP0+10, 16,
   FXGPUP0+11, 16,
   FXGPUP0+12, 16,
   FXGPUP0+13, 16,
  FXGPUP0+14, 16,
FXGPUP0+15, 16,
  FXGPUP0+16, 16,
   FXGPUP0+17, 16,
  FXGPUP0+18, 16,
  FXGPUP0+19, 16,
FXGPUP0+20, 12,
   FXGPUP0+21, 12,
   FXGPUP0+22, 12,
  FXGPUP0+23, 12,
  FXGPUP0+24, 12,
FXGPUP0+25, 12,
  FXGPUP0+26, 12,
   FXGPUP0+27, 12,
   FXGPUP0+28, 12,
   FXGPUP0+29, 12,
  FXGPUP0+30,
  FXGPUP0+31, 8,
   FXGPUP0+32, 8,
  FXGPUP0+33,
               8,
   FXGPUP0+34,
  FXGPUP0+35,
                 8,
  FXGPUP0+36,
                 8.
   FXGPUP0+37,
                8,
   FXGPUP0+38,
               8,
   FXGPUP0+39,
  FXGPUP0+40,
                4,
  FXGPUP0+41, 4,
  FXGPUP0+42,
   FXGPUP0+43,
                4,
   FXGPUP0+44,
  FXGPUP0+45,
                 4,
  FXGPUP0+46,
                4,
  FXGPUP0+47,
                4,
   FXGPUP0+48,
                4,
   FXGPUP0+49,
                 4,
  FXGPUP0+50,
                4,
  FXGPUP0+51,
               4,
  FXGPUP0+52,
                4,
  FXGPUP0+53,
                4,
   FXGPUP0+54,
  FXGPUP0+55,
                4,
   FXGPUP0+56,
   FXGPUP0+57,
                4,
   FXGPUP0+58,
                4,
   FXGPUP0+59,
                 2,
   FXGPUP0+60
};
```

EXAMPLE 2 fx dptbl.c File Used for Building the New fx dptbl (Continued)

SEE ALSO

priocntl(1), dispadmin(1M), priocntl(2), system(4)

System Administration Guide, Volume 1, System Interface Guide

NOTES

In order to improve performance under heavy system load, both the nfsd daemon and the lockd daemon utilize the maximum priority in the FX class. Unusual fx_dptbl configurations may have significant negative impact on the performance of the nfsd and lockd daemons.

NAME |

gateways – list static routing information

SYNOPSIS

/etc/gateways

DESCRIPTION

The /etc/gateways file is used by the routing daemon, in.routed(1M). When the daemon starts, it reads /etc/gateways to find such distant gateways that cannot be located using only information from a routing socket, to discover if some of the local gateways are passive, and to obtain other parameters.

The /etc/gateways file consists of a series of lines, each in one of the two formats shown below or consisting of parameters described later. Blank lines and lines starting with "#" are treated as comments.

One format specifies networks:

net Nname[/mask] gateway Gname metric value <passive | active | extern>

The other format specifies hosts:

host Hname gateway Gname metric value <passive | active | extern>

Host *hname* is equivalent to net *nname*/32.

The parameters in the lines shown above are described as follows:

Nname or Hname

Name of the destination network or host. It can be a symbolic network name or an Internet address specified in "dot" notation (see inet(3SOCKET)). If it is a name, then it must either be defined in /etc/networks or /etc/hosts, or a naming service must have been started before in.routed(1M).

An optional number between 1 and 32 indicating the netmask associated with Nname.

Gname

Name or address of the gateway to which RIP responses should be forwarded.

The hop count to the destination host or network.

passive | active | extern

One of these keywords must be present to indicate whether the gateway should be treated as passive or active, or whether the gateway is external to the scope of the RIP protocol. A passive gateway is not expected to exchange routing information, while gateways marked active should be willing to exchange RIP packets. See in.routed(1M) for further details.

After turning on debugging in in.routed with the -t option, you can see that lines that follow the format described above create pseudo-interfaces. To set parameters for remote or external interfaces, use a line starting with if=alias (Hname), if=remote(*Hname*), and so forth.

gateways(4)

For backward compatibility with the previous Solaris in.routed implementation, three special keyword formats are accepted. If present, these forms must each be on a separate line, and must not be combined on the same line with any of the keywords listed elsewhere in this document. These three forms are:

norip *ifname* Disable all RIP processing on the specified interface.

noripin *ifname* Disable the processing of received RIP responses on the

specified interface.

noripout *ifname* Disable RIP output on the specified interface.

Lines that start with neither "net" nor "host" must consist of one or more of the following parameter settings, separated by commas or blanks:

if=ifname

Indicates that the other parameters on the line apply to the interface name *ifname*.

subnet=nname[/mask][, metric]

Advertises a route to network nname with mask and the supplied metric (default 1). This is useful for filling "holes" in CIDR allocations. This parameter must appear by itself on a line. The network number must specify a full, 32-bit value, as in 192.0.2.0 instead of 192.0.2.

ripv1 mask=nname/mask1, mask2

Specifies that the netmask of the network of which <code>nname/mask1</code> is a subnet should be <code>mask2</code>. For example, <code>ripv1_mask=192.0.2.16/28,27</code> marks <code>192.0.2.16/28</code> as a subnet of <code>192.0.2.0/27</code> instead of <code>192.0.2.0/24</code>. It is better to turn on RIPv2 instead of using this facility. See the description of <code>ripv2</code> out, below.

passwd=XXX[|KeyID[start|stop]]

Specifies a RIPv2 cleartext password that will be included on all RIPv2 responses sent, and checked on all RIPv2 responses received. Any blanks, tab characters, commas, or "#", " | ", or NULL characters in the password must be escaped with a backslash (\). The common escape sequences \n, \r, \t, \b, and \xxx have their usual meanings. The *KeyID* must be unique but is ignored for cleartext passwords. If present, *start* and *stop* are timestamps in the form year/month/day@hour:minute. They specify when the password is valid. The valid password with the longest future is used on output packets, unless all passwords have expired, in which case the password that expired most recently is used. If no passwords are valid yet, no password is output. Incoming packets can carry any password that is valid, will be valid within 24 hours, or that was valid within 24 hours. To protect password secrecy, the passwd settings are valid only in the /etc/gateways file and only when that file is readable only by UID 0.

md5 passwd=XXX | KeyID[start | stop]

Specifies a RIPv2 MD5 password. Except that a KeyID is required, this keyword is similar to passwd (described above).

no_ag

Turns off aggregation of subnets in RIPv1 and RIPv2 responses.

no host

Turns off acceptance of host routes.

no super ag

Turns off aggregation of networks into supernets in RIPv2 responses.

passive

Marks the interface not to be advertised in updates sent over other interfaces, and turns off all RIP and router discovery through the interface.

Disables all RIP processing on the specified interface. If no interfaces are allowed to process RIP packets, in. routed acts purely as a router discovery daemon.

Note that turning off RIP without explicitly turning on router discovery advertisements with rdisc_adv or -s causes in.routed to act as a client router discovery daemon, which does not advertise.

no rip mcast

Causes RIPv2 packets to be broadcast instead of multicast.

no ripv1 in

Causes RIPv1 received responses to be ignored.

no ripv2 in

Causes RIPv2 received responses to be ignored.

ripv2 out

Turns on RIPv2 output and causes RIPv2 advertisements to be multicast when possible.

ripv2

Equivalent to no ripv1 in and no ripv1 out. This enables RIPv2.

Disables the Internet Router Discovery Protocol.

no solicit

Disables the transmission of Router Discovery Solicitations.

send solicit

Specifies that Router Discovery solicitations should be sent, even on point-to-point links, which, by default, only listen to Router Discovery messages.

no rdisc adv

Disables the transmission of Router Discovery Advertisements.

Specifies that Router Discovery Advertisements should be sent, even on point-to-point links, which by default only listen to Router Discovery messages.

bcast rdisc

Specifies that Router Discovery packets should be broadcast instead of multicast.

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rdisc pref=N

Sets the preference in Router Discovery Advertisements to the optionally signed integer *N*. The default preference is 0. Default routes with higher or less negative preferences are preferred by clients.

rdisc interval=N

Sets the nominal interval with which Router Discovery Advertisements are transmitted to *N* seconds and their lifetime to 3**N*.

fake default=metric

Has an identical effect to -F net[/mask][=metric] with the network number and netmask coming from the specified interface.

pm_rdisc

Similar to fake_default. To prevent RIPv1 listeners from receiving RIPv2 routes when those routes are multicast, this feature causes a RIPv1 default route to be broadcast to RIPv1 listeners. Unless modified with fake_default, the default route is broadcast with a metric of 14. That serves as a "poor man's router discovery" protocol.

trust gateway=rtr_name[|net1/mask1|net2/mask2|...]

Causes RIP packets from that router and other routers named in other trust_gateway keywords to be accepted, and packets from other routers to be ignored. If networks are specified, then routes to other networks will be ignored from that router.

redirect ok

Causes RIP to allow ICMP Redirect messages when the system is acting as a router and forwarding packets. Otherwise, ICMP Redirect messages are overridden.

rip neighbor=x.x.x.x

By default, RIPv1 advertisements over point-to-point links are sent to the peer's address (255.255.255.255, if none is available), and RIPv2 advertisements are sent to either the RIP multicast address or the peer's address if no_rip_mcast is set. This option overrides those defaults and configures a specific address to use on the indicated interface. This can be used to set a "broadcast" type advertisement on a point-to-point link.

SEE ALSO

in.routed(1M), route(1M), rtquery(1M), inet(3SOCKET),

Internet Transport Protocols, XSIS 028112, Xerox System Integration Standard

NAME

geniconvtbl – geniconvtbl input file format

DESCRIPTION

An input file to geniconvtbl is an ASCII text file that contains an iconv code conversion definition from one codeset to another codeset.

The geniconvtbl utility accepts the code conversion definition file(s) and writes code conversion binary table file(s) that can be used in iconv(1) and iconv(3C) to support user-defined code conversions. See iconv(1) and iconv(3C) for more detail on the iconv code conversion and geniconvtbl(1) for more detail on the utility.

The Lexical Conventions

The following lexical conventions are used in the iconv code conversion definition:

CONVERSION_NAME A string of characters representing the name of the iconv

code conversion. The iconv code conversion name should start with one or more printable ASCII characters followed by a percentage character '%' followed by another one or

more of printable ASCII characters. Examples:

ISO8859-1%ASCII, 646%eucJP, CP_939%ASCII.

NAME A string of characters starts with any one of the ASCII

alphabet characters or the underscore character, '_', followed by one or more ASCII alphanumeric characters

and underscore character, '_'. Examples: _a1,

ABC codeset, K1.

HEXADECIMAL A hexadecimal number. The hexadecimal representation

consists of an escape character, '0' followed by the constant 'x' or 'X' and one or more hexadecimal digits.

Examples: 0x0, 0x1, 0x1a, 0X1A, 0x1B3.

DECIMAL A decimal number, represented by one or more decimal

digits. Examples: 0, 123, 2165.

Each comment starts with '//' ends at the end of the line.

The following keywords are reserved:

automatic between binary break condition default dense direction discard else error escapeseq false if index init input inputsize

map maptype no_change_copy
operation output output_byte_length

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outputsize printchr printthd
printint reset return

true

Additionally, the following symbols are also reserved as tokens:

{}[]();,...

The precedence and associativity

The following table shows the precedence and associativity of the operators from lower precedence at the top to higher precedence at the bottom of the table allowed in the iconv code conversion definition:

Operator (Symbol)	Associativity
Assignment (=)	Right
Logical OR ()	Left
Logical AND (&&)	Left
Bitwise OR ()	Left
Exclusive OR (^)	Left
Bitwise AND (&)	Left
<pre>Equal-to (= =), Inequality (!=)</pre>	Left
Less-than (<), Less-than-or-equal-to (<=), Greater-than (>), Greater-than-or-equal-to (>=)	Left
Left-shift (<<), Right-shift (>>)	Left
Addition (+), Subtraction (-)	Left
Multiplication (*), Division (/), Remainder (%)	Left
Logical negation (!),	Right

```
Bitwise complement (~),
Unary minus (-)
```

The Syntax

Each iconv code conversion definition starts with CONVERSION NAME followed by one or more semi-colon separated code conversion definition elements:

```
// a US-ASCII to ISO8859-1 iconv code conversion example:
US-ASCII%ISO8859-1 {
    // one or more code conversion definition elements here.
}
```

Each code conversion definition element can be any one of the following elements:

direction condition operation map

To have a meaningful code conversion, there should be at least one direction, operation, or map element in the iconv code conversion definition.

The direction element contains one or more semi-colon separated condition-action pairs that direct the code conversion:

```
direction For_US-ASCII_2_IS08859-1 {
    // one or more condition-action pairs here.
}
```

Each condition-action pair contains a conditional code conversion that consists of a condition element and an action element.

condition action

If the pre-defined condition is met, the corresponding action is executed. If there is no pre-defined condition met, iconv(3C) will return -1 with errno set to EILSEQ. The condition can be a condition element, a name to a pre-defined condition element, or a condition literal value, true. The 'true' condition literal value always yields success and thus the corresponding action is always executed. The action also can be an action element or a name to a pre-defined action element.

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The condition element specifies one or more condition expression elements. Since each condition element can have a name and also can exist stand-alone, a pre-defined condition element can be referenced by the name at any action pairs later. To be used in that way, the corresponding condition element should be defined beforehand:

```
condition For_US-ASCII_2_ISO8859-1 {
    // one or more condition expression elements here.
    :
    :
}
```

The name of the condition element in the above example is For_US-ASCII_2_ISO8859-1. Each condition element can have one or more condition expression elements. If there are more than one condition expression elements, the condition expression elements are checked from top to bottom to see if any one of the condition expression elements will yield a true. Any one of the following can be a condition expression element:

between escapeseq expression

The between condition expression element defines one or more comma-separated ranges:

```
between 0x0...0x1f, 0x7f...0x9f ;
between 0xalal...0xfefe ;
```

In the first expression in the example above, the covered ranges are 0x0 to 0x1f and 0x7f to 0x9f inclusively. In the second expression, the covered range is the range whose first byte is 0xa1 to 0xfe and whose second byte is between 0xa1 to 0xfe. This means that the range is defined by each byte. In this case, the sequence 0xa280 does not meet the range.

The escapeseq condition expression element defines an equal-to condition for one or more comma-separated escape sequence designators:

```
// ESC $ ) C sequence:
escapeseq 0x1b242943;

// ESC $ ) C sequence or ShiftOut (SO) control character code, 0x0e:
escapeseq 0x1b242943, 0x0e;
```

The expression can be any one of the following and can be surrounded by a pair of parentheses, '(' and ')':

```
// HEXADECIMAL:
0xala1
// DECIMAL
```

```
12
// A boolean value, true:
true
// A boolean value, false:
false
// Addition expression:
1 + 2
// Subtraction expression:
// Multiplication expression:
0x20 * 10
// Division expression:
20 / 10
// Remainder expression:
17 % 3
// Left-shift expression:
1 << 4
// Right-shift expression:
0xa1 >> 2
// Bitwise OR expression:
0x2121 | 0x8080
// Exclusive OR expression:
0xa1a1 ^ 0x8080
// Bitwise AND expression:
0xa1 & 0x80
// Equal-to expression:
0x10 == 16
// Inequality expression:
0x10 != 10
// Less-than expression:
// Less-than-or-equal-to expression:
10 <= 0x10
// Bigger-than expression:
0x10 > 12
// Bigger-than-or-equal-to expression:
0x10 >= 0xa
// Logical OR expression:
0x10 || false
```

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```
// Logical AND expression:
0x10 && false

// Logical negation expression:
! false

// Bitwise complement expression:
~0

// Unary minus expression:
-123
```

There is a single type available in this expression: integer. The boolean values are two special cases of integer values. The 'true' boolean value's integer value is 1 and the 'false' boolean value's integer value is 0. Also, any integer value other than 0 is a true boolean value. Consequently, the integer value 0 is the false boolean value. Any boolean expression yields integer value 1 for true and integer value 0 for false as the result.

Any literal value shown at the above expression examples as operands, that is, DECIMAL, HEXADECIMAL, and boolean values, can be replaced with another expression. There are a few other special operands that you can use as well in the expressions: 'input', 'inputsize', 'outputsize', and variables. input is a keyword pointing to the current input buffer. inputsize is a keyword pointing to the current input buffer size in bytes. outputsize is a keyword pointing to the current output buffer size in bytes. The NAME lexical convention is used to name a variable. The initial value of a variable is 0. The following expressions are allowed with the special operands:

```
// Pointer to the third byte value of the current input buffer:
input[2]

// Equal-to expression with the 'input':
input == 0x8020

// Alternative way to write the above expression:
0x8020 == input

// The size of the current input buffer size:
inputsize

// The size of the current output buffer size:
outputsize

// A variable:
saved_second_byte

// Assignment expression with the variable:
saved_second_byte = input[1]
```

The input keyword without index value can be used only with the equal-to operator, '=='. When used in that way, the current input buffer is consecutively compared with another operand byte by byte. An expression can be another operand. If the input keyword is used with an index value n, it is a pointer to the (n+1)th byte from the beginning of the current input buffer. An expression can be the index. Only a variable can be placed on the left hand side of an assignment expression.

The action element specifies an action for a condition and can be any one of the following elements:

direction operation map

The operation element specifies one or more operation expression elements:

```
operation For_US-ASCII_2_ISO8859-1 {
    // one or more operation expression element definitions here.
}
```

If the name of the operation element, in the case of the above example, For US -ASCII 2 ISO8859-1, is either init or reset, it defines the initial operation and the reset operation of the iconv code conversion:

```
// The initial operation element:
operation init {
    // one or more operation expression element definitions here.
}
// The reset operation element:
operation reset {
    \ensuremath{//} one or more operation expression element definitions here.
    :
}
```

The initial operation element defines the operations that need to be performed in the beginning of the iconv code conversion. The reset operation element defines the operations that need to be performed when a user of the iconv(3) function requests a state reset of the iconv code conversion. For more detail on the state reset, refer to iconv(3C).

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The operation expression can be any one of the following three different expressions and each operation expression should be separated by an ending semicolon:

if-else operation expression output operation expression control operation expression

The if-else operation expression makes a selection depend on the boolean expression result. If the boolean expression result is true, the true task that follows the 'if' is executed. If the boolean expression yields false and if a false task is supplied, the false task that follows the 'else' is executed. There are three different kinds of if-else operation expressions:

```
// The if-else operation expression with only true task:
if (expression) {
    // one or more operation expression element definitions here.
}
// The if-else operation expression with both true and false
// tasks:
if (expression) {
    // one or more operation expression element definitions here.
} else {
    // one or more operation expression element definitions here.
}
\ensuremath{//} The if-else operation expression with true task and
// another if-else operation expression as the false task:
if (expression) {
    // one or more operation expression element definitions here.
} else if (expression) {
    \ensuremath{//} one or more operation expression element definitions here.
} else {
    // one or more operation expression element definitions here.
```

```
}
```

The last if-else operation expression can have another if-else operation expression as the false task. The other if-else operation expression can be any one of above three if-else operation expressions.

The output operation expression saves the right hand side expression result to the output buffer:

```
// Save 0x8080 at the output buffer:
output = 0x8080;
```

If the size of the output buffer left is smaller than the necessary output buffer size resulting from the right hand side expression, the iconv code conversion will stop with E2BIG errno and (size t)-1 return value to indicate that the code conversion needs more output buffer to complete. Any expression can be used for the right hand side expression. The output buffer pointer will automatically move forward appropriately once the operation is executed.

The control operation expression can be any one of the following expressions:

```
// Return (size t)-1 as the return value with an EINVAL errno:
error;
// Return (size t)-1 as the return value with an EBADF errno:
error 9:
\ensuremath{//} Discard input buffer byte operation. This discards a byte from
// the current input buffer and move the input buffer pointer to
// the 2'nd byte of the input buffer:
discard;
// Discard input buffer byte operation. This discards
// 10 bytes from the current input buffer and move the input
// buffer pointer to the 11'th byte of the input buffer:
discard 10;
// Return operation. This stops the execution of the current
// operation:
return:
\ensuremath{//} Operation execution operation. This executes the init
// operation defined and sets all variables to zero:
operation init;
// Operation execution operation. This executes the reset
// operation defined and sets all variables to zero:
operation reset;
// Operation execution operation. This executes an operation
// defined and named 'ISO8859 1 to ISO8859 2':
```

geniconvtbl(4)

```
operation ISO8859_1_to_ISO8859_2;

// Direction operation. This executes a direction defined and
// named 'ISO8859_1_to_KOI8_R:
direction ISO8859_1_to_KOI8_R;

// Map execution operation. This executes a mapping defined
// and named 'Map_ISO8859_1_to_US_ASCII':
map Map_ISO8859_1_to_US_ASCII;

// Map execution operation. This executes a mapping defined
// and named 'Map_ISO8859_1_to_US_ASCII' after discarding
// 10 input buffer bytes:
map Map_ISO8859_1_to_US_ASCII 10;
```

In case of init and reset operations, if there is no pre-defined init and/or reset operations in the iconv code conversions, only system-defined internal init and reset operations will be executed. The execution of the system-defined internal init and reset operations will clear the system-maintained internal state.

There are three special operators that can be used in the operation:

```
printchr expression;
printhd expression;
printint expression;
```

The above three operators will print out the given expression as a character, a hexadecimal number, and a decimal number, respectively, at the standard error stream. These three operators are for debugging purposes only and should be removed from the final version of the iconv code conversion definition file.

In addition to the above operations, any valid expression separated by a semi-colon can be an operation, including an empty operation, denoted by a semi-colon alone as an operation.

The map element specifies a direct code conversion mapping by using one or more map pairs. When used, usually many map pairs are used to represent an iconv code conversion definition:

```
map For_US-ASCII_2_IS08859-1 {
    // one or more map pairs here
    :
    :
}
```

Each map element also can have one or two comma-separated map attribute elements like the following examples:

```
// Map with densely encoded mapping table map type:
map maptype = dense {
```

```
// one or more map pairs here
}
// Map with hash mapping table map type with hash factor 10.
// Only hash mapping table map type can have hash factor. If
\ensuremath{//} the hash factor is specified with other map types, it will be
// ignored.
map maptype = hash : 10 {
    // one or more map pairs here.
}
// Map with binary search tree based mapping table map type:
map maptype = binary {
    // one more more map pairs here.
}
// Map with index table based mapping table map type:
map maptype = index {
    // one or more map pairs here.
}
\ensuremath{//} Map with automatic mapping table map type. If defined,
// system will assign the best possible map type.
map maptype = automatic {
    // one or more map pairs here.
}
// Map with output_byte_length limit set to 2.
map output_byte_length = 2 {
    // one or more map pairs here.
}
\ensuremath{//} Map with densely encoded mapping table map type and
// output_bute_length limit set to 2:
map maptype = dense, output byte length = 2 {
```

```
// one or more map pairs here.
}
```

If no maptype is defined, automatic is assumed. If no output_byte_length is defined, the system figures out the maximum possible output byte length for the mapping by scanning all the possible output values in the mappings. If the actual output byte length scanned is bigger than the defined output_byte_length, the geniconvtbl utility issues an error and stops generating the code conversion binary table(s).

The following are allowed map pairs:

```
// Single mapping. This maps an input character denoted by
// the code value 0x20 to an output character value 0x21:
0x20
           0x21
// Multiple mapping. This maps 128 input characters to 128
// output characters. In this mapping, 0x0 maps to 0x10, 0x1 maps
// to 0x11, 0x2 maps to 0x12, ..., and, 0x7f maps to 0x8f:
0x0...0x7f 0x10
// Default mapping. If specified, every undefined input character
// in this mapping will be converted to a specified character
// (in the following case, a character with code value of 0x3f):
default
// Default mapping. If specified, every undefined input character
// in this mapping will not be converted but directly copied to
// the output buffer:
default
           no change copy;
// Error mapping. If specified, during the code conversion,
// if input buffer contains the byte value, in this case, 0x80,
// the iconv(3) will stop and return (size_t)-1 as the return
// value with EILSEQ set to the errno:
0x80
           error;
```

If no default mapping is specified, every undefined input character in the mapping will be treated as an error mapping. and thus the iconv(3C) will stop the code conversion and return (size t)-1 as the return value with EILSEQ set to the errno.

The syntax of the iconv code conversion definition in extended BNF is illustrated below:

```
iconv conversion definition
        : CONVERSION NAME '{' definition element list '}'
definition element list
        : definition_element ';'
        definition element list definition element ';'
```

```
definition element
        : direction
        condition
        | operation
        | map
direction
       : 'direction' NAME '{' direction_unit_list '}'
       'direction' '{' direction unit list '}'
direction_unit_list
       : direction_unit
        direction_unit_list direction_unit
direction unit
       condition action ';'
        | condition NAME ';'
        NAME action ';'
        NAME NAME ';'
        'true' action ';'
'true' NAME ';'
action
        : direction
        | operation
condition
       : 'condition' NAME '{' condition_list '}'
        'condition' '{' condition_list'}'
condition list
       condition_expr ';'
        | condition list condition expr ';'
{\tt condition\_expr}
       : 'between' range list
        | 'escapeseq' escseq_list ';'
range_list
       : range_pair
        | range_list ',' range_pair
range_pair
       : HEXADECIMAL '...' HEXADECIMAL
escseq list
```

geniconvtbl(4)

```
: escseq
        | escseq_list ',' escseq
escseq : HEXADECIMAL
        : 'map' NAME '{' map_list '}'
         | 'map' '{' map_list '}'
         'map' NAME map_attribute '{' map_list '}'
         'map' map attribute '{' map list '}'
map_attribute
        : map_type ',' 'output_byte_length' '=' DECIMAL
         'output_byte_length' '=' DECIMAL ',' map_type
         'output byte length' '=' DECIMAL
map_type: 'maptype' '=' map_type_name : DECIMAL
        'maptype' '=' map_type_name
map_type_name
        : 'automatic'
         'index'
         'hash'
         'binary'
        'dense'
map_list
        : map_pair
        | map_list map_pair
map_pair
         : HEXADECIMAL HEXADECIMAL
         | HEXADECIMAL '...' HEXADECIMAL HEXADECIMAL
         'default' HEXADECIMAL
         'default' 'no_change_copy'
         | HEXADECIMAL 'error'
operation
        : 'operation' NAME '{' op_list '}'
| 'operation' '{' op_list '}'
| 'operation' 'init' '{' op_list '}'
| 'operation' 'reset' '{' op_list '}'
op_list : op_unit
       op_list op_unit
op_unit : ';'
        | expr ';'
         | 'error' ';'
```

```
'error' expr ';'
           'discard' ';'
           'discard' expr ';'
          'output' '=' expr ';'
          'direction' NAME ';'
         'operation' NAME ';'
'operation' 'init' ';'
'operation' 'reset' ';'
          'map' NAME';'
           'map' NAME expr ';'
          op if else
          'return' ';'
          'printchr' expr ';'
           'printhd' expr ';'
         'printint' expr ';'
op_if_else
         : 'if' '(' expr ')' '{' op_list '}'
| 'if' '(' expr ')' '{' op_list '}' 'else' op_if_else
         | 'if' '(' expr ')' '{' op_list '}' 'else' '{' op_list '}'
         : '(' expr ')'
expr
         NAME
           HEXADECIMAL
           DECIMAL
          'input' '[' expr ']'
           'outputsize'
           'inputsize'
           'true'
          'false'
           'input' '==' expr
           expr '==' 'input'
           '!' expr
           '~' expr
           '-' expr
           expr '+' expr
           expr '-' expr
           expr '*' expr
expr '/' expr
           expr '%' expr
           expr '<<' expr
           expr '>>' expr
           expr '|' expr
           expr '^' expr
           expr '&' expr
expr '==' expr
           expr '!=' expr
           expr '>' expr
           expr '>=' expr
         | expr '<' expr
| expr '<=' expr
         NAME '=' expr
         | expr '||' expr
| expr '&&' expr
```

EXAMPLES

EXAMPLE 1 Code conversion from ISO8859-1 to ISO646

```
ISO8859-1%ISO646 {
          // Use dense-encoded internal data structure.
          map maptype = dense {
                  default
                                  0x3f
                  0x0...0x7f
                                 0x0
          };
EXAMPLE 2 Code conversion from eucJP to ISO-2022-JP
// Iconv code conversion from eucJP to ISO-2022-JP
        #include <sys/errno.h>
        eucJP%ISO-2022-JP {
            operation init {
                 codesetnum = 0;
             operation reset {
                 if (codesetnum != 0) {
                     // Emit state reset sequence, ESC ( J, for
                      // ISO-2022-JP.
                      output = 0x1b284a;
                 operation init;
             };
             direction {
                                     // JIS X 0201 Latin (ASCII)
                 condition {
                     between 0x00...0x7f;
                 } operation {
                      if (codesetnum != 0) {
                           // We will emit four bytes.
                           if (outputsize <= 3) {
                                   error E2BIG;
                           // Emit state reset sequence, ESC ( J.
                           output = 0x1b284a;
                           codesetnum = 0;
                      } else {
                           if (outputsize <= 0) {
                                   error E2BIG;
                      output = input[0];
                      \ensuremath{//} Move input buffer pointer one byte.
                      discard;
                 };
                 condition {
                                         // JIS X 0208
                      between 0xalal...0xfefe;
                 } operation {
                      if (codesetnum != 1) {
                           if (outputsize <= 4) {
```

EXAMPLE 2 Code conversion from eucJP to ISO-2022-JP (Continued)

```
error E2BIG;
         // Emit JIS X 0208 sequence, ESC $ B.
         output = 0x1b2442;
         codesetnum = 1;
     } else {
         if (outputsize <= 1) {
                 error E2BIG;
    output = (input[0] & 0x7f);
    output = (input[1] & 0x7f);
     // Move input buffer pointer two bytes.
    discard 2;
};
condition {
                      // JIS X 0201 Kana
    between 0x8eal...0x8edf;
} operation {
    if (codesetnum != 2) {
         if (outputsize <= 3) {
                 error E2BIG;
         // Emit JIS X 0201 Kana sequence,
         // ESC ( I.
         output = 0x1b2849;
         codesetnum = 2;
     } else {
         if (outputsize <= 0) {
                 error E2BIG;
    output = (input[1] & 127);
     // Move input buffer pointer two bytes.
    discard 2;
};
condition {
                       // JIS X 0212
    between 0x8fala1...0x8ffefe;
} operation {
     if (codesetnum != 3) {
         if (outputsize <= 5) {
                 error E2BIG;
          // Emit JIS X 0212 sequence, ESC $ ( D.
            output = 0x1b242844;
             codesetnum = 3;
     } else {
             if (outputsize <= 1) {</pre>
                    error E2BIG;
    output = (input[1] & 127);
```

geniconvtbl(4)

FILES

SEE ALSO

NOTES

```
EXAMPLE 2 Code conversion from eucJP to ISO-2022-JP
                                                 (Continued)
                     output = (input[2] & 127);
                     discard 3;
                };
                       operation {
                                      // error
                true
                     error EILSEQ;
                };
            };
       }
/usr/bin/geniconvtbl
  the utility geniconvtbl
/usr/lib/iconv/geniconvtbl/binarytables/*.bt
  conversion binary tables
/usr/lib/iconv/geniconvtbl/srcs/*
  conversion source files for user reference
cpp(1), geniconvtbl(1), iconv(1), iconv(3C), iconv-close(3C),
iconv-open(3C), attributes(5), environ(5)
International Language Environments Guide
The maximum length of HEXADECIMAL and DECIMAL digit length is 128. The
maximum length of a variable is 255. The maximum nest level is 16.
```

NAME

group - group file

DESCRIPTION

The group file is a local source of group information. The group file can be used in conjunction with other group sources, including the NIS maps group.byname and group.bygid and the NIS+ table group. Programs use the getgrnam(3C) routines to access this information.

The group file contains a one-line entry for each group recognized by the system, of the form:

groupname:password: gid:user-list

where

groupname The name of the group.

gid The group's unique numerical ID (GID) within the system.

user-list A comma-separated list of users allowed in the group.

The maximum value of the *gid* field is 2147483647. To maximize interoperability and compatibility, administrators are recommended to assign groups using the range of GIDs below 60000 where possible.

If the password field is empty, no password is demanded. During user identification and authentication, the supplementary group access list is initialized sequentially from information in this file. If a user is in more groups than the system is configured for, {NGROUPS_MAX}, a warning will be given and subsequent group specifications will be ignored.

Malformed entries cause routines that read this file to halt, in which case group assignments specified further along are never made. To prevent this from happening, use grpck(1B) to check the /etc/group database from time to time.

Previous releases used a group entry beginning with a '+' (plus sign) or '-' (minus sign) to selectively incorporate entries from NIS maps for group. If still required, this is supported by specifying group:compat in nsswitch.conf(4). The "compat" source may not be supported in future releases. The preferred sources are, "files" followed by "nisplus". This has the effect of incorporating the entire contents of the NIS+ group table after the group file.

EXAMPLES

EXAMPLE 1 Sample of a group file.

Here is a sample group file:

```
root::0:root
stooges:q.mJzTnu8icF.:10:larry,moe,curly
```

and the sample group entry from nsswitch.conf:

```
group: files nisplus
```

group(4)

EXAMPLE 1 Sample of a group file. (Continued)

With these entries, the group stooges will have members larry, moe, and curly, and all groups listed in the NIS+ group table are effectively incorporated after the entry for stooges.

If the group file was:

```
root::0:root
stooges:q.mJzTnu8icF.:10:larry,moe,curly
+:
```

and the group entry from nsswitch.conf:

```
group: compat
```

all the groups listed in the NIS group. bygid and group. byname maps would be effectively incorporated after the entry for stooges.

SEE ALSO

groups(1), grpck(1B), newgrp(1), getgrnam(3C), initgroups(3C), nsswitch.conf(4), unistd(3HEAD)

System Administration Guide: Basic Administration

NAME

holidays – prime/nonprime table for the accounting system

SYNOPSIS

/etc/acct/holidays

DESCRIPTION

The /etc/acct/holidays file describes which hours are considered prime time and which days are holidays. Holidays and weekends are considered non-prime time hours. /etc/acct/holidays is used by the accounting system.

All lines beginning with an "*" are comments.

The /etc/acct/holidays file consists of two sections. The first non-comment line defines the current year and the start time of prime and non-prime time hours, in the form:

```
current_year
                    prime_start
                                       non_prime_start
```

The remaining non-comment lines define the holidays in the form:

```
month/day
               company_holiday
```

Of these two fields, only the *month/day* is actually used by the accounting system

The /etc/acct/holidays file must be updated each year.

EXAMPLES

EXAMPLE 1 Example of the /etc/acct/holidays file.

The following is an example of the /etc/acct/holidays file:

```
* Prime/Nonprime Table for the accounting system
* Curr
          Prime
                  Non-Prime
* Year
       Start
                  Start
       0830
               1800
 1991
* only the first column (month/day) is significant.
* month/day Company Holiday
           New Years Day
 1/1
 5/30
           Memorial Day
           Indep. Day
Labor Day
 7/4
 9/5
           Thanksgiving Day
 11/24
 11/25
           day after Thanksgiving
       Christmas
 12/25
            day after Christmas
 12/26
```

SEE ALSO

acct(1M)

hosts(4)

NAME | hosts – host name database

SYNOPSIS

/etc/inet/hosts

/etc/hosts

DESCRIPTION

The hosts file is a local database that associates the names of hosts with their Internet Protocol (IP) addresses. The hosts file can be used in conjunction with, or instead of, other hosts databases, including the Domain Name System (DNS), the NIS hosts map and the NIS+ hosts table. Programs use library interfaces to access information in the hosts file.

The hosts file has one entry for each IP address of each host. If a host has more than one IP address, it will have one entry for each, on consecutive lines. The format of each line is:

IP-address official-host-name nicknames . . .

Items are separated by any number of SPACE and/or TAB characters. The first item on a line is the host's IP address. The second entry is the host's official name. Subsequent entries on the same line are alternative names for the same machine, or "nicknames." Nicknames are optional.

For a host with more than one IP address, consecutive entries for these addresses may contain the same or differing nicknames. Different nicknames are useful for assigning distinct names to different addresses.

A call to gethostbyname(3NSL) returns a hostent structure containing the union of all addresses and nicknames from each line containing a matching official name or nickname.

A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines that search the file.

Network addresses are written in the conventional "decimal dot" notation and interpreted using the inet addr routine from the Internet address manipulation library, inet(3SOCKET).

This interface supports host names as defined in Internet RFC 952 which states:

A "name" (Net, Host, Gateway, or Domain name) is a text string up to 24 characters drawn from the alphabet (A-Z), digits (0-9), minus sign (-), and period (.). Note that periods are only allowed when they serve to delimit components of "domain style names". (See RFC 921, "Domain Name System Implementation Schedule," for background). No blank or space characters are permitted as part of a name. No distinction is made between upper and lower case. The first character must be an alpha character. The last character must not be a minus sign or period.

Although the interface accepts host names longer than 24 characters for the host portion (exclusive of the domain component), choosing names for hosts that adhere to the 24 character restriction will insure maximum interoperability on the Internet.

A host which serves as a GATEWAY should have "-GATEWAY" or "-GW" as part of its name. Hosts which do not serve as Internet gateways should not use "-GATEWAY" and "-GW" as part of their names. A host which is a TAC should have "-TAC" as the last part of its host name, if it is a DoD host. Single character names or nicknames are not allowed.

RFC 952 has been modified by RFC 1123 to relax the restriction on the first character being a digit.

EXAMPLES

EXAMPLE 1 Example of a typical line from the hosts file.

Here is a typical line from the hosts file:

192.9.1.20 gaia # John Smith

SEE ALSO

in.named(1M), gethostbyname(3NSL), inet(3SOCKET), nsswitch.conf(4), resolv.conf(4)

NOTES

/etc/inet/hosts is the official SVR4 name of the hosts file. The symbolic link /etc/hosts exists for BSD compatibility.

hosts.equiv(4)

NAME

hosts.equiv, rhosts – trusted remote hosts and users

DESCRIPTION

The /etc/hosts.equiv and .rhosts files provide the "remote authentication" database for rlogin(1), rsh(1), rcp(1), and rcmd(3SOCKET). The files specify remote hosts and users that are considered "trusted". Trusted users are allowed to access the local system without supplying a password. The library routine ruserok() (see rcmd(3SOCKET)) performs the authentication procedure for programs by using the /etc/hosts.equiv and .rhosts files. The /etc/hosts.equiv file applies to the entire system, while individual users can maintain their own .rhosts files in their home directories.

These files bypass the standard password-based user authentication mechanism. To maintain system security, care must be taken in creating and maintaining these files.

The remote authentication procedure determines whether a user from a remote host should be allowed to access the local system with the identity of a local user. This procedure first checks the /etc/hosts.equiv file and then checks the .rhosts file in the home directory of the local user who is requesting access. Entries in these files can be of two forms. Positive entries allow access, while negative entries deny access. The authentication succeeds when a matching positive entry is found. The procedure fails when the first matching negative entry is found, or if no matching entries are found in either file. The order of entries is important. If the files contain both positive and negative entries, the entry that appears first will prevail. The rsh(1) and rcp(1) programs fail if the remote authentication procedure fails. The rlogin program falls back to the standard password-based login procedure if the remote authentication fails.

Both files are formatted as a list of one-line entries. Each entry has the form:

hostname [username]

Hostnames must be the official name of the host, not one of its nicknames.

Negative entries are differentiated from positive entries by a '-' character preceding either the *hostname* or *username* field.

Positive Entries

If the form:

hostname

is used, then users from the named host are trusted. That is, they may access the system with the same user name as they have on the remote system. This form may be used in both the /etc/hosts.equiv and .rhosts files.

If the line is in the form:

hostname username

then the named user from the named host can access the system. This form may be used in individual .rhosts files to allow remote users to access the system as a different local user. If this form is used in the /etc/hosts.equiv file, the named remote user will be allowed to access the system as any local user.

netgroup(4) can be used in either the *hostname* or *username* fields to match a number of hosts or users in one entry. The form:

```
+@netgroup
```

allows access from all hosts in the named netgroup. When used in the *username* field, netgroups allow a group of remote users to access the system as a particular local user. The form:

```
hostname +@netgroup
```

allows all of the users in the named netgroup from the named host to access the system as the local user. The form:

```
+@netgroup1 +@netgroup2
```

allows the users in *netgroup2* from the hosts in *netgroup1* to access the system as the local user.

The special character '+' can be used in place of either *hostname* or *username* to match any host or user. For example, the entry

+

will allow a user from any remote host to access the system with the same username. The entry

```
+ username
```

will allow the named user from any remote host to access the system. The entry

```
hostname +
```

will allow any user from the named host to access the system as the local user.

Negative Entries

Negative entries are preceded by a '-' sign. The form:

-hostname

will disallow all access from the named host. The form:

```
-@netgroup
```

means that access is explicitly disallowed from all hosts in the named netgroup. The form:

```
hostname -username
```

disallows access by the named user only from the named host, while the form:

hosts.equiv(4)

+ -@netgroup

will disallow access by all of the users in the named netgroup from all hosts.

Search Sequence

To help maintain system security, the /etc/hosts.equiv file is not checked when access is being attempted for super-user. If the user attempting access is not the super-user, /etc/hosts.equiv is searched for lines of the form described above. Checks are made for lines in this file in the following order:

- 1. +
- 2. +@netgroup
- 3. –@netgroup
- 4. -hostname
- 5. hostname

The user is granted access if a positive match occurrs. Negative entries apply only to /etc/hosts.equiv and may be overridden by subsequent .rhosts entries.

If no positive match occurred, the .rhosts file is then searched if the user attempting access maintains such a file. This file is searched whether or not the user attempting access is the super-user. As a security feature, the .rhosts file must be owned by the user who is attempting access. Checks are made for lines in .rhosts in the following order:

- 1. +
- 2. +@netgroup
- 3. -@netgroup
- 4. -hostname
- 5. hostname

FILES

/etc/hosts.equiv system trusted hosts and users

~/.rhosts

user's trusted hosts and users

SEE ALSO

rcp(1), rlogin(1), rsh(1), rcmd(3SOCKET), hosts(4), netgroup(4), passwd(4)

WARNINGS

Positive entries in /etc/hosts.equiv that include a *username* field (either an individual named user, a netgroup, or '+' sign) should be used with extreme caution. Because /etc/hosts.equiv applies system-wide, these entries allow one, or a group of, remote users to access the system *as any local user*. This can be a security hole. For example, because of the search sequence, an /etc/hosts.equiv file consisting of the entries

-hostxxx

will not deny access to "hostxxx".

NAME

ike.config – configuration file for IKE policy

SYNOPSIS

/etc/inet/ike/config

DESCRIPTION

The /etc/inet/ike/config file contains rules for matching inbound IKE requests. It also contains rules for preparing outbound IKE requests.

You can test the syntactic correctness of an /etc/inet/ike/config file by using the -c or -f options of in. iked(1M). You must use the -c option to test a config file. You may need to use the -f option if it is not in /etc/inet/ike/config.

Lexical Components

On any line, an unquoted # character introduces a comment. The remainder of that line is ignored. Additionally, on any line, an unquoted // sequence introduces a comment. The remainder of that line is ignored.

There are several types of lexical tokens in the ike.config file:

A decimal, hex, or octal number representation is as in 'C'.

IPaddr/prefix/range

An IPv4 or IPv6 address with an optional /NNN suffix, (where NNN is a num) and indicates an address (CIDR) prefix (for example, 10.1.2.0/24). An optional /ADDR suffix (where ADDR is a second IP address) indicates an address / mask pair (for example, 10.1.2.0/255.255.255.0). An optional -ADDR suffix (where ADDR is a second IP address) indicates an inclusive range of addresses (for example, 10.1.2.0-10.1.2.255). The / or - can be surrounded by an arbitrary amount of white space.

in.iked(1M) does not support IPv6.

```
XXX | YYY | ZZZ
```

Either the words XXX, YYY, or ZZZ, for example, {yes,no}.

p1-id-type

An IKE phase 1 identity type. IKE phase 1 identity types include:

```
dn, DN
dns, DNS
fqdn, FQDN
gn, GN
ip, IP
ipv4
ipv4 prefix
ipv4_range
ipv6
ipv6 prefix
ipv6 range
mbox, MBOX
user fqdn
```

ike.config(4)

"string"

A quoted string.

Examples include: "Label foo", or "C=US, OU=Sun Microsystems\\, Inc., N=danmcd@eng.sun.com"

A backslash (\) is an escape character. If the string needs an actual backslash, two must be specified.

cert-sel

A certificate selector, a *string* which specifies the identities of zero or more certificates. The specifiers can conform to X . 509 naming conventions.

A *cert-sel* can also use various shortcuts to match either subject alternative names, the filename or slot of a certificate in /etc/inet/ike/publickeys, or even the ISSUER. For example:

```
"SLOT=0"
"EMAIL=postmaster@domain.org"
"webmaster@domain.org" # Some just work w/o TYPE=
"IP=10.0.0.1"
"10.21.11.11" # Some just work w/o TYPE=
"DNS=www.domain.org"
"mailhost.domain.org" # Some just work w/o TYPE=
"ISSUER=C=US, O=Sun Microsystems\\, Inc., CN=Sun CA"
```

Any *cert-sel* preceded by the character ! indicates a negative match, that is, not matching this specifier. These are the same kind of strings used in ikecert(1M).

ldap-list

A quoted, comma-separated list of LDAP servers and ports.

```
For example, "ldap1.sun.com", "ldap1.sun.com:389", "ldap1.sun.com:389,ldap2.sun.com".
```

The default port for LDAP is 389.

parameter-list

A list of parameters.

File Body Entries

There are four main types of entries:

- global parameters
- IKE phase 1 transform defaults
- IKE rule defaults
- IKE rules

The global parameter entries are as follows:

cert_root cert-sel

The X.509 distinguished name of a certificate that is a trusted root CA certificate. It must be encoded in a file in the /etc/inet/ike/publickeys directory. It

must have a CRL in /etc/inet/ike/crls. Multiple

cert root parameters aggregate.

cert_trust cert-sel Specifies an X.509 distinguished name of a certificate

that is self-signed, or has otherwise been verified as trustworthy for signing IKE exchanges. It must be encoded in a file in /etc/inet/ike/publickeys.

Multiple cert trust parameters aggregate.

ignore_crls If this keyword is present in the file, in.iked(1M)

ignores Certificate Revocation Lists (CRLs) for root

CAs (as given in cert_root)

ldap_server ldap-list A list of LDAP servers to query for certificates. The list

can be additive.

pkcs11_path *string* The string that follows is a pathname to a shared object

(.so) that implements the PKCS#11 standard. It is assumed the PKCS#11 library will provide faster public-key operations than in.iked or other SunOS built-in functionality. For example, the Sun Crypto

Accelerator 1000 has such a library in /opt/SUNWconn/lib/libpkcs11.so.

proxy string The string following this keyword must be a URL for

an HTTP proxy, for example, http://proxy:8080.

socks *string* The string following this keyword must be a URL for a

SOCKS proxy, for example, socks://socks-proxy.

use_http If this keyword is present in the file, in.iked(1M)

uses HTTP to retrieve Certificate Revocation Lists

(CRLs).

The following IKE phase 1 transform parameters can be prefigured using file-level defaults. Values specified within any given transform override these defaults.

The IKE phase 1 transform defaults are as follows:

p1_lifetime_secs *num* The proposed default lifetime, in seconds, of an IKE

phase 1 security association (SA).

p1 nonce len *num* The length in bytes of the phase 2 (quick mode) nonce

data. This cannot be specified on a per-rule basis.

The following IKE rule parameters can be prefigured using file-level defaults. Values specified within any given rule override these defaults, unless a rule cannot.

p2_nonce_len *num* The length in bytes of the phase 2 (quick mode) nonce

data. This cannot be specified on a per-rule basis.

ike.config(4)

local_id_type <i>p1-id-type</i>	The local identity for IKE requires a type. This identity type is reflected in the IKE exchange. The type can be one of the following:	
	 an IP address (for example) DNS name (for example, to MBOX RFC 822 name (for root@domain.com) DNX.509 distinguished named on the machine of the mac	est.domain.com) example, me (for example, C=US,
p1_xform '{' parameter-list '}	A phase 1 transform specifies a method for protecting an IKE phase 1 exchange. An initiator offers up lists of phase 1 transforms, and a receiver is expected to only accept such an entry if it matches one in a phase 1 rule. There can be several of these, and they are additive. There must be either at least one phase 1 transform in a rule or a global default phase 1 transform list. In a configuration file without a global default phase 1 transform list and a rule without a phase, transform list is an invalid file. Unless specified as optional, elements in the parameter-list must occur exactly once within a given transform's parameter-list:	
	oakley_group number	The Oakley Diffie-Hellman group used for IKE SA key derivation. Acceptable values are currently 1 (768-bit), 2 (1024-bit), or 5 (1536-bit).
	encr_alg {3des, 3des-cbc, blowfish, des, des-cbc}	An encryption algorithm, as in ipsecconf(1M).
	auth_alg {md5, sha, sha1}	An authentication algorithm, as in ipsecconf(1M).
	<pre>auth_method {preshared, rsa_sig, rsa_encrypt, dss_sig}</pre>	The authentication method used for IKE phase 1.
	p1_lifetime_secs num	Optional. The lifetime for a phase 1 SA.
p2_lifetime_secs num	If configuring the kernel defar different tasks, this parameter basis to set the IPsec SA lifeting	can be used on a per-rule

p2_pfs num

The Oakley Diffie-Hellman group used for IPsec SA key derivation. Acceptable values are 0 (do not use Perfect Forward Secrecy for IPsec SAs), 1 (768-bit), 2

(1024-bit), and 5 (1536-bit).

An IKE rule starts with a right-curly-brace ({), ends with a left-curly-brace (}), and has the following parameters in between:

label string

Required parameter. The administrative interface to in.iked looks up phase 1 policy rules with the label as the search string. The administrative interface also converts the label into an index, suitable for an extended ACQUIRE message from PF_KEY - effectively tying IPsec policy to IKE policy in the case of a node initiating traffic. Only one label parameter is allowed per rule.

local_addr

<!Paddr/prefix/range>

Required parameter. The local address, address prefix, or address range for this phase 1 rule. Multiple local_addr parameters accumulate within a given

rule.

remote_addr

<!Paddr/prefix/range>

Required parameter. The remote address, address prefix, or address range for this phase 1 rule. Multiple remote_addr parameters accumulate within a given

rule.

local_id_type *p1-id-type*

Which phase 1 identity type I uses. This is needed because a single certificate can contain multiple values for use in IKE phase 1. Within a given rule, all phase 1 transforms must either use preshared or non-preshared authentication (they cannot be mixed). For rules with preshared authentication, the local_id_type parameter is optional, and defaults to IP. For rules which use non-preshared authentication, the 'local_id_type' parameter is required. Multiple 'local_id_type' parameters within a rule are not allowed.

local_id cert-sel

Disallowed for preshared authentication method; required parameter for non-preshared authentication method. The local identity string or certificate selector. Multiple local_id parameters accumulate within a given rule.

remote_id cert-sel

Disallowed for preshared authentication method; required parameter for non-preshared authentication method. Selector for which remote phase 1 identities are allowed by this rule. Multiple remote_id parameters accumulate within a given rule. If a single

empty string ("") is given, then this accepts any remote ID for phase 1. It is recommended that certificate trust chains or address enforcement be configured strictly to prevent a breakdown in security if this value for remote_id is used. p2_lifetime_secs num If configuring the kernel defaults is not sufficient for different tasks, this parameter can be used on a per-rule basis to set the IPsec SA lifetimes in seconds. p2_pfs num Use perfect forward secrecy for phase 2 (quick mode). If selected, the oakley group specified is used for phase 2 PFS. Acceptable values are 0 (do not use Perfect Forward Secrecy for IPsec SAs), 1 (768-bit), 2 (1024-bit), and 5 (1536-bit). p1_xform { parameter-list } A phase 1 transform specifies a method for protecting an IKE phase 1 exchange. An initiator offers up lists of phase 1 transforms, and a receiver is expected to only accept such an entry if it matches one in a phase 1 rule. There can be several of these, and they are additive.
different tasks, this parameter can be used on a per-rule basis to set the IPsec SA lifetimes in seconds. p2_pfs num Use perfect forward secrecy for phase 2 (quick mode). If selected, the oakley group specified is used for phase 2 PFS. Acceptable values are 0 (do not use Perfect Forward Secrecy for IPsec SAs), 1 (768-bit), 2 (1024-bit), and 5 (1536-bit). p1_xform { parameter-list } A phase 1 transform specifies a method for protecting an IKE phase 1 exchange. An initiator offers up lists of phase 1 transforms, and a receiver is expected to only accept such an entry if it matches one in a phase 1 rule. There can be several of these, and they are additive.
If selected, the oakley group specified is used for phase 2 PFS. Acceptable values are 0 (do not use Perfect Forward Secrecy for IPsec SAs), 1 (768-bit), 2 (1024-bit), and 5 (1536-bit). p1_xform { parameter-list } A phase 1 transform specifies a method for protecting an IKE phase 1 exchange. An initiator offers up lists of phase 1 transforms, and a receiver is expected to only accept such an entry if it matches one in a phase 1 rule. There can be several of these, and they are additive.
an IKE phase 1 exchange. An initiator offers up lists of phase 1 transforms, and a receiver is expected to only accept such an entry if it matches one in a phase 1 rule. There can be several of these, and they are additive.
There must be either at least one phase 1 transform in a rule or a global default phase 1 transform list. A ike.config file without a global default phase 1 transform list and a rule without a phase 1 transform list is an invalid file. Elements within the parameter-list; unless specified as optional, must occur exactly once within a given transform's parameter-list:
oakley_group <i>number</i> The Oakley Diffie-Hellman group used for IKE SA key derivation. Acceptable values are currently 1 (768-bit), 2 (1024-bit), or 5 (1536-bit).
encr_alg {3des, 3des-cbc, An encryption blowfish, des, des-cbc} algorithm, as in ipsecconf(1M).
auth_alg {md5, sha, sha1} An authentication algorithm, as specified in ipseckey(1M).
auth_method {preshared, The authentication rsa_sig, rsa_encrypt, dss_sig} method used for IKE phase 1.
p1_lifetime_secs <i>num</i> Optional. The lifetime for a phase 1 SA.

EXAMPLES

| **EXAMPLE 1** A Sample ike.config File

The following is an example of an ike.config file:

```
### BEGINNING OF FILE
### First some global parameters...
### certificate parameters...
# Root certificates. I SHOULD use a full Distinguished Name.
# I must have this certificate in my local filesystem, see ikecert(1m).
cert_root     "C=US, O=Sun Microsystems\\, Inc., CN=Sun CA"
# Explicitly trusted certs that need no signatures, or perhaps self-signed
# ones. Like root certificates, use full DNs for them for now.
cert trust "EMAIL=root@domain.org"
# Where do I send LDAP requests?
                   "ldap1.domain.org,ldap2.domain.org:389"
ldap server
## phase 1 transform defaults...
p1 lifetime secs 14400
p1_nonce_len 20
## Parameters that may also show up in rules.
p1_xform { auth_method preshared oakley_group 5 auth_alg sha
          encr_alg 3des }
p2 pfs 2
# Use the Sun Crypto Accelerator 1000 to speed up public key operations.
pkcs11_path "/opt/SUNWconn/lib/libpkcs11.so"
### Now some rules...
  label "simple inheritor"
  local_id_type ip
  local addr 10.1.1.1
  remote_addr 10.1.1.2
   \mbox{\tt\#} an index-only rule. If I'm a receiver, and all I
   # have are index-only rules, what do I do about inbound IKE requests?
   # Answer: Take them all!
  label "default rule"
   # Use whatever "host" (e.g. IP address) identity is appropriate
   local id type ipv4
  local addr 0.0.0.0/0
   remote addr 0.0.0.0/0
```

EXAMPLE 1 A Sample ike.config File (Continued)

```
p2_pfs 5
   # Now I'm going to have the p1_xforms
  p1 xform
   {auth_method preshared oakley_group 5 auth_alg md5 encr_alg blowfish }
  p1 xform
   {auth method preshared oakley group 5 auth alg md5 encr alg 3des }
   # After said list, another keyword (or a '}') will stop xform parsing.
{
   # Let's try something a little more conventional.
  label "host to .80 subnet"
  local id type ip
  local_id "10.1.86.51"
                 # Take any, use remote addr for access control.
  local addr 10.1.86.51
  remote_addr 10.1.80.0/24
  p1_xform
   { auth_method rsa_sig oakley_group 5 auth_alg md5 encr_alg 3des }
  p1 xform
   { auth_method rsa_sig oakley_group 5 auth_alg md5 encr_alg blowfish }
  p1_xform
   { auth method rsa sig oakley group 5 auth alg sha1 encr alg 3des }
   p1_xform
   { auth_method rsa_sig oakley_group 5 auth_alg sha1 encr_alg blowfish }
   # How 'bout something with a different cert type and name?
  label "punchin-point"
  local_id_type mbox
  local id "ipsec-wizard@domain.org"
  remote id "10.5.5.128"
  local_addr 0.0.0.0/0
  remote_addr 10.5.5.128
  p1 xform
   { auth method rsa sig oakley group 5 auth alg md5 encr alg blowfish }
}
   label "receiver side"
   remote_id "ipsec-wizard@domain.org"
```

EXAMPLE 1 A Sample ike.config File (Continued)

```
local_id_type ip
local_id "10.5.5.128"
local_addr 10.5.5.128
remote addr 0.0.0.0/0
p1 xform
{ auth method rsa sig oakley group 5 auth alg md5 encr alg blowfish }
# NOTE: Specifying preshared null-and-voids the remote_id/local_id
p1_xform
{ auth_method preshared oakley_group 5 auth_alg md5 encr_alg blowfish}
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

ikeadm(1M), in.iked(1M), ikecert(1M), ipseckey(1M), ipsecconf(1M), attributes(5), random(7D)

Harkins, Dan and Carrel, Dave. RFC 2409, Internet Key Exchange (IKE). Cisco Systems., November 1998.

Maughan, Douglas et. al. RFC 2408, Internet Security Association and Key Management Protocol (ISAKMP). National Security Agency, Ft. Meade, MD. November 1998.

Piper, Derrell. RFC 2407, The Internet IP Security Domain of Interpretation for ISAKMP. Network Alchemy. Santa Cruz, California. November 1998.

ike.preshared(4)

NAME

ike.preshared – pre-shared keys file for IKE

SYNOPSIS

/etc/inet/secret/ike.preshared

DESCRIPTION

The /etc/inet/secret/ike.preshared file contains secret keying material that two IKE instances can use to authenticate each other. Because of the sensitive nature of this data, it is kept in the /etc/inet/secret directory, which is only accessible by root.

Pre-shared keys are delimited by open-curly-brace ({) and close-curly-brace (}) characters. There are five name-value pairs required inside a pre-shared key:

Name	Value	Example
localidtype	IP	localidtype IP
remoteidtype	IP	remoteidtype IP
localid	IP-address	localid 10.1.1.2
remoteid	IP-address	remoteid 10.1.1.3
key	hex-string	1234567890abcdef

Comment lines with # appearing in the first column are also legal.

Files in this format can also be used by the ikeadm(1M) command to load additional pre-shared keys into a running an in.iked(1M) process.

EXAMPLES

EXAMPLE 1 A Sample ike.preshared File

The following is an example of an ike.preshared file:

```
# Two pre-shared keys between myself, 10.1.1.2, and two remote
# hosts. Note that names are not allowed for IP addresses.
# A decent hex string can be obtained by performing:
#
           od -x </dev/random | head
#
    localidtype IP
    localid 10.1.1.2
     remoteidtype IP
     remoteid 10.21.12.4
     key 4b656265207761732068657265210c0a
}
{
     localidtype IP
     localid 10.1.1.2
     remoteidtype IP
```

EXAMPLE 1 A Sample ike.preshared File (Continued)

```
remoteid 10.9.1.25
     key 536f20776572652042696c6c2c2052656e65652c20616e642043687269732e0a
}
```

SECURITY

If this file is compromised, all IPsec security associations derived from secrets in this file will be compromised as well. The default permissions on ike.preshared are 0600. They should stay this way.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

od(1), ikeadm(1M), in.iked(1M), ipseckey(1M), attributes(5), random(7D)

inetd.conf(4)

NAME |

inetd.conf - Internet servers database

SYNOPSIS

/etc/inet/inetd.conf

/etc/inetd.conf

DESCRIPTION

The inetd.conf file contains the list of servers that inetd(1M) invokes when it receives an Internet request over a socket. Each server entry is composed of a single line of the form:

service-name endpoint-type protocol wait-status uid server-program \ server-arguments

Fields are separated by either SPACE or TAB characters. A '#' (number sign) indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines that search this file.

service-name The name of a valid service listed in the services file.

> For RPC services, the value of the *service-name* field consists of the RPC service name or program number, followed by a '/' (slash) and either a version number or a range of version numbers, for example, rstatd/2-4.

endpoint-type Can be one of:

> for a stream socket stream

for a datagram socket dgram

raw for a raw socket

for a sequenced packet socket seqpacket

tli for all TLI endpoints

protocol A recognized protocol listed in the file

> /etc/inet/protocols. For servers capable of supporting TCP and UDP over IPv6, the following

protocol types are also recognized:

tcp6 udp6

tcp6 and udp6 are not official protocols; accordingly, they are not listed in the /etc/inet/protocols file.

Here the inetd program uses an AF INET6 type socket endpoint. These servers can also handle incoming IPv4 client requests in addition to IPv6 client requests.

For RPC services, the field consists of the string rpc followed by a '/' (slash) and either a '*' (asterisk), one or more nettypes, one or more netids, or a combination of nettypes and netids. Whatever the value, it is first treated as a nettype. If it is not a valid nettype, then it is treated as a netid. For example, rpc/* for an RPC service using all the transports supported by the system (the list can be found in the /etc/netconfig file), equivalent to saying rpc/visible rpc/ticots for an RPC service using the Connection-Oriented Transport Service.

wait-status

This field has values wait or nowait. This entry specifies whether the server that is invoked by inetd will take over the listening socket associated with the service, and whether once launched, inetd will wait for that server to exit, if ever, before it resumes listening for new service requests. The wait-status for datagram servers must be set to wait, as they are always invoked with the orginal datagram socket that will participate in delivering the service bound to the specified service. They do not have separate "listening" and "accepting" sockets. Accordingly, do not configure UDP services as nowait. This causes a race condition by which the inetd program selects on the socket and the server program reads from the socket. Many server programs will be forked, and performance will be severely compromised. Connection-oriented services such as TCP stream services can be designed to be either wait or nowait status.

uid

The user ID under which the server should run. This allows servers to run with access privileges other than those for root.

server-program

Either the pathname of a server program to be invoked by inetd to perform the requested service, or the value internal if inetd itself provides the service.

server-arguments

If a server must be invoked with command line arguments, the entire command line (including argument 0) must appear in this field (which consists of all remaining words in the entry). If the server expects inetd to pass it the address of its peer, for compatibility with 4.2BSD executable daemons, then the first argument to the command should be specified as %A. No more than 20 arguments are allowed in this field. The %A argument is implemented only for services whose wait-status value is wait.

FILES

/etc/netconfig network configuration file

/etc/inet/protocols

Internet protocols

inetd.conf(4)

/etc/inet/services Internet network services **SEE ALSO** rlogin(1), rsh(1), in.tftpd(1M), inetd(1M), services(4) **NOTES** $\verb|/etc/inet/inetd.conf| is the official SVR4 name of the inetd.conf| file. The$ symbolic link /etc/inetd.conf exists for BSD compatibility.

NAME

inet_type – default Internet protocol type

SYNOPSIS

/etc/default/inet_type

DESCRIPTION

The inet type file defines the default IP protocol to use. Currently this file is only used by the ifconfig(1M) and netstat(1M) commands.

The inet type file can contain a number of <variable>=<value> lines. Currently, the only variable defined is DEFAULT IP, which can be assigned a value of IP VERSION4, IP VERSION6, or BOTH.

The output displayed by the ifconfig and netstat commands can be controlled by the value of DEFAULT IP set in inet type file. By default, both commands display the IPv4 and IPv6 information available on the system. The user can choose to suppress display of IPv6 information by setting the value of DEFAULT IP. The following shows the possible values for DEFAULT IP and the resulting ifconfig and netstat output that will be displayed:

IP VERSION4 Displays only IPv4 related information. The output displayed is

backward compatible with older versions of the ifconfig(1M)

and netstat(1M) commands.

IP VERSION6 Displays both IPv4 and IPv6 related information for ifconfig

and netstat.

BOTH Displays both IPv4 and IPv6 related information for ifconfig

and netstat.

The command-line options to the ifconfig and netstat commands override the effect of DEFAULT IP as set in the inet type file. For example, even if the value of DEFAULT IP is IP VERSION4, the command

example% ifconfig -a6will display all IPv6 interfaces.

EXAMPLES

EXAMPLE 1 Suppressing IPv6 Related Output

This is what the inet type file must contain if you want to suppress IPv6 related output:

DEFAULT IP=IP VERSION4

SEE ALSO

ifconfig(1M), netstat(1M)

init.d(4)

NAME

init.d – initialization and termination scripts for changing init states

SYNOPSIS

/etc/init.d

DESCRIPTION

/etc/init.d is a directory containing initialization and termination scripts for changing init states. These scripts are linked when appropriate to files in the rc?.d directories, where '?' is a single character corresponding to the init state. See init(1M) for definitions of the states.

File names in rc?.d directories are of the form [SK] nn<init.d filename>, where S means start this job, K means kill this job, and nn is the relative sequence number for killing or starting the job.

When entering a state (init S,0,2,3,etc.) the rc[S0-6] script executes those scripts in /etc/rc[S0-6]. d that are prefixed with K followed by those scripts prefixed with S. When executing each script in one of the /etc/rc[S0-6] directories, the /sbin/rc[S0-6] script passes a single argument. It passes the argument 'stop' for scripts prefixed with K and the argument 'start' for scripts prefixed with S. There is no harm in applying the same sequence number to multiple scripts. In this case the order of execution is deterministic but unspecified.

Guidelines for selecting sequence numbers are provided in README files located in the directory associated with that target state. For example, /etc/rc[S0-6].d/README. Absence of a README file indicates that there are currently no established guidelines.

EXAMPLES

EXAMPLE 1 Example of /sbin/rc2.

When changing to init state 2 (multi-user mode, network resources not exported), /sbin/rc2 is initiated by the init process. The following steps are performed by /sbin/rc2.

- 1. In the directory /etc/rc2.d are files used to stop processes that should not be running in state 2. The filenames are prefixed with K. Each K file in the directory is executed (by /sbin/rc2) in alphanumeric order when the system enters init state 2. See example below.
- 2. Also in the rc2.d directory are files used to start processes that should be running in state 2. As in Step 1, each S file is executed.

Assume the file /etc/init.d/netdaemon is a script that will initiate networking daemons when given the argument 'start', and will terminate the daemons if given the argument 'stop'. It is linked to /etc/rc2.d/S68netdaemon, and to /etc/rc0.d/K67netdaemon. The file is executed by /etc/rc2.d/S68netdaemon start when init state 2 is entered and by /etc/rc0.d/K67netdaemon stop when shutting the system down.

SEE ALSO

init(1M)

NOTES

 $/ {\tt sbin/rc2}$ has references to the obsolescent ${\tt rc.d}$ directory. These references are for compatibility with old INSTALL scripts. New INSTALL scripts should use the $\verb"init.d"$ directory for related executables. The same is true for the shutdown.d directory.

inittab(4)

NAME

inittab – script for init

DESCRIPTION

The file /etc/inittab controls process dispatching by init. The processes most typically dispatched by init are daemons.

The inittab file is composed of entries that are position dependent and have the following format:

id:rstate:action:process

Each entry is delimited by a newline; however, a backslash (\setminus) preceding a newline indicates a continuation of the entry. Up to 512 characters for each entry are permitted. Comments may be inserted in the *process* field using the convention for comments described in $\mathfrak{sh}(1)$. There are no limits (other than maximum entry size) imposed on the number of entries in the inittab file. The entry fields are:

ic

One to four characters used to uniquely identify an entry. Do not use the characters "r" or "t" as the first or only character in this field. These characters are reserved for the use of rlogin(1) and telnet(1).

rstate

Define the run level in which this entry is to be processed. Run-levels effectively correspond to a configuration of processes in the system. That is, each process spawned by init is assigned a run level(s) in which it is allowed to exist. The run levels are represented by a number ranging from 0 through 6. For example, if the system is in run level 1, only those entries having a 1 in the *rstate* field are processed.

When init is requested to change run levels, all processes that do not have an entry in the *rstate* field for the target run level are sent the warning signal SIGTERM and allowed a 5-second grace period before being forcibly terminated by the kill signal SIGKILL. The *rstate* field can define multiple run levels for a process by selecting more than one run level in any combination from 0 through 6. If no run level is specified, then the process is assumed to be valid at all run levels 0 through 6.

There are three other values, a, b and c, which can appear in the *rstate* field, even though they are not true run levels. Entries which have these characters in the *rstate* field are processed only when an init or telinit process requests them to be run (regardless of the current run level of the system). See init(1M). These differ from run levels in that init can never enter run level a, b or c. Also, a request for the execution of any of these processes does not change the current run level. Furthermore, a process started by an a, b or c command is not killed when init changes levels. They are killed only if their line in inittab is marked off in the *action* field, their line is deleted entirely from inittab, or init goes into single-user state.

action

Key words in this field tell init how to treat the process specified in the *process* field. The actions recognized by init are as follows:

If the process does not exist, then start the process; do not wait for its termination (continue scanning the inittab file), and when the process dies, restart the process. If the process currently exists, do nothing and continue scanning the inittab file.

When init enters the run level that matches the entry's *rstate*, start the process and wait for its termination. All subsequent reads of the inittab file while init is in the same run level cause init to ignore this entry.

once

When init enters a run level that matches the entry's *rstate*, start the process, do not wait for its termination. When it dies, do not restart the process. If init enters a new run level and the process is still running from a previous run level change, the program is not restarted.

boot

The entry is to be processed only at init's boot-time read of the inittab file. init is to start the process and not wait for its termination; when it dies, it does not restart the process. In order for this instruction to be meaningful, the *rstate* should be the default or it must match init's run level at boot time. This action is useful for an initialization function following a hardware reboot of the system.

bootwait

The entry is to be processed the first time init goes from single-user to multi-user state after the system is booted. (If initdefault is set to 2, the process runs right after the boot.) init starts the process, waits for its termination and, when it dies, does not restart the process.

powerfail

Execute the process associated with this entry only when init receives a power fail signal, SIGPWR (see signal(3C)).

powerwait

Execute the process associated with this entry only when init receives a power fail signal, SIGPWR, and wait until it terminates before continuing any processing of inittab.

If the process associated with this entry is currently running, send the warning signal SIGTERM and wait 5 seconds before forcibly terminating the process with the kill signal SIGKILL. If the process is nonexistent, ignore the entry.

inittab(4)

ondemand

This instruction is really a synonym for the respawn action. It is functionally identical to respawn but is given a different keyword in order to divorce its association with run levels. This instruction is used only with the a, b or c values described in the *rstate* field.

initdefault

An entry with this action is scanned only when init is initially invoked. init uses this entry to determine which run level to enter initially. It does this by taking the highest run level specified in the *rstate* field and using that as its initial state. If the *rstate* field is empty, this is interpreted as 0123456 and init will enter run level 6. This will cause the system to loop (it will go to firmware and reboot continuously). Additionally, if init does not find an initdefault entry in inittab, it requests an initial run level from the user at reboot time.

sysinit

Entries of this type are executed before init tries to access the console (that is, before the Console Login: prompt). It is expected that this entry will be used only to initialize devices that init might try to ask the run level question. These entries are executed and init waits for their completion before continuing.

process

Specify a command to be executed. The entire process field is prefixed with exec and passed to a forked sh as sh -c 'exec command'. For this reason, any legal sh syntax can appear in the *process* field.

SEE ALSO

sh(1), who(1), init(1M), ttymon(1M), exec(2), open(2), signal(3C)

NAME | fs_ufs, inode_ufs, inode – format of a ufs file system volume

SYNOPSIS

```
#include <sys/types.h>
#include <sys/fs/ufs fs.h>
#include <sys/fs/ufs inode.h>
```

#include <sys/param.h>

DESCRIPTION

Standard UFS file system storage volumes have a common format for certain vital information. Every volume is divided into a certain number of blocks. The block size is a parameter of the file system. Sectors 0 to 15 contain primary and secondary bootstrapping programs.

The actual file system begins at sector 16 with the super-block. The layout of the super-block is defined by the header <sys/fs/ufs fs.h>.

Each disk drive contains some number of file systems. A file system consists of a number of cylinder groups. Each cylinder group has inodes and data.

A file system is described by its super-block, and by the information in the cylinder group blocks. The super-block is critical data and is replicated before each cylinder group block to protect against catastrophic loss. This is done at file system creation time and the critical super-block data does not change, so the copies need not be referenced.

fs_clean

fs clean indicates the state of the file system. The FSCLEAN state indicates an undamaged, cleanly unmounted file system. The FSACTIVE state indicates a mounted file system that has been updated. The FSSTABLE state indicates an idle mounted file system. The FSFIX state indicates that this fs is mounted, contains inconsistent file system data and is being repaired by fsck. The FSBAD state indicates that this file system contains inconsistent file system data. It is not necessary to run fsck on any unmounted file systems with a state of FSCLEAN or FSSTABLE. mount(2) will return ENOSPC if a UFS file system with a state of FSACTIVE is being mounted for read-write.

To provide additional safeguard, fs clean could be trusted only if fs state contains a value equal to FSOKAY - fs time, where FSOKAY is a constant integer. Otherwise, fs clean is treated as though it contains the value of FSACTIVE.

Addresses stored in inodes are capable of addressing fragments of "blocks." File system blocks of at most, size MAXBSIZE can be optionally broken into 2, 4, or 8 pieces, each of which is addressable; these pieces may be DEV BSIZE or some multiple of a DEV BSIZE unit.

inode(4)

Large files consist exclusively of large data blocks. To avoid undue wasted disk space, the last data block of a small file is allocated only as many fragments of a large block as are necessary. The file system format retains only a single pointer to such a fragment, which is a piece of a single large block that has been divided. The size of such a fragment is determinable from information in the inode, using the blksize(fs, ip, lbn) macro.

The file system records space availability at the fragment level; aligned fragments are examined to determine block availability.

The root inode is the root of the file system. Inode 0 cannot be used for normal purposes and historically, bad blocks were linked to inode 1. Thus the root inode is 2 (inode 1 is no longer used for this purpose; however numerous dump tapes make this assumption, so we are stuck with it). The *lost+found* directory is given the next available inode when it is initially created by mkfs(1M).

fs_minfree

fs_minfree gives the minimum acceptable percentage of file system blocks which may be free. If the freelist drops below this level only the super-user may continue to allocate blocks. fs_minfree may be set to 0 if no reserve of free blocks is deemed necessary, however severe performance degradations will be observed if the file system is run at greater than 90% full; thus the default value of fs_minfree is 10%.

Empirically the best trade-off between block fragmentation and overall disk utilization at a loading of 90% comes with a fragmentation of 8; thus the default fragment size is an eighth of the block size.

fs_optim

fs_optim specifies whether the file system should try to minimize the time spent allocating blocks, or if it should attempt to minimize the space fragmentation on the disk. If the value of fs_minfree is less than 10%, then the file system defaults to optimizing for space to avoid running out of full sized blocks. If the value of fs_minfree is greater than or equal to 10%, fragmentation is unlikely to be problematical, and the file system defaults to optimizing for time.

Cylinder group related limits: Each cylinder keeps track of the availability of blocks at different rotational positions, so that sequential blocks can be laid out with minimum rotational latency. fs_nrpos is the number of rotational positions which are distinguished. With the default fs_nrpos of 8, the resolution of the summary information is 2ms for a typical 3600 rpm drive.

fs_rotdelay

fs_rotdelay gives the minimum number of milliseconds to initiate another disk transfer on the same cylinder. It is used in determining the rotationally optimal layout for disk blocks within a file; the default value for fs_rotdelay varies from drive to drive. See tunefs(1M).

fs maxcontig

fs_maxcontig gives the maximum number of blocks, belonging to one file, that will be allocated contiguously before inserting a rotational delay.

Each file system has a statically allocated number of inodes. An inode is allocated for each NBPI bytes of disk space. The inode allocation strategy is extremely conservative.

MINBSIZE is the smallest allowable block size. With a MINBSIZE of 4096 it is possible to create files of size 2^32 with only two levels of indirection. MINBSIZE must be large enough to hold a cylinder group block, thus changes to (struct cg) must keep its size within MINBSIZE. Note: super-blocks are never more than size SBSIZE.

The path name on which the file system is mounted is maintained in fs fsmnt. MAXMNTLEN defines the amount of space allocated in the super-block for this name.

The limit on the amount of summary information per file system is defined by MAXCSBUFS. It is currently parameterized for a maximum of two million cylinders.

Per cylinder group information is summarized in blocks allocated from the first cylinder group's data blocks. These blocks are read in from fs csaddr (size fs cssize) in addition to the super-block.

Note: sizeof (struct csum) must be a power of two in order for the fs cs macro to work.

The inode is the focus of all file activity in the file system. There is a unique inode allocated for each active file, each current directory, each mounted-on file, text file, and the root. An inode is "named" by its device/i-number pair. For further information, see the header <sys/fs/ufs_inode.h>.

ATTRIBUTES

See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Unstable

SEE ALSO

fsck ufs(1M), mkfs ufs(1M), tunefs(1M), mount(2), attributes(5)

inode ufs(4)

NAME |

fs_ufs, inode_ufs, inode – format of a ufs file system volume

SYNOPSIS

```
#include <sys/param.h>
#include <sys/types.h>
#include <sys/fs/ufs_fs.h>
#include <sys/fs/ufs inode.h>
```

DESCRIPTION

Standard UFS file system storage volumes have a common format for certain vital information. Every volume is divided into a certain number of blocks. The block size is a parameter of the file system. Sectors 0 to 15 contain primary and secondary bootstrapping programs.

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A file system is described by its super-block, and by the information in the cylinder group blocks. The super-block is critical data and is replicated before each cylinder group block to protect against catastrophic loss. This is done at file system creation time and the critical super-block data does not change, so the copies need not be referenced.

fs_clean

fs_clean indicates the state of the file system. The FSCLEAN state indicates an undamaged, cleanly unmounted file system. The FSACTIVE state indicates a mounted file system that has been updated. The FSSTABLE state indicates an idle mounted file system. The FSFIX state indicates that this fs is mounted, contains inconsistent file system data and is being repaired by fsck. The FSBAD state indicates that this file system contains inconsistent file system data. It is not necessary to run fsck on any unmounted file systems with a state of FSCLEAN or FSSTABLE. mount(2) will return ENOSPC if a UFS file system with a state of FSACTIVE is being mounted for read-write.

To provide additional safeguard, fs_clean could be trusted only if fs_state contains a value equal to FSOKAY - fs_time, where FSOKAY is a constant integer. Otherwise, fs_clean is treated as though it contains the value of FSACTIVE.

Addresses stored in inodes are capable of addressing fragments of "blocks." File system blocks of at most, size MAXBSIZE can be optionally broken into 2, 4, or 8 pieces, each of which is addressable; these pieces may be DEV_BSIZE or some multiple of a DEV_BSIZE unit.

Large files consist exclusively of large data blocks. To avoid undue wasted disk space, the last data block of a small file is allocated only as many fragments of a large block as are necessary. The file system format retains only a single pointer to such a fragment, which is a piece of a single large block that has been divided. The size of such a fragment is determinable from information in the inode, using the blksize(fs, ip, lbn) macro.

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The root inode is the root of the file system. Inode 0 cannot be used for normal purposes and historically, bad blocks were linked to inode 1. Thus the root inode is 2 (inode 1 is no longer used for this purpose; however numerous dump tapes make this assumption, so we are stuck with it). The *lost+found* directory is given the next available inode when it is initially created by mkfs(1M).

fs_minfree

fs_minfree gives the minimum acceptable percentage of file system blocks which may be free. If the freelist drops below this level only the super-user may continue to allocate blocks. fs_minfree may be set to 0 if no reserve of free blocks is deemed necessary, however severe performance degradations will be observed if the file system is run at greater than 90% full; thus the default value of fs_minfree is 10%.

Empirically the best trade-off between block fragmentation and overall disk utilization at a loading of 90% comes with a fragmentation of 8; thus the default fragment size is an eighth of the block size.

fs_optim

fs_optim specifies whether the file system should try to minimize the time spent allocating blocks, or if it should attempt to minimize the space fragmentation on the disk. If the value of fs_minfree is less than 10%, then the file system defaults to optimizing for space to avoid running out of full sized blocks. If the value of fs_minfree is greater than or equal to 10%, fragmentation is unlikely to be problematical, and the file system defaults to optimizing for time.

Cylinder group related limits: Each cylinder keeps track of the availability of blocks at different rotational positions, so that sequential blocks can be laid out with minimum rotational latency. fs_nrpos is the number of rotational positions which are distinguished. With the default fs_nrpos of 8, the resolution of the summary information is 2ms for a typical 3600 rpm drive.

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inode_ufs(4)

MINBSIZE is the smallest allowable block size. With a MINBSIZE of 4096 it is possible to create files of size 2^32 with only two levels of indirection. MINBSIZE must be large enough to hold a cylinder group block, thus changes to (struct cg) must keep its size within MINBSIZE. Note: super-blocks are never more than size SBSIZE.

The path name on which the file system is mounted is maintained in fs_fsmnt. MAXMNTLEN defines the amount of space allocated in the super-block for this name.

The limit on the amount of summary information per file system is defined by MAXCSBUFS. It is currently parameterized for a maximum of two million cylinders.

Per cylinder group information is summarized in blocks allocated from the first cylinder group's data blocks. These blocks are read in from fs_csaddr (size fs cssize) in addition to the super-block.

Note: sizeof (struct csum) must be a power of two in order for the fs_cs macro to work.

The inode is the focus of all file activity in the file system. There is a unique inode allocated for each active file, each current directory, each mounted-on file, text file, and the root. An inode is "named" by its device/i-number pair. For further information, see the header <sys/fs/ufs_inode.h>.

ATTRIBUTES

See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Unstable

SEE ALSO

fsck ufs(1M), mkfs ufs(1M), tunefs(1M), mount(2), attributes(5)

NAME | ipnodes – local database associating names of nodes with IP addresses

SYNOPSIS

/etc/inet/ipnodes

DESCRIPTION

The ipnodes file is a local database that associates the names of nodes with their Internet Protocol (IP) addresses. IP addresses can be either an IPv4 or an IPv6 address. The ipnodes file can be used in conjunction with, or instead of, other ipnodes databases, including the Domain Name System (DNS), the NIS ipnodes map, and the NIS+ ipnodes table. Programs use library interfaces to access information in the ipnodes file.

The ipnodes file has one entry for each IP address of each node. If a node has more than one IP address, it will have one entry for each, on consecutive lines. The format of each line is:

IP-address official-node-name nicknames...Items are separated by any number of SPACE and/or TAB characters. The first item on a line is the node's IP address. The second entry is the node's official name. Subsequent entries on the same line are alternative names for the same machine, or "nicknames." Nicknames are optional.

For a node with more than one IP address, consecutive entries for these addresses may contain the same or differing nicknames. Different nicknames are useful for assigning distinct names to different addresses.

A call to getipnodebyname(3SOCKET) returns a hostent structure containing the union of all addresses and nicknames from each line containing a matching official name or nickname.

A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines that search the file.

Network addresses are written in one of two ways:

- The conventional "decimal dot" notation and interpreted using the inet addr routine from the Internet address manipulation library, inet(3SOCKET).
- The IP Version 6 protocol [IPV6], defined in RFC 1884 and interpreted using the inet pton() routine from the Internet address manipulation library. See inet(3SOCKET).

These interfaces supports node names as defined in *Internet RFC 952* which states:

A "name" (Net, Host, Gateway, or Domain name) is a text string up to 24 characters drawn from the alphabet (A-Z), digits (0-9), minus sign (-), and period (.). Note that periods are only allowed when they serve to delimit components of "domain style names". (See RFC 921, "Domain Name System Implementation Schedule," for background). No blank or space characters are permitted as part of a name. No distinction is made between upper and lower case. The first character must be an alpha character. The last character must not be a minus sign or period.

ipnodes(4)

Although the interface accepts node names longer than 24 characters for the node portion (exclusive of the domain component), choosing names for nodes that adhere to the 24 character restriction will insure maximum interoperability on the Internet.

A node which serves as a GATEWAY should have "-GATEWAY" or "-GW" as part of its name. Nodes which do not serve as Internet gateways should not use "-GATEWAY" and "-GW" as part of their names. A node that is a TAC should have "-TAC" as the last part of its node name, if it is a DoD node. Single character names or nicknames are not allowed.

RFC 952 has been modified by *RFC 1123* to relax the restriction on the first character being a digit.

EXAMPLES

EXAMPLE 1 A Typical Line from the ipnodes File

The following is a typical line from the ipnodes file:

2::56:a00:20ff:fe7b:b667 foo # John Smith

SEE ALSO

in.named(1M), getipnodebyname(3SOCKET), inet(3SOCKET),
nsswitch.conf(4), resolv.conf(4), hosts(4)

Braden, B., editor, *RFC 1123*, *Requirements for Internet Hosts – Application and Support*, Network Working Group, October, 1989.

Harrenstien, K., Stahl, M., and Feinler, E., *RFC 952, DOD INTERNET HOST TABLE SPECIFICATION*, Network Working Group, October 1985.

Hinden, R., and Deering, S., editors, *RFC 1884, IP Version 6 Addressing Architecture*, Network Working Group, December, 1995.

Postel, Jon, *RFC 921, Domain Name System Implementation Schedule — Revised*, Network Working Group, October 1984.

NOTES

IPv4 addresses can be defined in the ipnodes file or in the hosts file. See hosts(4). The ipnodes file will be searched for IPv4 addresses when using the getipnodebyname(3SOCKET) API. If no matching IPv4 addresses are found in the ipnodes file, then the hosts file will be searched. To prevent delays in name resolution and to keep /etc/inet/ipnodes and /etc/inet/hosts synchronized, IPv4 addresses defined in the hosts file should be copied to the ipnodes file.

NAME

sysbus, isa, eisa – device tree properties for ISA and EISA bus device drivers

DESCRIPTION

Solaris (Intel Platform Edition) supports the ISA and EISA buses as the system bus. Drivers for devices on these buses use the device tree built by the booting system to retrieve the necessary system resources used by the driver. These resources include device I/O port addresses, any interrupt capabilities that the device may have, any DMA channels it may require, and any memory-mapped addresses it may occupy.

Configuration files for ISA and EISA device drivers are only necessary to describe properties used by a particular driver that are not part of the standard properties found in the device tree. See driver.conf(4) for further details of configuration file syntax.

The ISA and EISA nexus drivers all belong to class sysbus. All bus drivers of class sysbus recognize the following properties:

interrupts

An arbitrary-length array where each element of the array represents a hardware interrupt (IRQ) that is used by the device. In general, this array only has one entry unless a particular device uses more than one IRQ.

Solaris defaults all ISA and EISA interrupts to IPL 5. This interrupt priority may be overridden by placing an interruptpriorities property in a .conf file for the driver. Each entry in the array of integers for the interrupt-priorities property is matched one-to-one with the elements in the interrupts property to specify the IPL value that will be used by the system for this interrupt in this driver. This is the priority that this device's interrupt handler will receive relative to the interrupt handlers of other drivers. The priority is an integer from 1 to 16. Generally, disks are assigned a priority of 5, while mice and printers are lower, and serial communication devices are higher, typically 7. 10 is reserved by the system and must not be used. Priorities 11 and greater are high level priorities and are generally not recommended (see ddi intr hilevel(9F)).

The driver can refer to the elements of this array by index using ddi add intr(9F). The index into the array is passed as the inumber argument of ddi add intr().

Only devices that generate interrupts will have an interrupts property.

reg

An arbitrary-length array where each element of the array consists of a 3-tuple of integers. Each array element describes a contiguous memory address range associated with the device on the bus.

isa(4)

The first integer of the tuple specifies the memory type, 0 specifies a memory range and 1 specifies an I/O range. The second integer specifies the base address of the memory range. The third integer of each 3-tuple specifies the size, in bytes, of the mappable region.

The driver can refer to the elements of this array by index, and construct kernel mappings to these addresses using ddi_map_regs(9F). The index into the array is passed as the *rnumber* argument of ddi map regs().

All sysbus devices will have reg properties. The first tuple of this property is used to construct the address part of the device name under /devices. In the case of Plug and Play ISA devices, the first tuple is a special tuple that does not denote a memory range, but is used by the system only to create the address part of the device name. This special tuple can be recognized by determining if the top bit of the first integer is set to a one.

The order of the tuples in the reg property is determined by the boot system probe code and depends on the characteristics of each particular device. However, the reg property will maintain the same order of entries from system boot to system boot. The recommended way to determine the reg property for a particular device is to use the prtconf(1M) command after installing the particular device. The output of the prtconf command can be examined to determine the reg property for any installed device.

You can use the ddi_get* and ddi_put* family of functions to access register space from a high-level interrupt context.

dma-channels

A list of integers that specifies the DMA channels used by this device. Only devices that use DMA channels will have a dma-channels property.

It is recommended that drivers for devices connected to the system bus recognize the following standard property names:

slot

The number of the slot containing the device, if known. (Only for EISA devices).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA

 $\begin{array}{c|c} \textbf{SEE ALSO} & \texttt{prtconf}(1M), \texttt{driver.conf}(4), \texttt{scsi}(4), \texttt{attributes}(5), \texttt{ddi_add_intr}(9F), \\ & \texttt{ddi_intr_hilevel}(9F), \texttt{ddi_map_regs}(9F), \texttt{ddi_prop_op}(9F) \end{array}$

Writing Device Drivers

issue(4)

issue – issue identification file NAME |

DESCRIPTION The file /etc/issue contains the issue or project identification to be printed as a

login prompt. issue is an ASCII file that is read by program ttymon and then written to any terminal spawned or respawned, prior to the normal prompt.

FILES /etc/issue

SEE ALSO login(1), ttymon(1M)

NAME

kadm5.acl – Kerberos access control list (ACL) file

SYNOPSIS

/etc/krb5/kadm5.acl

DESCRIPTION

The ACL file is used by the kadmind(1M) command to determine which principals are allowed to perform Kerberos administration actions. For operations that affect principals, the ACL file also controls which principals can operate on which other principals. The location of the ACL file is determined by the acl_file configuration variable in the kdc.conf(4) file. The default location is /etc/krb5/kadm5.acl.

The ACL file can contain comment lines, null lines, or lines that contain ACL entries. Comment lines start with the pound sign (#) and continue until the end of the line.

The order of entries is significant. The first matching entry specifies the principal on which the control access applies, whether it is on just the principal or on the principal when it operates on a target principal.

Lines containing ACL entries must have the following format:

principal operation-mask [operation-target]

principal

Specifies the principal on which the *operation-mask* applies. Can specify either a partially or fully qualified Kerberos principal name. Each component of the name can be substituted with a wildcard, using the asterisk (*) character.

operation-mask

Specifies what operations can or cannot be performed by a principal matching a particular entry. Specify *operation-mask* as one or more *privileges*.

A *privilege* is a string of one or more of the following characters: a, A, c, C, d, D, i, I, L, m, M, x, or \star . Generally, if the character is lowercase, the privilege is allowed and if the character is uppercase, the operation is disallowed. The x and \star characters are exceptions to the uppercase convention.

The following *privileges* are supported:

- a Allows the addition of principals or policies in the database.
- A Disallows the addition of principals or policies in the database.
- c Allows the changing of passwords for principals in the database.
- C Disallows the changing of passwords for principals in the database.
- d Allows the deletion of principals or policies in the database.
- D Disallows the deletion of principals or policies in the database.
- i Allows inquiries to the database.
- I Disallows inquiries to the database.
- 1 Allows the listing of principals or policies in the database.

kadm5.acl(4)

- L Disallows the listing of principals or policies in the database.
- m Allows the modification of principals or policies in the database.
- M Disallows the modification of principals or policies in the database.
- x Short for specifying privileges a, d,m,c,i, and 1. The same as *.
- * Short for specifying privileges a, d,m,c,i, and 1. The same as x.

operation-target

Optional. When specified, the *privileges* apply to the *principal* when it operates on the *operation-target*. For the *operation-target*, you can specify a partially or fully qualified Kerberos principal name. Each component of the name can be substituted by a wildcard, using the asterisk (*) character.

EXAMPLES

EXAMPLE 1 Specifying a Standard, Fully Qualified Name

The following ACL entry specifies a standard, fully qualified name:

user/instance@realm adm

The *operation-mask* applies only to the user/instance@realm principal and specifies that the principal can add, delete, or modify principals and policies, but it cannot change passwords.

EXAMPLE 2 Specifying a Standard Fully Qualified Name and Target

The following ACL entry specifies a standard, fully qualified name:

user/instance@realm cim service/instance@realm

The *operation-mask* applies only to the user/instance@realm principal operating on the service/instance@realm target, and specifies that the principal can change the target's password, request information about the target, and modify it.

EXAMPLE 3 Specifying a Name Using a Wildcard

The following ACL entry specifies a name using a wildcard:

user/*@realm ac

The *operation-mask* applies to all principals in realm realm whose first component is user and specifies that the principals can add principals and change passwords.

EXAMPLE 4 Specifying a Name Using a Wildcard and a Target

The following ACL entry specifies a name using a wildcard and a target:

user/*@realm i */instance@realm

The *operation-mask* applies to all principals in realm realm whose first component is user and specifies that the principals can perform inquiries on principals whose second component is instance and realm is realm.

 $FILES \ | \ / \texttt{etc/krb5/kdc.conf}$

KDC configuration information.

SEE ALSO $\verb|kpasswd(1)|, \verb|gkadmin(1M)|, \verb|kadmin(1M)|, \verb|kadmin.local(1M)|, \verb|kdb5_util(1M)|, \\$ kdc.conf(4), SEAM(5)

kdc.conf(4)

NAME |

kdc.conf – Key Distribution Center (KDC) configuration file

SYNOPSIS

/etc/krb5/kdc.conf

DESCRIPTION

The kdc.conf file contains KDC configuration information, including defaults used when issuing Kerberos tickets. This file must reside on all KDC servers. After you make any changes to the kdc.conf file, stop and restart the krb5kdc daemon on the KDC for the changes to take effect.

The format of the kdc.conf consists of section headings in square brackets ([]). Each section contains zero or more configuration variables (called relations), of the form of:

```
relation = relation-value

Or

relation-subsection = {

    relation = relation-value

    relation = relation-value
}
```

The kdc.conf file contains one of more of the following three sections:

kdcdefaults

Contains default values for overall behavior of the KDC.

realms

Contains subsections for Kerberos realms, where *relation-subsection* is the name of a realm. Each subsection contains relations that define KDC properties for that particular realm, including where to find the Kerberos servers for that realm.

logging

Contains relations that determine how Kerberos programs perform logging.

The kdcdefaults Section

The following relation can be defined in the [kdcdefaults] section:

kdc ports

This relation lists the ports on which the Kerberos server should listen by default. This list is a comma-separated list of integers. If this relation is not specified, the Kerberos server listens on port 750 and port 88.

The realms Section

This section contains subsections for Kerberos realms, where *relation-subsection* is the name of a realm. Each subsection contains relations that define KDC properties for that particular realm.

The following relations can be specified in each subsection:

```
acl file
```

(string) Location of the Kerberos V5 access control list (ACL) file that kadmin uses to determine the privileges allowed to each principal on the database. The default location is /etc/krb5/kadm5.acl.

admin keytab

(string) Location of the keytab file that kadmin uses to authenticate to the database. The default location is /etc/krb5/kadm5.keytab.

(string) Location of the Kerberos database for this realm. The default location is /var/krb5/principal.db.

default_principal_expiration

(absolute time string) The default expiration date of principals created in this realm. See the Time Format section in kinit(1) for the valid absolute time formats you can use for $default_principal_expiration$.

default principal flags

(flag string) The default attributes of principals created in this realm. Some of these flags are better to set on an individual principal basis through the use of the attribute modifiers when using the kadmin command to create and modify principals. However, some of these options can be applied to all principals in the realm by adding them to the list of flags associated with this relation.

A "flag string" is a list of one or more of the flags listed below preceded by a minus ("-") or a plus ("+") character, indicating that the option that follows should be enabled or disabled.

Flags below marked with an asterisk ("*") are flags that are best applied on an individual principal basis through the kadmin or gkadmin interface rather than as a blanket attribute to be applied to all principals.

postdateable	Create postdatable tickets.
forwardable	Create forwardable tickets.
tgt-based	Allow TGT-based requests.
renewable	Create Renewable tickets.
proxiable	Create Proxiable tickets.
dup-skey	Allow DUP_SKEY requests, this enables user-to-user authentication.
preauth	Require the use of pre-authentication data whenever principals request TGTs.
hwauth	Require the use of hardware-based pre-authentication data whenever principals request TGTs.
* allow-tickets	Allow tickets to be issued for all principals.
* pwdchange	Require principal's to change their password.
* service	Enable or disable a service.
* pwservice	Mark principals as password changing principals.

kdc.conf(4)

An example of default principal flags is shown in EXAMPLES, below.

dict file

(string) Location of the dictionary file containing strings that are not allowed as passwords. A principal with any password policy is not allowed to select a password in the dictionary. The default location is /var/krb5/kadm5.dict.

kadmind port

(port number) The port that the kadmind daemon is to listen on for this realm. The assigned port for kadmind is 749.

key stash file

(string) Location where the master key has been stored (by kdb5_util stash). The default location is /var/krb5/.k5.realm, where realm is the Kerberos realm.

kdc ports

(string) The list of ports that the KDC listens on for this realm. By default, the value of kdc ports as specified in the [kdcdefaults] section is used.

master key name

(string) The name of the master key.

master key type

(key type string) The master key's key type. Only des-cbc-crc is supported at this time.

max life

(delta time string) The maximum time period for which a ticket is valid in this realm. See the Time Format section in kinit(1) for the valid time duration formats you can use for max life.

max renewable life

(delta time string) The maximum time period during which a valid ticket can be renewed in this realm. See the Time Format section in kinit(1) for the valid time duration formats you can use for max renewable life.

supported enctypes

List of key/salt strings. The default key/salt combinations of principals for this realm. The key is separated from the salt by a colon (:). Multiple key/salt strings can be used by separating each string with a space. The salt is additional information encoded within the key that tells what kind of key it is. Only the *normal* salt is supported at this time, for example, des-cbc-crc:normal.

The logging Section

This section indicates how Kerberos programs perform logging. The same relation can be repeated if you want to assign it multiple logging methods. The following relations can be defined in the [logging] section:

kdc

Specifies how the KDC is to perform its logging. The default is FILE:/var/krb5/kdc.log.

```
admin server
```

Specifies how the administration server is to perform its logging. The default is FILE:/var/krb5/kadmin.log.

Specifies how to perform logging in the absence of explicit specifications.

The [logging] relations can have the following values:

FILE: filename

or

FILE=filename

This value causes the entity's logging messages to go to the specified file. If the '=' form is used, the file is overwritten. If the ':' form is used, the file is appended to.

This value sends the entity's logging messages to its standard error stream.

CONSOLE

This value sends the entity's logging messages to the console, if the system supports it.

DEVICE=devicename

This sends the entity's logging messages to the specified device.

```
SYSLOG[:severity[:facility]]
```

This sends the entity's logging messages to the system log.

The severity argument specifies the default severity of system log messages. This default can be any of the following severities supported by the syslog(3C) call, minus the LOG prefix: LOG EMERG, LOG ALERT, LOG CRIT, LOG ERR, LOG WARNING, LOG NOTICE, LOG INFO, and LOG DEBUG. For example, a value of CRIT would specify LOG CRIT severity.

The facility argument specifies the facility under which the messages are logged. This can be any of the following facilities supported by the syslog(3C) call minus the LOG prefix: LOG KERN, LOG USER, LOG MAIL, LOG DAEMON, LOG AUTH, LOG LPR, LOG NEWS, LOG UUCP, LOG CRON, and LOG LOCALO through LOG LOCAL7.

If no severity is specified, the default is ERR. If no facility is specified, the default is AUTH.

In the following example, the logging messages from the KDC go to the console and to the system log under the facility LOG DAEMON with default severity of LOG INFO; the logging messages from the administration server are appended to the /var/krb5/kadmin.log file and sent to the /dev/tty04 device.

```
[logging]
kdc = CONSOLE
kdc = SYSLOG:INFO:DAEMON
```

```
admin_server = FILE:/export/logging/kadmin.log
admin server = DEVICE=/dev/tty04
```

EXAMPLES

FILES

EXAMPLE 1 Sample kdc.conf File

The following is an example of a kdc.conf file:

```
[kdcdefaults]
  kdc ports = 88
[realms]
  ATHENA.MIT.EDU = {
     kadmind port = 749
     max life = 10h 0m 0s
     max_renewable_life = 7d 0h 0m 0s
     default_principal_flags = +preauth,+forwardable,-postdateable
     master key type = des-cbc-crc
     supported_enctypes = des-cbc-crc:normal
[logging]
  kdc = FILE:/export/logging/kdc.log
  admin server = FILE:/export/logging/kadmin.log
/etc/krb5/kadm5.acl
  List of principals and their kadmin administrative privileges.
/etc/krb5/kadm5.keytab
  Keytab for kadmin/admin Principal.
/var/krb5/principal.db
  Kerberos principal database.
/var/krb5/kadm5.dict
  Dictionary of strings explicitly disallowed as passwords.
/var/krb5/kdc.log
  KDC logging file.
/var/krb5/kadmin.log
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

Kerberos administration server logging file.

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkdcu
Interface Stability	Evolving

SEE ALSO

 $\label{eq:kpasswd} $$\ker(1M), \ kadmin(1M), \ kadmin.local(1M), \ kdb5_util(1M), \ syslog(3C), \ kadm5.acl(4), \ attributes(5), \ SEAM(5)$$$

NAME

keytables – keyboard table descriptions for loadkeys and dumpkeys

DESCRIPTION

These files are used by loadkeys(1) to modify the translation tables used by the keyboard streams module and generated by (see loadkeys(1)) from those translation tables.

Any line in the file beginning with # is a comment, and is ignored. # is treated specially only at the beginning of a line.

Other lines specify the values to load into the tables for a particular keystation. The format is either:

key number list_of_entries

or

swap number1 with number2

or

key number1 same as number2

or a blank line, which is ignored.

key number list_of_entries

sets the entries for keystation number from the list given. An entry in that list is of the form

tablename code

where *tablename* is the name of a particular translation table, or all. The translation tables are:

base entry when no shifts are active
shift entry when "Shift" key is down
caps entry when "Caps Lock" is in effect
ctrl entry when "Control" is down
altg entry when "Alt Graph" is down
numl entry when "Num Lock" is in effect
up entry when a key goes up

All tables other than up refer to the action generated when a key goes down. Entries in the up table are used only for shift keys, since the shift in question goes away when the key goes up, except for keys such as "Caps Lock" or "Num Lock"; the keyboard streams module makes the key look as if it were a latching key.

keytables(4)

A table name of all indicates that the entry for all tables should be set to the specified value, with the following exception: for entries with a value other than hole, the entry for the numl table should be set to nonl, and the entry for the up table should be set to nop.

The *code* specifies the effect of the key in question when the specified shift key is down. A code consists of either:

- A character, which indicates that the key should generate the given character. The character can either be a single character, a single character preceded by ^ which refers to a "control character" (for instance, ^c is control-C), or a C-style character constant enclosed in single quote characters ('), which can be expressed with C-style escape sequences such as \r for RETURN or \000 for the null character. Note that the single character may be any character in an 8-bit character set, such as ISO 8859/1.
- A string, consisting of a list of characters enclosed in double quote characters ("). Note that the use of the double quote character means that a *code* of double quote must be enclosed in single quotes.
- One of the following expressions:

shiftkeys+leftshift	the key is to be the left-hand "Shift" key
shiftkeys+rightshift	the key is to be the right-hand "Shift" key
shiftkeys+leftctrl	the key is to be the left-hand "Control" key
shiftkeys+rightctrl	the key is to be the right-hand "Control" key
shiftkeys+alt	the key is to be the "Alt" shift key
shiftkeys+altgraph	the key is to be the "Alt Graph" shift key
shiftkeys+capslock	the key is to be the "Caps Lock" key
shiftkeys+shiftlock	the key is to be the "Shift Lock" key
shiftkeys+numlock	the key is to be the "Num Lock" key
buckybits+systembit	the key is to be the "Stop" key in SunView; this is normally the L1 key, or the SETUP key on the VT100 keyboard
buckybits+metabit	the key is to be the "meta" key. That is, the "Left" or "Right" key on a Sun-2 or Sun-3 keyboard or the "diamond" key on a Sun-4 keyboard
compose	the key is to be the "Compose" key
ctrlq	on the "VT100" keyboard, the key is to transmit the control-Q character (this would be the entry for the "Q" key in the ctrl table)

on the "VT100" keyboard, the key is to transmit the control-S character (this would be the entry for the

"S" key in the ctrl table)

noscroll on the "VT100" keyboard, the key is to be the "No

Scroll" key

string+uparrow the key is to be the "up arrow" key
string+downarrow the key is to be the "down arrow" key
string+leftarrow the key is to be the "left arrow" key
string+rightarrow the key is to be the "right arrow" key
string+homearrow the key is to be the "home" key

fa_acute the key is to be the acute accent "floating accent"

key

fa_cedilla the key is to be the cedilla "floating accent" key

fa_cflex the key is to be the circumflex "floating accent" key

fa_grave the key is to be the grave accent "floating accent"

key

nonl

fa_tilde the key is to be the tilde "floating accent" key
fa_umlaut the key is to be the umlaut "floating accent" key

this is used only in the Num Lock table; the key is

not to be affected by the state of Num Lock

pad0 the key is to be the "0" key on the numeric keypad the key is to be the "1" key on the numeric keypad pad1 pad2 the key is to be the "2" key on the numeric keypad the key is to be the "3" key on the numeric keypad pad3 the key is to be the "4" key on the numeric keypad pad4 the key is to be the "5" key on the numeric keypad pad5 the key is to be the "6" key on the numeric keypad pad6 pad7 the key is to be the "7" key on the numeric keypad the key is to be the "8" key on the numeric keypad pad8 the key is to be the "9" key on the numeric keypad pad9 the key is to be the "." key on the numeric keypad paddot padenter the key is to be the "Enter" key on the numeric

keypad

keytables(4)

padplus	the key is to be the "+" key on the numeric keypad
padminus	the key is to be the "-" key on the numeric keypad
padstar	the key is to be the "*" key on the numeric keypad
padslash	the key is to be the "/" key on the numeric keypad
padequal	the key is to be the "=" key on the numeric keypad
padsep	the key is to be the "," (separator) key on the numeric keypad
lf(n)	the key is to be the left-hand function key n
rf(n)	the key is to be the right-hand function key n
tf(n)	the key is to be the top function key n
bf(n)	the key is to be the "bottom" function key n
nop	the key is to do nothing
error	this code indicates an internal error; to be used only for keystation 126, and must be used there
idle	this code indicates that the keyboard is idle (that is, has no keys down); to be used only for all entries other than the numl and up table entries for keystation 127, and must be used there
oops	this key exists, but its action is not defined; it has the same effect as nop
reset	this code indicates that the keyboard has just been reset; to be used only for the up table entry for keystation 127, and must be used there.
swap number1 with number2	exchanges the entries for keystations <i>number1</i> and <i>number2</i> .
key number1 same as number2	sets the entries for keystation <code>number1</code> to be the same as those for keystation <code>number2</code> . If the file does not specify entries for keystation <code>number2</code> , the entries currently in the translation table are used; if the file does specify entries for keystation <code>number2</code> , those entries are used.

EXAMPLES

EXAMPLE 1 Example of setting multiple keystations.

The following entry sets keystation 15 to be a "hole" (that is, an entry indicating that there is no keystation 15); sets keystation 30 to do nothing when Alt Graph is down, generate "!" when Shift is down, and generate "1" under all other circumstances; and sets keystation 76 to be the left-hand Control key.

EXAMPLE 1 Example of setting multiple keystations. (Continued)

```
key 15
        all hole
key 30 base 1 shift ! caps 1 ctrl 1 altg nop
key 76 all shiftkeys+leftctrl up shiftkeys+leftctrl
```

EXAMPLE 2 Exchange DELETE and BACKSPACE keys

The following entry exchanges the Delete and Back Space keys on the Type 4 keyboard:

```
swap 43 with 66
```

Keystation 43 is normally the Back Space key, and keystation 66 is normally the Delete key.

EXAMPLE 3 Disable CAPS LOCK key

The following entry disables the Caps Lock key on the Type 3 and U.S. Type 4 keyboards:

```
key 119 all nop
```

EXAMPLE 4 Standard translation tables for the U.S. Type 4 keyboard

The following specifies the standard translation tables for the U.S. Type 4 keyboard:

```
kev 0
         all hole
key 1
        all buckybits+systembit up buckybits+systembit
key 2
        all hole
key 3
        all lf(2)
key 4
        all hole
key 5
        all tf(1)
key 6
        all tf(2)
key 7
        all tf(10)
key 8
        all tf(3)
key 9
        all tf(11)
key 10 all tf(4)
key 11 all tf(12)
key 12 all tf(5)
key 13 \, all shiftkeys+altgraph up shiftkeys+altgraph key 14 \, all tf(6)
key 14
key 15 all hole
key 16 all tf(7)
key 17 all tf(8)
key 18
        all tf(9)
key 19
        all shiftkeys+alt up shiftkeys+alt
key 20 all hole
key 21 all rf(1)
key 22 all rf(2)
key 23
        all rf(3)
key 24
        all hole
key 25 all lf(3)
key 26 all lf(4)
```

EXAMPLE 4 Standard translation tables for the U.S. Type 4 keyboard (Continued) key 27 all hole key 28 all hole key 29 all ^[base 1 shift ! caps 1 ctrl 1 altg nop key 30 key 31 base 2 shift @ caps 2 ctrl ^@ altq nop key 32 base 3 shift # caps 3 ctrl 3 altg nop key 33 base 4 shift \$ caps 4 ctrl 4 altg nop key 34 base 5 shift % caps 5 ctrl 5 altg nop base 6 shift ^ caps 6 ctrl ^^ altg nop key 35 key 36 base 7 shift & caps 7 ctrl 7 altg nop key 37 base 8 shift * caps 8 ctrl 8 altg nop key 38 base 9 shift (caps 9 ctrl 9 altg nop key 39 base 0 shift) caps 0 ctrl 0 altg nop key 40 base - shift _ caps - ctrl ^_ altg nop base = shift + caps = ctrl = altg nop
base ' shift ~ caps ' ctrl ^^ altg nop key 41 key 42 all '\b' key 43 all hole key 44 key 45 all rf(4) numl padequal all rf(5) numl padslash key 46 key 47 all rf(6) numl padstar key 48 all bf(13) key 49 all lf(5) key 50 all bf(10) numl padequal key 51 all lf(6) key 52 all hole key 53 all '\t' base q shift Q caps Q ctrl ^Q altg nop key 54 key 55 base w shift W caps W ctrl ^W altg nop key 56 base e shift E caps E ctrl ^E altg nop base r shift R caps R ctrl ^R altg nop key 57 base t shift T caps T ctrl ^T altg nop key 58 base y shift Y caps Y ctrl 'Y altg nop key 59 key 60 base u shift U caps U ctrl ^U altg nop key 61 base i shift I caps I ctrl '\t' altg nop base o shift O caps O ctrl ^O altg nop key 62 base p shift P caps P ctrl ^P altg nop key 63 base [shift { caps [ctrl ^[altg nop key 64 key 65 base] shift } caps] ctrl ^] altg nop key 66 all '\177' key 67 all compose key 68 all rf(7) numl pad7 all rf(8) numl pad8 key 69 key 70 all rf(9) numl pad9 key 71 all bf(15) numl padminus key 72 all lf(7) all lf(8) key 73 key 74 all hole key 75 all hole key 76 all shiftkeys+leftctrl up shiftkeys+leftctrl key 77 base a shift A caps A ctrl ^A altg nop key 78 base s shift S caps S ctrl 'S altg nop key 79 base d shift D caps D ctrl ^D altg nop key 80 base f shift F caps F ctrl ^F altg nop

```
EXAMPLE 4 Standard translation tables for the U.S. Type 4 keyboard
                                                                (Continued)
         base g shift G caps G ctrl ^G altg nop
        base h shift H caps H ctrl '\b' altq nop
kev 82
        base j shift J caps J ctrl '\n' altg nop
key 83
        base k shift K caps K ctrl '\v' altg nop
key 84
         base 1 shift L caps L ctrl ^L altg nop
key 85
key 86
         base ; shift : caps ; ctrl ; altg nop
        base '\'' shift '"' caps '\'' ctrl '\'' altg nop
key 87
key 88
        base '\\' shift | caps '\\' ctrl ^\ altg nop
         all '\r'
key 89
key 90
         all bf(11) numl padenter
         all rf(10) numl pad4
key 91
key 92
        all rf(11) numl pad5
key 93
         all rf(12) numl pad6
key 94
        all bf(8) numl pad0
         all lf(9)
key 95
key 96
        all hole
key 97
        all lf(10)
key 98
        all shiftkeys+numlock
key 99
         all shiftkeys+leftshift up shiftkeys+leftshift
key 100 base z shift Z caps Z ctrl ^Z altg nop
key 101 base x shift X caps X ctrl ^X altg nop
key 102 base c shift C caps C ctrl ^C altg nop
key 103 base v shift V caps V ctrl ^V altg nop
key 104 base b shift B caps B ctrl ^B altg nop
key 105
         base n shift N caps N ctrl 'N altg nop
key 106 base m shift M caps M ctrl '\r' altg nop
key 107 base , shift < caps , ctrl , altg nop
key 108 base . shift > caps . ctrl . altg nop
key 109 base / shift ? caps / ctrl ^_ altg nop
key 110
        all shiftkeys+rightshift up shiftkeys+rightshift
key 111 all '\n'
key 112 all rf(13) numl pad1
key 113 all rf(14) numl pad2
key 114 all rf(15) numl pad3
key 115 all hole
key 116 all hole
key 117 all hole
key 118 all lf(16)
key 119 all shiftkeys+capslock
key 120
         all buckybits+metabit up buckybits+metabit
key 121 base ' ' shift ' ' caps ' ' ctrl ^@ altg '
key 122 all buckybits+metabit up buckybits+metabit
key 123 all hole
key 124 all hole
key 125 all bf(14) numl padplus
key 126 all error numl error up hole
key 127 all idle numl idle up reset
```

SEE ALSO loadkeys(1)

krb5.conf(4)

NAME |

krb5.conf – Kerberos configuration file

SYNOPSIS

/etc/krb5/krb5.conf

DESCRIPTION

The krb5.conf file contains Kerberos configuration information, including the locations of KDCs and administration daemons for the Kerberos realms of interest, defaults for the current realm and for Kerberos applications, and mappings of host names onto Kerberos realms. This file must reside on all Kerberos clients.

The format of the krb5.conf consists of sections headings in square brackets. Each section may contain zero or more configuration variables (called *relations*), of the form:

relation= relation-value

```
or

relation-subsection = {

relation= relation-value
relation= relation-value
}
```

The krb5.conf file may contain any or all of the following seven sections:

libdefaults Contains default values used by the Kerberos V5

library.

appdefaults Contains subsections for Kerberos V5 applications,

where *relation-subsection* is the name of an application. Each subsection describes application-specific defaults.

realms Contains subsections for Kerberos realms, where

relation-subsection is the name of a realm. Each

subsection contains relations that define the properties

for that particular realm.

domain realm Contains relations which map domain names and

subdomains onto Kerberos realm names. This is used by programs to determine what realm a host should be

in, given its fully qualified domain name.

logging Contains relations which determine how Kerberos

programs are to perform logging.

capaths Contains the authentication paths used with direct

(nonhierarchical) cross-realm authentication. Entries in this section are used by the client to determine the intermediate realms which may be used in cross-realm authentication. It is also used by the end-service when checking the transited field for trusted intermediate

realms.

kdc For a KDC, may contain the location of the kdc.conf

file.

[libdefaults]

The [libdefaults] section may contain any of the following relations:

default realm Identifies the default Kerberos realm for the client. Set

its value to your Kerberos realm.

default tgs enctypes Identifies the supported list of session key encryption

types that should be returned by the KDC. The list may

be delimited with commas or whitespace. The supported encryption types are des-cbc-crc and

des-cbc-md5.

default tkt enctypes Identifies the supported list of session key encryption

> types that should be requested by the client. The format is the same as for default tkt enctypes. The supported encryption types are des-cbc-crc and

des-cbc-md5.

clockskew Sets the maximum allowable amount of clock skew in

seconds that the library will tolerate before assuming that a Kerberos message is invalid. The default value is

300 seconds, or five minutes.

[appdefaults]

This section contains subsections for Kerberos V5 applications, where relation-subsection is the name of an application. Each subsection contains relations that define the default behaviors for that application.

```
gkadmin = {
     help_url = http://localhost:8888/ab2/coll.384.1/SEAM
```

The following application defaults can be set to true or false:

```
kinit
   forwardable
   proxiable
   renewable
   no addresses
   max life = delta_time
   max renewable life = delta_time
(See kinit(1) for the valid time duration formats
you can specify for delta_time.)
```

krb5.conf(4)

In the following example, kinit will get forwardable tickets by default, and telnet has three default behaviors specified:

```
[appdefaults]
  kinit = {
    forwardable = true
  }

telnet = {
  forward = true
  encrypt = true
  autologin = true
}
```

The application defaults specified here are overridden by those specified in the [realms] section.

[realms]

This section contains subsections for Kerberos realms, where *relation-subsection* is the name of a realm. Each subsection contains relations that define the properties for that particular realm. The following relations may be specified in each <code>[realms]</code> subsection:

kdc	The name of a host running a KDC for that realm. An optional port number (separated from the hostname by a colon) may be included.
admin_server	Identifies the host where the Kerberos administration daemon (kadmind) is running. Typically, this is the master KDC.
application defaults	Application defaults that are specific to a particular realm can be specified within a [realms] subsection. Realm-specific application defaults override the global defaults specified in the [appdefaults] section.
kpasswd_server	Identifies the host where the Kerberos password-changing server is running. Typically, this is the same as host indicated in the admin_server. If this parameter is omitted, the host in admin_server is used. You can also specify a port number if the server indicated by kpasswd_server runs on a port other than 464 (the default). The format of this parameter is: hostname[:port].
kpasswd_protocol	Identifies the protocol to be used when communicating with the server indicated by kpasswd_server. By default, this parameter is defined to be RPCSEC_GSS,

which is the protocol used by SEAM-based administration servers. To be able to change a principal's password stored on non-SEAM-based Kerberos server, such as Microsoft Active Directory or MIT Kerberos, this value should be SET CHANGE. This indicates that a non-RPC- based protocol will be used to communicate the password change request to the server in the kpasswd server entry.

Note that kpasswd server and kpasswd protocol are realm-specific parameters. Most often, you need to specify them only when using a non-SEAM-based Kerberos server. Otherwise, the change request is sent over RPCSEC GSS to the SEAM administration server.

[domain_realm]

This section provides a translation from a domain name or hostname to a Kerberos realm name. The *relation* can be a host name, or a domain name, where domain names are indicated by a period ('.') prefix. relation-value is the Kerberos realm name for that particular host or domain. Host names and domain names should be in lower case.

If no translation entry applies, the host's realm is considered to be the hostname's domain portion converted to upper case. For example, the following [domain realm] section maps crash.mit.edu into the TEST.ATHENA.MIT.EDU realm:

```
[domain realm]
  .mit.edu = ATHENA.MIT.EDU
  mit.edu = ATHENA.MIT.EDU
  crash.mit.edu = TEST.ATHENA.MIT.EDU
  .fubar.org = FUBAR.ORG
  fubar.org = FUBAR.ORG
```

All other hosts in the mit.edu domain will map by default to the ATHENA.MIT.EDU realm, and all hosts in the fubar.org domain will map by default into the FUBAR.ORG realm. Note the entries for the hosts mit.edu and fubar.org. Without these entries, these hosts would be mapped into the Kerberos realms EDU and ORG, respectively.

[logging]

This section indicates how Kerberos programs are to perform logging. There are two types of relations for this section: relations to specify how to log and a relation to specify how to rotate kdc log files.

The following relations may be defined to specify how to log. The same relation can be repeated if you want to assign it multiple logging methods.

admin_server	Specifies how to log the Kerberos administration daemon (kadmind). The default is FILE:/var/krb5/kadmin.log.
default	Specifies how to perform logging in the absence of explicit specifications otherwise.
kdc	Specifies how the KDC is to perform its logging. The

default is FILE: /var/krb5/kdc.log.

krb5.conf(4)

The admin server, default, and kdc relations may have the following values:

FILE: filename

or

FILE=*filename* This value causes the entity's logging

messages to go to the specified file. If the '=' form is used, the file is overwritten. If the ':'

form is used, the file is appended to.

STDERR This value causes the entity's logging

messages to go to its standard error stream.

CONSOLE This value causes the entity's logging

messages to go to the console, if the system

supports it.

DEVICE=devicename This causes the entity's logging messages to

go to the specified device.

SYSLOG [: severity [: facility]] This causes the entity's logging messages to

go to the system log.

The *severity* argument specifies the default severity of system log messages. This may be any of the following severities supported by the syslog(3C) call, minus the LOG_ prefix: LOG_EMERG, LOG_ALERT, LOG_CRIT, LOG_ERR, LOG_WARNING, LOG_NOTICE, LOG_INFO, and LOG_DEBUG. For example, a value of CRIT would specify LOG_CRIT severity.

The facility argument specifies the facility under which the messages are logged. This may be any of the following facilities supported by the syslog(3C) call minus the LOG_prefix: LOG_KERN, LOG_USER, LOG_MAIL, LOG_DAEMON, LOG_AUTH, LOG_LPR, LOG_NEWS, LOG_UUCP, LOG_CRON, and LOG_LOCALO through LOG_LOCAL7.

If no severity is specified, the default is ERR. If no facility is specified, the default is AUTH.

The following relation may be defined to specify how to rotate kdc log files if the FILE: value is being used to log:

kdc rotate A relation

A relation subsection that enables kdc logging to be rotated to multiple files based on a time interval. This can be used to avoid logging to one file, which may grow too large and bring the KDC to a half

to a halt.

The time interval for the rotation is specified by the period relation. The number of log files to be rotated is specified by the versions relation. Both the period and versions (described below) should be included in this subsection. And, this subsection applies only if the kdc relation has a FILE: value.

The following relations may be specified for the kdc rotate relation subsection:

period=delta_time

Specifies the time interval before a new log file is created. See the Time Formats section in kinit(1) for the valid time duration formats you can specify for delta_time. If period is not specified or set to "never", no rotation will occur.

Specifying a time interval does not mean that the log files will be rotated at the time interval based on real time. This is because the time interval is checked at each attempt to write a record to the log, or when logging is actually occurring. Therefore, rotation occurs only when logging has actually occurred for the specified time interval.

versions=number

Specifies how many previous versions will be saved before the rotation begins. A number will be appended to the log file, starting with 0 and ending with (number - 1). For example, if versions is set to 2, up to three logging files will be created (filename, filename.0, and filename.1) before the first one is overwritten to begin the rotation.

Notice that if versions is not specified or set to 0, only one log file will be created, but it will be overwritten whenever the time interval is met.

In the following example, the logging messages from the Kerberos administration daemon will go to the console. The logging messages from the KDC will be appended to the /var/krb5/kdc.log, which will be rotated between twenty-one log files with a specified time interval of a day.

```
[logging]
  admin_server = CONSOLE
  kdc = FILE:/export/logging/kadmin.log
  kdc rotate = {
     period = 1d
     versions = 20
  }
```

[capaths]

In order to perform direct (non-hierarchical) cross-realm authentication, a database is needed to construct the authentication paths between the realms. This section defines that database.

A client will use this section to find the authentication path between its realm and the realm of the server. The server will use this section to verify the authentication path used by the client, by checking the transited field of the received ticket.

There is a subsection for each participating realm, and each subsection has relations named for each of the realms. The relation-value is an intermediate realm which may participate in the cross-realm authentication. The relations may be repeated if there is more than one intermediate realm. A value of '.' means that the two realms share keys directly, and no intermediate realms should be allowed to participate.

krb5.conf(4)

There are n**2 possible entries in this table, but only those entries which will be needed on the client or the server need to be present. The client needs a subsection named for its local realm, with relations named for all the realms of servers it will need to authenticate with. A server needs a subsection named for each realm of the clients it will serve.

For example, ANL.GOV, PNL.GOV, and NERSC.GOV all wish to use the ES.NET realm as an intermediate realm. ANL has a sub realm of TEST.ANL.GOV, which will authenticate with NERSC.GOV but not PNL.GOV. The [capath] section for ANL.GOV systems would look like this:

```
[capaths]
  ANL.GOV = {
    TEST.ANL.GOV = .
    PNL.GOV = ES.NET
    NERSC.GOV = ES.NET
    ES.NET = .
}

TEST.ANL.GOV = {
    ANL.GOV = .
}

PNL.GOV = {
    ANL.GOV = ES.NET
}

NERSC.GOV = {
    ANL.GOV = ES.NET
}

ES.NET = {
    ANL.GOV = .
}
```

The [capath] section of the configuration file used on NERSC.GOV systems would look like this:

```
[capaths]
NERSC.GOV = {
    ANL.GOV = ES.NET
    TEST.ANL.GOV = ES.NET
    TEST.ANL.GOV = ANL.GOV
    PNL.GOV = ES.NET
    ES.NET = .
}
ANL.GOV = {
    NERSC.GOV = ES.NET
}
PNL.GOV = {
    NERSC.GOV = ES.NET
}
```

```
ES.NET = {
   NERSC.GOV = .
TEST.ANL.GOV = {
  NERSC.GOV = ANL.GOV
   NERSC.GOV = ES.NET
```

In the above examples, the ordering is not important, except when the same relation is used more than once. The client will use this to determine the path. (It is not important to the server, since the transited field is not sorted.)

EXAMPLES

EXAMPLE 1 Sample file

Here is an example of a generic krb5.conf file:

```
[libdefaults]
  ticket lifetime = 600
  default_realm = ATHENA.MIT.EDU
  default_tkt_enctypes = des-cbc-crc
  default tgs enctypes = des-cbc-crc
[realms]
  ATHENA.MIT.EDU = {
     kdc = kerberos.mit.edu
     kdc = kerberos-1.mit.edu
     kdc = kerberos-2.mit.edu
     admin server = kerberos.mit.edu
     default_domain = mit.edu
  }
  FUBAR.ORG = {
     kdc = kerberos.fubar.org
     kdc = kerberos-1.fubar.org
     admin_server = kerberos.fubar.org
  }
[domain realm]
  .mit.edu = ATHENA.MIT.EDU
  mit.edu = ATHENA.MIT.EDU
```

FILES

/var/krb5/kdc.log

KDC logging file

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

krb5.conf(4)

 $\textbf{SEE ALSO} \ | \ \texttt{kinit}(1), \, \texttt{syslog}(3C), \, \texttt{SEAM}(5), \, \texttt{attributes}(5)$

NOTES

If the krb5.conf file is not formatted properly, the telnet command will fail. However, the dtlogin and login commands will still succeed, even if the krb5.conf file is specified as required for the commands. If this occurs, the following error message will be displayed:

Error initializing krb5: Improper format of

To bypass any other problems that may occur, you should fix the file as soon as possible.

NAME

ldapfilter.conf – configuration file for LDAP filtering routines

SYNOPSIS

/etc/opt/SUNWconn/ldap/current/ldapfilter.conf

DESCRIPTION

The ldapfilter.conf file contains information used by the LDAP filtering routines.

Blank lines and lines that begin with a hash character (#) are treated as comments and ignored. The configuration information consists of lines that contain one to five tokens. Tokens are separated by white space, and double quotes can be used to include white space inside a token.

The file consists of a sequence of one or more filter sets. A filter set begins with a line containing a single token called a *tag*.

The filter set consists of a sequence of one or more filter lists. The first line in a filter list must contain four or five tokens: the *value pattern*, the *delimiter list*, a *filtertemplate*, a *match description*, and an optional *search scope*. The *value pattern* is a regular expression that is matched against the value passed to the LDAP library call to select the filter list.

The *delimiter list* is a list of the characters (in the form of a single string) that can be used to break the value into distinct words.

The *filter template* is used to construct an LDAP filter (see description below)

The *match description* is returned to the caller along with a filter as a piece of text that can be used to describe the sort of LDAP search that took place. It should correctly compete both of the following phrases: "One *match description* match was found for ..." and "Three *match description* matches were found for...."

The *search scope* is optional, and should be one of base, onelevel, or subtree. If *search scope* is not provided, the default is subtree.

The remaining lines of the filter list should contain two or three tokens, a *filter template*, a *match description* and an optional *search scope*.

The *filter template* is similar in concept to a printf(3C) style format string. Everything is taken literally except for the character sequences:

%V	Substitute the entire value string in place of the %v.
%v\$	Substitute the last word in this field.
%vN	Substitute word N in this field (where N is a single digit 1-9). Words are numbered from left to right within the value starting at 1.
%vM-N	Substitute the indicated sequence of words where M and N are both single digits 1-9.
%vN-	Substitute word N through the last word in value where N is again a single digit 1-9.

ldapfilter.conf(4)

EXAMPLES

EXAMPLE 1 An Idap Filter Configuration File

The following ldap filter configuration file contains two filter sets, example1 and example2 onelevel, each of which contains four filter lists.

```
# ldap filter file
example1
                        "%v"
                                              "arbitrary filter"
"[0-9][0-9-]*"
                       "(telephoneNumber=*%v)" "phone number"
                        "(mail=%v)"
                                              "email address"
"^.[. _].*"
                      "(cn=%v1* %v2-)"
                                            "first initial"
                 ". _" "(cn=%v1-*)"
".*[. _].$"
                                              "last initial"
"[. _]"
                 ". _" "(|(sn=%v1-)(cn=%v1-))"
                                                    "exact"
                        "(|(sn~=%v1-)(cn~=%v1-))"
                                                     "approximate"
                        "(|(cn=%v1)(sn=%v1)(uid=%v1))" "exact"
                        "(|(cn~=%v1)(sn~=%v1))"
                                                     "approximate"
"example2 onelevel"
"^..$" " "
            "(|(o=%v)(c=%v)(l=%v)(co=%v))"
                                              "exact" "onelevel"
            "onelevel"
           "(|(o=%v)(l=%v)(co=%v)"
                                       "exact"
                                                     "onelevel"
            "(|(o~=%v)(l~=%v)(co~=%v)"
                                       "approximate" "onelevel"
           "(associatedDomain=%v)"
                                       "exact"
                                                     "onelevel"
            "(|(o=%v)(l=%v)(co=%v)"
                                       "exact"
                                                     "onelevel"
            "(|(o~=%v)(l~=%v)(co~=%v)"
                                       "approximate" "onelevel"
```

ATTRIBUTES

See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWlldap (32-bit)
	SUNWldapx (64-bit)
Stability Level	Evolving

SEE ALSO

ldap getfilter(3LDAP), ldap ufn(3LDAP), attributes(5)

NAME

| Idapsearchprefs.conf – configuration file for LDAP search preference routines

SYNOPSIS

/etc/opt/SUNWconn/ldap/current/ldapsearchprefs.conf

DESCRIPTION

The ldapsearchprefs.conf file contains information used by LDAP when searching the directory. Blank lines and lines that start with a hash ('#') character are treated as comments and ignored. Non-comment lines contain one or more tokens. Tokens are separated by white space, and double quotes can be used to include white space inside a token.

Search preferences are typically used by LDAP-based client programs to specify what a user may search for, which attributes are searched, and which options are available to the user.

The first non-commment line specifies the version of the template information and must contain the token Version followed by an integer version number. For example:

Version 1

The current version is 1, so the above example is always the correct opening line.

The remainder of the file consists of one or more search preference configurations. The first line of a search preference is a human-readable name for the type of object being searched for, for example People or Organizations. This name is stored in the *so_objtypeprompt* member of the ldap_searchobj structure (see ldap searchprefs(3LDAP)). For example:

People

specifies a label for a search preference designed to find X.500 entries for people.

The next line specifies a list of options for this search object. The only option currently allowed is "internal" which means that this search object should not be presented directly to a user. Options are placed in the *so_options* member of the *ldap_searchobj* structure and can be tested using the LDAP_IS_SEARCHOBJ_OPTION_SET() macro. Use "" if no special options are required.

The next line specifes a label to use for "Fewer Choices" searches. "Fewer Choices" searches are those where the user's input is fed to the ldap_filter routines to determine an appropriate filter to use. This contrasts with explicitly-constructed LDAP filters, or "More Choices" searches, where the user can explicitly construct an LDAP filter.

For example:

"Search For:"

can be used by LDAP client programs to label the field into which the user can type a "Fewer Choices" search.

The next line specifies an LDAP filter prefix to append to all "More Choices" searched. This is typically used to limit the types of entries returned to those containing a specific object class. For example:

ldapsearchprefs.conf(4)

```
"(&(objectClass=person)"
```

would cause only entries containing the object class *person* to be returned by a search. Note that parentheses may be unbalanced here, since this is a filter prefix, not an entire filter

The next line is an LDAP filter tag which specifies the set of LDAP filters to be applied for "Fewer Choices" searching. The line

```
"x500-People"
```

would tell the client program to use the set of LDAP filters from the ldap filter configuration file tagged "x500-People".

The next line specifies an LDAP attribute to retrieve to help the user choose when several entries match the search terms specified. For example:

```
"title"
```

specifies that if more than one entry matches the search criteria, the client program should retrieve the title attribute that and present that to the user to allow them to select the appropriate entry. The next line specifies a label for the above attribute, for example,

```
"Title:"
```

Note that the values defined so far in the file are defaults, and are intended to be overridden by the specific search options that follow.

The next line specifies the scope of the LDAP search to be performed. Acceptable values are subtree, onelevel, and base.

The next section is a list of "More Choices" search options, terminated by a line containing only the string END. For example:

```
"Common Name" cn 11111 "" ""
"Surname" sn 11111 "" ""
"Business Phone" "telephoneNumber" 11101 "" ""
END
```

Each line represents one method of searching. In this example, there are three ways of searching - by Common Name, by Surname, and by Business Phone number. The first field is the text which should be displayed to user. The second field is the attribute which will be searched. The third field is a bitmap which specifies which of the match types are permitted for this search type. A "1" value in a given bit position indicates that a particular match type is valid, and a "0" indicates that is it not valid. The fourth and fifth fields are, respectively, the select attribute name and on-screen name for the selected attribute. These values are intended to override the defaults defined above. If no specific values are specified, the client software uses the default values above.

The next section is a list of search match options, terminated by a a line containing only the string END. Example:

```
"approximately matches" "(%a~=%v))"
```

In this example, there are five ways of refining the search. For each method, there is an LDAP filter suffix which is appended to the ldap filter.

EXAMPLES

EXAMPLE 1 A Sample Configuration Using Search Preference for "people"

The following example illustrates one possible configuration of search preferences for "people".

```
# Version number
Version 1
# Name for this search object
People
# Label to place before text box user types in
"Search For: "
# Filter prefix to append to all "More Choices" searches
"(&(objectClass=person)"
# Tag to use for "Fewer Choices" searches - from ldapfilter.conf file
"x500-People"
# If a search results in > 1 match, retrieve this attribute to help
# user distinguish between the entries...
multilineDescription
# ...and label it with this string:
"Description"
# Search scope to use when searching
subtree
# Follows a list of "More Choices" search options. Format is:
# Label, attribute, select-bitmap, extra attr display name, extra attr ldap name
# If last two are null, "Fewer Choices" name/attributes used
                                     cn 11111 "" ""
"Common Name"
                                                            11111 "" ""
"Surname"

      "Surname"
      sn
      11111
      ""
      ""

      "Business Phone"
      "telephoneNumber"
      11101
      "" ""

      "E-Mail Address"
      "mail"
      11111
      "" ""

      "Uniqname"
      "uid"
      11111
      "" ""

END
# Match types
"exactly matches"
"approximately matches"
"starts with"
"ends with"
                                      "(%a=%v))"
                                      "(%a~=%v))"
                                      "(%a=%v*))"
                                      "(%a=*%v))"
                                      "(%a=*%v*))"
"contains"
END
```

In this example, the user may search for People. For "fewer choices" searching, the tag for the ldapfilter.conf(4) file is "x500-People".

ldapsearchprefs.conf(4)

ATTRIBUTES

See ${\tt attributes}(5)$ for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWlldap (32-bit)
	SUNWldapx (64-bit)
Stability Level	Evolving

SEE ALSO

ldap_searchprefs(3LDAP), attributes(5)

NAME

ldaptemplates.conf – configuration file for LDAP display template routines

SYNOPSIS

/etc/opt/SUNWconn/ldap/current/ldaptemplates.conf

DESCRIPTION

The ldaptemplates.conf file contains information used by the LDAP display routines.

Blank lines and lines that start with a hash character ('#') are treated as comments and ignored. Non-comment lines contain one or more tokens. Tokens are separated by white space, and double quotes can be used to include white space inside a token.

The first non-commment line specifies the version of the template information and must contain the token Version followed by an integer version number. For example,

Version 1

The current version is 1, so the above example is always the correct first line.

The remainder of the file consists of one or more display templates. The first two lines of the display template each contain a single token that specifies singular and plural names for the template in a user-friendly format. For example,

```
"Person"
"People"
```

specifies appropriate names for a template designed to display person information.

The next line specifies the name of the icon or similar element that is associated with this template. For example,

```
"person icon"
```

The next line is a blank-separated list of template options. "" can be used if no options are desired. Available options are: addable (it is appropriate to allow entries of this type to be added), modrdn (it is appropriate to offer the modify rdn operation), altview (this template is an alternate view of another template). For example,

```
"addable" "modrdn"
```

The next portion of the template is a list of X.500 object classes that is used to determine whether the template should be used to display a given entry. The object class information consists of one or more lines, followed by a terminating line that contains the single token END. Each line contains one or more object class names, all of which must be present in a directory entry. Multiple lines can be used to associate more than one set of object classes with a given template. For example,

```
emailPerson
orgPerson
```

means that the template is appropriate for display of emailPerson entries or orgPerson entries.

ldaptemplates.conf(4)

The next line after the object class list is the name of the attribute to authenticate as to make changes (use "" if it is appropriate to authenticate as the entry itself). For example,

```
"owner"
```

The next line is the default attribute to use when naming a new entry, for example,

```
"cn"
```

The next line is the distinguished name of the default location under which new entries are created. For example,

```
"o=XYZ, c=US"
```

The next section is a list of rules used to assign default values to new entries. The list should be terminated with a line that contains the single token END. Each line in this section should either begin with the token constant and be followed by the name of the attribute and a constant value to assign, or the line should begin with addersdn followed by the name of an attribute whose value will be the DN of the person who has authenticated to add the entry. For example,

```
constant associatedDomain XYZ.us addersdn seeAlso
```

The last portion of the template is a list of items to display. It consists of one or more lines, followed by a terminating line that contains the single token END. Each line is must begin with the token samerow or the token item

It is assumed that each item appears on a row by itself unless it was preceded by a samerow line (in which case it should be displayed on the same line as the previous item, if possible). Lines that begin with samerow should not have any other tokens on them.

Lines that begin with item must have at least three more tokens on them: an item type, a label, and an attribute name. Any extra tokens are taken as extra arguments.

The item type token must be one of the following strings:

cis	case-ignore string attributes
mls	multiline string attributes
mail	RFC-822 conformant mail address attributes
dn	distinguished name pointer attributes
bool	Boolean attributes
jpeg	JPEG photo attributes

jpegbtn a button that will retrieve and show a JPEG photo attribute

fax FAX T.4 format image attributes

ldaptemplates.conf(4)

faxbtn	a button that will retrieve and show a FAX photo attribute

audiobtn audio attributes

time UTC time attributes

date UTC time attributes where only the date portion should be shown

url labeled Uniform Resource Locator attributes

searchact define an action that will do a directory search for other entries

linkact define an action which is a link to another display template protected for an encrypted attribute, with values displayed as asterisks

An example of an item line for the drink attribute (displayed with label "Work Phone"):

```
item cis "Work Phone" telephoneNumber
```

EXAMPLES

EXAMPLE 1 A Sample Configuration File Containing a Template that Displays People Entries

The following template configuration file contains a templates for display of people entries.

```
# LDAP display templates
# Version must be 1 for now
Version 1
# Person template
"Person"
"People"
# name of the icon that is associated with this template
"person icon"
# blank-separated list of template options ("" for none)
"addable"
# objectclass list
person
END
# name of attribute to authenticate as ("" means auth as this entry)
# default attribute name to use when forming RDN of a new entry
"cn"
```

ldaptemplates.conf(4)

EXAMPLE 1 A Sample Configuration File Containing a Template that Displays People Entries (*Continued*)

```
\mbox{\tt\#} default location when adding new entries (DN; \mbox{\tt""} means no default)
"o=XYZ, c=US"
# rules used to define default values for new entries
# list of items for display
                                             jpegPhoto
item jpegbtn "View Photo"
                                                                "Next Photo"
item audiobtn "Play Sound"
                                              audio
item cis "Also Known As" item cis "Title"
                                           cn
                                       title
item mls "Work Address" postalAddress
item cis "Work Phone" telephoneNumber
item cis "Fax Number" facsimileTelephoneNumber
item mls "Home Address" homePostalAddress
item cis "Home Phone" homePhone
item mls "Home Address"
item cis "Home Phone" ho
                                        homePhone
item mail "E-Mail Address" mail
item cis "Description"
                                        description
                                         seeAlso
item dn
               "See Also"
```

ATTRIBUTES

See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWlldap (32-bit)
	SUNWldapx (64-bit)
Stability Level	Evolving

SEE ALSO

ldap_disptmpl(3LDAP), ldap_entry2text(3LDAP), attributes(5)

NAME

limits – header for implementation-specific constants

SYNOPSIS

#include <limits.h>

DESCRIPTION

The header limits.h> is a list of minimal magnitude limitations imposed by a specific implementation of the operating system.

_ARG_MAX32	1048320	/* max length of arguments to exec 32-bit program */
_ARG_MAX64	2096640	/* max length of arguments to exec 64-bit program */
CHAR_BIT	8	/* max # of bits in a char */
CHAR_MAX	255	/* max value of a char */
CHAR_MIN	0	/* min value of a char */
CHILD_MAX	25	/* max # of processes per user id */
CLK_TCK	_sysconf(3)	/* clock ticks per second */
DBL_DIG	15	/* digits of precision of a double */
DBL_MAX	1.7976931348623157E+308	/* max decimal value of a double*/
DBL_MIN	2.2250738585072014E-308	/* min decimal value of a double*/
FCHR_MAX	1048576	/* historical default file size limit in bytes */
FLT_DIG	6	/* digits of precision of a float */
FLT_MAX	3.40282347e+38F	/* max decimal value of a float */
FLT_MIN	1.17549435E-38F	/* min decimal value of a float */
INT_MAX	2147483647	/* max value of an int */
INT_MIN	(-2147483647-1)	/* min value of an int */
LINK_MAX	1000	/* max # of links to a single file */
LOGNAME_MAX	8	/* max # of characters in a login name */
LONG_BIT	32	/* # of bits in a long */
LONG_MAX	2147483647L	/* max value of a long int if _ILP32 defined */
	9223372036854775807L	$^{\prime *}$ max value of a long int if _LP64 defined $^{*}/$

limits(4)

LONG_MIN	(-2147483647-1L)	/* min value of a long int if _ILP32 defined */
	(-9223372036854775807L-1L)	/* min value of a long int if _LP64 defined */
MAX_CANON	256	/* max bytes in a line for canonical processing */
MAX_INPUT	512	/* max size of a char input buffer */
MB_LEN_MAX	5	/* max # of bytes in a multibyte character */
NAME_MAX	14	/* max # of characters in a file name $*/$
NGROUPS_MAX	16	/* max # of groups for a user */
NL_ARGMAX	9	/* max value of "digit" in calls to the
		NLS printf() and scanf() */
NL_LANGMAX	14	/* max # of bytes in a LANG name */
NL_MSGMAX	32767	/* max message number */
NL_NMAX	1	/* max # of bytes in N-to-1 mapping characters */
NL_SETMAX	255	/* max set number */
NL_TEXTMAX	255	/* max # of bytes in a message string */
NZERO	20	/* default process priority */
OPEN_MAX	20	/* max # of files a process can have open */
PASS_MAX	8	/* max # of characters in a password */
PATH_MAX	1024	/* max # of characters in a path name */
PID_MAX	999999	/* max value for a process ID */
PIPE_BUF	5120	/* max # bytes atomic in write to a pipe */
PIPE_MAX	5120	/* max # bytes written to a pipe in a write */
SCHAR_MAX	127	/* max value of a "signed char" */
SCHAR_MIN	(-128)	/* min value of a "signed char" */
SHRT_MAX	32767	/* max value of a "short int" */

SHRT_MIN	(-32768)	/* min value of a "short int" */
STD_BLK	1024	/* # bytes in a physical I/O block */
SYS_NMLN	257	/* 4.0 size of utsname elements */
		/* also defined in sys/utsname.h */
SYSPID_MAX	1	/* max pid of system processes */
TMP_MAX	17576	/* max # of unique names generated by tmpnam */
UCHAR_MAX	255	/* max value of an "unsigned char" */
UID_MAX	2147483647	/* max value for a user or group ID */
UINT_MAX	4294967295	/* max value of an "unsigned int" $*/$
ULONG_MAX	4294967295UL	/* max value of an "unsigned long int" if _ILP32 defined */
	18446744073709551615UL	$/*$ max value of an "unsigned long int" if _LP64 defined $*/$
USHRT_MAX	65535	/* max value of an "unsigned short int" */
USI_MAX	4294967295	/* max decimal value of an "unsigned" */
WORD_BIT	32	/* # of bits in a word or int */

The following POSIX definitions are the most restrictive values to be used by a POSIX-conforming application (see standards(5)). Conforming implementations shall provide values at least this large.

_POSIX_ARG_MAX	4096	/* max length of arguments to exec */
_POSIX_CHILD_MAX	6	/* max # of processes per user ID */
_POSIX_LINK_MAX	8	/* max # of links to a single file */
_POSIX_MAX_CANON	255	/* max # of bytes in a line of input */
_POSIX_MAX_INPUT	255	/* max # of bytes in terminal input queue */
_POSIX_NAME_MAX	14	/* # of bytes in a filename */
_POSIX_NGROUPS_MAX	0	/* max # of groups in a process */
_POSIX_OPEN_MAX	16	/* max # of files a process can have open */
_POSIX_PATH_MAX	255	/* max # of characters in a pathname */

limits(4)

_POSIX_PIPE_BUF	512	/* max # of bytes atomic in write to a pipe */
standards(5)		
, ,		

NAME | llc2 – LLC2 Configuration file

SYNOPSIS

/etc/llc2/default/llc2.*

DESCRIPTION

The *llc2* files contain information needed by LLC2 to establish the appropriate links to the underlying MAC layer drivers as well as the parameters necessary to configure the LLC (Logical Link Control) Class II Station Component structures for that link.

The comments are made up of one or more lines starting with the "#" character in column 1.

The main section consists of keyword/value pairs of the form keyword=value, used to initialize the particular adapter.

A sample of the *llc*2 is presented below:

```
devicename=/dev/dnet
  deviceinstance=1
                                     # LLC2: On/Off on this device
  11c2 on=1
  deviceloopback=1
timeinterval=0
acktimer=2  # LLC2: Ack Timer
rsptimer=2  # LLC2: Response Timer
polltimer=4  # LLC2: Poll Timer
rejecttimer=6  # LLC2: Reject Timer
rembusytimer=8  # LLC2: Remote Busy Timer
inacttimer=30  # LLC2: Inactivity Timer
maxretry=6  # LLC2: Maximum Retry Value
# LLC2: Transmit Window Size
  timeinterval=0  # LLC2: Timer Multiplier
acktimer=2  # LLC2: Ack Timer
  xmitwindowsz=14  # LLC2: Transmit Window Size
  rcvwindowsz=14  # LLC2: Receive Window Size
```

MAC specific **Parameters**

The *llc2.ppa* file contains 4 parameters directly related to the underlying MAC-level driver. These are the name of the physical device, the instance of the device, whether LLC2 can be used with this device, and whether the device is capable of looping back data addressed to the node's unique MAC address, broadcast address, or multicast addresses.

Setting the 11c2 on parameter to 1 means that LLC2 can be used with this device; setting it to 0 means otherwise. Setting the loopback parameter to 1 means that the LLC2 module will loop back data addressed to this node's unique MAC address or to a broadcast/multicast address.

The most likely use is for a media that cannot receive its own transmissions (for example, ethernet) or when the MAC-level driver intentionally does not loop back data addressed to the local node under the assumption that the upper layers have already done so.

Host-Based LLC2 Parameters

The LLC2 contains ten parameters in the configuration file (/etc/llc2/default/llc2.ppa) that apply to configurations using the Host-Based LLC2 component for connection-oriented operation over an Ethernet, Token Ring, or FDDI media.

The ten parameters break down into the following four groups:

- Six parameters deal with timer settings for managing the flow of LLC elements of procedure (PDUs) on a data link connection.
- One parameter is the multiplier that is used to determine the period of the interval timer for the station. A value of 1 means that each tick count represents 100 milliseconds; 5 means each tick count is 500 milliseconds. Should the parameter be omitted, the default value is 5, except for Token Ring links which use a default of
- One parameter indicates how many times an operation should be retried on a data link connection.
- Two parameters are for controlling the number of unacknowledged I PDUs to send or receive on a data link connection.

Additional information on these parameters can be found in ISO 8802-2:1989, Section 7.8.

The following table of Logical Link Control Parameters provides the LLC configuration parameter names, default values, and ranges.

Parameter	Description	Default	Range
timeinterval	The timer ticks in 100 ms intervals. This parameter is used to scale the following 5 timer parameters.	5, except TPR - 1	0 - 10
acktimer	The connection acknowledgment timer length in (100 * timeinterval) ms.	2	> 0
rsptimer	The response acknowledgment timer length in (100 * timeinterval) ms.	2	> 0
polltimer	The connection poll timer length in (100 * timeinterval) ms.	4	> 0
rejecttimer	The connection reject timer length in (100 * timeinterval) ms.	6	> 0
rembusytimer	The connection remote busy timer length in (100 * timeinterval) ms.	8	> 0

Parameter	Description	Default	Range
inacttimer	The connection inactivity timer length in (100 * timeinterval) ms.	30	> 0
maxretry	The maximum number of retries of an action on a connection.	6	0 - 100
xmitwindowsz	The maximum number of unacknowledged I-format protocol data units that can be transmitted on a connection before awaiting an acknowledgment.	14	0 - 127
rcvwindowsz	The maximum number of unacknowledged I-format protocol data units that can be received on a connection before an acknowledgment is sent.	14	0 - 127

Default values are set when the following conditions are true:

- The parameter is not set by the user.
- The user requests a default /etc/llc2/default/llc2. instance file, where instance is the sequence number, starting with 0, of the adapter as detected by ifconfig(1M). For example, if there are 3 adapters on the machine, the default configuration files will be named in order as /etc/llc2/default/llc2.0, /etc/llc2/default/llc2.1, and /etc/llc2/default/llc2.2.
- The user codes a value of 0 for a parameter.

Timer Parameter Descriptions

acktimer

The acktimer parameter is used to manage the following sample sequences:

1. Attempting to establish, reset, or disconnect a connection.

```
SABME
     start acknowledgment timer
or
   ---->
```

The acknowledgment timer expires before the receipt of a response.

```
SABME
     start acknowledgment timer
or ----->
DISC
 stop acknowledgment timer
<----- UA
```

2. Sending an FRMR in response to a received PDU of dubious distinction:

Acknowledgment timer expires before the receipt of a PDU.

3. There is also a special case of the acknowledgment timer, referred to in this implementation as the response acknowledgment timer (rsptimer). It is used when sending an I PDU.

```
start response acknowledgement timer
```

Response acknowledgment timer expires before the receipt of an acknowledgment.

```
start poll timer
```

polltimer

The polltimer parameter is used to manage situations where a Supervisory command PDU (RR, RNR, or REJ) is sent with the P/F bit set. This type of PDU is typically sent when:

- There has been a period of inactivity on a connection in information transfer mode.
- The remote node must be notified of a local busy condition occurring in information transfer mode.

The expiration of the poll timer causes another Supervisory command PDU (which may be of a different type than the first) to be sent with the P/F bit set, provided the retry count has not exceeded the maximum retry value. This timer, then, provides an extended retry mechanism for a connection in information transfer mode.

rejecttimer

The rejecttimer parameter controls the frequency with which a REJ PDU is sent to a remote node from which an I PDU with an

unexpected N(S) was received and which has not corrected the situation by sending an I PDU with the expected N(S).

```
<----- I PDU with
                  unexpected N(S)
  start reject timer
```

Reject timer expires before the receipt of an I PDU with an expected N(S).

```
start reject and poll timer
REJ ----->
    stop reject and poll timer
                         expected N(S)
```

rembusytimer

The rembusytimer parameter is used to determine how long the local node should wait, after the remote node sends an RNR to indicate it is busy, before sending a Supervisory PDU with the P/F bit set to solicit the current state of the remote node. If the remote node indicates that it has cleared its busy condition before the timer expires, the local node stops the remote busy timer.

inacttimer

The inacttimer parameter controls how much time is allowed to elapse on a connection in information transfer mode between the issuing of command PDUs by the local node. If the inactivity timer expires because a command PDU has not been generated in the configured time interval, a Supervisory PDU with the P/F bit set is sent to the remote node to solicit its current state, provided that the connection is in information transfer mode. Each time a command PDU is sent by the local node, the inactivity timer is restarted.

The following rules of thumb should apply for the timer parameters:

- The acktimer, rsptimer, and polltimer parameters should have small relative values to allow for quick recovery from common transient error conditions on a connection.
- The rejecttimer and rembusytimer parameters should have intermediate relative values to allow the local and remote nodes time to recover without resorting to possibly unnecessary polling cycles.
- The inacttimer parameter should be set to a large relative value to provide a safety net in information transfer mode.

You may need to shift the values for the timer parameters to higher values if bridges are included in the network or a user application requires a substantial amount of time to respond to connection establishment requests or handle information flow.

llc2(4)

Maximum Retry Parameter Description

The maxretry parameter determines the number of times a recovery operation is performed before notifying the user that an error has occurred on a connection. Typical examples of its use include the following:

- When the remote node fails to respond to a SABME sent by the local node to establish or reset the connection, the SABME is resent each time the acknowledgment timer expires, up to maxretry number of times.
- In information transfer mode, if the response acknowledgment timer expires after an I PDU has been sent, an RR with the P/F bit set is sent (and resent each time the poll timer expires) until the remote node responds or maxretry number of RRs have been sent.

In general, the maxretry value should not need to be large. Since the acknowledgment and poll timers are typically used in recovery operations that involve the maxretry parameter, the product of maxretry and either acktimer, rsptimer, or polltimer gives a rough estimate of the length of time allotted for the connection to attempt internal error recovery before notifying the user.

Window Size Parameter Descriptions

rcvwindowsz

The rcvwindowsz parameter is used to set the receive window size for I PDUs received locally on a connection. This value should agree with the transmit window size set for the connection at the remote node. If the local rcvwindowsz is greater than the remote transmit window size, I PDUs sent by the remote node are not acknowledged quickly. If the local rcvwindowsz is less than the remote transmit window size, there is a greater risk of the local node generating FRMR PDUs, requiring intervention by the user application when transient errors on the connection require the remote node to retransmit an I PDU. REJ PDUs are recovered internally.

xmitwindowsz

The xmitwindowsz parameter sets the local transmit window size for a connection. It denotes the number of unacknowledged I PDUs that the local node may have outstanding. The configured value should match the receive window size for the connection at the remote node, based on the same reasoning as for the rcvwindowsz parameter.

In many cases, the values assigned to rcvwindowsz and xmitwindowsz for adapters on a server node will depend on the transmit and receive window sizes specified for another LLC implementation on a client node. In cases where this LLC implementation is resident in both nodes, larger values for these parameters are useful in environments where much of the activity on a connection consists of file transfer operations. Smaller values are warranted if analysis of LLC2 connection component statistics reveals that connections are entering local or remote busy state frequently.

FILES

/etc/llc2/default/llc2.*

SEE ALSO

llc2 autoconfig(1), llc2 config(1), ifconfig(1M), llc2(7D)

NAME

logadm.conf - configuration file for logadm command

SYNOPSIS

/etc/logadm.conf

DESCRIPTION

/etc/logadm.conf is the default configuration file for the log management tool logadm(1M). Comments are allowed using the pound character (#) and extend to the end of line. Each non-comment line has the form:

logname options

where *logname* is the name of the entry and *options* are the default command line options for the logadm command. The name of the entry may be the same as the name of the log file, or a log file name may be given in the options section of the entry. Long lines may be folded using a backslash followed by a newline to continue an entry on the next line. Single or double quotes may be used to protect spaces or alternate-style quotes in strings.

The preferred method for changing /etc/logadm.conf is to use the -V, -w, and -r options to the logadm(1M) command, which allow you to lookup an entry, write an entry, or remove an entry from /etc/logadm.conf.

A full description of how and when /etc/logadm.conf is used and sample entries are found in logadm(1M).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr

SEE ALSO

logadm(1M), attributes(5)

logindevperm(4)

NAME

logindevperm, fbtab – login-based device permissions

SYNOPSIS

/etc/logindevperm

DESCRIPTION

The /etc/logindevperm file contains information that is used by login(1) and ttymon(1M) to change the owner, group, and permissions of devices upon logging into or out of a console device. By default, this file contains lines for the keyboard, mouse, audio, and frame buffer devices.

The owner of the devices listed in /etc/logindevperm is set to the owner of the console by login(1). The group of the devices is set to the owner's group specified in /etc/passwd. The permissions are set as specified in /etc/logindevperm.

Fields are separated by TAB and/or SPACE characters. Blank lines and comments can appear anywhere in the file; comments start with a hashmark, '#', and continue to the end of the line.

The first field specifies the name of a console device (for example, /dev/console). The second field specifies the permissions to which the devices in the *device_list* field (third field) will be set. A *device_list* is a colon-separated list of device names. A device entry that is a directory name and ends with "/*" specifies all entries in the directory (except "." and ".."). For example, "/dev/fbs/*" specifies all frame buffer devices.

Once the devices are owned by the user, their permissions and ownership can be changed using chmod(1) and chown(1), as with any other user-owned file.

Upon logout the owner and group of these devices will be reset by ttymon(1M) to owner root and root's group as specified in /etc/passwd (typically other). The permissions are set as specified in the /etc/logindevperm file.

FILES

/etc/passwd File that contains user group information.

SEE ALSO

chmod(1), chown(1), login(1), ttymon(1M), passwd(4)

NOTES

/etc/logindevperm provides a superset of the functionality provided by /etc/fbtab in SunOS 4.x releases.

NAME

loginlog – log of failed login attempts

DESCRIPTION

After five unsuccessful login attempts, all the attempts are logged in the file /var/adm/loginlog. This file contains one record for each failed attempt. Each record contains the login name, tty specification, and time.

This is an ASCII file. Each field within each entry is separated from the next by a colon. Each entry is separated from the next by a new-line.

By default, loginlog does not exist, so no logging is done. To enable logging, the log file must be created with read and write permission for owner only. Owner must be root and group must be sys.

FILES

/var/adm/loginlog

SEE ALSO

login(1), passwd(1)

lutab(4)

NAME |

lutab – list of boot environments

SYNOPSIS

/etc/lutab

DESCRIPTION

The file /etc/lutab is a list of the boot environments (BEs) configured on a system. There are two entries for each BE. These entries have the following form:

BE_id:BE_name:completion_flag:0
BE_id:root_slice:root_device:1

The fields in the lutab entries are described as follows:

BE_id A unique, internally generated id for a BE.

BE_name The user-assigned name of a BE.

complete BE is one that is not involved in any copy or upgrade operation. A BE can be activated or compared only when it is

complete.

Indicates first of two lines.

BE_id As described above.

root_slice Designation of the root slice.

root_device Device on which the root slice is mounted.

1 Indicates second of two lines.

The lutab file must not be edited by hand. Any user modification to this file will result in the incorrect operation of live upgrade.

SEE ALSO

 $\label{eq:luminosity} $$ lu(1M), lucreate(1M), lucreate(1M), lucreate(1M), lustatus(1M), luupgrade(1M), attributes(5), live_upgrade(5) $$$

WARNINGS

The lutab file is not a public interface. The format and contents of lutab are subject to change. Use lufslist(1M) and lustatus(1M) to obtain information about BEs.

NAME

magic – file command's magic number file

SYNOPSIS

/etc/magic

DESCRIPTION

The file(1) command identifies the type of a file using, among other tests, a test for whether the file begins with a certain *magic number*. The /etc/magic file specifies what magic numbers are to be tested for, what message to print if a particular magic number is found, and additional information to extract from the file.

Each line of the file specifies a test to perform. A test compares the data starting at a particular offset in the file with a 1-byte, 2-byte, or 4-byte numeric value or a string. If the test succeeds, a message is printed. The line consists of the following fields (separated by tabs):

offset type value message

offset A number specifying the offset, in bytes, into the file of the data

which is to be tested.

type The type of the data to be tested. The possible values are:

> byte A one-byte value. A two-byte value. short A four-byte value. long

string A string of bytes.

The types byte, short, and long may optionally be followed by a mask specifier of the form &number. If a mask specifier is given, the value is AND'ed with the *number* before any comparisons are done. The *number* is specified in C form. For instance, 13 is

decimal, 013 is octal, and 0x13 is hexadecimal.

value The value to be compared with the value from the file. If the type is numeric, this value is specified in C form. If it is a string, it is

specified as a C string with the usual escapes permitted (for

instance, \n for NEWLINE).

Numeric values may be preceded by a character indicating the operation to be performed. It may be '=', to specify that the value from the file must equal the specified value, '<', to specify that the value from the file must be less than the specified value, '>', to specify that the value from the file must be greater than the specified value, '&', to specify that all the bits in the specified value must be set in the value from the file, '^', to specify that at least one of the bits in the specified value must not be set in the value from the file, or x to specify that any value will match. If the

character is omitted, it is assumed to be '='.

magic(4)

For string values, the byte string from the file must match the specified byte string. The byte string from the file which is matched is the same length as the specified byte string.

message

The message to be printed if the comparison succeeds. If the string contains a printf(3C) format specification, the value from the file (with any specified masking performed) is printed using the message as the format string.

Some file formats contain additional information which is to be printed along with the file type. A line which begins with the character '>' indicates additional tests and messages to be printed. If the test on the line preceding the first line with a '>' succeeds, the tests specified in all the subsequent lines beginning with '>' are performed, and the messages printed if the tests succeed. The next line which does not begin with a '>' terminates this.

FILES

/etc/magic

SEE ALSO

file(1), file(1B), printf(3C)

BUGS

There should be more than one level of subtests, with the level indicated by the number of '>' at the beginning of the line.

NAME | md.tab, md.cf – Solaris Volume Manager utility files

SYNOPSIS

/etc/lvm/md.tab /etc/lvm/md.cf

DESCRIPTION

The file /etc/lvm/md. tab can be used by metainit(1M) and metadb(1M) to configure metadevices, hot spare pools, and metadevice state database replicas in a batch-like mode. Solaris Volume Manager does not store configuration information in the /etc/lvm/md.tab file. You can use metainit -p /etc/lvm/md.tab to create this file. Edit it by hand using the instructions in md.tab.4. Similarly, if no hot spares are in use, the cp md.cf md.tab command generates an acceptable version of the md.tab file, with the editing caveats previously mentioned.

When using the md. tab file, each metadevice, hot spare pool, or state database replica in the file must have a unique entry. Entries can include the following: simple metadevices (stripes, concatenations, and concatenations of stripes); mirrors, trans metadevices, soft partitions, and RAID5 metadevices; hot spare pools; and state database replicas. Because md. tab contains only entries that you enter in it, do not rely on the file for the current configuration of metadevices, hot spare pools, and replicas on the system at any given time.

Tabs, spaces, comments (by using a pound sign, #), and continuation of lines (by using a backslash-newline), are allowed.

Typically, you set up metadevices according to information specified on the command line by using the metainit command. Likewise, you set up state database replicas with the metadb command.

An alternative to the command line is to use the md.tab file. Metadevices and state database replicas can be specified in the md. tab file in any order, and then activated in a batch-like mode with the metainit and metadb commands.

If you edit the md.tab file, you specify one complete configuration entry per line. Metadevices are defined using the same syntax as required by the metainit command. You then run the metainit command with either the -a option, to activate all metadevices in the md. tab file, or with the metadevice name corresponding to a specific configuration entry.

metainit does not maintain the state of the volumes that would have been created when metainit is run with both the -a and -n flags. If a device d0 is created in the first line of the md. tab file, and a later line in md. tab assumes the existence of d0, the later line will fail when metainit -an runs (even if it would succeed with metainit -a).

State database replicas are defined in the /etc/lvm/md.tab file as follows: mddb number options [slice...] Where mddb number is the characters mddb followed by a two digit number that identifies the state database replica. *slice* is a physical slice. For example: mddb05 /dev/dsk/c0t1d0s2. The file /etc/lvm/md.cf is a backup of

md.cf(4)

the configuration used for disaster recovery. Whenever the Volume Manager configuration is changed, this file is automatically updated (except when hot sparing occurs). You should not directly edit this file.

EXAMPLES

EXAMPLE 1 Concatenation

All drives in the following examples have the same size of 525 Mbytes.

This example shows a metadevice, /dev/md/dsk/d7, consisting of a concatenation of four disks.

```
#
# (concatenation of four disks)
#
d7 4 1 c0t1d0s0 1 c0t2d0s0 1 c0t3d0s0 1 c0t4d0s0
```

The number 4 indicates there are four individual stripes in the concatenation. Each stripe is made of one slice, hence the number 1 appears in front of each slice. Note that the first disk sector in all of the above devices contains a disk label. To preserve the labels on devices /dev/dsk/c0t2d0s0, /dev/dsk/c0t3d0s0, and /dev/dsk/c0t4d0s0, the metadisk driver must skip at least the first sector of those disks when mapping accesses across the concatenation boundaries. Since skipping only the first sector would create an irregular disk geometry, the entire first cylinder of these disks will be skipped. This allows higher level file system software to optimize block allocations correctly.

EXAMPLE 2 Stripe

This example shows a metadevice, /dev/md/dsk/d15, consisting of two slices.

```
#
# (stripe consisting of two disks)
#
d15 1 2 c0t1d0s2 c0t2d0s2 -i 32k
```

The number 1 indicates that one stripe is being created. Because the stripe is made of two slices, the number 2 follows next. The optional -i followed by 32k specifies the interlace size will be 32 Kbytes. If the interlace size were not specified, the stripe would use the default value of 16 Kbytes.

EXAMPLE 3 Concatenation of Stripes

This example shows a metadevice, /dev/md/dsk/d75, consisting of a concatenation of two stripes of three disks.

EXAMPLE 3 Concatenation of Stripes (Continued)

On the first line, the -i followed by 16k specifies that the stripe's interlace size is 16 Kbytes. The second set specifies the stripe interlace size will be 32 Kbytes. If the second set did not specify 32 Kbytes, the set would use default interlace value of 16 Kbytes. The blocks of each set of three disks are interlaced across three disks.

EXAMPLE 4 Mirroring

This example shows a three-way mirror, /dev/md/dsk/d50, consisting of three submirrors. This mirror does not contain any existing data.

```
# (mirror)
d50 -m d51
d51 1 1 c0t1d0s2
d52 1 1 c0t2d0s2
d53 1 1 c0t3d0s2
```

In this example, a one-way mirror is first defined using the -m option. The one-way mirror consists of submirror d51. The other two submirrors, d52 and d53, are attached later using the metattach command. The default read and write options in this example are a round-robin read algorithm and parallel writes to all submirrors. The order in which mirrors appear in the /etc/lvm/md.tab file is unimportant.

EXAMPLE 5 Logging (trans)

This example shows a trans metadevice, /dev/md/dsk/d1, with mirrors for the master and logging devices. This trans does not contain any existing data.

```
# (trans)
d1 -t d10 d20
d10 -m d11
d11 1 1 c0t1d0s2
d12 1 1 c0t2d0s2
d20 -m d21
d21 1 1 c1t1d0s2
d22 1 1 c1t2d0s2
```

In this example, the two mirrors, d10 and d20, are defined using the -m option. d10 is defined as the master device and d20 is defined as the logging device for the trans, d1, by using the -t option. The order in which mirrors or trans appear in the /etc/lvm/md.tab file is unimportant. The submirrors d12 and d22 are attached later (using the metattach command) to the d10 and d20 mirrors.

EXAMPLE 6 RAID5

This example shows a RAID5 metadevice, d80, consisting of three slices:

```
#
# (RAID devices)
#
d80 -r c0tld0s1 c1t0d0s1 c2t0d0s1 -i 20k
```

In this example, a RAID5 metadevice is defined using the -r option with an interlace size of 20 Kbytes. The data and parity segments will be striped across the slices, c0t1d0s1, c1t0d0s1, and c2t0d0s1.

EXAMPLE 7 Soft Partition

This example shows a soft partition, d85, that reformats an entire 9 GB disk. Slice 0 occupies all of the disk except for the few Mbytes taken by slice 7, which is space reserved for a state database replica. Slice 7 will be a minimum of 4Mbytes, but could be larger, depending on the disk geometry. d85 sits on c3t4d0s0.

Drives are repartitioned when they are added to a diskset only if Slice 7 is not set up correctly. A small portion of each drive is reserved in Slice 7 for use by Volume Manager. The remainder of the space on each drive is placed into Slice 0. Any existing data on the disks is lost after repartitioning. After adding a drive to a diskset, you can repartition the drive as necessary. However, Slice 7 should not be moved, removed, or overlapped with any other partition.

Manually specifying the offsets and extents of soft partitions is not recommended. This example is included for to provide a better understanding of the file if it is automatically generated and for completeness.

```
#
# (Soft Partitions)
d85 -p -e c3t4d0 9q
```

In this example, creating the soft partition and required space for the state database replica occupies all 9 GB of disk c3t4d0.

EXAMPLE 8 Soft Partition

This example shows the command used to re-create a soft partition with two extents, the first one starting at offset 20483 and extending for 20480 blocks and the second extent starting at 135398 and extending for 20480 blocks:

```
#
# (Soft Partitions)
#
d1 -p c0t3d0s0 -o 20483 -b 20480 -o 135398 -b 20480
```

EXAMPLE 9 Hot Spare

This example shows a three-way mirror, /dev/md/dsk/d10, consisting of three submirrors and three hot spare pools.

```
#
  (mirror and hot spare)
d10 -m d20
d20 1 1 c1t0d0s2 -h hsp001
d30 1 1 c2t0d0s2 -h hsp002
d40 1 1 c3t0d0s2 -h hsp003
hsp001 c2t2d0s2 c3t2d0s2 c1t2d0s2
hsp002 c3t2d0s2 c1t2d0s2 c2t2d0s2
hsp003 c1t2d0s2 c2t2d0s2 c3t2d0s2
```

In this example, a one-way mirror is first defined using the -m option. The submirrors are attached later using the metattach(1M) command. The hot spare pools to be used are tied to the submirrors with the -h option. In this example, there are three disks used as hot spares, defined in three separate hot spare pools. The hot spare pools are given the names hsp001, hsp002, and hsp003. Setting up three hot spare pools rather than assigning just one hot spare with each component helps to maximize the use of hardware. This configuration enables the user to specify that the most desirable hot spare be selected first, and improves availability by having more hot spares available. At the end of the entry, the hot spares to be used are defined. Note that, when using the md.tab file, to associate hot spares with metadevices, the hot spare spool does not have to exist prior to the association. Volume Manager takes care of the order in which metadevices and hot spares are created when using the md.tab file.

EXAMPLE 10 State Database Replicas

This example shows how to set up an initial state database and three replicas on a server that has three disks.

```
# (state database and replicas)
mddb01 -c 3 c0t1d0s0 c0t2d0s0 c0t3d0s0
```

In this example, three state database replicas are stored on each of the three slices. Once the above entry is made in the /etc/lvm/md.tab file, the metadb command must be run with both the -a and -f options. For example, typing the following command creates one state database replicas on three slices:

```
# metadb -a -f mddb01
```

FILES

- /etc/lvm/md.tab
- /etc/lvm/md.cf

md.cf(4)

SEE ALSO | metaclear(1M), metadb(1M), metadetach(1M), metahs(1M), metainit(1M), metaoffline(1M), metaonline(1M), metaparam(1M), metarecover(1M), metareplace(1M), metaroot(1M), metastat(1M), metasync(1M), metattach(1M), mddb.cf(4)

Solaris Volume Manager Administration Guide

LIMITATIONS

Recursive mirroring is not allowed; that is, a mirror cannot appear in the definition of another mirror.

Recursive logging is not allowed; that is, a trans metadevice cannot appear in the definition of another metadevice.

Stripes and RAID5 metadevices must contains slices or soft partitions only.

Mirroring of RAID5 metadevices is not allowed.

Soft partitions can be built directly on slices or can be the top level (accessible by applications directly), but cannot be in the middle, with other metadevices above and below them.

NAME |

mddb.cf – metadevice state database replica locations

SYNOPSIS

/etc/lvm/mddb.cf

DESCRIPTION

The /etc/lvm/mddb.cf file is created when the metadb(1M)metadb command is invoked. You should never directly edit this file.

The file /etc/lvm/mddb.cf is used by the metainit(1M) command to find the locations of the metadevice state databases replicas. The metadb command creates the file and updates it each time it is run. Similar information is entered in the /kernel/drv/md.conf file.

Each metadevice state database replica has a unique entry in the /etc/lvm/mddb.cf file. Each entry contains the *driver* and *minor* unit numbers associated with the block physical device where a replica is stored. Each entry also contains the block number of the master block, which contains a list of all other blocks in the replica.

Entries in the /etc/lvm/mddb.cf file are of the form: driver_name minor_t daddr_t checksum where driver_name and minor_t represent the device number of the physical device storing this replica. *daddr* t is the disk block address. *checksum* is used to make certain the entry has not been corrupted. A pound sign (#) introduces a comment.

EXAMPLES

EXAMPLE 1 Sample File

The following example shows a mddb.cf file.

```
#metadevice database location file do not hand edit
#driver minor_t daddr_t device id
                                   checksum
                      id1,sd@SSEAGATE_JDD288110MC9LH/a
             16
```

In the example above, the value for daddr t indicates that the offset from the start of a given partition is 16 disk blocks from the start of that partition.

FILES

- /etc/lvm/mddb.cf
- /kernel/drv/md.conf

SEE ALSO

metaclear(1M), metadb(1M), metadetach(1M), metahs(1M), metainit(1M), metaoffline(1M), metaonline(1M), metaparam(1M), metareplace(1M), metaroot(1M), metastat(1M), metasync(1M), metattach(1M), md.tab(4)

Solaris Volume Manager Administration Guide

md.tab(4)

NAME | md.tab, md.cf – Solaris Volume Manager utility files

SYNOPSIS

/etc/lvm/md.tab /etc/lym/md.cf

DESCRIPTION

The file /etc/lvm/md.tab can be used by metainit(1M) and metadb(1M) to configure metadevices, hot spare pools, and metadevice state database replicas in a batch-like mode. Solaris Volume Manager does not store configuration information in the /etc/lvm/md.tab file. You can use metainit -p /etc/lvm/md.tab to create this file. Edit it by hand using the instructions in md.tab.4. Similarly, if no hot spares are in use, the cp md.cf md.tab command generates an acceptable version of the md.tab file, with the editing caveats previously mentioned.

When using the md. tab file, each metadevice, hot spare pool, or state database replica in the file must have a unique entry. Entries can include the following: simple metadevices (stripes, concatenations, and concatenations of stripes); mirrors, trans metadevices, soft partitions, and RAID5 metadevices; hot spare pools; and state database replicas. Because md. tab contains only entries that you enter in it, do not rely on the file for the current configuration of metadevices, hot spare pools, and replicas on the system at any given time.

Tabs, spaces, comments (by using a pound sign, #), and continuation of lines (by using a backslash-newline), are allowed.

Typically, you set up metadevices according to information specified on the command line by using the metainit command. Likewise, you set up state database replicas with the metadb command.

An alternative to the command line is to use the md.tab file. Metadevices and state database replicas can be specified in the md. tab file in any order, and then activated in a batch-like mode with the metainit and metadb commands.

If you edit the md. tab file, you specify one complete configuration entry per line. Metadevices are defined using the same syntax as required by the metainit command. You then run the metainit command with either the -a option, to activate all metadevices in the md. tab file, or with the metadevice name corresponding to a specific configuration entry.

metainit does not maintain the state of the volumes that would have been created when metainit is run with both the -a and -n flags. If a device d0 is created in the first line of the md.tab file, and a later line in md.tab assumes the existence of d0, the later line will fail when metainit -an runs (even if it would succeed with metainit -a).

State database replicas are defined in the /etc/lvm/md.tab file as follows: mddb number options [slice...] Where mddb number is the characters mddb followed by a two digit number that identifies the state database replica. *slice* is a physical slice. For example: mddb05 /dev/dsk/c0t1d0s2. The file /etc/lvm/md.cf is a backup of

the configuration used for disaster recovery. Whenever the Volume Manager configuration is changed, this file is automatically updated (except when hot sparing occurs). You should not directly edit this file.

EXAMPLES

EXAMPLE 1 Concatenation

All drives in the following examples have the same size of 525 Mbytes.

This example shows a metadevice, /dev/md/dsk/d7, consisting of a concatenation of four disks.

```
# (concatenation of four disks)
d7 4 1 c0t1d0s0 1 c0t2d0s0 1 c0t3d0s0 1 c0t4d0s0
```

The number 4 indicates there are four individual stripes in the concatenation. Each stripe is made of one slice, hence the number 1 appears in front of each slice. Note that the first disk sector in all of the above devices contains a disk label. To preserve the labels on devices /dev/dsk/c0t2d0s0, /dev/dsk/c0t3d0s0, and /dev/dsk/c0t4d0s0, the metadisk driver must skip at least the first sector of those disks when mapping accesses across the concatenation boundaries. Since skipping only the first sector would create an irregular disk geometry, the entire first cylinder of these disks will be skipped. This allows higher level file system software to optimize block allocations correctly.

EXAMPLE 2 Stripe

This example shows a metadevice, /dev/md/dsk/d15, consisting of two slices.

```
# (stripe consisting of two disks)
d15 1 2 c0t1d0s2 c0t2d0s2 -i 32k
```

The number 1 indicates that one stripe is being created. Because the stripe is made of two slices, the number 2 follows next. The optional -i followed by 32k specifies the interlace size will be 32 Kbytes. If the interlace size were not specified, the stripe would use the default value of 16 Kbytes.

EXAMPLE 3 Concatenation of Stripes

This example shows a metadevice, /dev/md/dsk/d75, consisting of a concatenation of two stripes of three disks.

```
# (concatenation of two stripes, each consisting of three disks)
d75 2 3 c0t1d0s2 c0t2d0s2 c0t3d0s2 -i 16k \
     3 c1t1d0s2 c1t2d0s2 c1t3d0s2 -i 32k
```

EXAMPLE 3 Concatenation of Stripes (Continued)

On the first line, the -i followed by 16k specifies that the stripe's interlace size is 16 Kbytes. The second set specifies the stripe interlace size will be 32 Kbytes. If the second set did not specify 32 Kbytes, the set would use default interlace value of 16 Kbytes. The blocks of each set of three disks are interlaced across three disks.

EXAMPLE 4 Mirroring

This example shows a three-way mirror, /dev/md/dsk/d50, consisting of three submirrors. This mirror does not contain any existing data.

```
#
# (mirror)
#
d50 -m d51
d51 1 1 c0t1d0s2
d52 1 1 c0t2d0s2
d53 1 1 c0t3d0s2
```

In this example, a one-way mirror is first defined using the -m option. The one-way mirror consists of submirror d51. The other two submirrors, d52 and d53, are attached later using the metattach command. The default read and write options in this example are a round-robin read algorithm and parallel writes to all submirrors. The order in which mirrors appear in the /etc/lvm/md.tab file is unimportant.

EXAMPLE 5 Logging (trans)

This example shows a trans metadevice, /dev/md/dsk/d1, with mirrors for the master and logging devices. This trans does not contain any existing data.

```
#
# (trans)
#
d1 -t d10 d20
d10 -m d11
d11 1 1 c0t1d0s2
d12 1 1 c0t2d0s2
d20 -m d21
d21 1 1 c1t1d0s2
d22 1 1 c1t2d0s2
```

In this example, the two mirrors, d10 and d20, are defined using the -m option. d10 is defined as the master device and d20 is defined as the logging device for the trans, d1, by using the -t option. The order in which mirrors or trans appear in the /etc/lvm/md.tab file is unimportant. The submirrors d12 and d22 are attached later (using the metattach command) to the d10 and d20 mirrors.

EXAMPLE 6 RAID5

This example shows a RAID5 metadevice, d80, consisting of three slices:

```
# (RAID devices)
d80 -r c0t1d0s1 c1t0d0s1 c2t0d0s1 -i 20k
```

In this example, a RAID5 metadevice is defined using the -r option with an interlace size of 20 Kbytes. The data and parity segments will be striped across the slices, c0t1d0s1, c1t0d0s1, and c2t0d0s1.

EXAMPLE 7 Soft Partition

This example shows a soft partition, d85, that reformats an entire 9 GB disk. Slice 0 occupies all of the disk except for the few Mbytes taken by slice 7, which is space reserved for a state database replica. Slice 7 will be a minimum of 4Mbytes, but could be larger, depending on the disk geometry. d85 sits on c3t4d0s0.

Drives are repartitioned when they are added to a diskset only if Slice 7 is not set up correctly. A small portion of each drive is reserved in Slice 7 for use by Volume Manager. The remainder of the space on each drive is placed into Slice 0. Any existing data on the disks is lost after repartitioning. After adding a drive to a diskset, you can repartition the drive as necessary. However, Slice 7 should not be moved, removed, or overlapped with any other partition.

Manually specifying the offsets and extents of soft partitions is not recommended. This example is included for to provide a better understanding of the file if it is automatically generated and for completeness.

```
# (Soft Partitions)
d85 -p -e c3t4d0 9q
```

In this example, creating the soft partition and required space for the state database replica occupies all 9 GB of disk c3t4d0.

EXAMPLE 8 Soft Partition

This example shows the command used to re-create a soft partition with two extents, the first one starting at offset 20483 and extending for 20480 blocks and the second extent starting at 135398 and extending for 20480 blocks:

```
# (Soft Partitions)
d1 -p c0t3d0s0 -o 20483 -b 20480 -o 135398 -b 20480
```

EXAMPLE 9 Hot Spare

This example shows a three-way mirror, /dev/md/dsk/d10, consisting of three submirrors and three hot spare pools.

```
#
# (mirror and hot spare)
#
d10 -m d20
d20 1 1 c1t0d0s2 -h hsp001
d30 1 1 c2t0d0s2 -h hsp002
d40 1 1 c3t0d0s2 -h hsp003
hsp001 c2t2d0s2 c3t2d0s2 c1t2d0s2
hsp002 c3t2d0s2 c1t2d0s2 c2t2d0s2
hsp003 c1t2d0s2 c2t2d0s2 c3t2d0s2
```

In this example, a one-way mirror is first defined using the -m option. The submirrors are attached later using the metattach(1M) command. The hot spare pools to be used are tied to the submirrors with the -h option. In this example, there are three disks used as hot spares, defined in three separate hot spare pools. The hot spare pools are given the names hsp001, hsp002, and hsp003. Setting up three hot spare pools rather than assigning just one hot spare with each component helps to maximize the use of hardware. This configuration enables the user to specify that the most desirable hot spare be selected first, and improves availability by having more hot spares available. At the end of the entry, the hot spares to be used are defined. Note that, when using the md.tab file, to associate hot spares with metadevices, the hot spare spool does not have to exist prior to the association. Volume Manager takes care of the order in which metadevices and hot spares are created when using the md.tab file.

EXAMPLE 10 State Database Replicas

This example shows how to set up an initial state database and three replicas on a server that has three disks.

```
#
# (state database and replicas)
#
mddb01 -c 3 c0t1d0s0 c0t2d0s0 c0t3d0s0
```

In this example, three state database replicas are stored on each of the three slices. Once the above entry is made in the /etc/lvm/md.tab file, the metadb command must be run with both the -a and -f options. For example, typing the following command creates one state database replicas on three slices:

```
# metadb -a -f mddb01
```

FILES

- /etc/lvm/md.tab
- /etc/lvm/md.cf

SEE ALSO

 \mid metaclear(1M), metadb(1M), metadetach(1M), metahs(1M), metainit(1M), metaoffline(1M), metaonline(1M), metaparam(1M), metarecover(1M), metareplace(1M), metaroot(1M), metastat(1M), metasync(1M), metattach(1M), mddb.cf(4)

Solaris Volume Manager Administration Guide

LIMITATIONS

Recursive mirroring is not allowed; that is, a mirror cannot appear in the definition of another mirror.

Recursive logging is not allowed; that is, a trans metadevice cannot appear in the definition of another metadevice.

Stripes and RAID5 metadevices must contains slices or soft partitions only.

Mirroring of RAID5 metadevices is not allowed.

Soft partitions can be built directly on slices or can be the top level (accessible by applications directly), but cannot be in the middle, with other metadevices above and below them.

mech(4)

NAME |

mech, qop – mechanism and QOP files

SYNOPSIS

/etc/gss/mech
/etc/gss/qop

DESCRIPTION

The /etc/gss/mech and /etc/gss/qop files contain tables showing installed security mechanisms and the Quality of Protection (QOP) associated with them, respectively. As security mechanisms are installed on the system, entries are added to these two files. Contents of these files may be accessed either manually (for example, with cat(1) or more(1)) or programmatically (with either rpc gss get mechanisms(3NSL) or rpc gss get mech info(3NSL)).

The /etc/gss/mech file contains four fields:

mechanism name ASCII string representing the mechanism.

object identifier RPC OID for this mechanism.

shared library Which implements the services provided

by this mechanism.

kernel module Kernel module which implements the services

provided by this mechanism.

The /etc/gss/qop file contains three fields:

QOP string Name, in ASCII, of this Quality of Protection.

QOP value Numeric value by which RPC identifies this QOP.

mechanism name ASCII string representing the mechanism with which

this QOP is associated.

EXAMPLES

EXAMPLE 1 A Typical Entry in /etc/gss/mech

This is a typical entry in a /etc/gss/mech file:

kerberosv5 1.2.840.113554.1.2.2 mech krb5.so kmech krb5

EXAMPLE 2 A Typical Entry in /etc/gss/qop

This is a typical entry in a /etc/gss/qop file:

GSS KRB5 CONF C QOP DES 0 kerberosv5

SEE ALSO

 $\label{eq:snsl} \verb|rpc(3NSL)|, \verb|rpc_gss_get_mechanisms(3NSL)|, \verb|rpc_gss_get_mech_info(3NSL)|, \verb|rpcsec_gss(3NSL)| \\$

ONC+ Developer's Guide

NAME | meddb – mediator data file

SYNOPSIS /etc/lvm/meddb

The file /etc/lvm/meddb is a data file used by rpc.metamedd(1M) to store the **DESCRIPTION**

mediator data used in 2-string HA configurations.

FILES /etc/lvm/meddb

SEE ALSO ${\tt rpc.metamedd}(1M)$

Sun Cluster 3.0 Collection

Solaris Volume Manager Administration Guide

mipagent.conf(4)

NAME

mipagent.conf – configuration file for Mobile IP mobility agent

SYNOPSIS

/etc/inet/mipagent.conf

DESCRIPTION

/etc/inet/mipagent.conf is the configuration file used to initialize the Mobile IP mobility agent described in mipagent(1M). Three sample configuration files are located in the /etc/inet directory:

```
/etc/inet/mipagent.conf.ha-sample
/etc/inet/mipagent.conf.ha-sample
/etc/inet/mipagent.conf.fa-sample
```

Blank lines are ignored. Lines beginning with the hash character (#) are treated as comments. Sections are denoted by identifiers in brackets. Each section can contain multiple attribute-value pairs. The syntax of an attribute-value pair is an identifier, followed by an equal sign (=), followed by a value.

The following sections and attribute-value pairs must be present in /etc/inet/mipagent.conf:

[General]

This section contains the Version attribute.

Version

Version is required. For the current release of Mobile IP in Solaris, Version must be 1. Consequently, the default value is 1.

[Advertisements interface]

This section identifies the interfaces that will serve as Mobile IP mobility agents. *interface* is the interface name of the advertising interface. Advertising interface name must be specified in the mipagent.conf file, if the interface is already configured. *interface* attribute has two components, device name and device number, that is, *interface*=le0 indicates device name is le and the device number is 0. The device number part of *interface* attribute can also have a special symbol * which indicates support of advertisments on interfaces that are configured after the mipagent has started. For example, if le0 and le1 are defined specifically on the mipagent.conf file, then the advertisement should be done based on that configuration. If le* is present in an Advertisements section, then * represents dynamic interfaces, that is, only those those interfaces that are not already configured in the mipagent.conf file and newly created on the system while mipagent is running. One or more of the following attribute-value pairs may be found in this section:

AdvLifeTime

Lifetime (in seconds) advertised in the ICMP router discovery portion of an agent advertisement. See *RFC 1256*. The default value is 300.

RegLifeTime

Lifetime (in seconds) advertised in the mobility extension of an agent advertisement. The default value is 300.

AdvFrequency

The frequency at which agent advertisements are sent and when different entries are aged. This interval must be less than one-third of AdvLifeTime. The recommended value for AdvFrequency is 1 when AdvLimitSolicited is set to yes. The default value is 4.

AdvInitCount

The initial number of unsolicited advertisements which are sent when an interface first starts advertising. If this value is set to zero, no unsolicited advertisements are sent out on the *interface*. The default value is 1.

AdvLimitUnsolicited

Determines whether the interface performs limited or unlimited unsolicited agent advertisements. The agent always responds to the agent solicitations in both cases.

yes If the value is set to yes, then the interface performs AdvInitCount number of advertisements when it comes up and then it stops sending unsolicited advertisements.

no When the value is set to no, the interface performs periodic and unlimited number of unsolicited advertisements. The default value for AdvLimitUnsolicited is no. When AdvLimitUnsolicited is set to the default value, advInitCount is also set to its default value.

HomeAgent

Indicates if this agent can act as a home agent. The default value is yes.

ForeignAgent

Indicates if this agent can act as a foreign agent. The default value is yes.

PrefixFlags

Enables the prefix length extension. The default value is yes.

NAIExt

Enables the Network Access Identifier (NAI) extension. The default value is yes.

ReverseTunnel

Indicates if this interface supports reverse tunneling as specified in *RFC 2344*. ReverseTunnel can contain one of the following values:

Indicates this interface does not support reverse tunneling.

FA Indicates only the foreign agent supports reverse tunneling.

HA Indicates only the home agent supports reverse tunneling.

yes or both Indicates that both foreign and home agents support reverse

tunneling as specified in RFC 2344.

The default value for ReverseTunnel is no.

mipagent.conf(4)

ReverseTunnelRequired

Indicates if this interface will require reverse tunneling as specified in *RFC 2344*. ReverseTunnelRequired can contain one of the following values:

Indicates this interface will not require reverse tunneling.

FA Indicates only the foreign agent will require a reverse tunnel.

HA Indicates only the home agent will require a reverse tunnel.

yes or both Indicates that both foreign and home agents will require a reverse tunnel.

The default value for ReverseTunnelRequired is no.

[GlobalSecurityParameters]

This section defines the global security parameters that will be used to authenticate mobile nodes. MN-HA authentication is always enabled. This section may contain one or more the of the following attribute-value pairs:

Challenge Enables the foreign agent challenge extension. The default

value is no.

HA-FAAuth Enables home agent - foreign agent authentication. The default

value is yes.

MN-FAAuth Enables mobile node - foreign agent authentication. The default

value is no.

MaxClockSkew The maximum allowable difference in clocks, in seconds, that

will be tolerated. This is used for replay protection. The default

value is 300.

KeyDistribution This attribute defines where keys are found. The default for

this Version of Solaris Mobile IP software is files.

[SPI number]

These sections define multiple Security Parameter Indices (SPIs). One section is required for each security context. These SPI values are used in the Address section to define the security used for a particular mobile node or agent. In this section, both the Key and ReplayMethod attributes must be present.

Key The hexadecimal representation of the key used for

authentication.

ReplayMethod The replay method. Possible values are timestamps or none.

[Pool number]

These sections define address pools for dynamically assigned IP addresses. The Start and Length attributes both must be present.

Start The beginning range of the IP address from which to allocate an IP

address in dotted quad notation.

Length The length of the IP address range.

[Address NAI | IPaddr | node-default]

This section defines the security policy used for each host for which an NAI or IP address is specified in the section header. The keyword node-default is used to create a single entry that can be used by any mobile node that has the correct SPI and associated keying information. This section specifies the SPI, and in the case of mobile nodes, pool numbers for NAI addresses.

Type Indicates whether the address entry specifies a mobile node or a mobility agent.

SPI The SPI used for this Address.

Pool The Pool used for this NAI address. The Pool keyword may only be present if the Type operand is set to mobile node.

The following entries are valid only for Addresss sections where type = agent:

IPsecRequest The IPsec policies to add to the global IPsec policy file so as to be

enforced for Registration Requests to and from this mobility agent peer. These are the IPsec properties which foreign agent's apply,

and which home agents permit.

IPsecReply The IPsec policis to add to the global IPsec policy file so as to be

enforced for Registration Replies to and from this mobility agent peer. These are the IPsec properties which home agents apply,

and which foreign agents permit.

IPsecTunnel The IPsec policies to enforce on all tunnel traffic with this mobility

agent peer. These are the IPsec properties which home agent's

apply, and which foreign agents permit.

Mobility agents can be functioning as home agents for some mobile nodes, and as foreign agents for others. To allow for different policy configurations as both a home agent for some mobile nodes, and as a foreign agent for other mobile nodes all using the same mobility agent peer, apply and permit policies need to be specified for the same entry. This is achieved by using a colon (:) to separte the IPsec policies. For example:

```
IPsecRequest apply {properties} : permit {properties}
```

This configuration for IPsecRequest could indicate a set of properties that are to be applied when sending registration requests, and a different property to enforce when receiving registration requests in a session with the same mobility agent peer.

EXAMPLES

EXAMPLE 1 Configuration for Providing Mobility Services on One Interface

The following example shows the configuration file for a mobility agent that provides mobility services on one interface (1e0). The mobility agent acts both as a home agent as well as a foreign agent on that interface. It includes the prefix length in its advertisements. Its home and foreign agent functions support reverse tunneling, but only the foreign agent requires that a reverse tunnel be configured.

EXAMPLE 1 Configuration for Providing Mobility Services on One Interface (Continued)

The mobility agent has IPsec relationships with two mobility agent peers, 192.168.10.1 - with which it will be a foreignagent peer, and 192.168.10.2 - with which it will be a home- agent peer.

All registration request packets being sent to 192.168.10.1 will use md5 as the IPsec authentication algorithm, and all registration replies from 192.168.10.1 must be protected using md5 as the IPsec authentication algorithm. Should a tunnel be established with this mobility agent peer, all tunnel traffic must arrive using md5 as an encryption authentication algorithm, and must also be encrypted using triple-DES. If a reverse tunnel is configured, all reverse tunnel traffic will be sent using md5 as the encryption authentication algorithm, and will also be encrypted using triple-DES.

Identically, all registration requeset packets being received from 192.168.10.2 must be protected using md5 as the IPsec authentication algorithm, and all registration replies sent to 192.168.10.2 will use md5 as the IPsec authentication algorithm. Should a tunnel be established with 192.168.10.2, all tunnel traffic sent will be protected using md5 as the encryption authentication algorithm, and will also be encrypted using triple-DES. Should a reverse tunnel be configured as well, tunnel traffic must arrive secured with md5 as the encryption authentication algorithm, and must also have been encrypted using triple-DES as the encryption algorithm.

Any registration or tunnel traffic that does not conform to these policies will be silently dropped by IPsec. Note that ipsec Keys are managed through IPsec. See ipsec(7P).

The mobility agent provides home agent services to three mobile nodes: 192.168.10.17, 192.168.10.18, and the NAI address user@defaultdomain.com. The configuration file also indicates that it provides foreign agent service on any PPP interfaces that are dynamically created after the mipagent starts.

With the first mobile node, the agent uses an SPI of 257 (decimal) and a shared secret key that is six bytes long containing alternate bytes that are 0 and 255 (decimal). For the second mobile node, the SPI is 541 (decimal), the key is 10 bytes, and it contains the decimal values 11 through 20 in those bytes. The first mobile node uses no replay protection, and the second uses timestamps. The third mobile node uses NAI and gets its address from Pool 1.

The mobile node will also need to be configured with the same security association that is specified in the home agent's configuration file.

```
# start of file
[ General ]
Version = 1

[ Advertisements le0 ]
AdvLifeTime = 200
RegLifetime = 200
AdvFrequency = 5
```

EXAMPLE 1 Configuration for Providing Mobility Services on One Interface (Continued)

```
AdvInitCount = 1
AdvLimitUnsolicited = no
AdvertiseOnBcast = yes
HomeAgent = yes
ForeignAgent = yes
PrefixFlags = yes
ReverseTunnel = both
ReverseTunnelRequired = FA
# Advertisements over PPP interfaces that are created
\ensuremath{\mathtt{\#}} while the mipagent is running. Note we are doing limited
# unsolicited advertisements here.
[Advertisements ppp*]
homeagent = no
foreignagent = yes
PrefixFlags = 1
reglifetime = 200
advlifetime = 200
advFrequency = 1
advInitCount = 2
advLimitUnsolicited = yes
reverseTunnel = yes
reverseTunnelReq = no
[ GlobalSecurityParameters ]
HA-FAAuth = no
MN-FAAuth = no
KeyDistribution = files
[ SPI 257 ]
Key = 00ff00ff00ff
ReplayMethod = none
[ SPI 541 ]
Key = 0b0c0d0e0f1011121314
ReplayMethod = timestamps
[ Pool 1 ]
Start = 192.168.167.1
Length = 250
[ Address 192.168.10.1 ]
   Type = agent
    SPI = 257
    IPsecRequest = apply {auth_algs md5 sa shared}
    IPsecReply = permit {auth_algs md5}
    IPsecTunnel = permit {encr_auth_algs md5 encr_algs 3des}
[ Address 192.168.10.2 ]
    Type = agent
    SPI = 257
```

mipagent.conf(4)

```
EXAMPLE 1 Configuration for Providing Mobility Services on One Interface (Continued)
```

```
IPsecRequest = permit {auth_algs md5}
    IPsecReply = apply {auth_algs md5 sa shared}
    IPsecTunnel = apply {encr_auth_algs md5 encr_algs 3des}
[ Address 192.168.10.17 ]
    Type = node
    SPI = 257
[ Address 192.168.10.18 ]
    Type = node
    SPI = 541
[ Address user@defaultdomain.com ]
    Type = node
    SPI = 541
     Pool = 1
[ Address node-default ]
    Type = node
    SPI = 541
    Pool = 1
#end of file
/etc/inet/mipagent.conf
  Configuration file for Mobile IP mobility agent
/etc/inet/mipagent.conf-sample
  Sample configuration file for mobility agents.
```

FILES

Configuration file for Mobile IP mobility agent

/etc/inet/mipagent.conf-sample
Sample configuration file for mobility agents.

/etc/inet/mipagent.conf.ha-sample
Sample configuration file for home agent functionality.

/etc/inet/mipagent.conf.fa-sample
Sample configuration file for foreign agent functionality.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availab	ility	SUNWmipr

SEE ALSO

mipagent(1M), mipagentconfig(1M), attributes(5), ipsec(7P)

Deering, S., Editor. *RFC 1256, ICMP Router Discovery Messages*. Network Working Group. September 1991.

Montenegro, G., Editor. RFC 2344, Reverse Tunneling For Mobile IP. Network Working Group. May 1998.

Perkins, C., Editor. RFC 2002, IP Mobility Support. Network Working Group. October 1996.

NOTES

The base Mobile IP protocol, RFC 2002, does not address the problem of scalable key distribution and treats key distribution as an orthogonal issue. The Solaris Mobile IP software utilizes manually configured keys only, specified in a configuration file.

The * symbol for the interface number determines only those interfaces that are newly configured while mipagent is running. Thus the symbol * in the interface excludes any preconfigured interfaces in the system. Interfaces that are already configured in the system need to be specifically mentioned in the mipagent.conf file for advertisement on those interfaces.

The AdvLimitUnsolicited parameter is useful when someone wants to limit unsolicited advertisements on the interface. Limited unsolicited agent advertisment is required for some wireless mobile IP usage.

Note that IPsec protection requires keying information that depends on the algorithms being used. IPsec manages its own keys, whether they are manually configured, or managed with some other mechanism such as Internet Key Exchange (IKE). See ipsec(7P).

mnttab(4)

NAME

mnttab – mounted file system table

DESCRIPTION

The file /etc/mnttab is really a file system that provides read-only access to the table of mounted file systems for the current host. /etc/mnttab is read by programs using the routines described in getmntent(3C). Mounting a file system adds an entry to this table. Unmounting removes an entry from this table. Remounting a file system causes the information in the mounted file system table to be updated to reflect any changes caused by the remount. The list is maintained by the kernel in order of mount time. That is, the first mounted file system is first in the list and the most recently mounted file system is last. When mounted on a mount point the file system appears as a regular file containing the current mnttab information.

Each entry is a line of fields separated by TABs in the form:

special mount_point fstype options time

where:

special The name of the resource that has been mounted.

mount point The pathname of the directory on which the filesystem is mounted.

fstype The file system type of the mounted file system.

options The mount options. (See respective mount file system man page in

SEE ALSO.)

time The time at which the file system was mounted.

Examples of entries for the *special* field include the pathname of a block-special device, the name of a remote file system in the form of *host:pathname*, or the name of a *swap file* (for example, a file made with mkfile(1M)).

IOCTLS

The following ioct1(2) calls are supported:

MNTIOC_NMNTS Returns the count of mounted resources in the current

snapshot in the uint32_t pointed to by arg.

MNTIOC_GETDEVLIST Returns an array of uint32 t's that is twice as long as

the length returned by MNTIOC_NMNTS. Each pair of numbers is the major and minor device number for the file system at the corresponding line in the current /etc/mnttab snapshot. *arg* points to the memory buffer

to receive the device number information.

MNTIOC_SETTAG Sets a tag word into the options list for a mounted file

system. A tag is a notation that will appear in the options string of a mounted file system but it is not recognized or interpreted by the file system code. *arg* points to a filled in mnttagdesc structure, as shown in the following

example:

```
uint_t mtd_major; /* major number for mounted fs */
uint t mtd minor; /* minor number for mounted fs */
       *mtd_mntpt; /* mount point of file system */
       *mtd tag; /* tag to set/clear */
```

If the tag already exists then it is marked as set but not re-added. Tags can be at most MAX MNTOPT TAG long.

MNTIOC_CLRTAG Marks a tag in the options list for a mounted file system

as not set. arg points to the same structure as

MNTIOC SETTAG, which identifies the file system and tag

to be cleared.

ERRORS EFAULT The arg pointer in an MNTIOC ioctl call pointed to an

> inaccessible memory location or a character pointer in a mnttagdesc structure pointed to an inaccessible memory

EINVAL The tag specified in a MNTIOC SETTAG call already exists as a

file system option, or the tag specified in a MNTIOC CLRTAG

call does not exist.

ENAMETOOLONG The tag specified in a MNTIOC SETTAG call is too long or the

tag would make the total length of the option string for the

mounted file system too long.

WARNINGS

The mnttab file system provides the previously undocumented dev=xxx option in the option string for each mounted file system. This is provided for legacy applications that might have been using the dev=information option.

Using dev=option in applications is strongly discouraged. The device number string represents a 32-bit quantity and might not contain correct information in 64-bit environments.

Applications requiring device number information for mounted file systems should use the getextmntent(3C) interface, which functions properly in either 32- or 64-bit environments.

FILES

/etc/mnttab

Usual mount point for mnttab file system

/usr/include/sys/mntio.h

Header file that contains IOCTL definitions

SEE ALSO

mkfile(1M), mount cachefs(1M), mount hsfs(1M), mount nfs(1M), mount pcfs(1M), mount ufs(1M), mount(1M), ioctl(2), read(2), poll(2), stat(2), getmntent(3C)

NOTES

The snapshot of the mnttab information is taken any time a read(2) is performed at offset 0 (the beginning) of the mnttab file. The file modification time returned by stat(2) for the mnttab file is the time of the last change to mounted file system

mnttab(4) information. A poll(2) system call requesting a POLLRDBAND event can be used to block and wait for the system's mounted file system information to be different from the most recent snapshot since the mnttab file was opened.

NAME |

named.conf – configuration file for in.named

SYNOPSIS

/etc/named.conf

DESCRIPTION

BIND version 8 is a much more configurable version than previous releases of BIND. New areas of configuration include access control lists and categorized logging. Many options that previously applied to all zones can now be used selectively. The new configuration file format in named.conf incorporates these features and allows for consideration of future configuration needs.

General Syntax

A BIND 8 configuration file consists of two general features, statements and comments.

All statements end with a semicolon. Many statements allow substatements, which also terminate with a semicolon. BIND 8 supports the following statements:

logging Specifies what the server logs, and where the log messages are

sent.

options Controls global server configuration options and sets defaults for

other statements.

zone Defines a zone.

acl Defines a named IP address matching list, for access control and

other uses.

key Specifies key information for use in authentication and

authorization.

trusted-keys Defines DNSSEC keys that are preconfigured into the server and

implicitly trusted.

server Sets certain configuration options for individual remote servers.

controls Declares control channels to be used by the ndc(1M) utility.

include Includes another file.

The logging and options statements may only occur once per configuration, while the rest may appear numerous times. Further detail on each statement is provided in individual sections below.

Comments may appear anywhere that whitespace may appear in a BIND configuration file. To appeal to programmers of all kinds, they can be written in C, C++, shell or perl constructs.

C-style comments start with the two characters /* (slash, star) and end with */ (star, slash). Because comments are completely delimited by these characters, they can be used to comment either a portion of a line or to span multiple lines.

C-style comments cannot be nested. For example, the following is not valid because the entire comment ends with the first */:

```
/* This is the start of a comment.
   This is still part of the comment.
/* This is an incorrect attempt at nesting a comment. */
   This is no longer in any comment. */
```

C++ style comments start with the two characters // (slash, slash) and continue to the end of the physical line. They cannot be continued across multiple physical lines. To have one logical comment span multiple lines, each line must use the // pair. For example:

```
// This is the start of a comment. The next line
// is a new comment, even though it is logically
// part of the previous comment.
```

Shell-style or perl-style comments start with the character # (hash or pound or number or octothorpe or whatever) and like C++ comments, continue to the end of the physical line. For example:

```
# This is the start of a comment. The next line
# is a new comment, even though it is logically
# part of the previous comment.
```

You can covert BIND 4.9.x configuration files to the new format by using named-bootconf(1M).

Documentation Definitions

The elements described below are used throughout the BIND configuration file documentation. Elements which are only associated with one statement are described only in the section describing that statement.

acl_name	The name of an <i>address_match_list</i> as defined by the acl statement.
address_match_list	A list of one or more <code>ip_addr</code> , <code>ip_prefix</code> , <code>key_id</code> , or <code>acl_name</code> elements, as described in the ADDRESS MATCH LISTS section.
dotted-decimal	One or more integers valued 0 through 255 separated only by dots (".'"), such as 123, 45.67 or 89.123.45.67.
domain_name	A quoted string which will be used as a DNS name, for example "my.test.domain".
path_name	A quoted string which will be used as a pathname, such as "zones/master/my.test.domain".
ip_add	An IP address in with exactly four elements in dotted-decimal notation.
ip_port	An IP port number. number is limited to 0 through 65535, with values below 1024 typically restricted to root-owned processes. In some cases an asterisk ("*") character can be used as a placeholder to select a random high-numbered port.
ip_prefix	IP network specified in dotted-decimal form, followed by "/" and then the number of bits in the netmask. For example, $127/8$

is the network 127.0.0.0 with netmask 255.0.0.0. 1.2.3.0/28 is network 1.2.3.0 with netmask 255.255.255.240.

key_name A string representing the name of a shared key, to be used for

transaction security.

number A non-negative integer with an entire range limited by the range

of a C language signed integer (2,147,483,647 on a machine with 32 bit integers). Its acceptable value might be further limited by

the context in which it is used.

size_spec number, the word unlimited, or the word default.

The maximum value of <code>size_spec</code> is that of unsigned long integers on the machine. unlimited requests unlimited use, or the maximum available amount. <code>default</code> uses the limit that was in force when the server was started.

A number can optionally be followed by a scaling factor: K or k for kilobytes, M or m for megabytes, and G or g for gigabytes, which scale by 1024, 1024*1024, and 1024*1024*1024 respectively.

Integer storage overflow is currently silently ignored during conversion of scaled values, resulting in values less than intended, possibly even negative. Using unlimited is the best way to safely set a really large number.

yes_or_no Either yes or no. The words true and false are also accepted,

as are the numbers 1 and 0.

= 1*address match element

Syntax

```
address_match_element = [ "!" ] ( address_match_list / ip_address / ip_prefix / acl_name / "key " key_id ) ";"
```

Definition and Usage

Address match lists are primarily used to determine access control for various server operations. They are also used to define priorities for querying other name servers and to set the addresses on which in.named(1M) in.named will listen for queries. The elements which constitute an address match list can be any of the following:

- an *ip-address* (in dotted-decimal notation)
- an *ip-prefix* (in the '/'-notation)

address match list

- A *key_id*, as defined by the key statement
- the name of an address match list previously defined with the acl statement
- or, another address_match_list.

Elements can be negated with a leading exclamation mark ("!"), and the match list names any, none, localhost and localnets are predefined. More information on those names can be found in the description of the acl statement.

The addition of the key clause made the name of this syntactic element something of a misnomer, since security keys can be used to validate access without regard to a host or network address. Nonetheless, the term "address match list" is still used throughout the documentation.

When a given IP address or prefix is compared to an address match list the list is traversed, in order, until an element matches. The interpretation of a match depends on whether the list is being used for access control, for defining listen-on ports, or as a topology, and whether the element is negated.

When used as an access control list, a non-negated match allows access, and a negated match denies access. If there is no match at all in the list, access is denied. The clauses allow-query, allow-transfer, allow-update, allow-recursion and blackhole all use address match lists like this. Similarly, the listen-on option will cause the server to not accept queries on any of the machine's addresses that do not match the list.

When used with the topology option, a non-negated match returns a distance based on its position on the list. The closer the match is to the start of the list, the shorter the distance is between it and the server. A negated match will be assigned the maximum distance from the server. If there is no match, the address will get a distance which is further than any non-negated list element, and closer than any negated element.

Because of the first-match aspect of the algorithm, an element that defines a subset of another element in the list should come before the broader element, regardless of whether either is negated. For example, in

```
1.2.3/24; !1.2.3.13
```

the 1.2.3.13 element is completely useless, because the algorithm will match any lookup for 1.2.3.13 to the 1.2.3/24 element. Using

```
!1.2.3.13; 1.2.3/24
```

fixes that problem by having 1.2.3.13 blocked by the negation but all other 1.2.3.* hosts fall through.

Syntax

```
[ print-time yes_or_no; ]
  }; ]
  [ category category_name {
   channel name; [ channel name; ... ]
  }; ]
};
```

Definition and Usage

The logging statement configures a wide variety of logging options for the name server. Its channel phrase associates output methods, format options and severity levels with a name that can then be used with the category phrase to select how various classes of messages are logged.

Only one logging statement is used to define as many channels and categories as are wanted. If there are multiple logging statements in a configuration, the first defined determines the logging, and warnings are issued for the others. If there is no logging statement, the logging configuration will be:

```
logging {
    category default { default syslog; default debug; };
    category panic { default syslog; default stderr; };
    category packet { default_debug; };
    category eventlib { default_debug; };
};
```

The logging configuration is established as soon as the logging statement is parsed. If you want to redirect messages about processing of the entire configuration file, the logging statement must appear first. Even if you do not redirect configuration file parsing messages, we recommend always putting the logging statement first so that this rule need not be consciously recalled if you ever do want to relocate the parser's messages.

The Channel Phrase

All log output goes to one or more "channels." You can make as many of them as you want.

Every channel definition must include a clause that says whether messages selected for the channel go to a file, to a particular syslog(3C) facility, or are discarded. It can optionally also limit the message severity level that will be accepted by the channel (the default is info), and whether to include a time stamp generated by in.named(1M), the category name, or severity level. The default is not to include any of those three.

The word null as the destination option for the channel will cause all messages sent to it to be discarded. Other options for the channel are meaningless.

The file clause can include limitations both on how large the file is allowed to become and how many versions of the file will be saved each time the file is opened.

The size option for files is simply a hard ceiling on log growth. If the file ever exceeds the size, then in.named will not write anything more to it until the file is reopened. That the size is exceeded does not automatically trigger a reopen. The default behavior does not limit the size of the file.

If you use the version logfile option, then in.named will retain the backup versions of the file by renaming them when it opens them. For example, if you choose to keep 3 old versions of the file lamers.log then just before it is opened lamers.log.1 is renamed to lamers.log.2, lamers.log.0 is renamed to lamers.log.1, and lamers.log is renamed to lamers.log.0. No rolled versions are kept by default. Any existing log file is simply appended. The unlimited keyword is synonymous with 99 in current BIND releases. Example usage of size and versions options:

```
channel an_example_level {
    file "lamers.log" versions 3 size 20m;
    print-time yes;
    print-category yes;
};
```

The argument for the syslog() clause is a syslog() facility as described in the syslog(3C) manual page. How syslogd(1M) will handle messages sent to this facility is described in the syslog.conf(4).

The *severity* clause works like the priority levels for <code>syslog()</code>, except that they can also be used if you are writing straight to a file rather than using <code>syslog()</code>. Messages which are not at least of the *severity* level given will not be selected for the channel; messages of higher *severity* levels will be accepted.

If you are using <code>syslog()</code>, then the <code>syslog.conf</code> priorities will also determine what eventually passes through. For example, defining a channel facility and severity as daemon and debug but only logging daemon warnings by means of <code>syslog.conf</code> will cause messages of severity <code>info</code> and <code>notice</code> to be dropped. If the situation were reversed, with <code>in.named</code> writing messages of only <code>warning</code> or higher, then <code>syslogd</code> will print all messages it receives from the channel.

The server can supply extensive debugging information when it is in debugging mode. If the server's global debug level is greater than zero, then the debugging mode will be active. The global debug level is set either by starting the in.named server with the -d flag followed by a positive integer, or by sending the running server the SIGUSR1 signal (for example, by using ndc trace). The global debug level can be set to zero and debugging mode turned off, by sending the server the SIGUSR2 signal (as with ndc notrace). All debugging messages in the server have a debug level, and higher debug levels give more more detailed output. Channels that specify a specific debug severity, for example:

```
channel specific_debug_level {
   file "foo";
    severity debug 3;
};
```

will get debugging output of level 3 or less any time the server is in debugging mode, regardless of the global debugging level. Channels with dynamic severity use the server's global level to determine what messages to print.

If print-time has been turned on, then the date and time will be logged. print-time may be specified for a syslog() channel, but is usually unnecessary since syslog() also prints the date and time. If print-category is requested, then the category of the message will be logged as well. Finally, if print-severity is on, then the severity level of the message will be logged. The print - options may be used in any combination, and will always be printed in the following order: time, category, severity. Here is an example where all three print - options are on:

```
28-Apr-1997 15:05:32.863 default: notice: Ready to answer queries.
```

There are four predefined channels that are used for default logging in.named(1M). How they are used is described in the next section, The Category Phrase.

```
channel default_syslog {
          syslog daemon; # send to syslog's daemon facility severity info; # only send priority info and higher
      };
      channel default_debug {
          file "named.run";
                                # write to named.run in the working directory
                            # Note: stderr is used instead of "named.run"
                               # if the server is started with the -f option.
                               # log at the server's current debug level
          severity dynamic;
      };
      channel default stderr { # writes to stderr
          file "<stderr>";  # this is illustrative only; there's currently
                               # no way of specifying an internal file
                                # descriptor in the configuration language.
          severity info;
                               # only send priority info and higher
      };
      channel null {
          null;
                                # toss anything sent to this channel
```

Once a channel is defined, it cannot be redefined. Thus you cannot alter the built-in channels directly, but you can modify the default logging by pointing categories at channels you have defined.

The Category Phrase

There are many categories, so you can send the logs you want to see wherever you want, without seeing logs you do not want. If you do not specify a list of channels for a category, then log messages in that category will be sent to the default category instead. If you do not specify a default category, the following "default default" is used:

```
category default { default_syslog; default_debug; };
```

To log security events to a file but also keep the default logging behavior, specify the following:

To discard all messages in a category, specify the null channel:

```
category lame-servers { null; };
category cname { null; };
```

The following categories are available:

default The catch-all. Many things still are not classified into categories, and they all end up here. Also, if you don not

specify any channels for a category, the default category is used instead. If you do not define the default category, the

following definition is used

category default { default_syslog; default_debug; };

config High-level configuration file processing.

parser Low-level configuration file processing.

queries A short log message is generated for every query the server

receives.

lame-servers Messages like "Lame server on ..."

statistics Statistics.

panic If the server has to shut itself down due to an internal

problem, it will log the problem in this category as well as in the problem's native category. If you do not define the panic

category, the following definition is used:

category panic { default_syslog; default_stderr; };

update Dynamic updates. ncache Negative caching.

xfer-in Zone transfers the server is receiving.
xfer-out Zone transfers the server is sending

db All database operations.

eventlib Debugging information from the event system. Only one

channel may be specified for this category, and it must be a file channel. If you do not define the eventlib category, the

following definition is used:

```
category eventlib { default_debug; };
packet
                        Dumps of packets received and sent. Only one channel may
                        be specified for this category, and it must be a file channel. If
                        you do not define the packet category, the following
                        definition is used:
                        category packet { default_debug; };
notify
                       The Notify protocol.
cname
                       Messages like "... points to a CNAME".
security
                        Approved or unapproved requests.
                        Operating system problems.
os
insist
                       Internal consistency check failures.
maintenance
                        Periodic maintenance events.
                       Load.
load
response-checks
                       Messages arising from response checking, such as
                        "Malformed response ...", "wrong ans. name ...", "unrelated
                        additional info ...", "invalid RR type ...", and "bad referral
options {
  [ version version string; ]
  [ directory path_name; ]
  [ named-xfer path_name; ]
  [ dump-file path name; ]
  [ memstatistics-file path_name; ]
  [ pid-file path name; ]
  [ statistics-file path name; ]
  [ auth-nxdomain yes_or_no; ]
  [ deallocate-on-exit yes or no; ]
  [ dialup yes_or_no;
  [ fake-iquery yes or no; ]
  [ fetch-glue yes_or_no; ]
  [ has-old-clients yes_or_no; ]
  [ host-statistics yes_or_no; ]
  [ host-statistics-max number; ]
  [ multiple-cnames yes or no; ]
  [ notify yes_or_no; ]
  [ recursion yes_or_no; ]
  [ rfc2308-type1 yes_or_no; ]
  [ use-id-pool yes or no; ]
  [ treat-cr-as-space yes or no; ]
  [ also-notify yes_or_no; ]
  [ forward ( only | first ); ]
  [ forwarders { [ in_addr ; [ in_addr ; ... ] ] }; ]
  [ check-names ( master | slave | response ) ( warn | fail | ignore); ]
  [ allow-query { address match list }; ]
  [ allow-recursion { address_match_list }; ]
  [ allow-transfer { address_match_list }; ]
```

Syntax

```
[ blackhole { address_match_list }; ]
  [ listen-on [ port ip_port ] { address_match_list }; ]
  [ query-source [ address ( ip_addr | * ) ]
                [ port ( ip_port | * ) ] ; ]
  [ lame-ttl number; ]
  [ max-transfer-time-in number; ]
  [ max-ncache-ttl number; ]
  [ min-roots number; ]
  [ transfer-format ( one-answer | many-answers ); ]
  [ transfers-in number; ]
  [ transfers-out number; ]
  [ transfers-per-ns number; ]
  [ transfer-source ip_addr; ]
  [ maintain-ixfr-base yes or no; ]
  [ max-ixfr-log-size number; ]
  [ coresize size spec ; ]
  [ datasize size_spec ; ]
  [ files size_spec ; ]
  [ stacksize size_spec ; ]
  [ cleaning-interval number; ]
  [ heartbeat-interval number; ]
  [ interface-interval number; ]
  [ statistics-interval number; ]
  [ topology { address match list }; ]
  [ sortlist { address match list }; ]
  [ rrset-order { order_spec ; [ order_spec ; ... ] };
};
```

Definition and Usage

The options statement sets up global options to be used by BIND. This statement may appear only once in a configuration file. If more than one occurrence is found, the first occurrence determines the options used, and a warning will be generated. If there is no options statement, an options block with each option set to its default will be used.

Pathnames

version	The version the server should report by means of the ndc(1M) command or by means of a query of name version.bind in class chaos. The default is the real version number of the server.
directory	The working directory of the server. Any non-absolute pathnames in the configuration file will be taken as relative to this directory. The default location for most server output files, for example, named.run, is this directory. If a directory is not specified, the working directory defaults to ".", the directory from which the server was started. The directory specified should be an absolute path.
named-xfer	The pathname to the named-xfer program that the server uses for inbound zone transfers. If not specified, the default is /usr/sbin/named-xfer.

dump-file The pathname of the file to which the server dumps the

database when it receives a SIGINT signal, for example, as sent by ndc dump. If not specified, the default is

named dump.db.

statistics to on exit, if deallocate-on-exit is yes. If not specified, the default is named.memstats.

pid-file The pathname of the file in which the server writes its

process ID. If not specified, the default is

/var/run/named.pid.

statistics-file The pathname of the file the server appends statistics to

when it receives a SIGILL signal. If not specified, the

default is named.stats.

Boolean Operations

auth-nxdomain

If the value is yes, then the AA bit is always set on NXDOMAIN responses, even if the server is not actually authoritative. The default is yes. Do not turn off auth-nxdomain unless you are sure you know what you are doing, as some older software will not like

it.

deallocate-on-exit

If the value is yes, then when the server exits it will painstakingly deallocate every object it allocated, and

then write a memory usage report to the

 ${\tt memstatistics\mbox{-}file}.$ The default is no because it is

faster to let the operating system clean up.

deallocate-on-exit is handy for detecting memory

leaks.

dialup

If the value is yes, then the server treats all zones as if they are doing zone transfers across a dial on a demand dialup link, which can be brought up by traffic originating from this server. This has different effects according to the zone type. It concentrates the zone maintenance so that it all happens in a short interval, once every heartbeat-interval and hopefully, during the one call. It also suppresses some of the normal zone maintenance traffic. The default is no. The dialup option may also be specified in the zone statement, in which case it overrides the options dialup statement.

If the zone is a master then the server will send out NOTIFY request to all the slaves. This will trigger the zone up to date checking in the slave, providing the slave supports NOTIFY, and allowing the slave to verify

	the zone while they call us up. If the zone is a slave or stub, then the server will suppress the regular zone up to date queries, and only perform them when the heartbeat-interval expires.
fake-iquery	If yes, the server will simulate the obsolete DNS query type IQUERY. The default is no.
fetch-glue	If yes (the default), the server will fetch "glue" resource records it does not have when it constructs the additional data section of a response. fetch-glue no can be used in conjunction with recursion no to prevent the server's cache from growing or becoming corrupted. However, it requires more work from the client.
has-old-clients	Setting the option to yes is equivalent to setting the following three options: auth-nxdomain yes, maintain-ixfr-base yes, and rfc2308-type1 no. has-old-clients with auth-nxdomain, maintain-ixfr-base, and rfc2308-type1 is order dependant.
host-statistics	If yes, then statistics are kept for every host with which the name server interacts. The default is no. Turning on host-statistics can consume huge amounts of memory.
host-statistics-max	The maximum number of host records that will be kept. When this limit is reached no new hosts will be added to the host statistics. If host-statistics-max is set to zero, then there is no limit set. The default value is zero.
maintain-ixfr-base	If yes, a IXFR database file is kept for all dynamically updated zones. This enables the server to answer IXFR queries, which speeds up zone transfers enormously. The default value is no.
multiple-cnames	If yes, then multiple CNAME resource records will be allowed for a domain name. The default is no. Allowing multiple CNAME records is against standards and is not recommended. Multiple CNAME support is available because previous versions of BIND allowed multiple CNAME records, and these records have been used for load balancing by a number of sites.
notify	If yes (the default), DNS NOTIFY messages are sent when a zone for which the server is authoritative changes. The use of NOTIFY speeds convergence between the master and its slaves. Slave servers that

receive a NOTIFY message and understand it will contact the master server for the zone and see if they need to do a zone transfer. If they do, they will initiate it immediately. The notify option may also be specified in the zone statement, in which case it overrides the options notify statement.

recursion

If yes, and a DNS query requests recursion, then the server will attempt to do all the work required to answer the query. If recursion is not on, the server will return a referral to the client if it does not know the answer. The default is yes. See also fetch-glue above.

rfc2308-type1

If yes, the server will send NS records along with the SOA record for negative answers. If you have an old BIND server using you as a forwarder, which does not understand negative answers that contain both SOA and NS records, or you have an old version of sendmail(1M), set this to no. The correct fix is to upgrade the broken server or sendmail. The default is no.

use-id-pool

If yes, the server will keep track of its own outstanding query ID's to avoid duplication and increase randomness. As a result, the server will consume 128KB more memory. The default is no.

treat-cr-as-space

If yes, the server will treat CR characters the same way it treats a space or tab. This may be necessary when loading zone files on a UNIX system that were generated on either an NT or a DOS machine. The default is no.

Also-Notify

also-notify

Defines a global list of IP addresses that also get sent NOTIFY messages whenever a fresh copy of the zone is loaded. This helps to ensure that copies of the zones will quickly converge on "stealth" servers. If an also-notify list is given in a zone statement, it will override the options also-notify statement. When a zone notify statement is set to no, the IP addresses in the global also-notify list will not get sent NOTIFY messages for that zone. The default is the empty list (no global notification list).

Forwarding

The forwarding facility can be used to create a large site-wide cache on a few servers. This reduces traffic over links to external name servers. It can also be used to allow queries by servers that do not have direct access to the Internet but wish to look up exterior names anyway. Forwarding occurs only on those queries for which the server is not authoritative and does not have the answer in its cache.

forward

This option is only meaningful if the forwarders list is not empty. A value of first, the default, causes the server to query the

forwarders first. If the forwarders do not answer the question, the server will then look for the answer itself. If only is specified, the

server will only query the forwarders.

forwarders Specifies the IP addresses to be used for forwarding. The default is

the empty list (no forwarding).

Forwarding can also be configured on a per-zone basis, allowing for the global forwarding options to be overridden in a variety of ways. You can set particular zones to use different forwarders, have different forward only or forward first behavior, or not forward at all. See THE ZONE STATEMENT section for more information.

Future versions of BIND 8 may provide a more powerful forwarding system. The syntax described above will continue to be supported.

Name Checking

The server can check domain names based upon their expected client contexts. For example, a domain name used as a hostname can be checked for compliance with the RFCs that define valid hostnames.

Three checking methods are available:

ignore No checking is done.

warn Names are checked against their expected client contexts. Invalid names

are logged, but processing continues normally.

fail Names are checked against their expected client contexts. Invalid names

are logged, and the offending data is rejected.

The server can check names three areas: master zone files, slave zone files, and responses to queries the server has initiated. If check-names response fail has been specified, and to answer the client's question would require sending an invalid name to the client, the server will send a REFUSED response code to the client.

The defaults are:

- check-names master fail
- check-names slave warn
- check-names response ignore

check-names may also be specified in the zone statement, in which case it overrides the options check-names statement. When used in a zone statement, the area is not specified, as it can be deduced from the zone type.

Access Control

Access to the server can be restricted based on the IP address of the requesting system or by means of shared secret keys. See ADDRESS MATCH LISTS for details on how to specify access criteria.

allow-query

Specifies which hosts are allowed to ask ordinary questions. allow-query may also be specified in the zone statement, in which case it overrides the options allow-query statement. If not specified, the default is:

allow-recursion

Specifies which hosts are allowed to ask recursive questions. allow-recursion may also be specified in the zone statement, in which case it overrides the options allow-recursion statement. If not specified, the default is to allow recursive queries from all hosts.

allow-transfer

Specifies which hosts are allowed to receive zone transfers from the server. allow-transfer may also be specified in the zone statement, in which case it overrides the options allow-transfer statement. If not specified, the default is to

allow transfers from all hosts.

blackhole

Specifies a list of addresses that the server will not accept queries from or use to resolve a query. Queries from these addresses will not receive a response.

Interfaces

The interfaces and ports that the server will answer queries from may be specified using the listen-on option. listen-on takes an optional port and an address match list. The server will listen on all interfaces allowed by the address match list. If a port is not specified, port 53 will be used.

Multiple listen-on statements are allowed. For example,

```
listen-on { 5.6.7.8; };
listen-on port 1234 { !1.2.3.4; 1.2/16; };
```

will enable the name server on port 53 for the IP address 5.6.7.8, and on port 1234 of an address on the machine in net 1.2 that is not 1.2.3.4.

If no listen-on is specified, the server will listen on port 53 on all interfaces.

Query Address

If the server does not know the answer to a question, it will query other name servers. query-source specifies the address and port used for such queries. If address is * or is omitted, a wildcard IP address (INADDR ANY) will be used. If port is * or is omitted, a random unprivileged port will be used. The default is

```
query-source address * port *;
```

query-source currently applies only to UDP queries; TCP queries always use a wildcard IP address and a random unprivileged port.

Zone Transfers	max-transfer-time-in	Inbound zone transfers (named-xfer processes) running longer than max-transfer-time-in minutes will be terminated. The default value for max-transfer-time-in is 120 minutes (2 hours).
	transfer-format	The server supports two zone transfer methods. one-answer uses one DNS message per resource record transferred. many-answers packs as many resource records as possible into a message. many-answers is more efficient, but is only known to be understood by BIND 8.1 and patched versions of BIND 4.9.5. The default is one-answer. transfer-format may be overridden on a per-server basis by using the server statement.
	transfers-in	The maximum number of inbound zone transfers that can be running concurrently. The default value is 10. Increasing transfers-in may speed up the convergence of slave zones, but it also may increase the load on the local system.
	transfers-out	This option will be used in the future to limit the number of concurrent outbound zone transfers. It is checked for syntax, but is otherwise ignored.
	transfers-per-ns	The maximum number of inbound zone transfers (named-xfer processes) that can be concurrently transferred from a given remote name server. The default value is 2. Increasing transfers-per-ns may speed up the convergence of slave zones, but it also may increase the load on the remote name server. transfers-per-ns may be overridden on a per-server basis by using the transfers phrase of the server statement.
	transfer-source	transfer-source determines which local address will be bound to the TCP connection used to fetch all zones transferred inbound by the server. If not set, it defaults to a system controlled value which will usually be the address of the interface "closest to" the remote end. This address must appear in the remote end's allow-transfer option for the zones being transferred, if one is specified. This statement sets the transfer-source for all zones, but can be overriden on a per-zone basis by including a transfer-source statement within the zone block in the configuration file.

Resource Limits

The server's usage of many system resources can be limited. Some operating systems do not support some of the limits. On such systems, a warning will be issued if the unsupported limit is used. Some operating systems do not support resource limits, and on these systems a

set resource limits on this system

will be logged.

Scaled values are allowed when specifying resource limits. For example, 1G can be used instead of 1073741824 to specify a limit of one gigabyte. Other values include: unlimited requests, unlimited use, or the maximum available amount. The value default uses the limit that was in force when the server was started. See the definition of size spec for more details.

	TT1 •		1	TEL 1 (1, 1 ·
coresize	The maximiim	i size ot a core	dumn	The default value is
COLCDIZC	THE HUAMITUM	i bize of a core	. auiiip.	THE actualt value is

default.

datasize The maximum amount of data memory the server may

use. The default value is default.

files The maximum number of files the server may have open

> concurrently. The default value is unlimited. Note that on some operating systems the server cannot set an unlimited value and cannot determine the maximum number of open files the kernel can support. On such systems, choosing unlimited will cause the server to use

the larger of the rlim max from

getrlimitRLIMIT_NOFILE() and the value returned by sysconf_SC_OPEN_MAX(). If the actual kernel limit is larger than this value, use limit files to specify the limit

explicitly.

The max-ixfr-log-size will be used in a future release max-ixfr-log-size

of the server to limit the size of the transaction log kept for

Incremental Zone Transfer.

The maximum amount of stack memory the server may stacksize

use. The default value is default.

Periodic Task **Intervals**

cleaning-interval The server will remove expired resource records from

the cache every cleaning-interval minutes. The default is 60 minutes. If set to 0, no periodic cleaning

will occur.

heartbeat-interval The server will perform zone maintenance tasks for all

zones marked dialup yes whenever this interval expires. The default is 60 minutes. Reasonable values are

up to 1 day (1440 minutes). If set to 0, no zone

maintenance for these zones will occur.

interface-interval

The server will scan the network interface list every interface-interval minutes. The default is 60 minutes. If set to 0, interface scanning will only occur when the configuration file is loaded. After the scan, listeners will be started on any new interfaces, provided they are allowed by the listen-on configuration.. Listeners on interfaces that have gone away will be cleaned up.

statistics-interval

Name server statistics will be logged every statistics-interval minutes. The default is 60. If set to 0, no statistics will be logged.

Topology

All other things being equal, when the server chooses a name server to query from a list of name servers, it prefers the one that is topologically closest to itself. The topology statement takes an address match list and interprets it in a special way. Each top-level list element is assigned a distance. Non-negated elements get a distance based on their position in the list, where the closer the match is to the start of the list, the shorter the distance is between it and the server. A negated match will be assigned the maximum distance from the server. If there is no match, the address will get a distance which is further than any non-negated list element, and closer than any negated element. For example:

```
topology {
    10/8;
    !1.2.3/24;
    { 1.2/16; 3/8; };
};
```

will prefer servers on network 10, followed by hosts on network 1.2.0.0 (netmask 255.255.0.0) and network 3, with the exception of hosts on network 1.2.3 (netmask 255.255.255.0), which is the least preferred.

The default topology is:

```
topology { localhost; localnets; };
```

Resource Record Sorting

When returning multiple resource records ("RRs"), the name server will normally return them in round robin, that is, after each request, the first RR is put to the end of the list. As the order of RRs is not defined, this should not cause any problems.

The client resolver code should rearrange the RRs as appropriate, for example, using any addresses on the local network before other addresses. However, not all resolvers can do this, or are not correctly configured to do so.

When a client is using a local server, the sorting can be performed by the server, based on the client's address. This only requires configuring the name servers, not all the clients.

The sortlist statement takes an address match list and interprets it even more specially than the topology statement does.

Each top level statement in the sortlist must itself be an explicit address match list with one or two elements. The first element of each top level list, which may be an IP address, an IP prefix, an acl name or nested address match list, is checked against the source address of the query until a match is found.

Once the source address of the query has been matched, if the top level statement contains only one element, the actual primitive element that matched the source address is used to select the address in the response to move to the beginning of the response. If the statement is a list of two elements, the second element is treated like the address match list in a topology statement. Each top level element is assigned a distance and the address in the response with the minimum distance is moved to the beginning of the response.

In the following example, any queries received from any of the addresses of the host itself will get responses that prefer addresses on any of the locally connected networks. Next most preferred are addresses on the 192.168.1/24 network, and after that either the 192.168.2/24 or 192.168.3/24 network with no preference shown between these two networks. Queries received from a host on the 192.168.1/24 network will prefer other addresses on that network to the 192.168.2/24 and 192.168.3/24 networks. Queries received from a host on the 192.168.4/24 or the 192.168.5/24 network will only prefer other addresses on their directly connected networks.

```
sortlist {
                                // IF the local host
            { localhost;
              { localnets;
                localnets; // THEN first fit on the 192.168.1/24; // following nets
                { 192,168.2/24; 192.168.3/24; }; }; };
            { 192.168.1/24; // IF on class C 192.168.1 
 { 192.168.1/24; // THEN use .1, or .2 or .3
                { 192.168.2/24; 192.168.3/24; }; };
            { 192.168.2/24; // IF on class C 192.168.2 
 { 192.168.2/24; // THEN use .2, or .1 or .3
                { 192.168.1/24; 192.168.3/24; }; };
            { 192.168.1/24; 192.168.2/24; }; };
            { { 192.168.4/24; 192.168.5/24; }; // if .4 or .5,
                                                  // prefer that net
            };
};
```

The following example will give reasonable behavior for the local host and hosts on directly connected networks. It is similar to the behavior of the address sort in BIND 4.9.x. Responses sent to queries from the local host will favor any of the directly connected networks. Responses sent to queries from any other hosts on a directly connected network will prefer addresses on that same network. Responses to other queries will not be sorted.

};

RRset Ordering

When multiple records are returned in an answer it may be useful to configure the order the records are placed into the response. For example the records for a zone might be configured to always be returned in the order they are defined in the zone file. Perhaps you want a random shuffle of the records as they are returned. The rrset-order statement permits you to configure the order of the records in a multiple record response. The default, if no ordering is defined, is a cyclic ordering (round robin).

An order spec is defined as follows:

```
[ class class_name ][ type type_name ][ name "FQDN" ] order ordering
```

If no class is specified, the default is ANY. If no type is specified, the default is ANY. If no name is specified, the default is "*".

The legal values for ordering are:

fixed Records are returned in the order they are defined in the zone file.

random Records are returned in some random order.

cyclic Records are returned in a round-robin order.

For example:

```
rrset-order {
    class IN type A name "rc.vix.com" order random;
    order cyclic;
};
```

will cause any responses for type A records in class IN that have "rc.vix.com" as a suffix, to always be returned in random order. All other records are returned in cyclic order.

If multiple rrset-order statements appear, they are not combined. The last one applies.

If no rrset-order statement is specified, the following default statement is used:

```
rrset-order { class ANY type ANY name "*" order cyclic ; };
```

Tuning

lame-ttl	Sets the number of seconds to cache a lame server indication. 0
	disables caching. The default is 600 (10 minutes). The
	maximum value is 1800 (30 minutes).

max-ncache-ttl To reduce network traffic and increase performance, the server store negative answers. max-ncache-ttl is used to set a maximum retention time for these answers in the server in

maximum retention time for these answers in the server in seconds. The default max-ncache-ttl is 10800 seconds (3 hours). max-ncache-ttl cannot exceed the maximum

retention time for ordinary (positive) answers (7 days) and will be silently truncated to 7 days if set to a value which is greater than 7 days.

min-roots

The minimum number of root servers that is required for a request for the root servers to be accepted. The default is 2.

Syntax

```
zone domain name [ ( in | hs | hesiod | chaos ) ] {
  type master;
  file path name;
  [ check-names ( warn | fail | ignore ); ]
  [ allow-update { address_match_list }; ]
  [ allow-query { address match list }; ]
  [ allow-transfer { address_match_list };
  [ forward ( only | first ); ]
  [ forwarders { [ip_addr; [ip_addr; ... ] ] }; ]
  [ dialup yes_or_no; ]
  [ notify yes or no; ]
  [ also-notify { ip_addr; [ ip_addr; ... ] };
  [ pubkey number number number string; ]
zone domain_name [ ( in | hs | hesiod | chaos ) ] {
  type ( slave | stub );
  [ file path name; ]
  masters [ port ip_port ] { ip_addr; [ ip_addr; ... ] };
  [ check-names ( warn | fail | ignore ); ]
  [ allow-update { address_match_list }; ]
  [ allow-query { address_match_list }; ]
  [ allow-transfer { address_match_list }; ]
  [ forward ( only | first ); ]
  [ forwarders { [ip_addr; [ip_addr; ... ] ] }; ]
  [ transfer-source ip_addr; ]
  [ max-transfer-time-in number; ]
  [ notify yes or no; ]
  [ also-notify { ip addr; [ ip addr; ... ] };
  [ pubkey number number number string; ]
};
zone domain_name [ ( in | hs | hesiod | chaos ) ] {
  type forward;
  [ forward ( only | first ); ]
  [ forwarders { [ ip_addr ; [ ip_addr ; ... ] ] }; ]
  [ check-names ( warn | fail | ignore ); ]
zone "." [ ( in | hs | hesiod | chaos ) ] {
  type hint;
  file path name;
  [ check-names ( warn | fail | ignore ); ]
```

Definition and Usage

The zone statement is used to define how information about particular DNS zones is managed by the server. There are five different zone types.

master

	mascer	able to provide authoritative answers for it.	
	slave	A slave zone is a replica of a master zone. The masters list specifies one or more IP addresses that the slave contacts to update its copy of the zone. If a port is specified, it then checks to see if the zone is current and makes zone transfers to the port given. If a file is specified, then the replica will be written to the named file. Use of the file clause is highly recommended, since it often speeds server startup and eliminates a needless waste of bandwidth.	
	stub	A stub zone is like a slave zone, except that it replicates only the NS records of a master zone instead of the entire zone.	
	forward	A forward zone is used to direct all queries in it to other servers, as described in THE OPTIONS STATEMENT section. The specification of options in such a zone will override any global options declared in the options statement.	
		If no forwarders clause is present in the zone or an empty list for forwarders is given, then no forwarding will be done for the zone, cancelling the effects of any forwarders in the options statement. Thus if you want to use this type of zone to change only the behavior of the global forward option, and not the servers used, then you also need to respecify the global forwarders.	
	hint	The initial set of root name servers is specified using a hint zone. When the server starts up, it uses the root hints to find a root name server and get the most recent list of root name servers.	
		of BIND used the term primary for a master zone, secondary for eache for a hint zone.	
	The zone's name may optionally be followed by a class. If a class is not specified, class in (for "internet"), is assumed. This is correct for the vast majority of cases.		
	The hesiod class is for an information service from MIT's Project Athena. It is used to share information about various systems databases, such as users, groups, and printers. More information can be found at ftp://athena-dist.mit.edu/pub/ATHENA/usenix/athena_changes.PS. The keyword hs is a synonym for hesiod.		
	Another MIT development was CHAOSnet, a LAN protocol created in the mid-1970s. It is still sometimes seen on LISP stations and other hardware in the AI community, and zone data for it can be specified with the chaos class.		
,	check-names	See the subsection on Name Checking in THE OPTIONS STATEMENT.	
	allow-query	See the description of allow-query in the Access Control subsection of THE OPTIONS STATEMENT.	

The server has a master copy of the data for the zone and will be

Classes

Options

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		• • •
	allow-update	Specifies which hosts are allowed to submit dynamic DNS updates to the server. The default is to deny updates from all hosts.
	allow-transfer	See the description of allow-transfer in the Access Control subsection of THE OPTIONS STATEMENT.
	transfer-source	transfer-source determines which local address will be bound to the TCP connection used to fetch this zone. If not set, it defaults to a system controlled value which will usually be the address of the interface "closest to" the remote end. This address must appear in the remote end's allow-transfer option for this zone if one is specified.
	max-transfer-time-in	See the description of max-transfer-time-in in the Zone Transfers subsection of THE OPTIONS STATEMENT.
	dialup	See the description of dialup in the Boolean Options subsection of THE OPTIONS STATEMENT.
	notify	See the description of notify in the Boolean Options subsection of the THE OPTIONS STATEMENT.
	also-notify	also-notify is only meaningful if notify is active for this zone. The set of machines that will receive a DNS NOTIFY message for this zone is made up of all the listed name servers for the zone (other than the primary master), plus any IP addresses specified with also-notify. also-notify is not meaningful for stub zones. The default is the empty list.
	forward	forward is only meaningful if the zone has a forwarders list. The only value causes the lookup to fail after trying the forwarders and getting no answer, while first would allow a normal lookup to be tried.
	forwarders	The forwarders option in a zone is used to override the list of global forwarders. If it is not specified in a zone of type forward, no forwarding is done for the zone, and the global options are not used.
	pubkey	The DNSSEC flags, protocol, and algorithm are specified, as well as a base-64 encoded string representing the key.
•	<pre>acl name { address_match_list };</pre>	

Syntax

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Definition and Usage

The acl statement creates a named address match list. It gets its name from a primary use of address match lists: Access Control Lists (acls).

An address match list's name must be defined with acl before it can be used elsewhere. No forward references are allowed.

The following acls are built-in:

any Allows all hosts.

none Denies all hosts.

localhosts Allows the IP addresses of all interfaces on the system.

localnets Allows any host on a network for which the system has an interface.

Syntax

```
key key_id {
  algorithm algorithm_id;
  secret secret_string;
};
```

Definition and Usage

The key statement defines a key ID which can be used in a server statement to associate with a particular name server a method of authentication that is more rigorous than simple IP address matching. A key ID must be created with the key statement before it can be used in a server definition or an address match list.

The algorithm_id is a string that specifies a security/authentication algorithm. secret_string is the secret to be used by the algorithm, and is treated as a base-64 encoded string. If you have a secret_string in your named.conf file, make sure that it is not be readable by anyone beside superuser.

Syntax

```
trusted-keys {
   [ domain_name flags protocol algorithm key; ]
}:
```

Definition and Usage

The trusted-keys statement is for use with DNSSEC-style security, originally specified in *RFC* 2065. DNSSEC is meant to provide three distinct services: key distribution, data origin authentication, and transaction and request authentication.

The contributed section of the ISC BIND distribution includes a dns_signer utility to sign zone data according to the DNSSEC specifications. The utility is provided as-is, without any expressed or implied warranties. The contributed source could be retrieved from the /isc/bind/src/cur/bind-8 directory at ISC's FTP site, ftp.isc.org.

Each trusted key is associated with a domain name. Its attributes are the non-negative integral flags, protocol, and algorithm, as well as a base-64 encoded string representing the key.

Any number of trusted keys can be specified.

Syntax

```
server ip_addr {
  [ bogus yes_or_no; ]
```

```
[ transfers number; ]
[ transfer-format ( one-answer | many-answers ); ]
[ keys { key_id [ key_id ... ] }; ]
```

Definition and Usage

The server statement defines the characteristics to be associated with a remote name server.

If you discover that a server is giving out bad data, marking it as boous will prevent further queries to it. The default value of bogus is no.

If you mark a server as bogus, all other addresses for that server will be marked as bogus when a match is made when looking up a server's address by name.

The server supports two zone transfer methods. The first, one-answer, uses one DNS message per resource record transferred. The second method, many-answers packs as many resource records as possible into a message. many-answers is more efficient, but is only understood by BIND 8.1 and patched versions of BIND 4.9.5. You can specify which method to use for a server with the transfer-format option. If transfer-format is not specified, the transfer-format specified by the options statement will be used.

The transfers will be used in a future release of the server to limit the number of concurrent in-bound zone transfers from the specified server. It is checked for syntax but is otherwise ignored.

The key clause is used to identify a key_id defined by the key statement, to be used for transaction security when talking to the remote server. The key statement must come before the server statement that references it.

The key statement is intended for future use by the server. It is checked for syntax but is otherwise ignored.

Syntax

```
controls {
  [ inet ip_addr
    port ip_port
    allow { address_match_list; }; ]
  [ unix path_name
   perm number
    owner number
    group number; ]
};
```

Definition and Usage

The controls statement declares control channels to be used by system administrators to affect the operation of the local name server. These control channels are used by the ndc(1M) utility to send commands to and retrieve non-DNS results from a name server.

A UNIX control channel is a FIFO in the file system, and access to it is controlled by normal file system permissions. It is created by in.named(1M) with the specified file mode bits, user and group owner. See chmod(1). Note that, unlike chmod, the mode

named.conf(4)

bits specified for perm will normally have a leading 0 so the number is interpreted as octal. Also note that the user and group ownership specified as owner and group must be given as numbers, not names. It is recommended that the permissions be restricted to administrative personnel only, or else any user on the system may be able to manage the local name server.

An inet control channel is a TCP/IP socket accessible to the Internet, created at the specified <code>ip_port</code> on the specified <code>ip_addr</code>. Modern telnet clients are capable of speaking directly to these sockets, and the control protocol is ARPAnet-style text. It is recommended that 127.0.0.1 be the only <code>ip_addr</code> used, and this only if you trust all non-privileged users on the local host to manage your name server.

Syntax

```
include path name;
```

Definition and Usage

The include statement inserts the specified file at the point that the include statement is encountered. It cannot be used within another statement, though, so a line such as

```
acl internal_hosts { include internal_hosts.acl; };
```

is not allowed.

Use include to break the configuration up into easily-managed chunks. For example:

```
include "/etc/security/keys.bind";
include "/etc/acls.bind";
```

could be used at the top of a BIND configuration file in order to include any acl or key information.

Be careful not to use "#include," like you would in a C program, because "#" is used to start a comment.

EXAMPLES

EXAMPLE 1 Simple Configuration File

The simplest configuration file that is still realistically useful is one which simply defines a hint zone that has a full path to the root servers file, for example:

```
zone "." in {
          type hint;
          file "/var/named/root.cache";
};
```

EXAMPLE 2 Another Example of a Configuration File

Here is a more typical real-world example.

```
/*
* A simple BIND 8 configuration
*/
```

EXAMPLE 2 Another Example of a Configuration File (Continued)

```
logging {
        category lame-servers { null; };
        category cname { null; };
};
options {
        directory "/var/named";
};
controls {
         inet * port 52 allow { any; };
                                                         // a bad idea
         unix "/var/run/ndc" perm 0600 owner 0 group 0; // the default
};
zone "isc.org" in {
         type master;
         file "master/isc.org";
};
zone "vix.com" in {
         type slave;
         file "slave/vix.com";
         masters { 10.0.0.53; };
};
zone "0.0.127.in-addr.arpa" in \{
        type master;
         file "master/127.0.0";
};
zone "." in {
         type hint;
         file "root.cache";
};
```

FILES

/etc/named.conf The BIND 8 in. named configuration file.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Standard BIND 8.2.4

SEE ALSO

chmod(1), in.named(1M), named-bootconf(1M), ndc(1M), syslogd(1M), syslog(3C), syslog.conf(4), attributes(5)

Eastlake, D., 3rd, Kaufman, C. RFC 2065, Domain Name System Security Extensions. Network Working Group. January 1997.

ncad_addr(4)

NAME |

ncad_addr – name of the Solaris Network Cache and Accelerator (NCA) socket utility library

SYNOPSIS

/usr/lib/ncad addr.so

DESCRIPTION

ncad_addr.so is the Solaris Network Cache and Accelerator (NCA) socket utility library. Use this library with a web server to avoid support for the PF_NCA family type socket. The web server can take advantage of NCA functionality.

Interpose the ncad_addr interfaces before the interfaces in libsocket by setting the environment variable LD_PRELOAD to ncad_addr. so so that it is preloaded before libsocket.so.1. The ncad_addr. so interfaces will be interposed only if NCA is enabled. See ncakmod(1).

EXAMPLES

EXAMPLE 1 Interposing ncad_addr

Using Bourne shell syntax as an example, set LD_PRELOAD as shown below to interpose the ncad addr socket utility libary:

LD PRELOAD=/usr/lib/ncad addr.so /usr/bin/httpd

FILES

/usr/lib/ncad_addr.so ncad_addr socket utility library shared object

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWncar (32-bit)
	SUNWncarx (64-bit)
Interface Stability	Unstable

SEE ALSO

nca(1), ncab2clf(1), ncakmod(1), socket(3SOCKET), nca.if(4),
ncakmod.conf(4), attributes(5)

NOTES

Only applications that use the NCA feature, for example, web servers, should interpose this library.

NAME

nca.if – the NCA configuration file that specifies physical interfaces

SYNOPSIS

/etc/nca/nca.if

DESCRIPTION

Specify the physical interfaces for which the Solaris Network Cache and Accelerator ("NCA") feature will be configured in the nca.if configuration file. List the physical interfaces in the file, one per line. To configure NCA to listen on all physical interfaces present on the system backed by a hostname. {interface name}, then list only an asterik ("*") in nca.if.

When the ncakmod(1) initialization script is invoked during system boot, it will attempt to configure each physical interface specified in the nca.if file by using ncaconfd(1M). Note that there must be an accompanying hostname. {interface name} file and an entry in /etc/hosts for the contents of hostname. {interface name}.

You must reboot in order to implement changes to the nca.if file.

IA **EXAMPLE 1** nca.if on IA

The following is an example of an nca.if file that would be used on an IA system:

iprb1 iprb6 iprb8

SPARC

EXAMPLE 2 nca.if on SPARC

The following is an example of an nca.if file that would be used on a SPARC system:

hme2 hme3 hme4

All Platforms

EXAMPLE 3 Configuring NCA to Listen on All Physical Interfaces

The following example shows the contents of an nca.if file that would be used to configure either platform to listen on all physical interfaces present on the system:

FILES

```
/etc/nca/nca.if
                               Lists the physical interfaces on which NCA will run.
/etc/hostname.{}{0-9}
                               Lists all physical interfaces configured on the server.
/etc/hosts
                               Lists all host names associated with the server. Entries
                               in this file must match with entries in
                               /etc/hostname. \{\}\{0-9\} for NCA to function.
```

nca.if(4)

 $\textbf{ATTRIBUTES} \hspace{0.2cm} | \hspace{0.2cm} \textbf{See attributes}(5) \hspace{0.2cm} \textbf{for descriptions of the following attributes:} \\$

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWncar
Interface Stability	Evolving

SEE ALSO

nca(1), ncab2clf(1), ncakmod(1), ifconfig(1M), ncakmod.conf(4), ncalogd.conf(4), attributes(5)

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NAME | ncakmod.conf – the ncakmod configuration file

SYNOPSIS

/etc/nca/ncakmod.conf

DESCRIPTION

The ncakmod.conf file is used to configure the Solaris Network Cache and Accelerator ("NCA") kernel module. The file contains two fields, key and value.

The status key is used to indicate if the user wants to have NCA turned on as a feature. If the value of status key is enabled, then the NCA kernel module will be pushed on to the specified interfaces. If the value of the status key is disabled, then the NCA kernel module will not be pushed on to any interfaces. The default is disabled.

The httpd door path key specifies the path name of the Solaris Door RPC mechanism that will be used to communicate with the http daemon. The default value is /var/run/nca httpd 1.door.

Use the nca active key to indicate whether to allow NCA to actively open outgoing TCP connections. The default value for nca active is disabled. If set to enabled, ncaconfd sets up NCA for each interface and then operates as a daemon, allowing NCA to make outgoing TCP connections. This functionality is possible only by using the doors interface to NCA. A web server that uses the sockets interface with PF NCA or ncad addr.so cannot connect by means of nca active.

NCA supports the logging of in-kernel cache hits. See ncaloqd.conf(4). NCA stores logs in a binary format. Use the ncab2clf(1) utility to convert the log from a binary format to the Common Log File format.

In order to implement changes to the ncakmod.conf file, you will need to reboot.

EXAMPLES

EXAMPLE 1 A Sample ncakmod.conf File

The following is a sample ncakmod.conf file:

```
# NCA Kernel Module Configuration File
status=disabled
httpd door path=/var/run/nca httpd 1.door
nca active=disabled
```

FILES

/etc/nca/ncakmod.conf

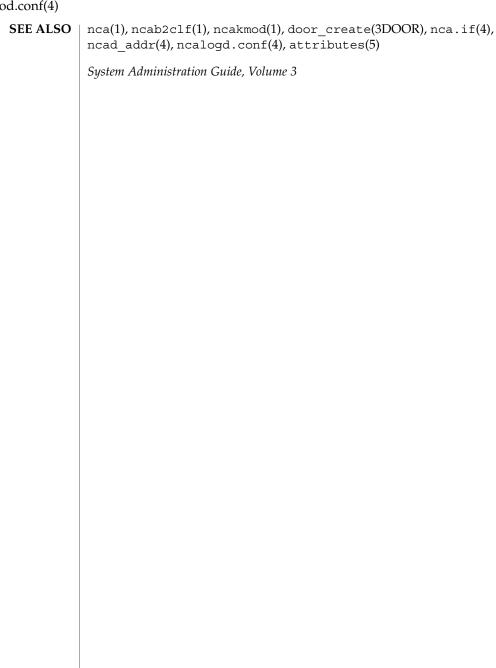
The NCA kernel module configuration file.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWncar
Interface Stability	Evolving

ncakmod.conf(4)



NAME

ncalogd.conf – NCA logging configuration file

SYNOPSIS

/etc/nca/ncalogd.conf

DESCRIPTION

The ncalogd.conf is used to configure Solaris Network Cache and Accelerator ("NCA") logging. The file contains two fields, key and value.

The status key is used to indicate if the user wants to have NCA logging turned on. If the value of status key is enabled, then NCA logging will be turned on. If the value of the status key is disabled, then NCA logging will not be invoked. The default value is disabled.

The logd path name key specifies the absolute pathname of the log file. The log file must be a raw device without a filesystem or a file on a local file system. The default value is /var/nca/log. logd path name can also contain a whitespace-delimited list of values for multiple log files to a maximum of 16. If you specify multiple log files, you must enclose the list in quotation marks ("). With multiple files, NCA logging moves to the next file on the list once the file size specified by logd_file_size has been reached. When the last file is full, NCA logging rotates back to the first file in the list. A pointer to the current log file is stored in /var/nca/current.

The logd file size key specifies the value of the file size, in bytes, allowed for each log file specified in by the logd path name key. The default value is 1000000 bytes.

In order to implement changes to the ncalogd.conf file, you will need to stop and start NCA logging or reboot.

NCA stores logs in a binary format. Use the ncab2clf(1) utility to convert the log from a binary format to the Common Log File format.

EXAMPLES

EXAMPLE 1 A Sample ncalogd.conf File

The following is a sample ncalogd. conf file that specifies three log files:

```
# NCA Log Daemon Configuration File
logd path name="/var/nca/log1 /var/nca/log2 /var/nca/log3"
logd file size=1000000
```

Note that there is no NCA logging daemon. Logging is performed as one of the functions of the NCA software.

FILES

/etc/nca/ncalogd.conf

Lists configuration parameters for NCAlogging.

ncalogd.conf(4)

ATTRIBUTES

See ${\tt attributes}(5)$ for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWncar
Interface Stability	Evolving

SEE ALSO

nca(1), ncab2clf(1), ncakmod(1), dd(1M), $door_create(3X)$, nca.if(4), ncakmod.conf(4), attributes(5)

System Administration Guide, Volume 3

NAME

ncaport.conf - ncaport configuration file

SYNOPSIS

/etc/nca/ncaport.conf

DESCRIPTION

The ncaport.conf file is used to configure the IP addresses and ports that the Solaris Network Cache and Acceleration (NCA) kernel module services. The file contains two fields, key and value, in the format of ncaport=ipaddress/port. IPv4 addresses must be in the dot notation *d.d.d.d.* IPv6 addresses must be in one of the three conventional forms (see inet pton(3SOCKET)). If an asterisk (*) is used for an IP address, it is interpreted as INADDR ANY, which matches any IP address.

A web server uses the environment variable LD PRELOAD and the ncaport.conf configuration file to convert an AF INET socket to an AF NCA socket. LD PRELOAD enables the NCA socket utility library to be loaded before libsocket.so.1. See the ncad addr(4) for details. When a web server issues the bind(3SOCKET) system call, it is intercepted by the interposition library ncad addr. so. If the bind address is in the ncaport.conf file, the AF INET socket is converted to a AF NCA socket.

EXAMPLES

EXAMPLE 1 Sample ncaport.conf File

The following is a sample ncaport.conf file:

```
# NCA Kernel Module Port Configuration File
ncaport=1080:0:0:0:8:800:200C:417A/100
ncaport=192.168.84.71/80
ncaport=*/9000
```

SEE ALSO

nca(1), bind(3SOCKET), inet pton(3SOCKET), ncad addr(4), attributes(5)

NOTES

For those web servers that use AF NCA sockets, the NCA port configuration described here has no effect.

NCA does not currently support IPv6. Any IPv6 addresses in the file ncaport . conf are ignored.

ndpd.conf(4)

NAME

ndpd.conf – configuration file for IPv6 router autoconfiguration

SYNOPSIS

/etc/inet/ndpd.conf

DESCRIPTION

The ndpd.conf file contains configuration information for in.ndpd()1M when used on a router. This file does not need to exist or can be empty on a host. The file has one configuration entry per line; note that lines can be extended with a backslash (\) followed by a NEWLINE. There are four forms of configuration entries which are identified by the first field on the line: ifdefault, prefixdefault, if, or prefix. The ifdefault and if entries set interface configuration variables; the former establishes the defaults for all interfaces. Any ifdefault entries must precede any if entries in the file.

The prefixdefault and prefix entries control per-prefix configuration variables. prefixdefault establishes the defaults for all prefixes on all interfaces. Any prefixdefault entries must precede any prefix entries in the file.

Each ifdefault entry is composed of a single line of the form:

```
ifdefault [ if-variable-name value ]*
```

Each if entry is composed of a single line of the form:

```
if interface [ if-variable-name value ]*
```

Each prefixdefault entry is composed of a single line of the form:

```
prefixdefault [ prefix-variable-name value ]*
```

Each prefix entry is composed of a single line of the form:

```
prefix prefix/prefix_length interface [ prefix-variable-name value ]*
```

Fields are separated by either SPACE or TAB characters. A '#' (number sign) indicates the beginning of a comment. Characters up to the end of the line are not interpreted by routines that search this file.

interface The name of a network interface, for example, 1e0.

prefix An IPv6 address in standard hexadecimal notation, for

example, fec0:0:0:1::0.

prefix_length A number between 0 and 128.

if-variable-name An interface variable as discussed in RFC 2461 and

RFC 2462. The following lists the each interface

variable and its default value and unit:

Variable Name	Default	Unit
DupAddrDetectTransmits	1	Counter

ndpd.conf(4)

Variable Name	Default	Unit
AdvSendAdvertisements	false	Boolean
MaxRtrAdvInterval	600	Seconds
MinRtrAdvInterval	200	Seconds
AdvManagedFlag	false	Boolean
AdvOtherConfigFlag	false	Boolean
AdvLinkMTU	0	Bytes
AdvReachableTime	0	Milliseconds
AdvRetransTimer	0	Milliseconds
AdvCurHopLimit	0	Counter
AdvDefaultLifetime	1800	Seconds

prefix-variable-name

A prefix variable as discussed in RFC 2461 and RFC 2462. The following lists the each interface variable and its default value and unit:

Variable Name	Default	Unit
AdvValidLifetime	2592000	Seconds
AdvOnLinkFlag	true	Boolean
AdvPreferredLifetime	604800	Seconds
AdvAutonomousFlag	true	Boolean
AdvValidExpiration	not set	Date/Time
AdvPreferredExpiration	not set	Date/TIme

The Expiration variables are used to specify that the lifetime should be decremented in real time as specified in RFC 2461. If an Expiration variable is set then it takes precedence over the corresponding Lifetime variable setting.

The value is a function of the unit. Boolean values are true, false, on, off, 1, or 0.

Values in seconds can have characters appended for day (d), hour h), minute (m) and second (s). The default is seconds. For example, 1h means 1 hour. This is equivalent to the value 3600.

value

ndpd.conf(4)

Values in milliseconds can have characters appended for day (d),hour (h), minute (m) second (s), and millisecond (ms). The default is milliseconds. For example, 1h is equivalent to the value 3600000.

Date/time values are strings that use the recommended ISO date format described as "%Y-%m-%d %R", which represents a 4 digit year, a dash character, a numeric month, a dash character, and a numeric day of the month, followed by one or more whitespace characters and finally a 24 hour clock with hours, a colon, and minutes. For example, 1999-01-31 20:00 means 8pm January 31 in 1999. Since the date/time values contain a space, use single or double quotes to declare the value. For example:

prefixdefault AdvPreferredExpiration '1999-01-31 20:00'

EXAMPLES

EXAMPLE 1 Sending Router Advertisements for all Interfaces

The following example can be used to send router advertisements out to all interfaces:

```
# Send router advertisements out all interfaces
ifdefault AdvSendAdvertisements on
prefixdefault AdvOnLinkFlag on AdvAutonomousFlag on

# Advertise a (bogus) global prefix and a site
# local prefix on three interfaces using the default lifetimes
prefix 2:0:0:9255::0/64 hme0
prefix fec0:0:0:9255::0/64 hme0

prefix 2:0:0:9256::0/64 hme1
prefix fec0:0:0:9259::0/64 hme1

prefix 2:0:0:9259::0/64 hme2
prefix fec0:0:0:9259::0/64 hme2
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability		SUNWcsr

SEE ALSO

in.ndpd(1M),attributes(5), icmp6(7P), ip6(7P)

Narten, T., Nordmark, E., and Simpson, W. RFC 2461, Neighbor Discovery for IP Version 6 (IPv6). The Internet Society. December 1998.

Thomson, S., and Narten, T. RFC 2462, IPv6 Stateless Address Autoconfiguration. The Internet Society. December 1998.

NAME |

netconfig – network configuration database

SYNOPSIS

/etc/netconfig

DESCRIPTION

The network configuration database, /etc/netconfig, is a system file used to store information about networks that are connected to the system. The netconfig database and the routines that access it (see getnetconfig(3NSL)) are part of the Network Selection component. The Network Selection component also includes getnetpath(3NSL) routines to provide application-specific network search paths. These routines access the netconfig database based on the environment variable NETPATH. See environ(5).

netconfig contains an entry for each network available on the system. Entries are separated by newlines. Fields are separated by whitespace and occur in the order in which they are described below. Whitespace can be embedded as "\blank" or "\tab". Backslashes may be embedded as "\\". Lines in /etc/netconfig that begin with a # (hash) in column 1 are treated as comments.

Each of the valid lines in the netconfig database correspond to an available transport. Each entry is of the form:

network ID semantics flag protocol-family protocol-name \network-device translation-libraries

network ID

A string used to uniquely identify a network. *network ID* consists of non-null characters, and has a length of at least 1. No maximum length is specified. This namespace is locally significant and the local system administrator is the naming authority. All *network ID*s on a system must be unique.

semantics

The *semantics* field is a string identifying the "semantics" of the network, that is, the set of services it supports, by identifying the service interface it provides. The *semantics* field is mandatory. The following semantics are recognized.

tpi clts Transport Provider Interface,

connectionless

tpi_cots Transport Provider Interface,

connection oriented

tpi_cots_ord Transport Provider Interface,

connection oriented, supports

orderly release.

flag

The *flag* field records certain two-valued ("true" and "false") attributes of networks. *flag* is a string composed of a combination of characters, each of which indicates the value of the corresponding

netconfig(4)

attribute. If the character is present, the attribute is "true." If the character is absent, the attribute is "false." "-" indicates that none of the attributes are present. Only one character is currently recognized:

v Visible ("default") network. Used

when the environment variable

NETPATH is unset.

protocol family

The *protocol family* and *protocol name* fields are provided for protocol-specific applications. The *protocol family* field contains a string that identifies a protocol family. The *protocol family* identifier follows the same rules as those for *network IDs*; the string consists of non-null characters, it has a length of at least 1, and there is no maximum length specified. A "—" in the *protocol family* field indicates that no protocol family identifier applies (the network is experimental). The following are examples:

loopback (local to host).

inet Internetwork: UDP, TCP, and the

like.

inet6 Internetwork over IPv6: UDP, TCP,

and the like.

implink ARPANET imp addresses

pup PUP protocols: for example, BSP

chaos MIT CHAOS protocols

ns XEROX NS protocols

nbs NBS protocols

ecma European Computer Manufacturers

Association

datakit DATAKIT protocols

ccitt CCITT protocols, X.25, and the like.

sna IBM SNA decnet DECNET

dli Direct data link interface

lat LAT

hylink NSC Hyperchannel

appletalk Apple Talk

nit	Network Interface Tap
ieee802	IEEE 802.2; also ISO 8802

osi Umbrella for all families used by

OSI (for example, protosw lookup)

x25 CCITT X.25 in particular

osinet AFI = 47, IDI = 4

gosip U.S. Government OSI

protocol name The protocol name field contains a string that identifies a

protocol. The *protocol name* identifier follows the same rules as those for *network IDs*; that is, the string consists of non-NULL characters, it has a length of at least 1, and there is no maximum length specified. A "–" indicates that none of the names listed apply. The following protocol names are recognized.

tcp Transmission Control Protocol

udp User Datagram Protocol

icmp Internet Control Message Protocol

network device The network device is the full pathname of the device

used to connect to the transport provider. Typically, this device will be in the /dev directory. The *network device*

must be specified.

translation libraries The name-to-address translation libraries support a

"directory service" (a name-to-address mapping service) for the network. A "-" in this field indicates the absence of any *translation libraries*. This has a special meaning for networks of the protocol family inet: its name-to-address mapping is provided by the name service switch based on the entries for hosts and services in nsswitch.conf(4). For networks of other families, a "-" indicates non-functional name-to-address mapping. Otherwise, this field consists of a comma-separated list of pathnames to dynamically linked libraries. The pathname of the library can be either absolute or relative. See

dlopen(3DL).

Each field corresponds to an element in the struct netconfig structure. struct netconfig and the identifiers described on this manual page are defined in <netconfig.h>. This structure includes the following members:

char *nc_netid

Network ID, including NULL terminator.

netconfig(4)

```
unsigned long nc_semantics
  Semantics.
unsigned long nc_flag
  Flags.
char *nc_protofmly
  Protocol family.
char *nc_proto
  Protocol name.
char *nc device
  Full pathname of the network device.
unsigned long nc_nlookups
  Number of directory lookup libraries.
char **nc_lookups
  Names of the name-to-address translation libraries.
unsigned long nc_unused[9]
  Reserved for future expansion.
The nc_semantics field takes the following values, corresponding to the semantics
identified above:
NC TPI CLTS
NC TPI COTS
NC TPI COTS ORD
The nc_flag field is a bitfield. The following bit, corresponding to the attribute
identified above, is currently recognized. NC NOFLAG indicates the absence of any
attributes.
NC VISIBLE
EXAMPLE 1 A Sample netconfig File
Below is a sample netconfig file:
  The "Network Configuration" File.
  Each entry is of the form:
   <networkid> <semantics> <flags> <protofamily> <protoname><device> \
         <nametoaddrlibs>
  The "-" in <nametoaddrlibs> for inet family transports indicates
   redirection to the name service switch policies for "hosts" and
   "services". The "-" may be replaced by nametoaddr libraries that
```

comply with the SVr4 specs, in which case the name service switch

EXAMPLES

EXAMPLE 1 A Sample netconfig File (Continued)

```
# will not be used for netdirgetbyname, netdirgetbyaddr,
# gethostbyname, gethostbyaddr, getservbyname, and getservbyport.
# There are no nametoaddrlibs for the inet family in Solaris anymore.
# used for IPv6. If you have Ipv6 enabled on your machine then you can
# uncomment these two lines to enable RPC and NFS to use the Ipv6 stack.
# Consult your network administrator before uncommenting.
            tpi_clts v
                               inet6 udp
#udp6
                                                /dev/udp6
         tpi_cots_ord v inet6 tcp
                                              /dev/tcp6
#tcp6
udp tpiclts v inet udp /dev/udp -
tcp tpicotsord v inet tcp /dev/tcp -
rawip tpiraw - inet - /dev/rawip -
ticlts tpiclts v loopback - /dev/ticlts straddr.so
ticotsord tpicotsord v loopback - /dev/ticotsord straddr.so ticots tpicots v loopback - /dev/ticots straddr.so
```

FILES

<netconfig.h>

SEE ALSO

dlopen(3DL), getnetconfig(3NSL), getnetpath(3NSL), nsswitch.conf(4)

System Administration Guide: IP Services

netgroup(4)

NAME

netgroup – list of network groups

SYNOPSIS

/etc/netgroup

DESCRIPTION

A netgroup defines a network-wide group of hosts and users. Use a netgroup to restrict access to shared NFS filesystems and to restrict remote login and shell access.

Network groups are stored in one of the Network Information Services, either NIS or NIS+, not in a local file.

This manual page describes the format for a file that may be used to supply input to the makedbm(1M) or nisaddent(1M) programs that are use to build the NIS map or NIS+ table, respectively.

Each line of the file defines the name and membership of a network group. The line should have the format:

```
groupname member . . .
```

The items on a line may be separated by a combination of one or more spaces or tabs.

The *groupname* is the name of the group being defined. This is followed by a list of members of the group. Each *member* is either another group name, all of whose members are to be included in the group being defined, or a triple of the form:

(hostname,username,domainname)

In each triple, any of the three fields *hostname*, *username*, and *domainname*, can be empty. An empty field signifies a wildcard that matches any value in that field. Thus:

```
everything ( , ,this.domain)
```

defines a group named "everything" for the domain "this.domain" to which every host and user belongs.

The *domainname* field refers to the domain in which the triple is valid, not the domain containing the host or user. In fact, applications using netgroup generally do not check the *domainname*. Therefore, using

```
(,,domain)
```

is equivalent to

(,,)

You can also use netgroups to control NFS mount access (see share_nfs(1M)) and to control remote login and shell access (see hosts.equiv(4)). You can also use them to control local login access (see passwd(4), shadow(4), and compat in nsswitch.conf(4)).

When used for these purposes, a host is considered a member of a netgroup if the netgroup contains any triple in which the hostname field matches the name of the host requesting access and the domainname field matches the domain of the host controlling access.

Similarly, a user is considered a member of a netgroup if the netgroup contains any triple in which the username field matches the name of the user requesting access and the domainname field matches the domain of the host controlling access.

Note that when netgroups are used to control NFS mount access, access is granted depending only on whether the requesting host is a member of the netgroup. Remote login and shell access can be controlled both on the basis of host and user membership in separate netgroups.

FILES

/etc/netgroup Used by /var/yp/Makefile on NIS masters to build the NIS netgroup map

Note that the netgroup information must always be stored in a network information service, either NIS or NIS+. The local file is only used to construct the netgroup NIS maps or NIS+ table. It is never consulted directly.

SEE ALSO

nis+(1), makedbm(1M), nisaddent(1M), share nfs(1M), innetgr(3C), hosts(4), hosts.equiv(4), nsswitch.conf(4), passwd(4), shadow(4)

NOTES

netgroup requires NIS or NIS+.

Applications may make general membership tests using the innetgr() function. See innetgr(3C).

Because the "-" character will not match any specific username or hostname, it is commonly used as a placeholder that will match only wildcarded membership queries. So, for example:

```
(host1,-,our.domain) (host2,-,our.domain)
onlyhosts
             (-,john,our.domain) (-,linda,our.domain)
onlyusers
```

effectively define netgroups containing only hosts and only users, respectively. Any other string that is guaranteed not to be a legal username or hostname will also suffice for this purpose.

Use of placeholders will improve search performance.

When a machine with multiple interfaces and multiple names is defined as a member of a netgroup, one must list all of the names. See hosts(4). A manageable way to do this is to define a netgroup containing all of the machine names. For example, for a host "gateway" that has names "gateway-subnet1" and "gateway-subnet2" one may define the netgroup:

```
gateway (gateway-subnet1, ,our.domain) (gateway-subnet2, ,our.domain)
```

netgroup(4)	
	and use this $\mathtt{netgroup}$ "gateway" whenever the host is to be included in another $\mathtt{netgroup}$.

NAME | netid – netname database

SYNOPSIS

/etc/netid

DESCRIPTION

The netid file is a local source of information on mappings between netnames (see secure rpc(3NSL)) and user ids or hostnames in the local domain. The netid file can be used in conjunction with, or instead of, the network source: NIS or NIS+. The publickey entry in the nsswitch.conf (see nsswitch.conf(4)) file determines which of these sources will be queried by the system to translate netnames to local user ids or hostnames.

Each entry in the netid file is a single line of the form:

netname uid: gid, gid, gid . . .

or

netname 0:hostname

The first entry associates a local user id with a netname. The second entry associates a hostname with a netname.

The netid file field descriptions are as follows:

netname The operating system independent network name for the user or

host. netname has one of two formats. The format used to specify a

host is of the form:

unix.hostname@domain

where hostname is the name of the host and domain is the

network domain name.

The format used to specify a user id is of the form:

unix.uid@domain

where *uid* is the numerical id of the user and *domain* is the network

domain name.

uid The numerical id of the user (see passwd(4)). When specifying a

host name, uid is always zero.

The numerical id of the group the user belongs to (see group(4)). group

Several groups, separated by commas, may be listed for a single

uid.

hostname The local hostname (see hosts(4)).

Blank lines are ignored. Any part of a line to the right of a '#' symbol is treated as a comment.

netid(4)

 $\textbf{EXAMPLES} \ | \ \textbf{EXAMPLE 1} \ A \ sample \ \texttt{netid} \ file.$

Here is a sample netid file:

unix.789@West.Sun.COM 789:30,65 unix.123@Bldg_xy.Sun.COM 123:20,1521

unix.candlestick@campus1.bayarea.EDU 0:candlestick

FILES /etc/group groups file

/etc/hosts hosts database

/etc/netid netname database

/etc/passwd password file

/etc/publickey public key database

SEE ALSO | netname2user(3NSL), secure_rpc(3NSL), group(4), hosts(4),

nsswitch.conf(4), passwd(4), publickey(4)

NAME | netmasks – network mask database

SYNOPSIS

/etc/inet/netmasks

/etc/netmasks

DESCRIPTION

The netmasks file contains network masks used to implement IP subnetting. It supports both standard subnetting as specified in RFC-950 and variable length subnetting as specified in RFC-1519. When using standard subnetting there should be a single line for each network that is subnetted in this file with the network number, any number of SPACE or TAB characters, and the network mask to use on that network. Network numbers and masks may be specified in the conventional IP '.' (dot) notation (like IP host addresses, but with zeroes for the host part). For example,

```
128.32.0.0
              255.255.255.0
```

can be used to specify that the Class B network 128.32.0.0 should have eight bits of subnet field and eight bits of host field, in addition to the standard sixteen bits in the network field.

When using variable length subnetting, the format is identical. However, there should be a line for each subnet with the first field being the subnet and the second field being the netmask that applies to that subnet. The users of the database, such as ifconfig(1M), perform a lookup to find the longest possible matching mask. It is possible to combine the RFC-950 and RFC-1519 form of subnet masks in the netmasks file. For example,

128.32.0.0	255.255.255.0
128.32.27.0	255.255.255.240
128.32.27.16	255.255.255.240
128.32.27.32	255.255.255.240
128.32.27.48	255.255.255.240
128.32.27.64	255.255.255.240
128.32.27.80	255.255.255.240
128.32.27.96	255.255.255.240
128.32.27.112	255.255.255.240
128.32.27.128	255.255.255.240
128.32.27.144	255.255.255.240
128.32.27.160	255.255.255.240
128.32.27.176	255.255.255.240
128.32.27.192	255.255.255.240
128.32.27.208	255.255.255.240
128.32.27.224	255.255.255.240
128.32.27.240	255.255.255.240
128.32.64.0	255.255.255.192

can be used to specify different netmasks in different parts of the 128.32.0.0 Class B network number. Addresses 128.32.27.0 through 128.32.27.255 have a subnet mask with 28 bits in the combined network and subnet fields (often referred to as the subnet field) and 4 bits in the host field. Furthermore, addresses 128.32.64.0 through 128.32.64.63 have a 26 bits in the subnet field. Finally, all other addresses in the range 128.32.0.0 through 128.32.255.255 have a 24 bit subnet field.

netmasks(4)

Invalid entries are ignored.

SEE ALSO

ifconfig(1M), inet(7P)

Postel, Jon, and Mogul, Jeff, *Internet Standard Subnetting Procedure*, RFC 950, Network Information Center, SRI International, Menlo Park, Calif., August 1985.

V. Fuller, T. Li, J. Yu, K. Varadhan, *Classless Inter-Domain Routing (CIDR): an Address Assignment and Aggregation Strategy*, RFC 1519, Network Information Center, SRI International, Menlo Park, Calif., September 1993.

T. Pummill, B. Manning, *Variable Length Subnet Table For IPv4*, RFC 1878, Network Information Center, SRI International, Menlo Park, Calif., December 1995.

NOTES

/etc/inet/netmasks is the official SVr4 name of the netmasks file. The symbolic link /etc/netmasks exists for BSD compatibility.

NAME

netrc – file for ftp remote login data

DESCRIPTION

The .netrc file contains data for logging in to a remote host over the network for file transfers by ftp(1). This file resides in the user's home directory on the machine initiating the file transfer. Its permissions should be set to disallow read access by group and others (see chmod(1)).

The following tokens are recognized; they may be separated by SPACE, TAB, or NEWLINE characters:

machine name Identify a remote machine name. The auto-login process searches

the .netrc file for a machine token that matches the remote machine specified on the ftp command line or as an open command argument. Once a match is made, the subsequent .netrc tokens are processed, stopping when the EOF is reached

or another machine token is encountered.

default Same as machine *name*, except that default matches any name.

There can be only one default token, and it must be after all machine tokens. The default token is normally used as follows:

default login anonymous password user@site

Such an entry gives the user automatic anonymous ftp login to

machines not specified in .netrc.

login *name* Identify a user on the remote machine. If this token is present, the

auto-login process will initiate a login using the specified name.

password string Supply a password. If this token is present, the auto-login process

will supply the specified string if the remote server requires a password as part of the login process. Note: if this token is present in the .netrc file, ftp will abort the auto-login process if the

.netrc is readable by anyone besides the user.

account string Supply an additional account password. If this token is present,

the auto-login process supplies the specified string if the remote server requires an additional account password. If the remote server does not require an additional account password, the

auto-login process will initiate an ACCT command.

macdef name Define a macro. This token functions the same as ftp macdef. A

macro is defined with the specified name; its contents begin with the next .netrc line and continue until a null line (consecutive NEWLINE characters) is encountered. If a macro named init is defined, it is automatically executed as the last step in the

auto-login process.

EXAMPLES

EXAMPLE 1 A Sample .netrc File

A .netrc file containing the following line:

netrc(4)

EXAMPLE 1 A Sample .netrc File (Continued)

machine ray login demo password mypassword allows an autologin to the machine ray using the login name demo with password mypassword.

FILES ~/.netrc

SEE ALSO | chmod(1), ftp(1), in.ftpd(1M)

NAME | networks – network name database

SYNOPSIS

/etc/inet/networks

/etc/networks

DESCRIPTION

The networks file is a local source of information regarding the networks which comprise the Internet. The networks file can be used in conjunction with, or instead of, other networks sources, including the NIS maps networks. byname and networks. byaddr and the NIS+ table networks. Programs use the getnetbyname(3SOCKET) routines to access this information.

The network file has a single line for each network, with the following information:

official-network-name network-number aliases

Items are separated by any number of SPACE or TAB characters. A '#' indicates the beginning of a comment. Characters up to the end of the line are not interpreted by routines which search the file. This file is normally created from the official network database maintained at the Network Information Control Center (NIC), though local changes may be required to bring it up to date regarding unofficial aliases and/or unknown networks.

Network numbers may be specified in the conventional dot ('.') notation using the inet network routine from the Internet address manipulation library, inet(7P). Network names may contain any printable character other than a field delimiter, NEWLINE, or comment character.

SEE ALSO

getnetbyaddr(3SOCKET), getnetbyname(3SOCKET), inet(3SOCKET), nsswitch.conf(4), inet(7P)

NOTES

The official SVR4 name of the networks file is /etc/inet/networks. The symbolic link /etc/networks exists for BSD compatibility.

The network number in networks database is the host address shifted to the right by the number of 0 bits in the address mask. For example, for the address 24.132.47.86 that has a mask of fffffe00, its network number is 803351. This is obtained when the address is shifted right by 9 bits. The address maps to 12.66.23. The trailing 0 bits should not be specified. The network number here is different from that described in netmasks(4). For this example, the entry in netmasks would be 24.132.46.0 fffffe00.

nfs(4)

NAME

nfs – file containing parameter values for NFS-related daemons

SYNOPSIS

/etc/default/nfs

DESCRIPTION

The nfs file resides in directory /etc/default and provides startup parameters for the nfsd(1M) and lockd(1M) daemons.

The nfs file format is ASCII; comment lines begin with the crosshatch (#) character. Parameters consist of a keyword followed by an equals (=) sign followed by the parameter value, of the form:

keyword=value

Administrators wanting to change startup parameters for nfsd or lockd should, as root, make changes in the nfs file rather than editing the /etc/init.d/nfs.server or nfs.client files.

The following parameters are currently supported in the nfs file:

NFSD MAX CONNECTIONS=<num>

Sets the maximum number of concurrent, connection-oriented connections. The default is unlimited and is obtained by not setting (that is, commenting out) NFSD MAX CONNECTIONS. Equivalent to the -c option in nfsd.

NFSD LISTEN BACKLOG=<num>

Set connection queue length for the NFS over a connection-oriented transport. The default value is 32, meaning 32 entries in the queue. Equivalent to the -1 option in nfsd.

NFSD PROTOCOL=ALL

Start nfsd over the specified protocol only. Equivalent to the -p option in nfsd. ALL is equivalent to -a on the nfsd command line. Mutually exlusive of NFSD_DEVICE. One or the other of NFSD_DEVICE and NFSD_PROTOCOL must be commented out.

NFSD DEVICE=<devname>

Start NFS daemon for the transport specified by the given device only. Equivalent to the -t option in nfsd. Mutually exclusive of NFSD_PROTOCOL. One or the other of NFSD_DEVICE and NFSD_PROTOCOL must be commented out.

NFSD SERVERS=<num>

Maximum number of concurrent NFS requests. Equivalent to last numeric argument on the nfsd command line. The default is 16.

LOCKD LISTEN BACKLOG=<num>

Set connection queue length for lockd over a connection-oriented transport. The default and minimum value is 32.

LOCKD_SERVERS=<num>

Maximum number of conncurent lockd requests. The default is 20.

LOCKD RETRANSMIT TIMEOUT=<num>

Retransmit timeout, in seconds, before lockd retries. The default is 5.

LOCKD_GRACE_PERIOD=<num>

Grace period, in seconds, that clients have to reclaim locks after a server reboot. The default is 45.

SEE ALSO

lockd(1M), nfsd(1M)

nfslog.conf(4)

NAME

nfslog.conf – NFS server logging configuration file

SYNOPSIS

/etc/nfs/nfslog.conf

DESCRIPTION

The nfslog.conf file specifies the location of the NFS server logs, as well as the location of the private work files used by the NFS server and nfslogd(1M) daemon during logging. Each entry in the file consists of a mandatory tag identifier and one or more parameter identifiers. The parameter identifier specifies the value or location of the specific parameter. For instance, the parameter identifier "log=/var/nfs/logs/serverLog" specifies the location of the NFS server activity log. The mandatory tag identifier serves as an index into the

log. The mandatory tag identifier serves as an index into the /etc/nfs/nfslog.conf file to identify the various parameters to be used. At export time, the share_nfs(1M) command specifies the NFS server logging parameters to use by associating a tag from the /etc/nfs/nfslog.conf file to the exported file system. It is legal for more than one file system to be exported using the same logging tag identifier.

A "global" tag identifier is included in /etc/nfs/nfslog.conf. It specifies the default set of values to be used during logging. If no tag identifier is specified at export time, then the values in the "global" entry are used. The "global" values can be modified by updating this entry in /etc/nfs/nfslog.conf.

Each entry in the file must contain a mandatory tag identifier and at least one parameter/value pair. If a parameter is not specified in a given entry, the global value of the parameter will be used. The exact entry syntax follows:

<tag> [defaultdir=<path>] [log=<path><file>] [fhtable=<path><file>] \
 [buffer=<path><file>] [logformat=basic | extended]

defaultdir=<path>

Specifies the directory where the logging files and working files will be placed. This path is prepended to all relative paths specified in other parameters.

log=<path><file>

Specifies the location of the user-readable log file. The log will be located in the defaultdir, unless <path> is an absolute path.

fhtable=<path><file>

Specifies the location of the private file handle to path mapping database files. These database files are for the private use of the NFS server kernel module and the nfslogd daemon. These files will be located in the defaultdir, unless <path> is an absolute path. These database files are permanently stored in the file system. Consult nfslogd(1M) for information on pruning the database files.

nfslog.conf(4)

buffer= <patl< th=""><th>h><file></file></th></patl<>	h> <file></file>
--	------------------

Specifies the location of the private work buffer file used by the NFS server kernel module to record raw RPC information. This file is later processed by the nfslog daemon, which in turn generates the user-readable log file. This work buffer file will be located in the defaultdir, unless <path> is an absolute path.

logformat=basic|extended

Sets the format of the user-readable log file. If not specified, the basic format is used. The basic format is compatible with log files generated by the Washington University FTPd. The extended format provides a more detailed log, which includes directory modification operations not included in the basic format, such as mkdir, rmdir and remove. Note that the extended format is not compatible with Washington University's FTPd log format.

EXAMPLES

EXAMPLE 1 Using the global Tag

The "global" tag may be modified so that all exported file systems that enabled logging use a common set of parameters that conform to the specific needs of the user. These values are used until a specific tag identifier overrides them.

```
qlobal
          defaultdir=/var/nfs log=logs/nfslog \
            fhtable=tables/fhtable buffer=buffers/nfslog workbuffer \
            logformat=basic
```

EXAMPLE 2 Overriding the Global defaultdir and logformat

Because log files can become very large, it may be desirable to store the logs and working files in separate file systems. This can be easily accomplished by simply specifying a different defaultdir for every file system exported by means of a unique tag:

```
engineering
               defaultdir=/engineering/logging \
               logformat=extended
accounting defaultdir=/accounting/logging
marketing defaultdir=/marketing/logging
```

File systems shared with the engineering identifier will have their logs and workfiles located in /engineering/logging. For instance, the log file will be located at /engineering/logging/logs/nfslog. Note that the engineering log file will be stored in the extended format, while the rest of the log files will remain in the basic format.

Any of the parameters can be updated in a tag identifier, which overrides the global settings.

nfslog.conf(4)

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnfssr

SEE ALSO

nfslogd(1M), share nfs(1M), attributes(5)

NOTES

Logs, work files, and file handle to path mapping database can become very large. Be aware of appropriate placement within the file system name space. See nfslogd(1M)) for information on pruning the database files and cycling logs.

NAME | nfssec.conf – list NFS security modes

SYNOPSIS /etc/nfssec.conf

The nfssec.conf file lists the NFS security modes supported on a system. These **DESCRIPTION**

modes are defined in nfssec(5).

The nfssec.conf file should not be edited by a user.

SEE ALSO nfssec(5)

nisfiles(4)

NAME |

nisfiles – NIS+ database files and directory structure

SYNOPSIS

/var/nis

DESCRIPTION

The Network Information Service Plus (NIS+) uses a memory based, replicated database. This database uses a set of files in the /var/nis directory for checkpointing to table storage and for maintaining a transaction log. Additionally, the NIS+ server and client use files in this directory to store binding and state information.

The NIS+ service implements an authentication and authorization system that is built upon Secure RPC. In this implementation, the service uses a table named <code>cred.org_dir.domain-name</code> to store the public and private keys of principals that are authorized to access the NIS+ namespace. It stores group access information in the subdomain <code>groups_dir.domain-name</code> as <code>group</code> objects. These two tables appear as files in the <code>/var/nis/data</code> directory on the NIS+ server.

Unlike the previous versions of the network information service, in NIS+, the information in the tables is initially loaded into the service from the ASCII files on the server and then updated using NIS+ utilities. See nistbladm(1). Some sites may wish to periodically regenerate the ASCII files for archival purposes. To do this, a script should be added in the crontab(1) of the server that lists these tables and creates the ASCII file from the result.

Note that except for the NIS_COLDSTART and NIS_SHARED_DIRCACHE file, no other files should be manipulated by commands such as cp(1), mv(1) or rm(1). The transaction log file keeps logs of all changes made, and hence the files cannot be manipulated independently.

The files described below are stored in the /var/nis directory:

NIS_COLDSTART	Contains NIS+ directory objects that are to be preloaded into the NIS+ cache at startup time. This file is usually created at NIS+ installation time. See nisinit(1M) or nisclient(1M).
NIS_SHARED_DIRCACHE	Contains the current cache of NIS+ bindings being maintained by the cache manager. The contents can be viewed with nisshowcache(1M).
client_info	Contains configuration information, for example, preferred servers, options, and the like, for nis_cachemgr(1M) and potentially other NIS+ clients on the system. It is manipulated by the nisprefadm(1M) command.
.pref_servers	A cached copy of preferred server information. It is maintained by nis_cachemgr. Do not edit this file manually.
trans.log	Contains a transaction log that is maintained by the NIS+ service. It can be viewed using the nislog(1M)

command. This file contains holes. Its apparent size may be a lot higher than its actual size. There is only one transaction log per server. data.dict A dictionary that is used by the NIS+ database to locate its files. It is created by the default NIS+ database package. The log file for the database dictionary. When the data.dict.log server is checkpointed, this file will be deleted. See the discussion of the -C option of nisping(1M). data Contains databases that the server uses. data/root.object On root servers, this file contains a directory object that describes the root of the name space. data/parent.object On root servers, this file contains a directory object that describes the parent namespace. This file is created by the nisinit(1M) command. For each table in the directory there is a file with the data/table_name same name that stores the information about that table. If there are subdirectories within this directory, the database for the table is stored in the file, table_name.subdirectory. Contains the database log for the table *table_name*. The data/table_name.log log file maintains the state of individual transactions to each database. When a database has been checkpointed, that is, all changes have been made to the data/table_name stable storage, this log file will be deleted. Currently, NIS+ does not automatically do checkpointing. The system administrator may want to do nisping-C operations periodically, perhaps once a day, to checkpoint the log file. This can be done either through a cron(1M) job, or manually. data/root dir On root servers, this file stores the database associated with the root directory. It is similar to other table databases. The corresponding log file is called root_dir.log. data/cred.org dir Table containing the credentials of principals in this NIS+ domain. data/groups dir Table containing the group authorization objects needed by NIS+ to authorize group access.

nisfiles(4)

data/serving list Contains a list of all NIS+ directories that are being

served by the NIS+ server on this server. When this server is added or deleted from any NIS+ directory

object, this file is updated by the server.

SEE ALSO cp(1), crontab(1), mv(1), nis(1), nis cachemgr(1M), niscat(1), nismatch(1),

nistbladm(1), rm(1), cron(1M), nisclient(1M), nisinit(1M), nislog(1M),nisping(1M), nisprefadm(1M), nisshowcache(1M), nis_objects(3NSL)

NOTES NIS+ might not be supported in future releases of the SolarisTM Operating Environment. Tools to aid the migration from NIS+ to LDAP are available in the

> Solaris 9 operating environment. For more information, visit http://www.sun.com/directory/nisplus/transition.html.

NAME

NIS+LDAPmapping – configuration file for mapping between NIS+ and LDAP

SYNOPSIS

/var/nis/NIS+LDAPmapping

DESCRIPTION

The /var/nis/NIS+LDAPmapping configuration file contains the mapping between NIS+ objects, particularly table entries, and LDAP entries and attributes. This information can come from LDAP, from this file, from the rpc.nisd(1M) command line, or from a combination of all three. The values in this file supersede those obtained from the LDAP server, but values from the command line supersede those in the file.

Each line in the file can be up to 8191 bytes long, not counting the newline. There can be an indefinite number of continuation lines. A continuation is indicated by a '\' (backslash) in the last position, immediately before the newline of a line. Characters are escaped, that is, exempted from special interpretation, when preceded by a backslash character.

The '#' (hash) character starts a comment. White space is either ASCII space or a horizontal tab. In general, lines consist of optional white space, an attribute name, at least one white space character, and an attribute value.

Getting Started

The default rpc.nisd(4) configuration file at /etc/default/rpc.nisd and the template file at /var/nis/NIS+LDAPmapping.template are sufficient for the minimum NIS+ installation. The following assumptions are made:

- 1. The NIS+ standard directories, tables, and groups created by nissetup(1M) or nisserver(1M) should be mapped. However, the timezone.org dir and client info.org dir tables should not be mapped.
- 2. The NIS+ objects for which the rpc.nisd is a master are mapped both to and from LDAP.
- 3. Those NIS+ objects for which the rpc.nisd is a replica are mapped from LDAP.
- 4. The LDAP server is running on the local machine, and it can be reached at port 389 on the 127.0.0.1 IP address.
- 5. The authentication method is none, meaning that all LDAP calls, whether for reading or writing, are unauthenticated. There is no transport layer security.
- 6. The default values for TTLs and LDAP container locations and object classes are valid.
- 7. The LDAP server supports RFC 2307bis. You want to use the RFC 2307bis object classes and attributes. See NOTES
- 8. The nisplusObject attribute, the nisplusObjectContainer object class, and the ou=nisPlus container have been created.
- 9. You do not need to store or retrieve table entry owner, group owner, entry access rights, or entry object TTL in or from LDAP. For more information on these pseudo-columns, see the discussion of zo owner, and the like, in the description of the nisplusLDAPcolumnFromAttribute attribute.

NIS+LDAPmapping(4)

10. NIS+ principal names and RPC netnames (the cname and auth_name columns, respectively, in the cred.org_dir table) should be derived from the owner of the cred table. For example, if the owner is npadm.my.dom.ain., the cname and auth name values for entries created from LDAP data will be of the form:

```
user-or-host.my.dom.ain.
and
unix.uid-or-host@my.dom.ain
respectively.
```

If these assumptions are true, you can enable mapping by copying the /var/nis/NIS+LDAPmapping.template file to /var/nis/NIS+LDAPmapping and restart the rpc.nisd. If you want to either upload NIS+ data to LDAP, or download LDAP data to NIS+, see the description of the nisplusLDAPinitialUpdateAction attribute on rpc.nisd(4).

If one or more of the assumptions are false, do the following:

 To remove mappings, identify the database id of the NIS+ object that should not be mapped, then delete or comment out the nisplusLDAPdatabaseIdMapping, nisplusLDAPentryTtl, nisplusLDAPobjectDN, nisplusLDAPattributeFromColumn, and nisplusLDAPcolumnFromAttribute attributes for that database id.

To add mappings, find an existing mapping for a NIS+ object similar to the one you want to map, and then use that mapping as a template to create the nisplusLDAPdatabaseIdMapping, nisplusLDAPentryTtl, nisplusLDAPobjectDN, nisplusLDAPattributeFromColumn, and nisplusLDAPcolumnFromAttribute attributes for the new mapping. The new mapping must have a unique database id.

To enable mapping of the timezone or client_info tables, consult your LDAP server documentation about how to create attributes and object classes, and set up the following. The following is LDIF data for ldapadd(1). Attribute and object class OIDs are examples only.

```
For client_info:
dn: cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.12.0 \
    NAME 'nisplusClientInfoAttr' \
    DESC 'NIS+ client_info table client column' \
    SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.12.1 \
    NAME 'nisplusClientInfoInfo' \
    DESC 'NIS+ client_info table info column' \
    SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.12.2 \
    NAME 'nisplusClientInfoFlags' \
```

```
DESC 'NIS+ client info table flags column' \
   SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
dn: cn=schema
changetype: modify
add: objectclasses
objectclasses: ( 1.3.6.1.4.1.42.2.27.5.42.42.13.0 \
  NAME 'nisplusClientInfoData' \
  DESC 'NIS+ client_info table data' \
  SUP top STRUCTURAL MUST ( cn ) \
  MAY (nisplusClientInfoAttr $ nisplusClientInfoInfo $ nisplusClientInfoFlags))
For the ou=ClientInfo container, substitute your actual search base for
searchBase):
dn: ou=ClientInfo, searchBase
ou: ClientInfo
objectClass: top
objectClass: organizationalUnit
For timezone:
dn: cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.15.0 NAME 'nisplusTimeZone' \
          DESC 'tzone column from NIS+ timezone table' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
dn: cn=schema
changetype: modify
add: objectclasses
objectclasses: ( 1.3.6.1.4.1.42.2.27.5.42.42.16.0 NAME 'nisplusTimeZoneData' \
         DESC 'NIS+ timezone table data' \
          SUP top STRUCTURAL MUST ( cn ) \
          MAY ( nisplusTimeZone $ description ) )
For the ou=Timezone container:
dn: ou=Timezone, searchBase
ou: Timezone
objectClass: top
objectClass: organizationalUnit
```

Uncomment the mapping attributes for timezone and client info in the mapping file, and restart the the rpc.nisd(1M) daemon.

2. To disable write mapping, edit the nisplusLDAPobjectDN value for the appropriate database id. Remove the writeObjectSpec value, leaving only the the readObjectSpec value. Make sure there are no trailing colons.

To disable read mapping, remove the readObjectSpec, leaving the database id, two colons, and the writeObjectSpec value.

3. Replicas cannot write-map objects. Remove disable read mapping, remove mapping entirely for the relevant database ids, as described above.

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- 4. Change the preferredServerList value to the correct server address(es) and port(s). If configuration data is retrieved fromLDAP, also edit the nisplusLDAPpreferredServerList value.
- 5. Edit the authenticationMethod attribute value to the authentication method that you want to use. If configuration data is retrieved from LDAP, edit the nisplusLDAPconfigAuthenticationMethod value. If the method is anything other than none, you will need to specify one or more of the following, depending upon the method.

```
nisplusLDAPconfigProxyUser
nisplusLDAPproxyUser
The bind-DN to use for authentication.
```

```
nisplusLDAPconfigProxyPassword
nisplusLDAPproxyPassword
```

The password or key for the bind-DN and method. Make sure that the file containing the password or key is protected from access by unauthorized users.

To use transport layer security, set nisplusLDAPconfigTLS or nisplusLDAPTLS to ssl, and set nisplusLDAPconfigTLSCertificateDBPath or nisplusLDAPTLSCertificateDBPath to the file containing the certificate DB. In order to successfully use authentication and transport layer security, the server must also support the chosen values.

6. To change the TTLs, edit the nisplusLDAPentryTtl for the appropriate database id.

To change LDAP container locations or object classes, edit the nisplusLDAPobjectDN value for the appropriate database id.

- 7. To determine which object classes and attributes are supported, consult your LDAP server documentation. If you are using the iPlanet directory server, see idsconfig(1M) for information to set up RFC 2307bis object classes and attributes.
- 8. Refer to your LDAP server documentation for how to create attributes and object classes, and set up the following:

ou=nisPlus is a container assumed to reside at the defaultSearchBase. See rpc.nisd(4). The following LDIF input to ldapadd(1) will create the ou=nisPlus container. Replace dc=some, dc=domain with your actual base.

```
dn: ou=nisPlus,dc=some,dc=domain
ou: nisPlus
objectClass: top
objectClass: organizationalUnit
```

The nisplusObjectContainer, nisplusObject, and ou=nisPlus labels are suggestions. If you change nisplusObjectContainer, or ou=nisPlus, edit the mapping file to reflect this. To change nisplusObject, for example, to myObject, add nisplusObject=myObject to the filterAttrValList and attrValList portions of the readObjectSpec and writeObjectSpec of the nisplusLDAPobjectDN value for the mapping. See the description of nisplusLDAPobjectDN below.

9. Refer to your LDAP server documentation for how to create attributes and object classes, and set up the following. The following is LDIF data for ldapadd(1). Attribute and object class OIDs are examples only.

```
dn. cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.4.0 NAME 'nisplusEntryOwner' \
          DESC 'Opaque representation of NIS+ entry owner' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.4.1 NAME 'nisplusEntryGroup' \
         DESC 'Opaque representation of NIS+ entry group' \
         SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.4 NAME 'nisplusEntryAccess' \
          DESC 'Opaque representation of NIS+ entry access' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.4.3 NAME 'nisplusEntryTtl' \setminus
          DESC 'Opaque representation of NIS+ entry TTL' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
dn: cn=schema
changetype: modify
add: objectclasses
objectclasses: ( 1.3.6.1.4.1.42.2.27.5.42.42.5.0 NAME 'nisplusEntryData' \
          SUP top STRUCTURAL DESC 'NIS+ entry object non-column data' \
          MUST ( cn ) MAY ( nisplusEntryOwner $ nisplusEntryGroup $ \
          nisplusEntryAccess $ nisplusEntryTtl ) )
```

Edit the mapping file to enable storing entry owner, group, access, and TTL in LDAP. The template mapping file /var/nis/NIS+LDAPmapping.template has commented-out sections for the passwd and cred database ids that show how this can be done.

10. To preserve the cname and auth name column data when cred.org dir entries are stored in NIS+, you can create the nisplusPrincipalName and nisplusNetname attributes. See your LDAP server documentation for how to create attributes and object classes, and set up the following:

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```
dn: cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.7.0 NAME 'nisplusPrincipalName' \
         DESC 'NIS+ principal name' \
         EQUALITY caseIgnoreIA5Match SINGLE-VALUE \
         SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.9.0 NAME 'nisplusNetname' \
         DESC 'Secure RPC netname' \
          EOUALITY caseIgnoreIA5Match SINGLE-VALUE \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 )
dn: cn=schema
changetype: modify
add: objectclasses
objectclasses: ( 1.3.6.1.4.1.42.2.27.5.42.42.10.0 NAME 'nisplusAuthName' \
         SUP top AUXILLIARY DESC 'NIS+ authentication identifiers' \
         MAY ( nisplusPrincipalName $ nisplusNetname ) )
```

Edit the mapping file to use the new nisplusPrincipalName and nisplusNetname. The template /var/nis/NIS+LDAPmapping file contains commented-out sections that support the nisplusPrincipalName and nisplusNetname attributes. See the nisplusLDAPobjectDN, nisplusLDAPattributeFromColumn and nisplusLDAPcolumnFromAttribute attribute values for the credlocal, creduser, and crednode database ids.

Attributes for Data Mapping

The following attributes are recognized. Any values specified for these attributes in the file, including an empty value, override values obtained from LDAP.

There are several attributes that can have multiple values, one for each database id. Depending on the source, the multiple values are specified in the following ways:

LDAP Multi-valued attributes, where each value corresponds to one database

id.

File One line, which may be continued, for each value (database id). The line

starts with the name of the attribute

Command -x option for each value (database id).

Unless otherwise noted, all elements of the syntaxes below may be surrounded by white space. Separator characters and white space must be escaped if they are part of syntactic elements.

```
nisplusLDAPdatabaseIdMapping
```

Maps a database id to a NIS+ object. If the object name is not fully qualified, that is, it does not end in a dot, the nisplusLDAPbaseDomain is appended. See rpc.nisd(4). There is no default value. The syntax of the value is:

```
databaseId ":" objectspec
```

where

databaseId Label identifying a subset of a NIS+ object for mapping

purposes.

objectspec objectname | "[" indexlist "]" tablename

objectname The name of a NIS+ object (including tables)

tablename The name of a NIS+ table
indexlist colspec ["," colspec]
colspec colname "=" colvalue

colname The name of a column in the table

colvalue
colvaluestring | \" colvaluestring \"

The [indexlist]tablename form is intended for those cases where it is necessary to select a subset of a NIS+ table. The subset are those NIS+ entries that match the indexlist. If there are multiple indexed specifications for a particular NIS+ table, they are tried in the order retrieved until one matches. Note that retrieval order usually is unspecified for multi-valued LDAP attributes. Hence, if using indexed specifications when nisplusLDAPdatabaseIdMapping is retrieved from LDAP, make sure that the subset match is unambiguous.

If the colvaluestring contains white space or commas, it must either be surrounded by double quotes, or the special characters must be escaped. Wildcards are allowed in the colvaluestring. If the objectname or tablename is not fully qualified, the nisplusLDAPbaseDomain value is appended. If the objectname is empty the value of nisplusLDAPbaseDomain is substituted.

The following example shows how to associate the passwd database id with the passwd.org dir table:

```
passwd:passwd.org_dir
```

The following example shows how to associate the LOCAL entries in the cred.org dir table with the credlocal database id:

```
credlocal:[auth_type=LOCAL]cred.org_dir
```

The following example shows how to use the creduser database id for those entries in the cred.org_dir table that represent credentials (keys) for users. That is, they have a netname (auth name) of the type unix.<numeric-id>@domain.

```
creduser:[auth type="D*",auth name="unix.[0-9]*"]cred.org dir
```

nisplusLDAPentryTtl

Establish TTLs for NIS+ entries derived from LDAP. The syntax of the value is:

```
databaseId ":" initialTTLlo ":" initialTTLhi ":" runningTTL
```

initialTTLlo The lower limit for the initial TTL (in seconds) for data read from disk when the rpc.nisd starts, or from LDAP during

an initial down-load. See rpc.nisd(4) for the description of

the nisplusLDAPinitialUpdate attribute. If

initialTTLhi also is specified, the actual initialTTL will be randomly selected from the interval initialTTLlo to initialTTLhi, inclusive. If the field is left empty, it yields

the default value of 1800 seconds.

initialTTLhi The upper limit for the initial TTL. If left empty, it defaults to

5400.

runningTTL The TTL (in seconds) for data retrieved from LDAP while the

rpc.nisd is running. Leave the field empty to obtain the

default value of 3600 seconds.

If there is no specification of TTLs for a particular databaseId, the default values are used. If the initialTTLlo and initialTTLhi have the same value, the effect will be that all data known to the rpc.nisd at startup times out at the same time. Depending on NIS+ data lookup patterns, this could cause spikes in rpc.nisd-to-LDAP traffic. In order to avoid that, you can specify different initialTTLlo and initialTTLhi values and obtain a spread in initial TTLs. The NIS+ object TTL is a separate and distinct entity used for other purposes, notably the TTL of NIS+ directory objects in the shared directory cache managed by the nis_cachemgr(1M). There is no connection between the nisplusLDAPentryTtl and object TTL values for a NIS+ object.

The following example shows how to specify that entries in the NIS+ hosts table read from LDAP should be valid for four hours. When the rpc.nisd restarts, the disk database entries are valid for between two and three hours.

```
hosts:7200:10800:14400
```

nisplusLDAPobjectDN

Specifies the connection between a databaseId and the LDAP directory. The syntax of the value is:

```
databaseId ": " objectDN *( "; " objectDN )
objectDN
                     readObjectSpec [":"[writeObjectSpec]]
                     [baseAndScope [filterAttrValList]]
readObjectSpec
writeObjectSpec
                     [baseAndScope [attrValList [":"
                     deleteDisp]]]
baseAndScope
                     [baseDN] ["?" [scope]]
                     ["?" [filter | attrValList]]
filterAttrValList
                     "base" | "one" | "sub"
scope
attrValList
                     attribute "=" value *("," attribute "="
                     value)
deleteDisp
                     "always" | perDbId | "never"
```

perDbId "dbid" "=" delDatabaseId

delDatabaseId databaseid per nisplusLDAPdatabaseIdMapping

above.

The baseDN defaults to the value of the defaultSearchBase attribute. If the baseDN ends in a comma, the defaultSearchBase is appended.

scope defaults to one. It has no meaning and is ignored in a writeObjectSpec. The filter is an LDAP search filter. There is no default value. The attrValList is a list of attribute and value pairs. There is no default value. As a convenience, if an attrValList is specified in a readObjectSpec, it is converted to a search filter by ANDing together the attributes and values. For example, the attribute and value list:

objectClass=posixAccount,objectClass=shadowAccount

is converted to the filter:

(&(objectClass=posixAccount)(objectClass=shadowAccount))

Entry objects are mapped by means of the relevant table mapping rules in the nisplusLDAPattributeFromColumn and nisplusLDAPcolumnFromAttribute attributes. Entry objects do not have explicit nisplusLDAPobjectDN attributes.

If a writeObjectSpec is omitted, and there is no trailing colon, the effect is to not attempt writes at all. If there is a trailing colon after the readObjectSpec, it is implied that the writeObjectSpec is the same as the readObjectSpec.

Note that writes only are attempted by a master server for the mapped NIS+ object. Replicas silently ignore any writeObjectSpec:s.

The deleteDisp specifies how NIS+ object deletion should be reflected in LDAP. The following values are recognized:

always Always attempt to remove the LDAP entry. This is the

default.

dbid=delDatabaseId Set the mapped entries to values specified by the

nisplusLDAPattributeFromColumn attribute values for delDatabaseId. This only makes sense for the databaseId:s corresponding to NIS+ tables or subsets of tables. For other NIS+ objects, if dbid= is specified, the action will be always. In the delDatabaseId, deletion of individual attributes can

be specified by leaving the RHS of the = in a mapping rule empty. The delDatabaseId rule set should specify a dn. Otherwise, the rpc.nisd might try to

derive a dn by performing an LDAP lookup on the attributes and values from the rule set, quite possibly with unexpected results.

never

Upon NIS+ object deletion, the corresponding LDAP data is left unchanged. If the NIS+ object is an entry, this means that the only effect of the deletion is to temporarily remove it from the rpc.nisd's cache.

The following is an example of how to get the ipnodes table entries from the ou=Hosts container under the default search base, and write to the same place.

```
ipnodes:ou=Hosts,?one?objectClass=ipHost:
```

The following example shows how to obtain the passwd table entries from the ou=People containers under the default search base, and also from dc=another, dc=domain. The latter is an example of the equivalent of and replacement for a NIS+ table path. Writes should only be attempted to the first objectDN. NIS+ entry deletions for the first objectDN are not reflected in LDAP:

The following example shows how to obtain the passwd table entries from the ou=People container under the default search base. Upon NIS+ entry deletion, update the LDAP entry per the passwd delete database id:

where nisplusLDAPattributeFromColumn for passwd delete could be:

```
passwd_delete:\
    dn=("uid=%s,", name), \
    uid=name, \
    userPassword=("*NP*"), \
    uidNumber=uid, \
    gidNumber=gid, \
    gecos=("INVALID: %s", gcos), \
    homeDirectory=home, \
    loginShell=("/bin/false"), \
    (shadowLastChange, shadowMin, shadowMax, \
        shadowWarning, shadowInactive, shadowExpire, \
        shadowFlag)=(shadow, ":"), \
        nisplusEntryOwner=zo_owner, \
        nisplusEntryGroup=zo_group, \
        nisplusEntryAccess=zo access
```

nisplusLDAPcolumnFromAttribute

Specifies how a NIS+ table and column value is derived from LDAP attribute values. The syntax is:

```
databaseId ":" colattrspec *("," colattrspec)
```

The format of colattrspec is shown below in the discussion of the column and attribute conversion syntax.

The following is an example of how to map by direct copy and assignment the value of the ipHostNumber attribute to the addr column:

```
addr=ipHostNumber
```

Formats for the column and attribute conversion syntax are discussed below, including examples of complex attribute to column conversions..

There are four special pseudo-columns that are used to indicate non-column entry object data:

zo_owner	The NIS+ principal that owns the entry object. By default, the zo_owner value is inherited from the table.
zo_group	The NIS+ group owner of the entry object. By default, the zo_group value is inherited from the table.
zo_access	The NIS+ access rights to the entry. Table column rights are stored in the table. By default, the zo_access value is inherited from the table.
zo_ttl	The NIS+ TTL for the entry. This is not the TTL for the entry when cached by the rpc.nisd. By default, the zo_ttl value is inherited from the table.

The default /var/nis/NIS+LDAPmapping.template assumes the existence of the following corresponding LDAP attributes in the containers for the passwd and cred tables:

```
nisplusEntryOwner
nisplusEntryGroup
nisplusEntryAccess
nisplusEntryTtl
```

These attributes are not part of any schema specified in an RFC or similar document. They must be created if they are to be used. They are assumed to belong to the as nisplusEntryData object class, and they contain a single string value. The format of this string is private, and subject to change without notice.

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For most tables, the non-column entry data can be inherited from the containing table, and the pseudo-columns should be left unmapped. Notable exceptions are the passwd and cred tables, if individual users have access to modify their own passwd and cred entries. This would usually be the case if the site is not running the rpc.nispasswdd(1M) daemon.

nisplusLDAPattributeFromColumn

Specifies how an LDAP attribute value is derived from NIS+ table and column values. The syntax is:

```
databaseId ":" colattrspec *("," colattrspec )
```

The format of colattrspec is shown below in the discussion of the column and attribute conversion syntax.

As a special case, if the dn attribute value derived from a colattrspec ends in a comma (','), the baseDN from the writeObjectSpec is appended.

The following is an example of how to map the value of the addr column to the ipHostNumber attribute by direct copy and assignment:

```
ipHostNumber=addr
```

All relevant attributes, including the dn, must be specified. Non-column entry object data can be mapped as noted under the discussion of nisplusLDAPcolumnFromAttribute above.

Column and Attribute **Conversion Syntax**

The general format of a colattrspec is:

```
= lhs "=" rhs
colattrspec
               = lval | namespeclist
lhs
               = rval | [namespec]
rhs
namespeclist = namespec | "(" namespec *("," namespec) ")"
```

The lval and rval syntax are defined below at Values. The format of a namespec is:

```
["ldap:"] attrspec [searchTriple] | ["nis+:"]
namespec
                colspec [objectspec]
colspec
                column | "(" column ")"
                attribute | "(" attribute ")"
attrspec
                ":" [baseDN] ["?" [scope] ["?" [filter]]]
searchTriple
baseDN
                Base DN for search
                LDAP search filter
filter
objectspec
                objectspec per nisplusLDAPdatabaseIdMapping
```

The repository specification in a namespec defaults as follows:

For assignments to a column, nis+: on the LHS, ldap: on the RHS. NIS+ column values on the RHS are those that exist before the NIS+ entry is modified.

For assignments to an attribute, ldap: on the LHS, nis+: on the RHS. LDAP attribute values on the RHS are those that exist before the LDAP entry is modified.

Enclosing the column or attribute name in parenthesis denotes a list of column or attribute values. For attributes, the meaning is the list of all attributes of that name, and the interpretation depends on the context. See the discussion at Values. This list specification is ignored when a searchTriple or objectspec is supplied.

For columns, the (colname) syntax is used to map multiple attribute instances to multiple NIS+ entries.

The searchTriple can be used to specify an attribute from a location other than the read or write target. The defaults are as follows:

If omitted, the default is the current objectDN. If the baseDN ends in a comma, the value of the defaultSearchBase attribute is appended.

scope one filter **Empty**

Similarly, the objectspec can be used to specify a column value from a NIS+ table other than the one implicitly indicated by the databaseId. If searchTriple or object spec is explicitly specified in a namespec, the retrieval or assignment, whether from or to LDAP or NIS+, is performed without checking if read and write are enabled for the LDAP container or NIS+ table.

Omitting the namespec in an rhs is only allowed if the 1hs is one or more attributes. The effect is to delete the specified attribute(s). In all other situations, an omitted namespec means that the rule is ignored.

The filter can be a value. See Values. For example, to find the ipHostNumber using the cn, you could specify the following in the filter field:

```
ldap:ipHostNumber:?one?("cn=%s", (cname, "%s.*"))
```

In order to remove ambiguity, the unmodified value of a single column or attribute must be specified as the following when used in the filter field.

```
("%s", namespec)
```

If the filter is not specified, the scope will be base, and the baseDN is assumed to be the DN of the entry that contains the attribute to be retrieved or modified. To use previously existing column or attribute values in the mapping rules requires a lookup to find those values. Obviously, this will add to the time required to perform the modification. Also, there is a window between the time when a value is retrieved, and then slightly later, stored back. If the values have changed in the mean time, the change may be overwritten.

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When colattrspecs are grouped into rule sets, in the value of a nisplusLDAPcolumnFromAttribute or nisplusLDAPattributeFromColumn attribute, the evaluation of the colattrspecs proceed in the listed order. However, evaluation may be done in parallel for multiple colattrspecs. If there is an error when evaluating a certain colattrspec, including retrieval or assignment of entry or column values, the extent to which the other colattrspec rules are evaluated is unspecified

Wildcards

Where wildcard support is available, it is of the following limited form:

- * Matches any number of characters.
- [x] Matches the character x.
- [x-y] Matches any character in the range x to y, inclusive..

Combinations such as [a-cA-C0123] are also allowed. This example would match any one of a, b, c, A, B, C, 0, 1, 2, or 3.

Substring Extraction

```
substringextract = "(" namespec "," matchspec ")"
name = column or attribute name
matchspec = \" formatstring \"
```

The matchspec is a string like the sscanf(3C) format string, except that there may be at most one format specifier, a single %s. The output value of the substringextract is the substring matching the location of the %s.

If there is no %s in the formatstring, it must instead be a single character, which is assumed to be a field separator for the namespec. The output values are the field values. Wild cards are supported. If there is no match, the output value is the empty string, "".

For example, if the column cname has the value user.some.domain.name., the value of the expression:

```
(cname, "%s.*")
```

is user, which can be used to extract the user name from a NIS+ principal name.

Similarly, use this expression to extract the third of the colon-separated fields of the shadow column:

```
(shadow, "*:*:%s:*")
```

(shadow, ":")

This form can be used to extract all of the shadow fields. However, a simpler way to specify that special case is:

```
Values
```

```
formatstring = A string combining text and % field specifications
elide =\" singlechar \"
singlechar = Any character
```

This syntax is used to produce rval values that incorporate column or attribute values, in a manner like sprintf(3C), or to perform assignments to lval like sscanf(3C). One important restriction is that the format specifications,% plus a single character, use the designations from ber printf(3LDAP). Thus, while %s is used to extract a string value, %i causes BER conversion from an integer. Formats other than %s, for instance, %i, are only meaningfully defined in simple format strings without any other text.

The following ber printf() format characters are recognized:

```
b i B n o s
```

If there are too few format specifiers, the format string may be repeated as needed.

When used as an lval, there is a combination of pattern matching and assignment, possibly to multiple columns or attributes.

For example, in an assignment to an attribute, if the value of the addr column is 1.2.3.4, the rval:

```
("ipNetworkNumber=%s,", addr)
```

produces the value ipNetworkNumber=1.2.3.4,, while:

```
("(%s, %s, %s)", host, user, domain)
```

results in (assuming host="xyzzy", user="-", domain="x.y.z") "(xyzzy, -, x.y.z)". The elide character feature is used with attribute lists. For example:

```
("%s,", (mgrprfc822mailmember), ",")
```

concatenates all mgrprfc822mailmember values into one comma-separated string, and then elides the final trailing comma. Thus, for

```
mgrprfc822mailmember=usera
mgrprfc822mailmember=userb
mgrprfc822mailmember=userc
```

the value would be usera, userb, userc.

If the NIS+ column intval is in binary format, that is, the B column flag is set, and it is to be interpreted as an integer, the following:

```
("%i", intval)
```

produces a value suitable for assignment to an integer-valued attribute.

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The nisPublicKey attribute encodes the algorithm type and number (equivalent to the auth_type column) and the public key as a single string such as {dh192-0}xxxxxxxx (public key truncated for clarity). The following will extract the corresponding auth type and public data values:

```
("{%s}%s", auth_type, public_data)
```

As a special case, to combine an LHS extraction with an RHS implicit list creates multiple entries and values. For example,

```
("(%s,%s,%s)", host, user, domain) = (nisNetgroupTriple)
```

creates one NIS+ entry for each nisNetgroupTriple value.

Assignments

The assignment syntax, also found at Column and Attribute Conversion Syntax, is as follows:

```
colattrspec = lhs "=" rhs
lhs = lval | namespeclist
rhs = rval | namespec
namespeclist = namespec | "(" namespec *("," namespec) ")"
```

By using the syntax defined above, the general form of a simple assignment, which is a one-to-one mapping of column to attribute, would be:

```
("%s", colname) = ("%s", attrname)
```

As a convenient short-hand, this can also be written as:

```
colname=attrname
```

A list specification, which is a name enclosed in parenthesis, can be used to make many-to-many assignments. The expression:

```
(colname) = (attrname)
```

where there are multiple instances of attrname, creates one NIS+ entry for each such instance, differentiated by their colname values. The following combinations of lists are allowed, but they are not particularly useful:

```
(attrname) = (colname)Equivalent to attrname=colnameattrname=(colname)Equivalent to attrname=colname(colname) = attrnameEquivalent to colname=attrnamecolname=(attrname)Equivalent to colname=attrname
```

If a multi-valued RHS is assigned to a single-valued LHS, the LHS value will be the first of the RHS values. If the RHS is an attribute list, the first attribute is the first one returned by the LDAP server when queried. Otherwise, the definition of "first" is implementation dependent.

Finally, the LHS might be an explicit list of columns or attributes, such as:

```
(name1, name2, name3)
```

If the RHS is single-valued, this assigns the RHS value to all entities in the list. If the RHS is multi-valued, the first value is assigned to the first entity of the list, the second value to the second entity, and so on. Excess values or entities are silently ignored.

EXAMPLES

EXAMPLE 1 Assigning an Attribute Value to a Column

The following example illustrates how to assign the value of the ipHostNumber attribute to the addr column

```
addr=ipHostNumber
```

EXAMPLE 2 Creating Multiple NIS+ Entries from Multi-Valued LDAP Attributes

An LDAP entry with:

```
cn=name1
cn=name2
cn=name3
```

and the following assignments:

```
(name) = (cn
```

creates three NIS+ entries (other attributes/columns omitted for clarity):

```
cname=name1, name=name1
cname=name1, name=name2
cname=name1, name=name3
```

EXAMPLE 3 Assigning String Constants

The following expression sets the auth_type column to LOCAL:

```
auth_type=("LOCAL")
```

EXAMPLE 4 Splitting Column Values to Multi-Valued Attributes

The expansion column contains a comma-separated list of alias member names. In the following example, the expression assigns each such member name to an instance of mgrprfc822mailmember:

```
(mgrprfc822mailmember) = (expansion, ",")
```

EXAMPLE 5 Splitting Column Values to Multiple Attributes

The shadow column contains a colon-separated list of fields. The following assigns the value of the first field to shadowLastChange, the value of the second field to shadowMin, and so forth.

NIS+LDAPmapping(4)

EXAMPLE 5 Splitting Column Values to Multiple Attributes (Continued)

FILES

/var/nis/NIS+LDAPmapping

Default mapping file used by rpc.nisd(1M).

/var/nis/NIS+LDAPmapping.template

Template file covering the standard NIS+ directories and tables.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisr
Interface Stability	Obsolete

SEE ALSO

nisldapmaptest(1M), nisserver(1M), nissetup(1M), rpc.nisd(1M),
ber printf(3LDAP), rpc.nisd(4), attributes(5)

System Administration Guide: Naming and Directory Services (DNS, NIS, and LDAP)

NOTES

RFC 2307bis is an IETF informational document in draft stage that defines an approach for using LDAP as a naming service.

NAME

nodename – local source for system name

SYNOPSIS

/etc/nodename

DESCRIPTION

When a machine is standalone or its IP address is configured locally, the /etc/nodename file contains the system name. By convention, the system name is the same as the hostname associated with the IP address of the primary network interface, for example, hostname.hme0.

If the machine's network configuration is managed remotely and delivered by the DHCP or RPC bootparams protocols, the /etc/nodename file is not used, as the system name is delivered by the remote service.

Given a system name value, regardless of source, the uname utility invoked with the -S option is used to set the system name of the running system.

EXAMPLES

EXAMPLE 1 Syntax

The syntax for nodename consists of a single line containing the system's name. For example, for a system named myhost:

myhost

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu

SEE ALSO

nis+(1), uname(1), named(1M), ypbind(1M), attributes(5)

NOTES

The nodename file is modified by Solaris installation and de-installation scripts. The user should not edit the file.

nologin(4)

NAME |

 $nologin-message\ displayed\ to\ users\ attempting\ to\ log\ on\ in\ the\ process\ of\ a\ system\ shutdown$

SYNOPSIS

/etc/nologin

DESCRIPTION

The /etc/nologin file contains the message displayed to users attempting to log on to a machine in the process of being shutdown. After displaying the contents of the nologin file, the login procedure terminates, preventing the user from logging onto the machine.

This procedure is preferable to terminating a user's session by shutdown shortly after the user has logged on.

Logins by super-user are not affected by this procedure.

The message contained in the nologin file is editable by super-user. A typical nologin file contains a message similar to:

NO LOGINS: System going down in 10 minutes.

SEE ALSO

login(1), rlogin(1), telnet(1), shutdown(1M)

NAME

note – specify legal annotations

SYNOPSIS

/usr/lib/note

DESCRIPTION

Each file in this directory contains the NOTE (also NOTE) annotations legal for a single tool. The name of the file, by convention, should be the tool vendor's stock name, followed by a hyphen, followed by the tool name. For example, for Sun's lock lint tool the filename should be SUNW-lock lint.

The file should contain the names of the annotations understood by the tool, one per line. For example, if a tool understands the following annotations:

```
NOTE (NOT REACHED)
NOTE (MUTEX PROTECTS DATA(list lock, list head))
```

then its file in /usr/lib/note should contain the entries:

NOT REACHED MUTEX PROTECTS DATA

Blank lines, and lines beginning with a pound (#), are ignored.

While /usr/lib/note is the default directory tools search for such files, they can be made to search other directories instead simply by setting environment variable NOTEPATH to contain the paths, separated by colons, of directories to be searched, e.g., /usr/mytool/note:/usr/lib/note.

USAGE

These files are used by such tools whenever they encounter NOTEs they do not understand. If a file in /usr/lib/note contains the annotation, then it is valid. If no such file contains the annotation, then the tool should issue a warning complaining that it might be invalid.

ENVIRONMENT VARIABLES

NOTEPATH

specify paths to be searched for annotation files. Paths are separated by colons (":").

SEE ALSO

NOTE(3EXT)

nscd.conf(4)

NAME |

nscd.conf – name service cache daemon configuration

SYNOPSIS

/etc/nscd.conf

DESCRIPTION

The nscd.conf file contains the configuration information for nscd(1M). Each line specifies either an *attribute* and a *value*, or an *attribute*, *cachename*, and a *value*. Fields are separated either by SPACE or TAB characters. A '#' (number sign) indicates the beginning of a comment; characters up to the end of the line are not interpreted by nscd.

cachename is represented by hosts, ipnodes, passwd, or groups.

attribute supports the following:

logfile debug-file-name

Specifies name of the file to which debug info should be written. Use /dev/tty for standard output.

debug-level value

Sets the debug level desired. *value* may range from 0 (the default) to 10. Use of this option causes nscd(1M) to run in the foreground and not become a daemon. Note that the output of the debugging command is not likely to remain the same from release-to-release; scripts should *not* rely on its format.

enable-cache cachename value

Enables or disables the specified cache. value may be either yes or no.

positive-time-to-live cachename value

Sets the time-to-live for positive entries (successful queries) in the specified cache. *value* is in integer seconds. Larger values increase cache hit rates and reduce mean response times, but increase problems with cache coherence. Note that sites that push (update) NIS maps nightly can set the value to be the equivalent of 12 hours or more with very good performance implications.

negative-time-to-live cachename value

Sets the time-to-live for negative entries (unsuccessful queries) in the specified cache. *value* is in integer seconds. Can result in significant performance improvements if there are several files owned by uids (user IDs) not in system databases; should be kept small to reduce cache coherency problems.

suggested-size cachename value

Sets the suggested number of hash buckets in the specified cache. This parameter should be changed only if the number of entries in the cache exceeds the suggested size by more than a factor of four or five. Since this is the internal hash table size, *value* should remain a prime number for optimum efficiency.

keep-hot-count cachename value

This attribute allows the administrator to set the number of entries nscd(1M) is to keep current in the specified cache. *value* is an integer number which should approximate the number of entries frequently used during the day.

check-files cachename value

Enables or disables checking the file belonging to the specified cachename for changes. If enabled (which is the default), changes in the corresponding file cause the cache to be invalidated within 10 seconds. Can be disabled if files are never modified for a slight performance boost, particularly over NFS. value may be either yes or no.

SEE ALSO

nscd(1M), group(4), hosts(4), ipnodes(4), passwd(4)

WARNINGS

The nscd.conf interface is included in this release on an uncommitted basis only and is subject to change or removal in a future minor release.

nss(4)

NAME

nss - configuration file for initgroups lookup method

SYNOPSIS

/etc/default/nss

DESCRIPTION

The /etc/default/nss configuration file controls the behavior of the name service switch routines outside of the source database mappings provided by the /etc/nsswitch.conf file.

/etc/default/nss supports the following options:

NETID AUTHORITATIVE

Changes the behavior of the name service lookups to use the netid table in response to the initgroups(3C) call. The netid table is provided by the LOCAL entries of the NIS+ cred.org dir table. By default, initgroups () uses the group table. When NETID AUTHORITATIVE is set to TRUE, initgroups () will use netid as the source for supplementary groups rather than the group table.

The name service administrator must ensure that the netid table contains valid supplementary group information for users. Not all name services can automatically keep the members listed in the group

table in sync with the netid table.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr
Interface Stability	Evolving

SEE ALSO

initgroups(3C), nsswitch.conf(4), attributes(5)

NAME

 $nsswitch.conf-configuration\ file\ for\ the\ name\ service\ switch$

SYNOPSIS

/etc/nsswitch.conf

DESCRIPTION

The operating system uses a number of databases of information about hosts, ipnodes, users (passwd and shadow), and groups. Data for these can come from a variety of sources: hostnames and host addresses, for example, can be found in /etc/hosts, NIS, NIS+, LDAP, or DNS. Zero or more sources may be used for each database; the sources and their lookup order are specified in the /etc/nsswitch.conf file.

The following databases use the switch file:

Database	Used By
aliases	sendmail(1M)
auth_attr	getauthnam(3SECDB)
automount	automount(1M)
bootparams	${\tt rpc.bootparamd}(1M)$
ethers	ethers(3SOCKET)
group	getgrnam(3C)
hosts	gethostbyname(3NSL). See Interaction with netconfig.
ipnodes	getipnodebyname(3SOCKET)
netgroup	innetgr(3C)
netmasks	ifconfig(1M)
networks	getnetbyname(3SOCKET)
passwd	<pre>getpwnam(3C), getspnam(3C), getauusernam(3BSM), getusernam(3SECDB)</pre>
printers	$\label{eq:lpm} \begin{split} &\texttt{lp(1)}, \texttt{lpstat(1)}, \texttt{cancel(1)}, \texttt{lpr(1B)}, \texttt{lpq(1B)}, \\ &\texttt{lprm(1B)}, \texttt{in.lpd(1M)}, \texttt{lpadmin(1M)}, \texttt{lpget(1M)}, \\ &\texttt{lpset(1M)} \end{split}$
prof_attr	<pre>getprofname(3SECDB), getexecprof(3SECDB)</pre>
project	<pre>getprojent(3PROJECT), getdefaultproj(3PROJECT), inproj(3PROJECT), newtask(1), setproject(3PROJECT)</pre>
protocols	getprotobyname(3SOCKET)
publickey	<pre>getpublickey(3NSL), secure_rpc(3NSL)</pre>
rpc	getrpcbyname(3NSL)

nsswitch.conf(4)

Database	Used By
sendmailvars	${\tt sendmail}(1M)$
services	getservbyname(3SOCKET).
	See Interaction with netconfig.

The following sources may be used:

Source	Uses
files	<pre>/etc/hosts,/etc/passwd,/etc/inet/ipnodes, /etc/shadow</pre>
nis	NIS(YP)
nisplus	NIS+
ldap	LDAP
dns	Valid only for hosts and ipnodes. Uses the Internet Domain Name Service.
compat	Valid only for passwd and group. Implements "+" and "-". See Interaction with $+/-$ syntax.
user	Valid only for printers. Implements support for \${HOME}/.printers.
xfn	Valid only for printers; implements support for FNS printer contexts. Provided to allow transition away from FNS printer contexts.

There is an entry in /etc/nsswitch.conf for each database. Typically these entries will be simple, such as "protocols: files" or "networks: files nisplus". However, when multiple sources are specified, it is sometimes necessary to define precisely the circumstances under which each source will be tried. A source can return one of the following codes:

Status	Meaning
SUCCESS	Requested database entry was found.
UNAVAIL	Source is not configured on this system or internal failure.
NOTFOUND	Source responded "no such entry"
TRYAGAIN	Source is busy or not responding, might respond to retries.

For each status code, two actions are possible:

Action	Meaning
continue	Try the next source in the list.
return	Return now.

Additionally, for TRYAGAIN only, the following actions are possible:

Action	Meaning
forever	Retry the current source forever.
n	Retry the current source <i>n</i> more times, where <i>n</i> is an integer between 0 and MAX_INT (that is, 2.14 billion). After <i>n</i> retries has been exhausted, the action will continue to the next source.

The complete syntax of an entry is:

```
::= <database> ":" [<source>
<entry>
[<criteria>]]*
<criteria> ::= "[" <criterion>+ "]"
<criterion> ::= <status> "=" <action>
<status> ::= "success" | "notfound" | "unavail" | "tryagain"
```

For every status except TRYAGAIN, the action syntax is:

```
::= "return" | "continue"
<action>
```

For the TRYAGAIN status, the action syntax is:

```
<action> ::= "return" | "continue" | "forever" | <n>
         ::= 0...MAX_INT
<n>
```

Each entry occupies a single line in the file. Lines that are blank, or that start with white space, are ignored. Everything on a line following a # character is also ignored; the # character can begin anywhere in a line, to be used to begin comments. The <database> and <source> names are case-sensitive, but <action> and <status> names are case-insensitive.

The library functions contain compiled-in default entries that are used if the appropriate entry in nsswitch.conf is absent or syntactically incorrect.

The default criteria for DNS and the NIS server in "DNS-forwarding mode" (and DNS server not responding or busy) is [SUCCESS=return NOTFOUND=continue UNAVAIL=continue TRYAGAIN=continue].

nsswitch.conf(4)

The default criteria for all other sources is [SUCCESS=return NOTFOUND=continue UNAVAIL=continue TRYAGAIN=forever].

The default, or explicitly specified, criteria are meaningless following the last source in an entry; and they are ignored, since the action is always to return to the caller irrespective of the status code the source returns.

Interaction with netconfig

In order to ensure that they all return consistent results, gethostbyname(3NSL), getipnodebyname(3SOCKET), getservbyname(3SOCKET), and netdir_getbyname(3NSL) functions are all implemented in terms of the same internal library function. This function obtains the system-wide source lookup policy for hosts, ipnodes, and services based on the inet family entries in netconfig(4) and uses the switch entries only if the netconfig entries have a "-" in the last column for nametoaddr libraries. See the NOTES section in gethostbyname(3NSL) and getservbyname(3SOCKET) for details.

YP-compatibility Mode

The NIS+ server can be run in "YP-compatibility mode", where it handles NIS (YP) requests as well as NIS+ requests. In this case, the clients get much the same results (except for getspnam(3C)) from the "nis" source as from "nisplus"; however, "nisplus" is recommended instead of "nis".

Interaction with server in DNS-forwarding Mode

The NIS (YP) server can be run in "DNS-forwarding mode", where it forwards lookup requests to DNS for host-names and -addresses that do not exist in its database. In this case, specifying "nis" as a source for "hosts" is sufficient to get DNS lookups; "dns" need not be specified explicitly as a source.

In SunOS 5.3 (Solaris 2.3) and compatible versions, the NIS+ server in "NIS/YP-compatibility mode" can also be run in "DNS-forwarding mode" (see rpc.nisd(1M)). Forwarding is effective only for requests originating from its YP clients; "hosts" policy on these clients should be configured appropriately.

Interaction with Password Aging

When password aging is turned on, only a limited set of possible name services are permitted for the passwd: database in the /etc/nsswitch.conf file:

passwd: files
passwd: files nis
passwd: files nisplus
passwd: files ldap
passwd: compat
passwd_compat: nisplus
passwd_compat: ldap

Any other settings will cause the passwd(1) command to fail when it attempts to change the password after expiration and will prevent the user from logging in. These are the *only* permitted settings when password aging has been turned on. Otherwise,

you can work around incorrect passwd: lines by using the -r repository argument to the passwd(1) command and using passwd -r repository to override the nsswitch.conf settings and specify in which name service you want to modify your password.

Interaction with +/- syntax

Releases prior to SunOS 5.0 did not have the name service switch but did allow the user some policy control. In /etc/passwd one could have entries of the form +user (include the specified user from NIS passwd.byname), -user (exclude the specified user) and + (include everything, except excluded users, from NIS passwd.byname). The desired behavior was often "everything in the file followed by everything in NIS", expressed by a solitary + at the end of /etc/passwd. The switch provides an alternative for this case ("passwd: files nis") that does not require + entries in /etc/passwd and /etc/shadow (the latter is a new addition to SunOS 5.0, see shadow(4)).

If this is not sufficient, the NIS/YP compatibility source provides full +/- semantics. It reads /etc/passwd for getpwnam(3C) functions and /etc/shadow for getspnam(3C) functions and, if it finds +/- entries, invokes an appropriate source. By default, the source is "nis", but this may be overridden by specifying "nisplus" or "ldap" as the source for the pseudo-database passwd compat.

Note that for every /etc/passwd entry, there should be a corresponding entry in the /etc/shadow file.

The NIS/YP compatibility source also provides full +/- semantics for group; the relevant pseudo-database is group_compat.

Useful Configurations

The compiled-in default entries for all databases use NIS (YP) as the enterprise level name service and are identical to those in the default configuration of this file:

passwd: files nis group: files nis

hosts: nis [NOTFOUND=return] files

ipnodes: files

networks: nis [NOTFOUND=return] files protocols: nis [NOTFOUND=return] files rpc: nis [NOTFOUND=return] files ethers: nis [NOTFOUND=return] files netmasks: nis [NOTFOUND=return] files bootparams: nis [NOTFOUND=return] files publickey: nis [NOTFOUND=return] files

netgroup: nis

nsswitch.conf(4)

automount: files nis aliases: files nis services: files nis sendmailvars: files

printers: user files nis nisplus xfn

auth_attr files nis
prof_attr files nis
project files nis

The policy "nis [NOTFOUND=return] files" implies "if nis is UNAVAIL, continue on to files, and if nis returns NOTFOUND, return to the caller; in other words, treat nis as the authoritative source of information and try files only if nis is down." This, and other policies listed in the default configuration above, are identical to the hard-wired policies in SunOS releases prior to 5.0.

If compatibility with the +/- syntax for passwd and group is required, simply modify the entries for passwd and group to:

passwd: compat group: compat

If NIS+ is the enterprise level name service, the default configuration should be modified to use nisplus instead of nis for every database on client machines. The file /etc/nsswitch.nisplus contains a sample configuration that can be copied to /etc/nsswitch.conf to set this policy.

If LDAP is the enterprise level name service, the default configuration should be modified to use ldap instead of nis for every database on client machines. The file /etc/nsswitch.ldap contains a sample configuration that can be copied to /etc/nsswitch.conf to set this policy.

If the use of +/- syntax is desired in conjunction with nisplus, use the following four entries:

passwd: compat

passwd_compat: nisplus OR ldap

group: compat

group_compat: nisplus OR ldap

In order to get information from the Internet Domain Name Service for hosts that are not listed in the enterprise level name service, NIS+ or LDAP, use the following configuration and set up the /etc/resolv.conf file (see resolv.conf(4) for more details):

hosts: nisplus dns [NOTFOUND=return] files

or

hosts: ldap dns [NOTFOUND=return] files

Enumeration getXXXent()

Many of the databases have enumeration functions: passwd has getpwent (), hosts has gethostent (), and so on. These were reasonable when the only source was files but often make little sense for hierarchically structured sources that contain large numbers of entries, much less for multiple sources. The interfaces are still provided and the implementations strive to provide reasonable results, but the data returned may be incomplete (enumeration for hosts is simply not supported by the dns source), inconsistent (if multiple sources are used), formatted in an unexpected fashion (for a host with a canonical name and three aliases, the nisplus source will return four hostents, and they may not be consecutive), or very expensive (enumerating a passwd database of 5,000 users is probably a bad idea). Furthermore, multiple threads in the same process using the same reentrant enumeration function (getXXXent_r() are supported beginning with SunOS 5.3) share the same enumeration position; if they interleave calls, they will enumerate disjoint subsets of the same database.

In general, the use of the enumeration functions is deprecated. In the case of passwd, shadow, and group, it may sometimes be appropriate to use fgetgrent(), fgetpwent(), and fgetspent() (see getgrnam(3C), getpwnam(3C), and getspnam(3C), respectively), which use only the files source.

FILES

A source named SSS is implemented by a shared object named $nss_sss.so.1$ that resides in /usr/lib.

/etc/nsswitch.conf	Configuration file.
/usr/lib/nss_compat.so.1	Implements "compat" source.
/usr/lib/nss_dns.so.1	Implements "dns" source.
/usr/lib/nss_files.so.1	Implements "files" source.
/usr/lib/nss_nis.so.1	Implements "nis" source.
/usr/lib/nss_nisplus.so.1	Implements "nisplus" source.
/usr/lib/nss_ldap.so.1	Implements "ldap" source.
/usr/lib/nss_user.so.1	Implements "user" source.
/usr/lib/nss_xfn.so.1	Implements "xfn" source.
/etc/netconfig	Configuration file for netdir(3NSL) functions that redirects hosts/devices policy to the switch.
/etc/nsswitch.files	Sample configuration file that uses "files" only.

nsswitch.conf(4)

/etc/nsswitch.nis Sample configuration file that uses "files"

and "nis".

/etc/nsswitch.nisplus Sample configuration file that uses "files"

and "nisplus".

/etc/nsswitch.ldap Sample configuration file that uses "files"

and "ldap".

/etc/nsswitch.dns Sample configuration file that uses "files"

and "dns" (but only for hosts:).

SEE ALSO

ldap(1), newtask(1), nis+(1), passwd(1), automount(1M), ifconfig(1M),
rpc.bootparamd(1M), rpc.nisd(1M), sendmail(1M),
getauusernam(3BSM)getgrnam(3C), getnetgrent(3C), getpwnam(3C),
getspnam(3C), gethostbyname(3NSL), getpublickey(3NSL),
getrpcbyname(3NSL), netdir(3NSL), secure_rpc(3NSL),
getprojent(3PROJECT), getdefaultproj(3PROJECT), inproj(3PROJECT),
setproject(3PROJECT), getauthnam(3SECDB), getexecprof(3SECDB),
getprofnam(3SECDB), getusernam(3SECDB), ethers(3SOCKET),
getipnodebyname(3SOCKET), getnetbyname(3SOCKET),
getprotobyname(3SOCKET), getservbyname(3SOCKET), netconfig(4),
project(4), resolv.conf(4), ypfiles(4)

NOTES

Within each process that uses nsswitch.conf, the entire file is read only once; if the file is later changed, the process will continue using the old configuration.

Programs that use the getXXbyYY() functions cannot be linked statically since the implementation of these functions requires dynamic linker functionality to access the shared objects /usr/lib/nss SSS.so.1 at run time.

The use of both nis and nisplus as sources for the same database is strongly discouraged since both the name services are expected to store similar information and the lookups on the database may yield different results depending on which name service is operational at the time of the request. The same applies for using ldap along with nis or nisplus.

Misspelled names of sources and databases will be treated as legitimate names of (most likely nonexistent) sources and databases.

The following functions do *not* use the switch: fgetgrent(3C), fgetprojent(3PROJECT), fgetpwent(3C), fgetspent(3C), getpw(3C), putpwent(3C), shadow(4).

NAME

order – package installation order description file

DESCRIPTION

The package installation order file, .order, is an ASCII file specifying the order in which packages must be installed based on their prerequisite dependencies. Any package with prerequisite dependencies must be installed after any packages it lists as a prerequisite dependency in its depend file.

A .order file is required for the OS product. The .order file must reside in the top-level directory containing the product.

The ordering is specified as a list of package identifiers, from the first package to be installed to the last, one package identifier per line.

NOTES

The depend file supports *incompatible* and *reverse* dependencies. These dependency types are not recognized in the order file.

SEE ALSO

cdtoc(4), clustertoc(4), depend(4), packagetoc(4), pkginfo(4)

ott(4)

NAME

ott – FACE object architecture information

DESCRIPTION

The FACE object architecture stores information about object-types in an ASCII file named .ott (object type table) that is contained in each directory. This file describes all of the objects in that directory. Each line of the .ott file contains information about one object in pipe-separated fields. The fields are (in order):

name the name of the actual system file.

dname that should be displayed to the user, or a dot

if it is the same as the name of the file.

description the description of the object, or a dot if the description

is the default (the same as object-type).

object-type the FACE internal object type name.

flags object specific flags.

mod time that FACE last modified the object. The time is

given as number of seconds since 1/1/1970, and is in

hexadecimal notation.

object information an optional field, contains a set of semi-colon separated

name=value fields that can be used by FACE to store any other information necessary to describe this object.

FILES

.ott is created in any directory opened by FACE.

NAME

packagetoc - package table of contents description file

DESCRIPTION

The package table of contents file, .packagetoc, is an ASCII file containing all of the information necessary for installing a product release distributed in package form. It centralizes and summarizes all of the relevant information about each package in the product. This allows the install software to quickly read one file to obtain all of the relevant information about each package instead of having to examine each package at run time to obtain this information. The .packagetoc file resides in the top-level directory containing the product.

If a .packagetoc file exists for a product, there must also be a .order file.

Each entry in the .packagetoc file is a line that establishes the value of a parameter in the following form:

PARAM=value

A line starting with a pound-sign, "#", is considered a comment and is ignored.

Parameters are grouped by package. The start of a package description is defined by a line of the form:

PKG=value

There is no order implied or assumed for specifying the parameters for a package with the exception of the PKG parameter, which must appear first. Only one occurrence of a parameter is permitted per package.

The parameters recognized are described below. Those marked with an asterisk are mandatory.

PKG*	The package identifier, for example, SUNWaccu. The

maximum length of the identifier is nine characters. All

the characters must be alphanumeric. The first

character must be alphabetic. install, new, and all

are reserved identifiers.

PKGDIR* The name of the directory containing the package. This

directory is relative to the directory containing the

product.

The full name of the package. NAME*

The name of the package's vendor. **VENDOR**

VERSION The version of the package.

PRODNAME The name of the product to which this package

belongs.

PRODVERS The version of the product to which this package

belongs.

packagetoc(4)

SUNW_PKGTYPE	The packa	ge type. Valid values are:
	root	indicates that the package will be installed in the / file system. The root packages are the only packages installed during dataless client installations. The root packages are spooled during a server installation to allow the later installation of diskless clients.
	usr	indicates that the package will be installed in the /usr file system.
	kvm	indicates that the package will be installed in the /usr/platform file system.
	OW	indicates a package that is part of the bundled OpenWindows product release. If no SUNW_PKGTYPE macro is present, the package is assumed to be of type usr.
ARCH*	macro is ta	ecture(s) supported by the package. This aken from the package's pkginfo(4) file and to the same length and formatting s.
	architectur example, i	l program currently assumes that exactly one re token is specified for a package. For ARCH=sparc.sun4c is acceptable, but arc.sun4c, sparc.sun4m is not.
DESC	A detailed	textual description of the package.
BASEDIR*	The defau	lt installation base directory of the package.
SUNW_PDEPEND	Each prere separate n	ency specification for a prerequisite package. equisite dependency must appear as a nacro. See depend(4) for more information dencies and instance specifications.
SUNW_IDEPEND	package. I	ency specification for an incompatible Each incompatible dependency should appear ate macro. See depend(4) for more on on dependencies and instance ons.
SUNW_RDEPEND	dependen as a separa	ency specification for a reversed package cy. Each reverse dependency should appear ate macro. See depend(4) for more on on dependencies and instance ons.
CATEGORY	The catego	ory of the package.

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SUNW_LOC	Indicates that this package contains localizations for other packages. Such localization packages are treated as special case packages. Each package which has a SUNW_LOC macro must have a corresponding SUNW_PKGLIST macro. The value specified by this macro should be a valid locale.
SUNW_PKGLIST	A comma separated list of package identifiers. Currently this macro is used to indicate which packages are localized by a localization package.
ROOTSIZE*	The space used by the package in the / file system.
USRSIZE*	The space used by the package in the /usr subtree of the file system.
VARSIZE*	The space used by the package in the /var subtree of the file system.
OPTSIZE*	The space used by the package in the /opt subtree of the file system.
EXPORTSIZE*	The space used by the package in the /export subtree of the file system.
USROWNSIZE*	The space used by the package in the /usr/openwin subtree of the file system.
SPOOLEDSIZE*	The space used by the spooled version of this package. This is used during the setup of a server by the initial system installation programs.

All sizes are specified in bytes. Default disk partitions and file system sizes are derived from the values provided: accuracy is important.

EXAMPLES

EXAMPLE 1 A Sample .packagetoc File

The following is an example package entry in a .packagetoc file.

#ident "@(#)packagetoc.4 1.2 92/04/28" PKG=SUNWaccr PKGDIR=SUNWaccr NAME=System Accounting, (Root) VENDOR=Sun Microsystems, Inc. VERSION=8.1 PRODNAME=SunOS PRODVERS=5.0beta2 SUNW_PKGTYPE=root ARCH=sparc DESC=System Accounting, (Root) BASEDIR=/ CATEGORY=system ROOTSIZE=11264 VARSIZE= 15360 OPTSIZE=0

packagetoc(4)

EXAMPLE 1 A Sample . packagetoc File (Continued)

EXPORTSIZE=0 USRSIZE=0 USROWNSIZE=0

SEE ALSO

cdtoc(4), clustertoc(4), depend(4), order(4), pkginfo(4), pkgmap(4)

NOTES

The parameters NAME, VENDOR, VERSION, PRODNAME, PRODVERS, SUNW_PKGTYPE, SUNW_LOC, SUNW_PKGLIST, ARCH, DESC, BASEDIR, and CATEGORY are assumed to have been taken directly from the package's pkginfo(4) file. The length and formatting restrictions placed on the values for these parameters are identical to those for the corresponding entries in the pkginfo(4) file.

The value specified for the parameter PKGDIR should not exceed 255 characters.

The value specified for the parameters ROOTSIZE, VARSIZE, OPTSIZE, EXPORTSIZE, USRSIZE and USROWNSIZE must be a single integer value. The values can be derived from the package's pkgmap file by counting all space consumed by any files installed in the applicable file system. The space includes that used for directory entries and any UFS overhead that exists because of the way the files are represented (directory allocation scheme; direct, indirect, double indirect blocks; fragments; etc.)

The following kinds of entries in the pkgmap(4) file should be included in the space derivation:

- f regular file
- c character special file
- b block special file
- p pipe
- 1 hard link
- s symbolic link
- x, d directory
- i packaging installation script or information file (copyright, depend, postinstall, postremove)

NAME

packingrules – packing rules file for cachefs and filesync

SYNOPSIS

\$HOME/.packingrules

DESCRIPTION

\$HOME/.packingrules is a packing rules file for filesync and cachefspack. \$HOME/.packingrules contains a list of directories and files that are to be packed and synchronized. It also contains a list of directories and files that are to be specifically excluded from packing and synchronization. See filesync(1) and cachefspack(1M).

The \$HOME/.packingrules file is automatically created if users invoke filesync with filename arguments. By using filesync options, users can augment the packing rules in \$HOME/.packingrules.

Many users choose to manually create the packing rules file and edit it by hand. Users can edit \$HOME/.packingrules (using any editor) to permanently change the \$HOME/.packingrules file, or to gain access to more powerful options that are not available from the command line (such as IGNORE commands). It is much easier to enter complex wildcard expressions by editing the \$HOME/.packingrules file.

Blank lines and lines that begin with a pound sign ('#') are ignored.

Any line can be continued by placing a backslash ($' \ ')$ immediately before the NEWLINE.

All other lines in the \$HOME/.packingrules file have one of the following formats:

PACKINGRULES

major. minor. This line is not actually required, but it should be the first line of every packing rules file. This line identifies the packing rules file for the file(1) command and specifies a format version number. The current version number is 1.1. See file(1).

BASE directory-1 [directory-2]

This line identifies a directory (or pair of directories) under which files should be packed and synchronized. At least one directory name must be specified. For rules that are to be used by filesync a second directory name (where the copies are to be kept) must also be specified. The arguments must be fully qualified path names, and may include environment variables.

LIST name ...

This line enumerates a list of files and sub-directories (beneath the current BASE) that are to be kept synchronized. This specification is recursive, in that specifying the name of a directory automatically

packingrules(4)

includes all files and subdirectories it contains. Regular expressions (as described in glob and gmatch) are permitted. See glob(1) and gmatch(3GEN).

IGNORE name ...

This line enumerates a list of files that are not to be kept synchronized. Regular expressions (using glob and gmatch) are permitted.

There are important differences between the arguments to LIST and IGNORE statements. The arguments to a LIST statement can contain slashes and are interpreted as file names relative to the BASE directories. The arguments to an IGNORE statement are simpler names or expressions that cannot contain slashes. An IGNORE statement will not override a LIST statement. IGNORE statements only exclude files that are found beneath LISTed directories.

If the first name argument to a LIST statement begins with an exclamation point ('!'), the remainder of the statement will be executed as a command. The command will be run in the current BASE directory. The output of the command will be treated as a list of newline separated file names to be packed/synchronized. The resulting file names will be interpreted relative to the enclosing BASE directory.

If the first name argument to an IGNORE statement begins with an exclamation point ('!'), the remainder of the statement will be executed as a command. The command will be run in the current BASE directory. The command will be expected to figure out which names should not be synchronized. The output of the command will be treated as a list of newline separated file names that should be excluded from the packing and synchronization list.

Commands will be broken into distinct arguments and run directly with sh - c. Blanks can be embedded in an argument by escaping them with a backslash ('\') or enclosing the argument in double quotes (' " '). Double quotes can be passed in arguments by escaping the double quotes with a backslash ('\').

LIST lines only apply to the BASE statement that precedes them. IGNORE lines can appear before any BASE statement (in which case they apply to all BASEs) or after a BASE statement (in which case they only apply to the BASE that precedes them). Any number of these statements can occur in any combination. The order is not important.

EXAMPLES

EXAMPLE 1 A sample \$HOME.packingrules file.

The use of these statements is illustrated in the following \$HOME.packingrules file.

```
#
# junk files, not worth copying
#
IGNORE core *.o *.bak *%
#
# most of the stuff I want to keep in sync is in my $HOME
#
```

EXAMPLE 1 A sample \$HOME.packingrules file. (Continued)

```
BASE /net/bigserver/export/home/myname $HOME
# everything in my work sub-directory should be maintained
\ensuremath{\text{\#}} a few of my favorite mail boxes should be replicated
LIST m/incoming
LIST m/action
LIST m/pending
# but skip all the postscript output
BASE /net/bigserver/export/projects $HOME/projects
LIST poindexter epiphany
IGNORE *.ps
\ensuremath{\mbox{\#}} the foonly package should always be kept on every machine
BASE /net/bigserver/opt/foonly /opt/foonly
LIST !cat .packinglist
# and the latest executables for the standard build environment
BASE /net/bigserver/export/buildenv $HOME/buildenv
LIST !find . -type f -a -perm -111 -a -print
```

SEE ALSO

file(1), filesync(1), cachefspack(1M)

pam.conf(4)

NAME

pam.conf – configuration file for pluggable authentication modules

SYNOPSIS

/etc/pam.conf

DESCRIPTION

pam. conf is the configuration file for the Pluggable Authentication Module architecture, or PAM. A PAM module provides functionality for one or more of four possible services: authentication, account management, session management, and password management.

authentication service module Provides functionality to authenticate a user and set

up user credentials.

account management module Provides functionality to determine if the current

user's account is valid. This includes checking for password and account expiration, as well as

verifying access hour restrictions.

session management module Provides functionality to set up and terminate login

sessions.

password management module Provides functionality to change a user's

authentication token or password.

Each of the four service modules can be implemented as a shared library object which can be referenced in the pam.conf configuration file.

Simplified pam.conf Configuration File

The pam. conf file contains a listing of services. Each service is paired with a corresponding service module. When a service is requested, its associated module is invoked. Each entry has the following format:

service_name module_type control_flag module_path options

The following is an example of the pam.conf configuration file with support for authentication, account management, session management and password management modules:

login login login login	auth requisite auth required auth required auth required	<pre>pam_authtok_get.so.1 pam_dhkeys.so.1 pam_unix_auth.so.1 pam_dial_auth.so.1</pre>
other other other	account requisite account required account required	<pre>pam_roles.so.1 pam_projects.so.1 pam_unix_account.so.1</pre>
other	session required	pam_unix_session.so.1
other other other	password required password requisite password requisite password required	<pre>pam_dhkeys.so.1 pam_authtok_get.so.1 pam_authtok_check.so.1 pam_authtok_store.so.1</pre>

service_name denotes the service (for example, login, dtlogin, or rlogin). The keyword, other, indicates the module all other applications which have not been specified should use. The other keyword can also be used if all services of the same module_type have the same requirements.

In the example, since all of the services use the same session module, they could have been replaced by a single other line.

module_type denotes the service module type: authentication (auth), account management (account), session management (session), or password management (password).

The *control_flag* field determines the behavior of stacking.

The *module_path* field specifies the relative pathname to a shared library object which implements the service functionality. If the pathname is not absolute, it is assumed to be relative to /usr/lib/security/\$ISA/.

The ISA token is replaced by an implementation defined directory name which defines the path relative to the calling program's instruction set architecture.

The *options* field is used by the PAM framework layer to pass module specific options to the modules. It is up to the module to parse and interpret the options.

This field can be used by the modules to turn on debugging or to pass any module specific parameters such as a TIMEOUT value. It can also be used to support unified login. The options supported by the modules are documented in their respective manual pages.

Integrating Multiple Authentication Services With Stacking When a *service_name* of the same *module_type* is defined more than once, the service is said to be stacked. Each module referenced in the *module_path* for that service is then processed in the order that it occurs in the configuration file. The *control_flag* field specifies the continuation and failure semantics of the modules, and can contain one of the following values:

binding	If the service module returns success and no preceding required modules returned failures, immediately return success without calling any subsequent modules. If a failure is returned, treat the failure as a required module failure, and continue to process the PAM stack.
optional	If the service module returns success, record the success, and continue to process the PAM stack. If a failure is returned, and it is the first optional module failure, save the failure code as an optional failure. Continue to process the PAM stack.
required	If the service module returns success, record the success, and continue to process the PAM stack. If a failure is returned, and it is the first required failure, save the failure code as a required failure. Continue to process the PAM stack.

pam.conf(4)

requisite

If the service module returns success, record the success, and continue to process the PAM stack. If a failure is returned, immediately return the first non-optional failure value recorded without calling any subsequent modules. That is, record this failure unless a previous required service module failed. If a previous required service module failed, then return the first of those values.

Sufficient

If the service module return success and no preceding required modules returned failures, immediately return success without calling any subsequent modules. If a failure is returned, treat the failure as an optional module failure, and continue to process the PAM stack.

If the PAM stack runs to completion, that is, neither a requisite module failed, nor a binding or sufficient module success stops it, success is returned if no required modules failed and at least one required, requisite, or optional module succeeded. If no module succeeded and a required or binding module failed, the first of those errors is returned. If no required or binding module failed and an optional module failed, the first of the option module errors is returned. If no module in the stack succeeded or failed, that is, all modules returned an ignore status, a default error based on module type, for example, "User account expired," is returned.

If any entry in pam.conf is incorrect, or if a module does not exist or cannot be opened, then all PAM services fail and users are not be permitted access to the system. An error is logged through <code>syslog(3C)</code> at the <code>LOG_CRIT</code> level. To fix incorrect entries in pam.conf, a system administrator can boot the system in maintenance mode (single user) to edit the file.

The following is a sample configuration file that stacks the su, login, and rlogin services.

```
auth requisite
                         pam inhouse.so.1
su
      auth requisite
                         pam authtok get.so.1
su
      auth required
                         pam_dhkeys.so.1
su
su
      auth required
                         pam_unix_auth.so.1
login auth required pam_authtok_get.so.1
login auth required
                         pam_dhkeys.so.1
login
      auth required
                         pam unix auth.so.1
login auth required
                         pam_dial_auth.so.1
login auth optional
                        pam inhouse.so.1
rlogin auth sufficient pam_rhosts_auth.so.1
rlogin auth requisite
                         pam authtok get.so.1
rlogin auth required
                         pam_dhkeys.so.1
                         pam_unix_auth.so.1
rlogin auth required
```

In the case of su, the user is authenticated by the inhouse and authtok_get, dhkeys and unix_auth authentication modules. Because the inhouse and the other authentication modules are requisite and required, respectively, an error is

returned back to the application if any module fails. In addition, if the requisite authentication (inhouse authentication) fails, the other authentication modules is never invoked, and the error is returned immediately back to the application.

In the case of login, the required keyword for *control_flag* requires that the user be allowed to login only if the user is authenticated by all the service modules. If authtok get authentication fails, control continues to proceed down the stack, and the inhouse authentication module is invoked. inhouse authentication is optional by virtue of the optional keyword in the *control_flag* field. The user can still log in even if inhouse authentication fails, assuming the modules stacked above succeeded.

In the case of rloqin, the sufficient keyword for control flag specifies that if the rhosts authentication check succeeds, then PAM should return success to rlogin and rlogin should not prompt the user for a password. The other authentication modules, which are in the stack, will only be invoked if the rhosts check fails. This gives the system administrator the flexibility to determine if rhosts alone is sufficient enough to authenticate a remote user.

Some modules return PAM IGNORE in certain situations. In these cases the PAM framework ignores the entire entry in pam. conf regardless of whether or not it is requisite, required, optional or sufficient.

Utilities and Files

The following is a list of the utilities that use PAM: login, passwd, su, rlogind, rshd, telnetd, ftpd, rpc.rexd, uucpd, init, sac, cron, ppp, dtsession, ssh and ttymon.

The utility dtlogin also uses PAM. dtlogin is the login service utility for the Common Desktop Environment (CDE).

The PAM configuration file does not dictate either the name or the location of the service specific modules. The convention, however, is the following:

File that implements various function of specific pam module name.so.x

authentication services. As the relative

pathname specified,

/usr/lib/security/\$ISA is prepended to it.

/etc/pam.conf Configuration file.

/usr/lib/\$ISA/libpam.so.1 File that implements the PAM framework

library.

EXAMPLES

EXAMPLE 1 A Sample pam. conf Configuration File

The following is a sample pam. conf configuration file.

Lines that begin with the # symbol are treated as comments, and therefore ignored.

```
# PAM configuration
```

[#] Unless explicitly defined, all services use the modules

EXAMPLE 1 A Sample pam. conf Configuration File (Continued)

```
# defined in the "other" section.
# Modules are defined with relative pathnames, i.e., they are
# relative to /usr/lib/security/$ISA. Absolute path names, as
# present in this file in previous releases are still acceptable.
# Authentication management
# login service (explicit because of pam_dial_auth)
login
      auth requisite
                               pam authtok get.so.1
login auth required
                               pam dhkeys.so.1
login auth required
                               pam unix auth.so.1
login auth required
                               pam_dial_auth.so.1
# rlogin service (explicit because of pam rhost auth)
rlogin auth sufficient
                               pam_rhosts_auth.so.1
                               pam_authtok_get.so.1
rlogin auth requisite
rlogin auth required
                               pam dhkeys.so.1
rlogin auth required
                               pam unix auth.so.1
# rsh service (explicit because of pam_rhost_auth)
# and pam unix auth for meaningful pam setcred)
        auth sufficient
rsh
                               pam_rhosts_auth.so.1
rsh
       auth required
                               pam unix auth.so.1
# ppp service (explicit because of pam_dial_auth)
        auth requisite
                               pam_authtok_get.so.1
ppp
       auth required
                               pam dhkeys.so.1
qqq
        auth required
                               pam_unix_auth.so.1
ppp
       auth required
                               pam_dial_auth.so.1
ppp
# Default definitions for Authentication management
# Used when service name is not explicitly mentioned for authenctication
      auth requisite
other
                               pam authtok get.so.1
other
       auth required
                               pam_dhkeys.so.1
      auth required
                               pam unix auth.so.1
other
# passwd command (explicit because of a different authentication module)
passwd auth required
                               pam_passwd_auth.so.1
# cron service (explicit because of non-usage of pam roles.so.1)
#
cron
       account required
                               pam projects.so.1
cron
      account required
                               pam_unix_account.so.1
# Default definition for Account management
\# Used when service name is not explicitly mentioned for account management
```

EXAMPLE 1 A Sample pam. conf Configuration File (Continued)

```
account requisite
                               pam roles.so.1
other account required
                              pam projects.so.1
other account required
                              pam_unix_account.so.1
# Default definition for Session management
# Used when service name is not explicitly mentioned for session management
       session required
                               pam unix session.so.1
other
# Default definition for Password management
# Used when service name is not explicitly mentioned for password management
other password required
                              pam dhkeys.so.1
                             pam_authtok_get.so.1
other password requisite
other password requisite pam_authtok_check.so.1 other password required pam_authtok_store.so.1
# Support for Kerberos V5 authentication (uncomment to use Kerberos)
#rlogin auth optional
                               pam krb5.so.1 try first pass
#login auth optional
                               pam krb5.so.1 try first pass
#other auth optional
                              pam_krb5.so.1 try_first_pass
#cron account optional
                              pam_krb5.so.1
                              pam_krb5.so.1
#other account optional
                              pam_krb5.so.1
#other session optional
#other password optional
                              pam krb5.so.1 try first pass
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
MT Level	MT-Safe with exceptions

SEE ALSO

login(1), passwd(1), in.ftpd(1M), in.rlogind(1M), in.rshd(1M), in.telnetd(1M), in.uucpd(1M), init(1M), rpc.rexd(1M), sac(1M), ttymon(1M), su(1M), pam(3PAM), syslog(3C), libpam(3LIB), attributes(5), environ(5), pam authtok check(5), pam authtok get(5), pam authtok store(5), pam dhkeys(5), pam passwd auth(5), pam unix(5), pam_unix_account(5), pam_unix_auth(5), pam_unix_session(5)

NOTES

The pam unix(5) module might not be supported in a future release. Similar functionality is provided by pam authtok check(5), pam authtok get(5), pam authtok store(5), pam dhkeys(5), pam passwd auth(5), pam unix account(5), pam unix auth(5), and pam unix session(5).

passwd(4)

NAME

passwd – password file

SYNOPSIS

/etc/passwd

DESCRIPTION

The file /etc/passwd is a local source of information about users' accounts. The password file can be used in conjunction with other password sources, such as the NIS maps passwd.byname and passwd.bygid and the NIS+ table passwd. Programs use the getpwnam(3C) routines to access this information.

Each passwd entry is a single line of the form:

username: password: uid: gid: gcos-field: home-dir: login-shell

where

username is the user's login name. It is recommended that this field conform

to the checks performed by pwck(1M).

password is an empty field. The encrypted password for the user is in the

corresponding entry in the /etc/shadow file. pwconv(1M) relies on a special value of 'x' in the password field of /etc/passwd. If this value of 'x' exists in the password field of /etc/passwd, this

indicates that the password for the user is already in

/etc/shadow and should not be modified.

uid is the user's unique numerical ID for the system.

gid is the unique numerical ID of the group that the user belongs to.

gcos-field is the user's real name, along with information to pass along in a

mail-message heading. (It is called the gcos-field for historical reasons.) An "&" (ampersand) in this field stands for the login name (in cases where the login name appears in a user's real

name).

home-dir is the pathname to the directory in which the user is initially

positioned upon logging in.

login-shell is the user's initial shell program. If this field is empty, the default

shell is /usr/bin/sh.

The maximum value of the *uid* and *gid* fields is 2147483647. To maximize interoperability and compatibility, administrators are recommended to assign users a range of UIDs and GIDs below 60000 where possible.

The password file is an ASCII file. Because the encrypted passwords are always kept in the shadow file, /etc/passwd has general read permission on all systems and can be used by routines that map between numerical user IDs and user names.

Blank lines are treated as malformed entries in the passwd file and cause consumers of the file, such as getpwnam(3C), to fail.

Previous releases used a password entry beginning with a '+' (plus sign) or '-' (minus sign) to selectively incorporate entries from NIS maps for password. If still required, this is supported by specifying "passwd: compat" in nsswitch.conf(4). The "compat" source might not be supported in future releases. The preferred sources are files followed by the identifier of a name service, such as nis or ldap. This has the effect of incorporating the entire contents of the name service's passwd database after the passwd file.

EXAMPLES

EXAMPLE 1 Sample passwd file

Here is a sample passwd file:

```
root:q.mJzTnu8icF.:0:10:God:/:/bin/csh
fred:6k/7KCFRPNVXg:508:10:& Fredericks:/usr2/fred:/bin/csh
```

and the sample password entry from nsswitch.conf:

```
passwd: files nisplus
```

In this example, there are specific entries for users root and fred to assure that they can login even when the system is running single-user. In addition, anyone in the NIS+ table passwd will be able to login with their usual password, shell, and home directory.

If the password file is:

```
root:q.mJzTnu8icF.:0:10:God:/:/bin/csh
fred:6k/7KCFRPNVXg:508:10:& Fredericks:/usr2/fred:/bin/csh
```

and the password entry from nsswitch.conf is:

```
passwd: compat
```

then all the entries listed in the NIS passwd.byuid and passwd.byname maps will be effectively incorporated after the entries for root and fred.

FILES

```
/etc/nsswitch.conf
```

/etc/passwd

/etc/shadow

SEE ALSO

chgrp(1), chown(1), finger(1), groups(1), login(1), newgrp(1), nispasswd(1), passwd(1), sh(1), sort(1), chown(1M), domainname(1M), getent(1M), in.ftpd(1M), passmgmt(1M), pwck(1M), pwconv(1M), su(1M), useradd(1M), userdel(1M), usermod(1M), a641(3C), crypt(3C), getpw(3C), getpwnam(3C), getspnam(3C), putpwent(3C), group(4), hosts.equiv(4), nsswitch.conf(4), shadow(4), environ(5), unistd(3HEAD)

System Administration Guide: Basic Administration

pathalias(4)

NAME | pathalias – alias file for FACE

SYNOPSIS

/usr/vmsys/pathalias

DESCRIPTION

The pathalias files contain lines of the form alias=path where path can be one or more colon-separated directories. Whenever a FACE (Framed Access Command Environment, see face(1)) user references a path not beginning with a "/", this file is checked. If the first component of the pathname matches the left-hand side of the equals sign, the right-hand side is searched much like \$PATH variable in the system. This allows users to reference the folder \$HOME/FILECABINET by typing filecabinet.

There is a system-wide pathalias file called \$VMSYS/pathalias, and each user can also have local alias file called \$HOME/pref/pathalias. Settings in the user alias file override settings in the system-wide file. The system-wide file is shipped with several standard FACE aliases, such as filecabinet, wastebasket, preferences, other users, etc.

FILES

\$HOME/pref/pathalias

\$VMSYS/pathalias

SEE ALSO

face(1)

NOTES

Unlike command keywords, partial matching of a path alias is not permitted, however, path aliases are case insensitive. The name of an alias should be alphabetic, and in no case can it contain special characters like "/", "\", or "=". There is no particular limit on the number of aliases allowed. Alias files are read once, at login, and are held in core until logout. Thus, if an alias file is modified during a session, the change will not take effect until the next session.

NAME | path_to_inst - device instance number file

SYNOPSIS

/etc/path_to_inst

DESCRIPTION

/etc/path to inst records mappings of physical device names to instance numbers.

The instance number of a device is encoded in its minor number, and is the way that a device driver determines which of the possible devices that it may drive is referred to by a given special file.

In order to keep instance numbers persistent across reboots, the system records them in /etc/path to inst.

This file is read only at boot time, and is updated by add drv(1M) and drvconfig(1M).

Note that it is generally not necessary for the system administrator to change this file, as the system will maintain it.

The system administrator can change the assignment of instance numbers by editing this file and doing a reconfiguration reboot. However, any changes made in this file will be lost if add drv(1M) or drvconfig(1M) is run before the system is rebooted.

Each instance entry is a single line of the form:

```
"physical name" instance number "driver binding name"
```

where

physical name is the absolute physical pathname of a device. This

pathname must be enclosed in double quotes.

instance number is a decimal or hexadecimal number.

driver binding name is the name used to determine the driver for the device.

> This name may be a driver alias or a driver name. The driver binding name must be enclosed in double

quotes.

EXAMPLES

EXAMPLE 1 Sample path_to_inst Entries

Here are some sample path to inst entries:

```
"/iommu@f,e0000000" 0 "iommu"
"/iommu@f,e0000000/sbus@f,e0001000" 0 "sbus"
"/iommu@f,e0000000/sbus@f,e0001000/sbusmem@e,0" 14 "sbusmem"
"/iommu@f,e0000000/sbus@f,e0001000/sbusmem@f,0" 15 "sbusmem"
"/iommu@f,e0000000/sbus@f,e0001000/ledma@f,400010" 0 "ledma"
"/obio/serial@0,100000" 0 "zs"
"/SUNW,sx@f,80000000" 0 "SUNW,sx"
```

path_to_inst(4)

EXAMPLE 1 Sample path to inst Entries (Continued)

FILES

/etc/path_to_inst

SEE ALSO

add drv(1M), boot(1M), drvconfig(1M), mknod(1M)

WARNINGS

If the file is removed the system may not be bootable (as it may rely on information found in this file to find the root, usr or swap device). If it does successfully boot, it will regenerate the file, but after rebooting devices may end up having different minor numbers than they did before, and special files created via mknod(1M) may refer to different devices than expected.

For the same reasons, changes should not be made to this file without careful consideration.

NOTES

This document does not constitute an API. path to inst may not exist or may have a different content or interpretation in a future release. The existence of this notice does not imply that any other documentation that lacks this notice constitutes an API.

NAME

pci – configuration files for PCI device drivers

DESCRIPTION

The Peripheral Component Interconnect (PCI) bus is a little endian bus. PCI devices are self-identifying — that is to say the PCI device provides configuration parameters to the system, which allows the system to identify the device and its driver. The configuration parameters are represented in the form of name-value pairs that can be retrieved using the DDI property interfaces. See ddi prop lookup(9F) for details.

The PCI bus properties are derived from PCI configuration space, or supplied by the Fcode PROM, if it exists. Therefore, driver configuration files are not necessary for these devices.

On some occasions, drivers for PCI devices can use driver configuration files to provide driver private properties through the global property mechanism. See driver.conf(4) for further details. Driver configuration files can also be used to augment or override properties for a specific instance of a driver.

All bus drivers of class pci recognize the following properties:

req

An arbitrary length array where each element of the array consists of a 5-tuple of 32-bit values. Each array element describes a logically contiguous mappable resource on the PCI bus.

The first three values in the 5-tuple describe the PCI address of the mappable resource. The first tuple contains the following information:

Bits 0 - 7	8-bit register number
Bits 8 - 10	3-bit function number
Bits 11 - 15	5-bit device number
Bits 16 - 23	8-bit bus number
Bits 24 - 25	2-bit address space type identifier

The address space type identifier can be interpreted as follows:

0x0	configuration space
0x1	I/O space
0x2	32-bit memory space address
0x3	64-bit memory space address

The bus number is a unique identifying number assigned to each PCI bus within a PCI domain.

The device number is a unique identifying number assigned to each PCI device on a PCI bus. Note that a device number is unique only within the set of device numbers for a particular bus.

Each PCI device can have one to eight logically independent functions, each with its own independent set of configuration registers. Each function on a device is assigned a function number. For a PCI device with only one function, the function number must be 0.

The register number field selects a particular register within the set of configuration registers corresponding to the selected function.

The second and third values in the reg property 5-tuple specify the 64-bit address of the mappable resource within the PCI address domain. The second 32-bit tuple corresponds to the high order four bytes of the 64-bit address. The third 32-bit tuple corresponds to the low order bytes.

The fourth and fifth 32-bit values in the 5-tuple reg property specify the size of the mappable resource. The size is a 64-bit value, where the fourth tuple corresponds to the high order bytes of the 64-bit size and the fifth corresponds to the low order.

The driver can refer to the elements of this array by index, and construct kernel mappings to these addresses using ddi_regs_map_setup(9F). The index into the array is passed as the *rnumber* argument of ddi regs map setup(9F).

At a high-level interrupt context, you can use the ddi_get* and ddi_put* family of functions to access I/O and memory space. However, access to configuration space is not allowed when running at a high-interrupt level.

interrupts

This property consists of a single-integer element array. Valid interrupt property values are 1, 2, 3, and 4. This value is derived directly from the contents of the device's configuration-interrupt-pin register.

A driver should use an index value of 0 when registering its interrupt handler with ddi_add_intr(9F).

All PCI devices support the reg property. The device number and function number as derived from the reg property are used to construct the address part of the device name under /devices.

Only devices that generate interrupts support an interrupts property.

Occasionally it might be necessary to override or augment the configuration information supplied by a PCI device. This change can be achieved by writing a driver configuration file that describes a prototype device node specification containing the additional properties required.

For the system to merge the prototype node specification into an actual device node, certain conditions must be met.

- First, the name property must be identical. The value of the name property needs to match the binding name of the device. The binding name is the name chosen by the system to bind a driver to a device and is either an alias associated with the driver or the hardware node name of the device.
- Second, the parent property must identify the PCI bus.
- Third, the unit-address property must identify the card. The format of the unit-address property is:

```
DD[,F]
```

where DD is the device number and F is the function number. If the function number is 0, only DD is specified.

EXAMPLES

EXAMPLE 1 A sample configuration file.

An example configuration file called ACME, scsi-hba.conf for a PCI driver called ACME, scsi-hba follows:

```
# Copyright (c) 1995, ACME SCSI Host Bus Adaptor
# ident "@(#)ACME,scsi-hba.conf 1.1 96/02/04"
name="ACME,scsi-hba" parent="/pci@1,0/pci@1f,4000"
  unit-address="3" scsi-initiator-id=6;
hba-advanced-mode="on":
hba-dma-speed=10;
```

In this example, a property scsi-initiator-id specifies the SCSI bus initiator id that the adapter should use, for just one particular instance of adapter installed in the machine. The name property identifies the driver and the parent property to identify the particular bus the card is plugged into. This example uses the parent's full path name to identify the bus. The unit-address property identifies the card itself, with device number of 3 and function number of 0.

Two global driver properties are also created: hba-advanced-mode (which has the string value on) and hba-dma-speed (which has the value 10 M bit/s). These properties apply to all device nodes of the ACME, scsi-hba. The following is an example configuration file called ACME, foo.conf for a PCI driver called ACME, foo;

```
# Copyright (c) 1996, ACME Foo driver
# ident "@(#)ACME,foo.conf 1.1 95/11/14"
```

pci(4)

EXAMPLE 1 A sample configuration file. (*Continued*)

```
name="ACME,foo" class="pci" unit-address="3,1"
    debug-mode=12;
```

In this example, we provide a property debug-mode for all instances of the ACME, foo driver with parents of class pci and device and function numbers of 3 and 1, respectively.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	SPARC, IA

SEE ALSO

Writing Device Drivers

IEEE 1275 PCI Bus Binding

pcmcia – PCMCIA nexus driver NAME

The PCMCIA nexus driver supports PCMCIA card client device drivers. There are no user-configurable options for this driver. **DESCRIPTION**

FILES /kernel/misc/pcmcia pcmcia driver

SEE ALSO pcmciad(1M)

phones(4)

NAME

phones - remote host phone number database

SYNOPSIS

/etc/phones

DESCRIPTION

The file /etc/phones contains the system-wide private phone numbers for the tip(1) program. /etc/phones is normally unreadable, and so may contain privileged information. The format of /etc/phones is a series of lines of the form:

<system-name>[\t] *<phone-number>.

The system name is one of those defined in the remote(4) file and the phone number is constructed from [0123456789—=**]. The '=' and '*' characters are indicators to the auto call units to pause and wait for a second dial tone (when going through an exchange). The '=' is required by the DF02-AC and the '*' is required by the BIZCOMP 1030.

Comment lines are lines containing a '#' sign in the first column of the line.

Only one phone number per line is permitted. However, if more than one line in the file contains the same system name tip(1) will attempt to dial each one in turn, until it establishes a connection.

FILES

/etc/phones

SEE ALSO

tip(1), remote(4)

NAME

pkginfo – package characteristics file

DESCRIPTION

pkginfo is an ASCII file that describes the characteristics of the package along with information that helps control the flow of installation. It is created by the software package developer.

Each entry in the pkginfo file is a line that establishes the value of a parameter in the following form:

PARAM="value"

There is no required order in which the parameters must be specified within the file. The PKG, NAME, ARCH, VERSION and CATEGORY parameters are mandatory. Other parameters are optional.

The following paramaters are mandatory:

ARCH

A comma-separated list of alphanumeric tokens that indicate the architecture associated with the package. The pkgmk(1) tool may be used to create or modify this value when actually building the package. The maximum length of a token is 16 characters and it cannot include a comma.

Solaris's installation software meaningfully uses only one architecture token of the form:

<instruction_set_architecture>[.<platform_group>]

where <code>platform_group</code> is intended only for Solaris installation packages. Third party application software should restrict itself to ARCH values from the following Solaris-supported instruction set architectures (uname -p): <code>sparc</code>, <code>i386</code>, and <code>ppc</code>. Examples of Solaris' platform groups (uname -m) are <code>sun4u</code> and <code>sun4m</code> for the SPARC instruction set and <code>i86pc</code> for the i386 instruction set. See <code>uname(1)</code> and <code>isalist(1)</code> for more details.

CATEGORY

A comma-separated list of categories under which a package may be displayed. A package must at least belong to the system or application category. Categories are case-insensitive and may contain only alphanumerics. Each category is limited in length to 16 characters.

NAME

Text that specifies the package name (maximum length of 256 ASCII characters). Use the NAME parameter as the foundation for describing the functionality and purpose of the package; spell out any acronyms and avoid internal product/project code names. The DESC parameter can then be used to expand the descriptive information. Use the NAME parameter to state as specifically as possible the use of the package, why a user would need to load it, and so on.

PKG Abbreviation for the package being installed. All characters in the abbreviation must be alphanumeric. You can also use the – and + characters in the abbreviation. The first character cannot be numeric, a + or a -. The abbreviation is limited to a maximum length of 32 characters. install, new, and all are reserved abbreviations. It is customary to make the first four letters unique to your company, such as the company's stock symbol. VERSION Text that specifies the current version associated with the software package. The maximum length is 256 ASCII characters and the first character cannot be a left parenthesis. The pkgmk(1) tool may be used to create or modify this value when actually building the package. Current Solaris software practice is to assign this parameter monotonically increasing Dewey decimal values of the form: <major_revision> . <minor_revision> [. <micro_revision>] where all the revision fields are integers. The versioning fields can be extended to an arbitrary string of numbers in Dewey-decimal format, if necessary. The following parameters are optional: BASEDIR The pathname to a default directory where "relocatable" files may be installed. If blank, the package is not relocatable and any files that have relative pathnames will not be installed. An administrator can override the default directory. CLASSES A space-separated list of classes defined for a package. The order of the list determines the order in which the classes are installed. Classes listed first will be installed first (on a media by media basis). This parameter may be modified by the request script. DESC Text that describes the package (maximum length of 256 ASCII characters). This parameter value is used to provide the installer with a description of what the package contains and should build on the description provided in the NAME parameter. Try to make the two parameters work together so that a pkginfo -1 will provide a fairly comprehensive textual description of the package. EMAIL An electronic address where further information is available or bugs may be reported (maximum length of 256 ASCII characters). HOTLINE Phone number and/or mailing address where further information may be received or bugs may be reported (maximum length of 256 ASCII characters).

Indicates that the package should only be installed interactively

when set to any non-null value.

INTONLY

ISTATES

A list of allowable run states for package installation (for example, "S s 1" allows run states of S, s or 1). The Solaris operating environment supports the run levels s, S, 0, 1, 2, 3, 5, and 6. Applicable run levels for this parameter are s, S, 1, 2, and 3. See init(1M) for details.

MAXINST

The maximum number of package instances that should be allowed on a machine at the same time. By default, only one instance of a package is allowed. This parameter must be set in order to have multiple instances of a package. In order to support multiple instances of packages (for example, packages that differ in their ARCH or VERSION parameter value), the value of this parameter must be high enough to allow for all instances of a given package, including multiple versions coexisting on a software server.

ORDER

A list of classes defining the order in which they should be put on the medium. Used by pkgmk(1) in creating the package. Classes not defined in this field are placed on the medium using the standard ordering procedures.

PSTAMP

Production stamp used to mark the pkgmap(4) file on the output volumes. Provides a means for distinguishing between production copies of a version if more than one is in use at a time. If PSTAMP is not defined, the default is used. The default consists of the UNIX system machine name followed by the string "YYYYMMDDHHMMSS" (year, month, date, hour, minutes, seconds).

RSTATES

A list of allowable run states for package removal (for example, "S s 1" allows run states of S, s or 1). The Solaris operating environment supports the run levels s, S, 0, 1, 2, 3, 5, and 6. Applicable run levels for this parameter are s, S, 1, 2, and 3 See init(1M) for details.

SUNW ISA

Solaris-only optional parameter that indicates a software package contains 64-bit objects if it is set to sparcv9. If this parameter is not set, the default ISA (instruction set architecture) is set to the value of the ARCH parameter.

SUNW LOC

Solaris-only optional parameter used to indicate a software package containing localization files for a given product or application. The parameter value is a comma-separated list of locales supported by a package. It is only used for packages containing localization files, typically the message catalogues. The allowable values for this string field are those found in the table of Standard Locale Names located in the *International Language Environments Guide*.

SUNW_LOC="<locale_name>, <locale_name>, . . , <locale_name>"

where

<locale_name>::= <language>[_<territory>] [.<codeset>]
<language>::= the set of names from ISO 639
<territory>::= the set of territories specified
in ISO 3166
<codeset>::= is a string corresponding to the coded
character set

Since a value of C specifies the traditional UNIX system behavior (American English, en_US), packages belonging to the C locale are viewed as non-localized packages, and thus must not have SUNW_LOC and SUNW_PKGLIST included in their pkginfo file. See also the SUNW_LOC parameter in packagetoc(4) and setlocale(3C) for more information. This keyword is not recognized by the add-on software utility Software Manager.

SUNW PKG DIR

A value set by pkgadd that contains the location of the installing package. This value is provided to any install time package procedure scripts that may need to know where the installing package is located. This parameter should never be set manually from within a pkginfo file.

SUNW PKGLIST

Solaris-only optional parameter used to associate a localization package to the package(s) from which it is derived. It is required whenever the SUNW_LOC parameter is defined. This parameter value is an comma-separated list of package abbreviations of the form:

```
{\tt SUNW\_PKGLIST="} pkg1 \ [:version] \ , pkg2 \ [:version] \ , \dots . \ "
```

where *version* (if specified) should match the version string in the base package specified (see VERSION parameter in this manual page). When in use, SUNW_PKGLIST helps determine the order of package installation. The packages listed in the parameter will be installed before the localization package in question is installed. When left blank, SUNW_PKGLIST=" ", the package is assumed to be required for the locale to function correctly. See the SUNW_PKGLIST parameter in packagetoc(4) for more information. This keyword is not recognized by the add-on software utility Software Manager.

SUNW PKGTYPE

Solaris-only parameter for Sun internal use only. Required for packages part of the The Solaris operating environment releases which install into the /, /usr, /usr/kvm, and /usr/openwin file systems. The The Solaris operating environment installation software must know which packages are part of which file system to properly install a server/client configuration. The currently allowable values for this parameter are root, usr, kvm, and ow. If no SUNW_PKGTYPE parameter is present, the package is assumed

to be of BASEDIR= /opt. SUNW_PKGTYPE is optional only for packages which install into the /opt name space as is the case for the majority of Solaris add-on software. See the SUNW_PKGTYPE parameter in packagetoc(4) for further information.

SUNW_PKGVERS

Solaris-only parameter indicating of version of the Solaris operating environment package interface.

SUNW_PKGVERS="<sunw_package_version>"

where <unv_nackage_version> has the form x yl zl and x y and z

where $<\!unw_package_version>$ has the form x.y[.z] and x, y, and z are integers. For packages built for this release and previous releases, use SUNW_PKGVERS="1.0".

Solaris-only parameter indicating the name of the product this package is a part of or comprises (maximum length of 256 ASCII characters). A few examples of currently used SUNW_PRODNAME values are: "SunOS", "OpenWindows", and "Common Desktop Environment".

Solaris-only parameter indicating the version or release of the product described in SUNW_PRODNAME (maximum length of 256 ASCII characters). For example, where

SUNW_PRODNAME="SunOS", and the Solaris 2.x Beta release, this string could be "5.x BETA", while for the Solaris 2.x FCS release, the string would be "5.x". For Solaris 8, the string is "5.8". If the SUNW PRODNAME parameter is NULL, so should be the

SUNW PRODVERS parameter.

ULIMIT If set, this parameter is passed as an argument to the ulimit(1)

command (see limit(1)), which establishes the maximum size of

a file during installation.

VENDOR Used to identify the vendor that holds the software copyright

(maximum length of 256 ASCII characters).

VSTOCK The vendor stock number, if any, that identifies this product

(maximum length of 256 ASCII characters).

EXAMPLES

EXAMPLE 1 A Sample pkginfo File

SUNW PRODNAME

SUNW PRODVERS

Here is a sample pkginfo file:

SUNW_PRODNAME="SunOS"
SUNW_PRODVERS="5.5"
SUNW_PKGTYPE="usr"
PKG="SUNWesu"
NAME="Extended System Utilities"
VERSION="11.5.1"
ARCH="sparc"
VENDOR="Sun Microsystems, Inc."
HOTLINE="Please contact your local service provider"
EMAIL=""

EXAMPLE 1 A Sample pkginfo File (Continued)

VSTOCK="0122c3f5566" CATEGORY="system" ISTATES="S 2" RSTATES="S 2"

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	See entries below
PKG value	Evolving
VERSION value	Evolving
NAME value	Evolving
DESC value	Evolving
ARCH value	Evolving
CATEGORY value	Evolving
BASEDIR value	Evolving
ISTATES value	Evolving
RSTATES value	Evolving
MAXINST value	Evolving
SUNW_PRODNAME	Evolving
SUNW_PRODVERS	Evolving
SUNW_PKGVERS	Evolving
SUNW_PKGTYPE	Unstable
SUNW_LOC	Evolving
SUNW_PKGLIST	Evolving
SUNW_PKG_DIR	Evolving

SEE ALSO

 $\verb|isalist(1), | \verb|limit(1), pkgmk(1), uname(1), init(1M), setlocale(3C), \\ clustertoc(4), order(4), packagetoc(4), pkgmap(4), attributes(5) \\$

Application Packaging Developer's Guide

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NOTES

Developers may define their own installation parameters by adding a definition to this file. A developer-defined parameter must begin with a capital letter.

Trailing white space after any parameter value is ignored. For example, VENDOR="Sun Microsystems, Inc." is the same as VENDOR="Sun Microsystems, Inc. ".

pkgmap(4)

NAME

pkgmap – package contents description file

DESCRIPTION

pkgmap is an ASCII file that provides a complete listing of the package contents. It is automatically generated by pkgmk(1) using the information in the prototype(4) file.

Each entry in pkgmap describes a single "deliverable object file." A deliverable object file includes shell scripts, executable objects, data files, directories, and so forth. The entry consists of several fields of information, each field separated by a space. The fields are described below and must appear in the order shown.

part	An optional field designating the part number in which the object
	resides. A part is a collection of files and is the atomic unit by
	which a package is processed. A developer can choose the criteria
	for grouping files into a part (for example, based on class). If no
	value is defined in this field, part 1 is assumed.

ftype A one-character field that indicates the file type. Valid values are:

b block special devi	ce
----------------------	----

c character special device

d directory

e a file to be edited upon installation or removal (may be

shared by several packages)

f a standard executable or data file

i installation script or information file

l linked file

p named pipe

s symbolic link

v volatile file (one whose contents are expected to

change, like a log file)

x an exclusive directory accessible only by this package

The installation class to which the file belongs. This name must contain only alphanumeric characters and be no longer than 12

characters. It is not specified if the *ftype* is i (information file).

pathname may contain variables of the form \$variable that support

install-time configuration of the file. *variable* may be embedded in the pathname structure. (See prototype(4) for definitions of

variable specifications.)

Do not use the following reserved words in *pathname*, since they are applied by pkgadd(1M) using a different mechanism:

class

PKG_INSTALL_ROOT BASEDIR CLIENT BASEDIR

major The major device number. The field is only specified for block or

character special devices.

minor The minor device number. The field is only specified for block or

character special devices.

mode The octal mode of the file (for example, 0664). A question mark (?)

indicates that the mode will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files, packaging information files, or non-installable files.

The mode can contain a variable specification. (See prototype(4)

for definitions of variable specifications.)

owner The owner of the file (for example, bin or root). The field is

limited to 14 characters in length. A question mark (?) indicates that the owner will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or non-installable files. It is used optionally with a package information file. If used, it indicates with what owner an

installation script will be executed.

The owner can contain a variable specification. (See prototype(4)

for definitions of variable specifications.)

group The group to which the file belongs (for example, "bin" or "sys").

The field is limited to 14 characters in length. A question mark (?) indicates that the group will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or non-installable files. It is used optionally with a package information file. If used, it indicates with what group an

installation script will be executed.

The group can contain a variable specification. (See prototype(4)

for definitions of variable specifications.)

size The actual size of the file in bytes. This field is not specified for

named pipes, special devices, directories or linked files.

cksum The checksum of the file contents. This field is not specified for

named pipes, special devices, directories, or linked files.

modtime The time of last modification, as reported by the stat(2) function

call. This field is not specified for named pipes, special devices,

directories, or linked files.

pkgmap(4)

Each pkgmap file must have one line that provides information about the number of parts, maximum size of parts that make up the package, and, optionally, the size of the package after compression (where size is given in 512-byte blocks). This line is in the following format:

: number_of_parts maximum_part_size compressed_pkg_size

Lines that begin with "#" are comment lines and are ignored.

When files are saved during installation before they are overwritten, they are normally just copied to a temporary pathname. However, for files whose mode includes execute permission (but which are not editable), the existing version is linked to a temporary pathname and the original file is removed. This allows processes which are executing during installation to be overwritten.

EXAMPLES

EXAMPLE 1 A sample pkgmap file

- : 2 500
- 1 i pkginfo 237 1179 541296672
- 1 b class1 /dev/diskette 17 134 0644 root other
- 1 c class1 /dev/rdiskette 17 134 0644 root other
- 1 d none bin 0755 root bin
- 1 f none bin/INSTALL 0755 root bin 11103 17954 541295535
- 1 f none bin/REMOVE 0755 root bin 3214 50237 541295541
- 1 l none bin/UNINSTALL=bin/REMOVE
- 1 f none bin/cmda 0755 root bin 3580 60325 541295567
- 1 f none bin/cmdb 0755 root bin 49107 51255 541438368
- 1 f class1 bin/cmdc 0755 root bin 45599 26048 541295599
- 1 f class1 bin/cmdd 0755 root bin 4648 8473 541461238
- 1 f none bin/cmde 0755 root bin 40501 1264 541295622
- 1 f class2 bin/cmdf 0755 root bin 2345 35889 541295574
- 1 f none bin/cmdg 0755 root bin 41185 47653 541461242
- 2 d class2 data 0755 root bin
- 2 p class1 data/apipe 0755 root other
- 2 d none log 0755 root bin
- 2 v none log/logfile 0755 root bin 41815 47563 541461333
- 2 d none save 0755 root bin
- 2 d none spool 0755 root bin
- 2 d none tmp 0755 root bin

SEE ALSO

pkgmk(1), pkgadd(1M), stat(2), pkginfo(4), prototype(4)

Application Packaging Developer's Guide

NOTES

The pkgmap file may contain only one entry per unique pathname.

platform – directory of files specifying supported platforms

SYNOPSIS

.platform

DESCRIPTION

The Solaris operating environment release includes the .platform directory, a new directory on the Solaris CD image. This directory contains files (created by Sun and Solaris OEMs) that define platform support. These files are generically referred to as platform definition files. They provide a means to map different platform types into a platform group.

Platform definition files in the .platform directory are used by the installation software to ensure that software appropriate for the architecture of the system will be installed.

Sun provides a platform definition file named .platform/Solaris. This file is the only one that can define platform groups to which other platform definition files can refer. For example, an OEM platform definition file can refer to any platform group specified in the Solaris platform definition file.

Other platform definition files are delivered by OEMs. To avoid name conflicts, OEMs will name their platform definition file with an OEM-unique string. OEMs should use whatever string they use to make their package names unique. This unique string is often the OEM's stock symbol.

Comments are allowed in a platform definition file. A "#" begins a comment and can be placed anywhere on a line.

Platform definition files are composed of keyword-value pairs, and there are two kinds of stanzas in the file: platform group definitions and platform identifications.

■ Platform group definitions:

The keywords in a platform group definition stanza are:

PLATFORM GROUP The PLATFORM GROUP keyword must be the first keyword in the platform group definition stanza. The value assigned to this

keyword is the name of the platform group, for example:

PLATFORM_GROUP=sun4c

The PLATFORM GROUP name is an arbitrary name assigned to a group of platforms. However, PLATFORM GROUP typically equals the output of the uname -m command. PLATFORM GROUP value cannot have white space and is

limited to 256 ASCII characters.

The instruction set architecture of all platforms in the platform INST ARCH

group, for example:

INST_ARCH=sparc

platform(4)

The INST_ARCH keyword value must be the value returned by the uname -p command on all platforms in the platform group.

Platform identifications:

The keywords in a platform identification stanza are:

PLATFORM NAME The PLATFORM NAME keyword *must* be the first

keyword in the platform identification stanza. The PLATFORM_NAME is the name assigned to the

platform, for example:

PLATFORM_NAME=SUNW,SPARCstation-5

Typically, this name is the same as the value returned by the uname -icommand on the machine, but it need not be the same.

The PLATFORM_NAME value cannot have white space and is limited to 256 ASCII characters. If it contains parentheses, it must contain only balanced parentheses. For example. the string "foo(bar)foo" is a valid value for this keyword, but "foo(bar" is not.

The other keywords in the platform identification

stanza can be in any order, as long as the

PLATFORM_NAME keyword is first.

PLATFORM_ID The value returned by the uname -i command on

the machine, for example:

PLATFORM_ID=SUNW,SPARCstation-5

MACHINE TYPE The value returned by the uname -m command on

the machine, for example:

MACHINE_TYPE=sun4c

IN PLATFORM GROUP The platform group of which the platform is a

member, for example:

IN PLATFORM GROUP=sun4c

The platform group name must be specified in the same file as the platform identification stanza or in

the platform definition file with the name

.platform/Solaris.

The IN_PLATFORM_GROUP keyword is optional. A platform doesn't have to belong to a platform group. If a platform is not explicitly assigned to a

platform group, it essentially forms its own platform group, where the platform group name is the PLATFORM NAME value. The IN_PLATFORM_GROUP value typically equals the output of the uname -m command. IN PLATFORM GROUP value cannot have white space and is limited to 256 ASCII characters.

INST ARCH

The instruction set architecture of the platform, for example:

INST_ARCH=sparc

This field is only required if the platform does not belong to a platform group. The INST ARCH keyword value must be the value returned by the uname -i command on all platforms in the platform group.

COMPATIBILITY

The installation program will remain compatible with the old Solaris CD format. If a Solaris CD image does not contain any platform definition files, the installation and upgrade programs will select the packages to be installed based on machine type, that is, the value returned by the uname -p command.

EXAMPLES

EXAMPLE 1 Platform Group Definitions

The following example shows platform group definitions from the .platform/Solaris platform definition file.

```
PLATFORM GROUP=sun4c
INST ARCH=sparc
PLATFORM GROUP=sun4m
INST ARCH=sparc
PLATFORM GROUP=sun4u
INST ARCH=sparc
```

EXAMPLE 2 Platform Identification Stanzas

The following example shows platform identification stanzas, which define systems that belong in a platform group, from the .platform/Solaris platform definition file.

```
PLATFORM_NAME=SUNW, Sun_4_20
PLATFORM ID=SUNW, Sun 4 20
IN PLATFORM GROUP=sun4c
PLATFORM_NAME=SUNW,Sun_4_25
PLATFORM ID=SUNW, Sun 4 25
IN_PLATFORM_GROUP=sun4c
```

platform(4)

EXAMPLE 2 Platform Identification Stanzas (Continued)

PLATFORM NAME=SUNW, SPARCstation-5 PLATFORM_ID=SUNW, SPARCstation-5 IN_PLATFORM_GROUP=sun4m PLATFORM_NAME=SUNW,SPARCstation-10 PLATFORM ID=SUNW, SPARCstation-10 IN_PLATFORM_GROUP=sun4m

FILES

The .platform directory must reside as / cd_image/Solaris vers/.platform, where

cd_image Is the path to the mounted Solaris CD (/cdrom/cdrom0/s0 by

default) or the path to a copy of the Solaris CD on a disk.

Solaris_vers Is the version of Solaris, for example, Solaris_2.9.

NOTES

Typically, a platform identification stanza contains either a PLATFORM ID or a MACHINE TYPE stanza, but not both.

If both are specified, both must match for a platform to be identified as this platform type. Each platform identification stanza must contain either a PLATFORM ID value or a MACHINE TYPE value. If a platform matches two different platform identification stanzas—one which matched on the value of PLATFORM ID and one which matched on the value of MACHINE_TYPE , the one that matched on PLATFORM_ID will take precedence.

The .platform directory is part of the Solaris CD image, whether that be the Solaris CD or a copy of the Solaris CD on a system's hard disk.

NAME

plot – graphics interface

DESCRIPTION

Files of this format are interpreted for various devices by commands described in plot(1B). A graphics file is a stream of plotting instructions. Each instruction consists of an ASCII letter usually followed by bytes of binary information. The instructions are executed in order. A point is designated by four bytes representing the x and y values; each value is a signed integer. The last designated point in an 1, m, n, or p instruction becomes the "current point" for the next instruction.

- m Move: the next four bytes give a new current point.
- n Cont: draw a line from the current point to the point given by the next four bytes. See plot(1B).
- p Point: plot the point given by the next four bytes.
- Line: draw a line from the point given by the next four bytes to the point given by the following four bytes.
- t Label: place the following ASCII string so that its first character falls on the current point. The string is terminated by a NEWLINE.
- a Arc: the first four bytes give the center, the next four give the starting point, and the last four give the end point of a circular arc. The least significant coordinate of the end point is used only to determine the quadrant. The arc is drawn counter-clockwise.
- c Circle: the first four bytes give the center of the circle, the next two the radius.
- e Erase: start another frame of output.
- f Linemod: take the following string, up to a NEWLINE, as the style for drawing further lines. The styles are "dotted," "solid," "longdashed," "shortdashed," and "dotdashed." Effective only in plot 4014 and plot ver.
- s Space: the next four bytes give the lower left corner of the plotting area; the following four give the upper right corner. The plot will be magnified or reduced to fit the device as closely as possible.

Space settings that exactly fill the plotting area with unity scaling appear below for devices supported by the filters of plot(1B). The upper limit is just outside the plotting area.

In every case the plotting area is taken to be square; points outside may be displayable on devices whose face is not square.

plot(4B)

SEE ALSO | graph(1), plot(1B)

NAME

policy.conf – configuration file for security policy

SYNOPSIS

/etc/security/policy.conf

DESCRIPTION

The policy conf file provides the security policy configuration for user-level attributes. Each entry consists of a key/value pair in the form:

key=value

The following keys are defined:

AUTHS_GRANTED Specify the default set of authorizations

granted to all users. This entry is

interpreted by chkauthattr(3SECDB). The value is one or more comma-separated authorizations defined in auth attr(4).

PROFS GRANTED Specify the default set of profiles granted to

all users. This entry is interpreted by

chkauthattr(3SECDB) and

getexecuser(3SECDB). The value is one or more comma-separated profiles defined

in prof attr(4).

CRYPT ALGORITHMS ALLOW Specify the algorithms that are allowed for

new passwords and is enforced only in

crypt gensalt(3C).

CRYPT ALGORITHMS DEPRECATE Specify the algorithm for new passwords

that is to be deprecated. For example, to deprecate use of the traditional UNIX

algorithm, specify

CRYPT_ALGORITHMS_DEPRECATE=__unix and change CRYPT DEFAULT= to another algorithm, such as CRYPT DEFAULT=1 for

BSD and Linux MD5.

CRYPT DEFAULT Specify the default algorithm for new

passwords. The Solaris default is the traditional UNIX algorithm. This is not listed in crypt.conf(4) since it is internal to libc. The reserved name unix is

used to refer to it.

The key/value pair must appear on a single line, and the key must start the line. Lines starting with # are taken as comments and ignored. Option name comparisons are case-insensitive.

policy.conf(4)

Only one CRYPT_ALGORITHMS_ALLOW or CRYPT_ALGORITHMS_DEPRECATE value can be specified. Whichever is listed first in the file takes precedence. The algorithm specified for CRYPT_DEFAULT must either be specified for CRYPT_ALGORITHMS_ALLOW or not be specified for CRYPT_ALGORITHMS_DEPRECATE. If CRYPT_DEFAULT is not specified, the default is

EXAMPLES

EXAMPLE 1 Defining a key/value pair

AUTHS GRANTED=com.sun.date

FILES

/etc/user attr Defines extended user attributes.

/etc/security/auth attr Defines authorizations.

/etc/security/prof attr Defines profiles.

/etc/security/policy.conf Defines policy for the system.

SEE ALSO

pfexec(1), chkauthattr(3SECDB), getexecuser(3SECDB), auth_attr(4),

crypt.conf(4), prof attr(4), user attr(4)

NAME

power.conf – Power Management configuration information file

SYNOPSIS

/etc/power.conf

DESCRIPTION

The power . conf file is used by the Power Management configuration program pmconfig(1M), to initialize the settings for Power Management. If you make changes to this file, you must run pmconfig(1M) manually for the changes to take effect.

The dtpower(1M) GUI allows the configuration of a subset of parameters allowed by this file. For ease-of-use, it is recommended that you use dtpower(1M) to configure the parameters.

Power Management addresses two specific management scenarios: management of individual devices and management of the whole system. An individual device is power managed if a device supports multiple power levels and if the device driver uses Power Management interfaces provided by the kernel to save device power when the device is idle. If the driver uses the original Power Management interfaces, the device is controlled by the entries described in the Device Power Management section of this manual page. If the device driver uses new automatic device Power Management interfaces, the device is controlled by the entries described in the Automatic Device Power Management section of this manual page.

To determine if the device driver supports original Power Management interfaces, contact the device vendor. To find out if the device driver supports the new automatic device Power Management interfaces, look for "pm-components" property (pm-components(9P)) under the device name from the output of prtconf -v command (prtconf(1M)).

The original Power Management interfaces and the corresponding device Power Management entries in power.conf file that were supported in Solaris 7 and earlier releases are now obsolete. Support for them will be removed in a future release.

All entries in the power. conf file are processed in the order displayed in the file.

Device Power Management

Device Power Management entries are now obsolete and support for them will be removed in a future release. If a device supports original Power Management interfaces, it needs to be explicitly configured for Power Management using an entry of the form shown below. A device will not be power managed if there is no entry for the device. Be sure you fully understand the Power Management framework before you attempt to modify device Power Management entries.

Device Power Management entries consist of line-by-line listings of the devices to be configured. Each line is of the form:

device_name threshold . . . dependent_upon . . .

The fields must be in the order shown above. Each line must contain a *device_name* field and a *threshold* field; it may also contain a *dependent_upon* field. Fields and sub-fields are separated by white space (tabs or spaces). A line may be more than 80 characters. If a newline character is preceded by a backslash (\) it will be treated as white space. Comment lines must begin with a hash character (#).

The <code>device_name</code> field specifies the device to be configured. <code>device_name</code> is either a pathname specifying the device special file or a relative pathname containing the name of the device special file. For the latter format, you can avoid using the full pathname by omitting the pathname component that specifies the parent devices. This includes the leading <code>//.</code> Using the relative pathname format, the first device found with a full pathname containing <code>device_name</code> as its tail is matched. In either case, the leading <code>/devices</code> component of the pathname does not need to be specified.

The *threshold* field is used to configure the power manageable components of a device. These components represent entities within a device that may be power-managed separately. This field may contain as many integer values as the device has components. Each *threshold* time specifies the idle time in seconds before the respective component may be powered down. If there are fewer component *threshold* times than device components, the remaining components are not power managed. Use a value of -1 to explicitly disable power-down for a component. At least one component *threshold* must be specified per device (in the file).

The *dependent_upon* field contains a list of devices that must be idle and powered-down before the dependent device in *device_name* field can be powered down. A device must previously have been configured before it can be used in *dependent_upon* list. This field should only list logical dependents for this device. A logical dependent is a device that is not physically connected to the power managed device, for example, the display and the keyboard. Physical dependents are automatically considered and do not need to be included.

A device Power Management entry is only effective if there is no user process controlling the device directly. For example, X Window systems directly control framebuffers and entries in this file are effective only when X Windows are not running.

Automatic Device Power Management

Devices whose drivers use the new automatic device Power Management interfaces (as evident by existence of pm-components(9P) property) are automatically power managed if enabled by the autopm entry described below.

When a component has been idle at a given power level for its *threshold* time, the power level of the component will be reduced to the next lower power level of that component, if any. For devices which implement multiple components, each component is power-managed independently.

Default thresholds for components of automatically power managed devices are computed by the Power Management framework based on the system idleness *threshold*. By default, all components of the device are powered off if they have all been

idle for the system's idleness threshold. The default system idleness threshold is determined by the applicable United States Environmental Protection Agency's (EPA) Energy Star Memorandum of Understanding. See the NOTES section of this manual page for more information.

To set the system idleness *threshold*, use one of the following entries:

```
threshold
system-threshold
system-threshold
                     always-on
```

where threshold is the value of the system idleness threshold in hours, minutes or seconds as indicated by a trailing h, m or s (defaulting to seconds if only a number is given). If always-on is specified, then by default, all devices will be left at full power.

To override the default device component thresholds assigned by the Power Management framework, a device-thresholds entry may be used. A device-thresholds entry sets thresholds for a specific automatically power-managed device or disables automatic Power Management for the specific device.

A device-thresholds entry has the form:

```
device-thresholds
                        phys_path (threshold ...) ...
or
device-thresholds
                     phys_path
                                  threshold
device-thresholds
                      phys_path
                                  always-on
```

where *phys_path* specifies the physical path (libdevinfo(3)) of a specific device. For example, /pci@8,600000/scsi@4/ssd@w210000203700c3ee, 0 specifies the physical path of a disk. A symbolic link into the /devices tree, for example /dev/dsk/c1t1d0s0, is also accepted. The thresholds apply (or keeping the device always on applies) to the specific device only.

In the first form above, each threshold value represents the number of hours, minutes or seconds, depending on a trailing h, m or s with a default to seconds, to spend idle at the corresponding power level before power will be reduced to the next lower level of that component. Parentheses are used to group thresholds per component, with the first (leftmost) group being applied to component 0, the next to component 1, and the like. Within a group, the last (rightmost) number represents the time to be idle in the highest power level of the component before going to the next-to-highest level, while the first (leftmost) number represents the time to be idle in the next-to-lowest power level before going to the lowest power level.

If the number of groups does not match the number of components exported by the device (by means of pm-components(9P) property), or the number of thresholds in a group is not one less than the number of power levels the corresponding component supports, then an error message will be printed and the entry will be ignored.

For example, assume a device called *xfb* exports the components *Frame Buffer* and *Monitor*. Component *Frame Buffer* has two power levels: Off and On. Component *Monitor* has four power levels: Off, Suspend, Standby, and On.

The following device-thresholds entry:

device-thresholds /pci@f0000/xfb@0 (0)(3m 5m 15m)

would set the *threshold* time for the *Monitor* component of the specific *xfb* card to go from On to Standby in 15 minutes, the *threshold* for *Monitor* to go from Standby to Suspendin 5 minutes, and the *threshold* for *Monitor* to go from Suspend to Off in 3 minutes. The threshold for *Frame Buffer* to go from On to Off will be 0 seconds.

In the second form above, where a single *threshold* value is specified without parentheses, the *threshold* value represents a maximum overall time within which the entire device should be powered down if it is idle. Because the system does not know about any internal dependencies there may be among a device's components, the device may actually be powered down sooner than the specified *threshold*, but will not take longer than the specified *threshold*, provided that all device components are idle.

In the third form above, all components of the device are left at full power.

Device Power Management entries are only effective if there is no user process controlling the device directly. For example, X Window systems directly control frame buffers and the entries in this file are effective only when X Windows are not running.

Dependencies among devices may also be defined. A device depends upon another if none of its components may have their power levels reduced unless all components of the other device are powered off. A dependency may be indicated by an entry of the form:

device-dependency dependent_phys_path phys_path [phys_path ...]

where <code>dependent_phys_path</code> is the path name (as above) of the device that is kept up by the others, and the <code>phys_path</code> entries specify the devices that keep it up. A symbolic link into the <code>/devices</code> tree, such as <code>/dev/fb</code>, is also accepted. This entry is needed only for logical dependents for the device. A logical dependent is a device that is not physically connected to the power managed device (for example, the display and the keyboard). Physical dependents are automatically considered and need not be included.

In addition to listing dependents by physical path, an arbitrary group of devices can be made dependent upon another device by specifying a property dependency using the following syntax:

```
device-dependency-property property phys_path [phys_path ...]
```

where each device that exports the property property will be kept up by the devices named by phys_path(s). A symbolic link into the /devices tree (such as /dev/fb) is accepted as well as a pathname for phys_path.

For example, the following entry:

```
# This entry keeps removable media from being powered down unless the
# console framebuffer and monitor are powered down
# (See removable-media(9P))
device-dependency-property removable-media /dev/fb
```

ensures that every device that exports the boolean property named removable-media will be kept up when the console framebuffer is up. See removable-media(9P).

An autopm entry may be used to enable or disable automatic device Power Management on a system-wide basis. The format of the autopm entry is:

autopmvbehavior

Acceptable behavior values and their meanings are:

default	The behavior of the system will depend upon its model. Desktop models that fall under the United States Environmental Protection Agency's <i>Energy Star Memorandum of Understanding</i> #3 will have automatic device Power Management enabled, and all others will not. See the NOTES section of this manual page for more information.
enable	Automatic device Power Management will be started when this entry is encountered.
disable	Automatic device Power Management will be stopped when this entry is encountered.

System Power Management

The system Power Management entries control power management of the entire system using the suspend-resume feature. When the system is suspended, the complete current state is saved on the disk before power is removed. On reboot, the system automatically starts a resume operation and the system is restored to the state it was in prior to suspend.

The system can be configured to do an automatic shutdown (autoshutdown) using the suspend-resume feature by an entry of the following form:

```
autoshutdown idle_time start_time finish_time behavior
```

idle_time specifies the time in minutes that system must have been idle before it will be automatically shutdown. System idleness is determined by the inactivity of the system and can be configured as discussed below.

start_time and finish_time (each in hh:mm) specify the time period during which the system may be automatically shutdown. These times are measured from the start of the day (12:00 a.m.). If the finish_time is less than or equal to the start_time, the period span from midnight to the finish_time and from the start_time to the following midnight. To specify continuous operation, the finish_time may be set equal to the start_time.

Acceptable *behavior* values and their meanings are:

shutdown The system will be shut down automatically when it has been idle

for the number of minutes specified in the *idle_time* value and the time of day falls between the *start_time* and *finish_time* values.

noshutdown The system is never shut down automatically.

autowakeup If the hardware has the capability to do autowakeup, the system

is shut down as if the value were shutdown and the system will be restarted automatically the next time the time of day equals

finish_time.

default The behavior of the system will depend upon its model. Desktop

models that fall under the United States Environmental Protection Agency's *Energy Star Memorandum of Understanding* #2 will have automatic shutdown enabled, as if *behavior* field were set to

shutdown, and all others will not. See NOTES.

unconfigured The system will not be shut down automatically. If the system has

just been installed or upgraded, the value of this field will be

changed upon the next reboot.

You can use the following format to configure the system's notion of idleness:

idleness_parameter value

Where *idleness_parameter* can be:

ttychars If the *idleness_parameter* is ttychars, the *value* field will be

interpreted as the maximum number of tty characters that can pass through the ldterm module while still allowing the system to be considered idle. This value defaults to 0 if no entry is provided.

loadaverage If the *idleness_parameter* is loadaverage, the (floating point) *value*

field will be interpreted as the maximum load average that can be seen while still allowing the system to be considered idle. This

value defaults to 0.04 if no entry is provided.

diskreads If the idleness_parameter is diskreads, the value field will be

interpreted as the maximum number of disk reads that can be perform by the system while still allowing the system to be considered idle. This value defaults to 0 if no entry is provided.

nfsreqs If the *idleness_parameter* is nfsreqs, the *value* field will be

interpreted as the maximum number of NFS requests that can be sent or received by the system while still allowing the system to be considered idle. Null requests, access requests, and getattr requests are excluded from this count. This value defaults to 0 if no entry is

provided.

idlecheck If the *idleness_parameter* is idlecheck, the *value* must be

pathname of a program to be executed to determine if the system is idle. If autoshutdown is enabled and the console keyboard, mouse, tty, CPU (as indicated by load average), network (as measured by NFS requests) and disk (as measured by read activity) have been idle for the amount of time specified in the autoshutdown entry specified above, and the time of day falls between the start and finish times, then this program will be executed to check for other idleness criteria. The *value* of the idle time specified in the above autoshutdown entry will be passed to the program in the environment variable PM_IDLETIME. The process must terminate with an exit code that represents the number of minutes that the process considers the system to have been idle.

There is no default *idlecheck* entry.

When the system is suspended, the current system state is saved on the disk in a statefile. An entry of following form can be used to change the location of statefile:

statefile pathname

where pathname identifies a block special file, for example, /dev/dsk/clt0d0s2, or is the absolute pathname of a local ufs file. If the pathname specifies a block special file, it can be a symbolic link as long as it does not have a file system mounted on it. If pathname specifies a local ufs file, it cannot be a symbolic link. If the file does not exist, it will be created during the suspend operation. All the directory components of the path must already exist.

The actual size of statefile depends on a variety of factors, including the size of system memory, the number of loadable drivers/modules in use, the number and type of processes running, and the amount of user memory that has been locked down. It is recommended that statefile be placed on a file system with at least 10 Mbytes of free space. In case there is no statefile entry at boot time, an appropriate new entry is automatically created by the system.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability	SUNWpmr		

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Interface stability	Evolving (Interfaces under DEVICE POWER MANAGEMENT are obsolete.)		

SEE ALSO

pmconfig(1M), powerd(1M), sys-unconfig(1M), uadmin(2), attributes(5), cpr(7), ldterm(7M), pm(7D), pm-components(9P), removable-media(9P)

Writing Device Drivers

Solaris Common Desktop Environment: User's Guide

NOTES

SPARC desktop models first shipped after October 1, 1995 and before July 1, 1999 comply with the United States Environmental Protection Agency's *Energy Star Memorandum of Understanding* #2 guidelines and have autoshutdownenabled by default after 30 minutes of system idleness. This is achieved by default keyword of autoshutdown entry behave as shutdown for these machines. The user is prompted to confirm this default behavior at system installation reboot, or during the first reboot after the system is unconfigured by sys-unconfig(1M).

SPARC desktop models first shipped after July 1, 1999 comply with the United States Environmental Protection Agency's *Energy Star Memorandum of Understanding #3* guidelines and have autoshutdowndisabled by default, with autopm enabled after 30 minutes of idleness. This is achieved by interpreting default keyword of autopm entry behavior as enabled for these machines. User is not prompted to confirm this default behavior.

To determine the version of the EPA's *Energy Star Memorandum* applicable to your machine, use:

```
prtconf -pv | grep -i energystar
```

Absence of a property indicates no Energy Star guidelines are applicable to your machine.

System Power Management (suspend-resume) is currently supported only on a limited set of hardware platforms. Please see the book *Solaris Common Desktop Environment: User's Guide*for a complete list of platforms that support system Power Management. See uname(2) to programatically determine if the machine supports suspend-resume.

NAME

environ, pref, variables – user-preference variables files for AT&T FACE

SYNOPSIS

\$HOME/pref/.environ

\$HOME/pref/.variables
\$HOME/FILECABINET/.pref
\$HOME/WASTEBASKET/.pref

DESCRIPTION

The .environ, .pref, and .variables files contain variables that indicate user preferences for a variety of operations. The .environ and .variables files are located under the user's \$HOME/pref directory. The .pref files are found under \$HOME/FILECABINET, \$HOME/WASTEBASKET, and any directory where preferences were set via the organize command. Names and descriptions for each variable are presented below. Variables are listed one per line and are of the form <code>variable=value</code>.

.environ Variables

Variables found in .environ include:

LOGINWIN [1-4] Windows that are opened when FACE is initialized.

SORTMODE Sort mode for file folder listings. Values include the following

hexadecimal digits:

1 Sorted alphabetically by name.

2 Files most recently modified first.

800 Sorted alphabetically by object type.

The values above may be listed in reverse order by ORing the following value:

1000

List objects in reverse order. For example, a value of 1002 will produce a folder listing with files LEAST recently modified displayed first. A value of 1001 would produce a "reverse" alphabetical by name listing of the folder.

DISPLAYMODE

Display mode for file folders. Values include the following hexadecimal digits:

0 File names only.

4 File names and brief description.

8 File names, description, plus additional information.

WASTEPROMPT Prompt before emptying wastebasket (yes/no?).

WASTEDAYS Number of days before emptying wastebasket.

PRINCMD[1-3] Print command defined to print files.

UMASK Holds default permissions with which files will be created.

.pref Variables

Variables found in .pref are the following:

pref(4)

SORTMODE Contains the same values as the SORTMODE variable described in

.environ above.

DISPMODE Contains the same values as the DISPLAYMODE variable described

in .environ above.

.variable Variables

Variables found in .variables include:

EDITOR Default editor.

PS1 Shell prompt.

NAME

printers – user-configurable printer alias database

SYNOPSIS

\$HOME/.printers

DESCRIPTION

The \$HOME/.printers file is a simplified version of the system /etc/printers.conf file (see printers.conf(4)). Users create the \$HOME/.printers file in their home directory. This optional file is customizable by the user.

The \$HOME/.printers file performs the following functions:

- 1. Sets personal aliases for all print commands.
- 2. Sets the interest list for the lpget, lpstat, and cancel commands. See lpget(1M), lpstat(1) and cancel(1).
- 3. Sets the default printer for the lp, lpr, lpq, and lprm commands. See lp(1), lpr(1B), lpg(1B), and lprm(1B).

Entries

Use a line or full screen editor to create or modify the \$HOME/.printers file.

Each entry in \$HOME/.printers describes one destination. Entries are one line consisting of two fields separated by either BLANKs or TABs and terminated by a NEWLINE. Format for an entry in \$HOME/.printers varies according to the purpose of the entry.

Empty lines can be included for readability. Entries may continue on to multiple lines by adding a backslash ('\') as the last character in the line. The \$HOME/.printers file can include comments. Comments have a pound sign ('#') as the first character in the line, and are terminated by a NEWLINE.

Setting Personal Aliases

Specify the alias or aliases in the first field. Separate multiple aliases by a pipe sign ('|'). Specify the destination in the second field. A destination names a printer or class of printers (see lpadmin(1M)). Specify the destination using atomic, POSIX-style (server: destination), or Federated Naming Service (FNS) (.../service/printer/...) names. See printers.conf(4) for information regarding the naming conventions for atomic and FNS names, and standards(5) for information regarding POSIX.

Setting the Interest List for lpget, lpstat and cancel

Specify all in the first field. Specify the list of destinations for the interest list in the second field. Separate each destinations by a comma (', '). Specify destinations using atomic, POSIX-style (server: destination), or FNS names (.../service/printer/...). See printers.conf(4) for information regarding the naming conventions for atomic and FNS names. This list of destinations may refer to an alias defined in \$HOME/.printers.

Setting the Default Destination

printers(4)

Specify _default in the first field. Specify the default destination in the second field. Specify the default destination using atomic, POSIX-style (server: destination), or FNS names (.../service/printer/...). See printers.conf(4) for information regarding the naming conventions for atomic and FNS names. The default destination may refer to an alias defined in \$HOME/.printers.

Locating Destination Information

The print client commands locate destination information based on the "printers" database entry in the /etc/nsswitch.conf file. See nsswitch.conf(4).

Locating the Personal Default Destination

The default destination is located differently depending on the command.

The 1p command locates the default destination in the following order:

- 1. lp command's -d destination option.
- 2. LPDEST environment variable.
- 3. PRINTER environment variable.
- 4. default destination in \$HOME/.printers.
- 5. default destination in /etc/printers.conf.
- 6. default destination in FNS.

The lpr, lpq, and lprm commands locate the default destination in the following order:

- 1. lpr command's -P destination option.
- 2. PRINTER environment variable.
- 3. LPDEST environment variable.
- 4. default destination in \$HOME/.printers.
- 5. _default destination in /etc/printers.conf.
- 6. default destination in FNS.

Locating the Interest List for lpget, lpstat, and cancel

The lpget, lpstat, and cancel commands locate the interest list in the following order:

- 1. all list in \$HOME/.printers.
- 2. all list in /etc/printers.conf.
- 3. _all list in FNS.

EXAMPLES

EXAMPLE 1 Setting the interest list

The following entry sets the interest list to destinations ps, secure, and dog at server west and finance ps at site bldg2:

all ps,secure,west:dog,site/bldg2/service/printer/finance ps

EXAMPLE 1 Setting the interest list (*Continued*)

EXAMPLE 2 Setting aliases to a printer

The following entry sets the aliases ps, lp, and lw to sparc printer:

ps | lp | lw sparc_printer

EXAMPLE 3 Setting an alias as a default destination

The following entry sets the alias pcl to hplj and sets it as the default destination:

pcl|_default hplj

EXAMPLE 4 Setting an alias to a server destination

The following entry sets the alias secure to destination catalpa at server tabloid:

secure tabloid:catalpa

EXAMPLE 5 Setting an alias to a site destination

The following entry sets the alias insecure to destination legal ps at site bldg2:

insecure site/bldg2/service/printer/legal_ps

/etc/printers.conf System printer configuration database.
printers.conf.byname NIS version of /etc/printers.conf.
printers.org_dir NIS+ version of /etc/printers.conf.
fns.ctx dir.domain FNS version of /etc/printers.conf.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability	SUNWpcu		
Stability Level	Stable		

SEE ALSO

cancel(1), lp(1), lpq(1B), lpr(1B), lprm(1B), lpstat(1), lpadmin(1M), lpget(1M), nsswitch.conf(4), printers.conf(4), attributes(5), fns(5), standards(5)

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NOTES

\$HOME/.printers is referenced by the printing commands before further name resolution is made in /etc/printers.conf or the name service. If the alias references a destination defined in /etc/printers.conf, it is possible that the destination is defined differently on different systems. This could cause output to be sent to an unintended destination if the user is logged in to a different system.

NAME | printers.conf – system printing configuration database

SYNOPSIS /etc/printers.conf

NIS printers.conf.byname

NIS+ printers.org_dir

FNS | fns.ctx_dir.domain

DESCRIPTION

The printers.conf file is the system printing configuration database. System administrators use printers.conf to describe destinations for the print client commands and the print protocol adaptor. A destination names a printer or class of printers (see lpadmin(1M)). The LP print spooler uses private LP configuration data for represented in the printers.conf database.

Entries

Each entry in printers.conf describes one destination. Entries are one line consisting of any number of fields separated by colons (':') and terminated by a NEWLINE. The first field of each entry specifies the name of the destination and aliases to which the entry describes. Specify one or more names or aliases of the destination in this first field. Specify the destination using atomic names. POSIX-style names are not acceptable. See standards(5). Separate destination names by pipe signs ('|').

Two destination names are reserved for special use in the first entry. Use _all to specify the interest list for lpget, lpstat, and cancel. Use _default to specify the default destination.

The remaining fields in an entry are *key=value* pairs. See Specifying Configuration Options for details regarding *key=value* pairs.

Empty lines can be included for readability. Entries may continue on to multiple lines by adding a backslash ('\') as the last character in the line. printers.conf can include comments. Comments have a pound sign ('#') as the first character in the line, and are terminated by a NEWLINE. Use the lpset command to create or modify printers.conf (see lpset(1M)). Do not make changes in printers.conf using an editor.

Specifying Configuration Options

key=value pairs are configuration options defined by the system administrator. *key* and *value* may be of arbitrary length. Separate *key* and *value* by the equal ('=') character.

Client/Server Configuration Options

The following client/server configuration options (represented as *key=value* pairs) are supported:

bsdaddr=server, destination[, Solaris]

Sets the server and destination name. Sets if the client generates protocol extensions for use with the lp command (see lp(1)). Solaris specifies a Solaris print server extension. If Solaris is not specified, no protocol extensions are generated. server is the name of the host containing the queue for destination. destination is the atomic name by which the server knows the destination.

printers.conf(4)

use=destination

Sets the destination to continue searching for configuration information. *destination* is an atomic or Federated Naming Service (FNS) (.../service/printer/...) name.

all=destination_list

Sets the interest list for the lpget, lpstat, and cancel commands. *destination_list* is a comma-separated list of destinations. Specify *destination* using atomic or FNS names (.../service/printer/...). See lpget(1M), lpstat(1), and cancel(1).

General Server Options

The following general server configuration options (represented as *key=value* pairs) are supported:

spooling-type=spooler[,version]

Sets the type of spooler under which a destination is configured. Dynamically loads translation support for the back-end spooling system from

/usr/lib/print/bsd-adaptor/bsd_spooler.so[.version]. Specify spooler as lpsched, cascade, or test. lpsched is used as a default for locally attached destinations. cascade is used as a default for destination spooled on a remote host. Use test for the test module to allow the capture of print requests. If using a versioned spooler module, version specifies the version of the translation module.

spooling-type-path=dir_list

Sets the location of translation support for the type of spooler defined by the spooling-type key. Locates translation support for the for the type of spooler under which a destination is configured. *dir_list* is a comma-separated list of absolute pathnames to the directories used to locate translation support for the spooling system set by the spooling-type key.

LP Server Options

The following LP configuration options (represented as key=value pairs) are supported:

user-equivalence=true|false

Sets whether or not usernames are considered equivalent when cancelling a print request submitted from a different host in a networked environment. true means that usernames are considered equivalent, and permits users to cancel a print requests submitted from a different host. user-equivalence is set to false by default. false means that usernames are not considered equivalent, and does not permit users cancel a print request submitted from a different host. If user-equivalence is set to false, print requests can only be cancelled by the users on the host on whichs the print prequest was generated or by the super-user on the print server.

Test Configuration Options

The following test configuration options (represented as *key=value* pairs) are supported:

test-spooler-available=true|false

Sets whether or not the protocol adaptor accepts connection requests to the test adaptor for the destination. true means that the protocol adaptor accepts connection requests to the test adaptor for the destination. test-spooleravailable is set to true by default. false means that the protocol adaptor does not accept connection requests to the test adaptor for the destination.

test-log=dir

Sets the location of the log file generated by the test translation module. Specify dir as an absolute pathname.

test-dir=dir

Sets the directory to be used during execution of the test translation module. Specify *dir* as an absolute pathname.

test-access=true|false

Sets whether or not the requesting client has access to the test translation module. true means that the requesting client has access to the test translation module. test-access is set to true by default. false means that the the requesting client does not have access to the test translation module.

test-accepting=true|false

Sets whether or not the configured destination is accepting job submission requests. true means that the configured destination is accepting job submission requests. test-accepting is set to true by default. false means that the configured destination is not accepting job submission requests.

test-restart=true|false

Sets whether or not a protocol request to restart the destination will be honored or return an error. true means that a protocol request to restart the destination will be honored. test-restart is set to true by default. false means that a protocol request to restart the destination return an error.

test-submit=true|false

Sets whether or not a protocol request to submit a job to a destination will be honored or return an error. true means that a protocol request to submit a job to a destination will be honored. test-submit is set to true by default. false means that a protocol request to submit a job to a destination will not be honored.

test-show-queue-file=file

Sets the name of the file whose contents are to be returned as the result of a status query. Specify *file* as an absolute pathname.

test-cancel-cancel-file=file

Sets the name of the file whose contents are returned as the result of a cancellation request. Specify *file* as an absolute pathname.

Locating Destination Information

The print client commands and the print protocol adaptor locate destination information based on the "printers" database entry in the /etc/nsswitch.conf file. See nsswitch.conf(4).

Locating the Personal Default Destination

printers.conf(4)

The default destination is located differently depending on the command.

The 1p command locates the default destination in the following order:

- 1. 1p command's -d destination option.
- 2. LPDEST environment variable.
- 3. PRINTER environment variable.
- 4. default destination in \$HOME/.printers.
- 5. _default destination in /etc/printers.conf.
- 6. default destination in FNS.

The lpr, lpq, and lprm commands locate the default destination in the following order:

- 1. lpr command's -P destination option.
- 2. PRINTER environment variable.
- 3. LPDEST environment variable.
- 4. default destination in \$HOME/.printers.
- 5. _default destination in /etc/printers.conf.
- 6. default destination in FNS.

Locating the Interest List for lpstat, lpget, and cancel

The lpget, lpstat, and cancel commands locate the interest list in the following order:

- 1. all list in \$HOME/.printers.
- 2. all list in /etc/printers.conf.
- 3. all list in FNS.

Looking Up Destinations Using Atomic Names and FNS

Federated Naming Service (FNS) supports resolution of *composite* names spanning multiple naming systems. FNS supports several underlying naming services: NIS+, NIS, and files.

Atomic destination names are resolved using the search order specified by the "printers" database entry in the /etc/nsswitch.conf file. When the "xfn" service is configured in the "printers" database, the following Federated Name Service contexts are searched for the supplied name:

thisuser/service/printer, myorgunit/service/printer,

EXAMPLES

EXAMPLE 1 Setting the interest list

The following entry sets the interest list for the lpget, lpstat and cancel commands to printer1, printer2 and printer3:

_all:all=printer1,printer2,printer3

```
EXAMPLE 1 Setting the interest list
                                       (Continued)
```

EXAMPLE 2 Setting the server name

The following entry sets the server name to server and and printer name to ps printer for destinations printer1 and ps. It does not generate protocol extensions.

printer1 | ps:bsdaddr=server,ps printer

EXAMPLE 3 Setting server name and destination name

The following entry sets the server name to server and destination name to pcl printer, for destination printer2. It also generates Solaris protocol extensions.

printer2:bsdaddr=server,pcl_printer,Solaris

EXAMPLE 4 Setting server name and destination name with continuous search

The following entry sets the server name to server and destination name to new printer, for destination printer3. It also sets the printer3 to continue searching for configuration information to printer another printer.

printer3:bsdaddr=server,new_printer:use=another_printer

EXAMPLE 5 Setting default destination

The following entry sets the default destination to continue searching for configuration information to destination printer1.

default:use=printer1

FILES

```
/etc/printers.conf
  System configuration database.
```

\$HOME/.printers

User-configurable printer database.

printers.conf.byname (NIS)

NIS version of /etc/printers.conf.

printers.org dir(NIS+)

NIS+ version of /etc/printers.conf.

fns.ctx dir.domain

FNS version of /etc/printers.conf.

/usr/lib/print/bsd-adaptor/bsd spooler.so* Spooler translation modules.

/usr/lib/print/in.lpd

BSD print protocol adapter.

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ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE		
Availability	SUNWpcu		
Stability Level	Stable		

SEE ALSO

$$\label{eq:cancel} \begin{split} & \texttt{cancel(1)}, \texttt{lp(1)}, \texttt{lpq(1B)}, \texttt{lprm(1B)}, \texttt{lpstat(1)}, \texttt{in.lpd(1M)}, \\ & \texttt{lpadmin(1M)}, \texttt{lpget(1M)}, \texttt{lpset(1M)}, \texttt{nsswitch.conf(4)}, \texttt{printers(4)}, \\ & \texttt{attributes(5)}, \texttt{fns(5)}, \texttt{fns_policies(5)}, \texttt{standards(5)} \end{split}$$

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NAME

proc – /proc, the process file system

DESCRIPTION

/proc is a file system that provides access to the state of each process and light-weight process (lwp) in the system. The name of each entry in the /proc directory is a decimal number corresponding to a process-ID. These entries are themselves subdirectories. Access to process state is provided by additional files contained within each subdirectory; the hierarchy is described more completely below. In this document, "/proc file" refers to a non-directory file within the hierarchy rooted at /proc. The owner of each /proc file and subdirectory is determined by the user-ID of the process.

/proc can be mounted on any mount point, in addition to the standard /proc mount point, and can be mounted several places at once. Such additional mounts are allowed in order to facilitate the confinement of processes to subtrees of the file system via chroot(1M) and yet allow such processes access to commands like ps(1).

Standard system calls are used to access /proc files: open(2), close(2), read(2), and write(2) (including readv(2), writev(2), pread(2), and pwrite(2)). Most files describe process state and can only be opened for reading. ctl and lwpctl (control) files permit manipulation of process state and can only be opened for writing. as (address space) files contain the image of the running process and can be opened for both reading and writing. An open for writing allows process control; a read-only open allows inspection but not control. In this document, we refer to the process as open for reading or writing if any of its associated /proc files is open for reading or writing.

In general, more than one process can open the same /proc file at the same time. Exclusive open is an advisory mechanism provided to allow controlling processes to avoid collisions with each other. A process can obtain exclusive control of a target process, with respect to other cooperating processes, if it successfully opens any /proc file in the target process for writing (the as or ctl files, or the lwpctl file of any lwp) while specifying O EXCL in the open(2). Such an open will fail if the target process is already open for writing (that is, if an as, ctl, or lwpctl file is already open for writing). There can be any number of concurrent read-only opens; O EXCL is ignored on opens for reading. It is recommended that the first open for writing by a controlling process use the O EXCL flag; multiple controlling processes usually result in chaos.

If a process opens one of its own /proc files for writing, the open succeeds regardless of O EXCL and regardless of whether some other process has the process open for writing. Self-opens do not count when another process attempts an exclusive open. (A process cannot exclude a debugger by opening itself for writing and the application of a debugger cannot prevent a process from opening itself.) All self-opens for writing are forced to be close-on-exec (see the F SETFD operation of fcnt1(2)).

Data may be transferred from or to any locations in the address space of the traced process by applying 1seek(2) to position the as file at the virtual address of interest followed by read(2) or write(2) (or by using pread(2) or pwrite(2) for the combined operation). The address-map file /proc/pid/map can be read to determine

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the accessible areas (mappings) of the address space. I/O transfers may span contiguous mappings. An I/O request extending into an unmapped area is truncated at the boundary. A write request beginning at an unmapped virtual address fails with EIO; a read request beginning at an unmapped virtual address returns zero (an end-of-file indication).

One of prfillset() or premptyset() must be used to initialize set before it is used in any other operation. flag must be a member of the enumeration corresponding to set.

Every process contains at least one *light-weight process*, or *lwp*. Each lwp represents a flow of execution that is independently scheduled by the operating system. All lwps in a process share its address space as well as many other attributes. Through the use of lwpctl and ctl files as described below, it is possible to affect individual lwps in a process or to affect all of them at once, depending on the operation.

When the process has more than one lwp, a representative lwp is chosen by the system for certain process status files and control operations. The representative lwp is a stopped lwp only if all of the process's lwps are stopped; is stopped on an event of interest only if all of the lwps are so stopped (excluding PR_SUSPENDED lwps); is in a PR_REQUESTED stop only if there are no other events of interest to be found; or, failing everything else, is in a PR_SUSPENDED stop (implying that the process is deadlocked). See the description of the status file for definitions of stopped states. See the PCSTOP control operation for the definition of "event of interest".

The representative lwp remains fixed (it will be chosen again on the next operation) as long as all of the lwps are stopped on events of interest or are in a PR_SUSPENDED stop and the PCRUN control operation is not applied to any of them.

When applied to the process control file, every /proc control operation that must act on an lwp uses the same algorithm to choose which lwp to act upon. Together with synchronous stopping (see PCSET), this enables a debugger to control a multiple-lwp process using only the process-level status and control files if it so chooses. More fine-grained control can be achieved using the lwp-specific files.

The system supports two process data models, the traditional 32-bit data model in which ints, longs and pointers are all 32 bits wide (the ILP32 data model), and on some platforms the 64-bit data model in which longs and pointers, but not ints, are 64 bits in width (the LP64 data model). In the LP64 data model some system data types, notably size t, off t, time t and dev t, grow from 32 bits to 64 bits as well.

The /proc interfaces described here are available to both 32-bit and 64-bit controlling processes. However, many operations attempted by a 32-bit controlling process on a 64-bit target process will fail with EOVERFLOW because the address space range of a 32-bit process cannot encompass a 64-bit process or because the data in some 64-bit system data type cannot be compressed to fit into the corresponding 32-bit type without loss of information. Operations that fail in this circumstance include reading and writing the address space, reading the address-map file, and setting the target process's registers. There is no restriction on operations applied by a 64-bit process to either a 32-bit or a 64-bit target processes.

The format of the contents of any /proc file depends on the data model of the observer (the controlling process), not on the data model of the target process. A 64-bit debugger does not have to translate the information it reads from a /proc file for a 32-bit process from 32-bit format to 64-bit format. However, it usually has to be aware of the data model of the target process. The pr dmodel field of the status files indicates the target process's data model.

To help deal with system data structures that are read from 32-bit processes, a 64-bit controlling program can be compiled with the C preprocessor symbol SYSCALL32 defined before system header files are included. This makes explicit 32-bit fixed-width data structures (like cstruct stat32) visible to the 64-bit program. See types32(3HEAD).

DIRECTORY **STRUCTURE**

At the top level, the directory /proc contains entries each of which names an existing process in the system. These entries are themselves directories. Except where otherwise noted, the files described below can be opened for reading only. In addition, if a process becomes a zombie (one that has exited but whose parent has not yet performed a wait(2) upon it), most of its associated /proc files disappear from the hierarchy; subsequent attempts to open them, or to read or write files opened before the process exited, will elicit the error ENOENT.

Although process state and consequently the contents of /proc files can change from instant to instant, a single read(2) of a /proc file is guaranteed to return a sane representation of state; that is, the read will be atomic with respect to the state of the process. No such guarantee applies to successive reads applied to a /proc file for a running process. In addition, atomicity is not guaranteed for I/O applied to the as (address-space) file for a running process or for a process whose address space contains memory shared by another running process.

A number of structure definitions are used to describe the files. These structures may grow by the addition of elements at the end in future releases of the system and it is not legitimate for a program to assume that they will not.

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STRUCTURE OF /proc/pid

A given directory /proc/pid contains the following entries. A process can use the invisible alias /proc/self if it wishes to open one of its own /proc files (invisible in the sense that the name "self" does not appear in a directory listing of /proc obtained from ls(1), getdents(2), or readdir(3C)).

- as Contains the address-space image of the process; it can be opened for both reading and writing. lseek(2) is used to position the file at the virtual address of interest and then the address space can be examined or changed through read(2) or write(2) (or by using pread(2) or pwrite(2) for the combined operation).
- A write-only file to which structured messages are written directing the system to change some aspect of the process's state or control its behavior in some way. The seek offset is not relevant when writing to this file. Individual lwps also have associated lwpctl files in the lwp subdirectories. A control message may be written either to the process's ctl file or to a specific lwpctl file with operation-specific effects. The effect of a control message is immediately reflected in the state of the process visible through appropriate status and information files. The types of control messages are described in detail later. See CONTROL MESSAGES.

status

Contains state information about the process and the representative lwp. The file contains a pstatus structure which contains an embedded lwpstatus structure for the representative lwp, as follows:

pr_flags is a bit-mask holding the following process flags. For convenience, it also contains the lwp flags for the representative lwp, described later.

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PR_ISSYS	process is a system process (see PCSTOP).
PR_VFORKP	process is the parent of a vforked child (see PCWATCH).
PR_FORK	process has its inherit-on-fork mode set (see PCSET).
PR_RLC	process has its run-on-last-close mode set (see PCSET).
PR_KLC	process has its kill-on-last-close mode set (see PCSET).
PR_ASYNC	process has its asynchronous-stop mode set (see PCSET).
PR_MSACCT	process has microstate accounting enabled (see PCSET).
PR_MSFORK	process microstate accounting is inherited on fork (see PCSET).
PR_BPTADJ	process has its breakpoint adjustment mode set (see PCSET).
PR_PTRACE	process has its ptrace-compatibility mode set (see PCSET).

pr nlwp is the total number of lwps in the process.

pr pid, pr ppid, pr pgid, and pr sid are, respectively, the process ID, the ID of the process's parent, the process's process group ID, and the process's session ID.

pr aslwpid is obsolete and is always zero.

pr agentid is the lwp-ID for the /proc agent lwp (see the PCAGENT control operation). It is zero if there is no agent lwp in the process.

pr sigpend identifies asynchronous signals pending for the process.

pr brkbase is the virtual address of the process heap and pr brksize is its size in bytes. The address formed by the sum of these values is the process break (see brk(2)). pr stkbase and pr stksize are, respectively, the virtual address of the process stack and its size in bytes. (Each lwp runs on a separate stack; the distinguishing characteristic of the process stack is that the operating system will grow it when necessary.)

pr utime, pr stime, pr cutime, and pr cstime are, respectively, the user CPU and system CPU time consumed by the process, and the cumulative user CPU and system CPU time consumed by the process's children, in seconds and nanoseconds.

pr sigtrace and pr flttrace contain, respectively, the set of signals and the set of hardware faults that are being traced (see PCSTRACE and PCSFAULT).

pr sysentry and pr sysexit contain, respectively, the sets of system calls being traced on entry and exit (see PCSENTRY and PCSEXIT).

pr dmodel indicates the data model of the process. Possible values are:

PR MODEL ILP32 process data model is ILP32. PR MODEL_LP64 process data model is LP64.

```
PR MODEL NATIVE
                            process data model is native.
```

The constant PR MODEL NATIVE reflects the data model of the controlling process, that is, its value is PR MODEL ILP32 or PR MODEL LP64 according to whether the controlling process has been compiled as a 32-bit program or a 64-bit program, respectively.

pr lwp contains the status information for the representative lwp:

```
typedef struct lwpstatus {
   /* flags (see below) */
    int pr_flags;
    struct sigaction pr_action; /* signal action for current signal */
    short pr_syscall; /* system call number (if in syscall) */
short pr_nsysarg; /* number of arguments to this syscall */
int pr_errno; /* errno for failed syscall */
    long pr_systag:---- /* primary systall return value, if any */
long pr_rval2; /* second systall return value, if any */
    char pr_clname[PRCLSZ]; /* scheduling class name */
   timestruc_t pr_tstamp; /* real-time time stamp of stop */
timestruc_t pr_utime; /* lwp user cpu time */
timestruc_t pr_stime; /* lwp system cpu time */
uintptr_t pr_ustack; /* stack boundary data (stack_t) address */
ulong t pr instr: /* current instruction */
                                /* current instruction */
    } lwpstatus t;
```

pr flags is a bit-mask holding the following lwp flags. For convenience, it also contains the process flags, described previously.

```
PR STOPPED
                   lwp is stopped.
PR ISTOP
                   lwp is stopped on an event of interest (see PCSTOP).
PR DSTOP
                   lwp has a stop directive in effect (see PCSTOP).
PR STEP
                   lwp has a single-step directive in effect (see PCRUN).
                   lwp is in an interruptible sleep within a system call.
PR ASLEEP
PR PCINVAL
                   lwp's current instruction (pr instr) is undefined.
PR ASLWP
                   this flag is obsolete and is never set..
PR AGENT
                   this is the /proc agent lwp for the process.
pr lwpid names the specific lwp.
```

pr why and pr what together describe, for a stopped lwp, the reason for the stop. Possible values of pr why and the associated pr what are:

PR REQUESTED indicates that the stop occurred in response to a stop directive, normally because PCSTOP was applied or because another lwp stopped on an event of interest and the asynchronous-stop flag (see PCSET) was not set for the process. pr what is unused in this

case.

PR SIGNALLED indicates that the lwp stopped on receipt of a signal (see PCSTRACE); pr what holds the signal number that caused the

stop (for a newly-stopped lwp, the same value is in pr cursig).

PR FAULTED indicates that the lwp stopped on incurring a hardware fault (see

PCSFAULT); pr what holds the fault number that caused the stop.

PR SYSENTRY

PR SYSEXIT indicate a stop on entry to or exit from a system call (see

PCSENTRY and PCSEXIT); pr what holds the system call

number.

PR JOBCONTROL indicates that the lwp stopped due to the default action of a job

control stop signal (see sigaction(2)); pr what holds the

stopping signal number.

PR SUSPENDED indicates that the lwp stopped due to internal synchronization of

lwps within the process. pr_what is unused in this case.

pr cursig names the current signal, that is, the next signal to be delivered to the lwp, if any. pr info, when the lwp is in a PR SIGNALLED or PR FAULTED stop, contains additional information pertinent to the particular signal or fault (see <sys/siginfo.h>).

pr 1wppend identifies any synchronous or directed signals pending for the lwp. pr lwphold identifies those signals whose delivery is being blocked by the lwp (the signal mask).

pr action contains the signal action information pertaining to the current signal (see sigaction(2)); it is undefined if pr cursig is zero. pr altstack contains the alternate signal stack information for the lwp (see sigaltstack(2)).

pr oldcontext, if not zero, contains the address on the lwp stack of a ucontext structure describing the previous user-level context (see ucontext(3HEAD)). It is non-zero only if the lwp is executing in the context of a signal handler.

pr syscall is the number of the system call, if any, being executed by the lwp; it is non-zero if and only if the lwp is stopped on PR SYSENTRY or PR SYSEXIT, or is asleep within a system call (PR ASLEEP is set). If pr syscall is non-zero, pr nsysarg is the number of arguments to the system call and pr sysarg contains the actual arguments.

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pr rval1, pr rval2, and pr errno are defined only if the lwp is stopped on PR SYSEXIT or if the PR VFORKP flag is set. If pr errno is zero, pr rval1 and pr rval2 contain the return values from the system call. Otherwise, pr errno contains the error number for the failing system call (see <sys/errno.h>).

pr clname contains the name of the lwp's scheduling class.

pr tstamp, if the lwp is stopped, contains a time stamp marking when the lwp stopped, in real time seconds and nanoseconds since an arbitrary time in the past.

pr utime is the amount of user level CPU time used by this LWP.

pr stime is the amount of system level CPU time used by this LWP.

pr ustack is the virtual address of the stack t that contains the stack boundaries for this LWP. See getustack(2) and stack grow(3C).

pr instr contains the machine instruction to which the lwp's program counter refers. The amount of data retrieved from the process is machine-dependent. On SPARC based machines, it is a 32-bit word. On IA based machines, it is a single byte. In general, the size is that of the machine's smallest instruction. If PR PCINVAL is set, pr instr is undefined; this occurs whenever the lwp is not stopped or when the program counter refers to an invalid virtual address.

pr reg is an array holding the contents of a stopped lwp's general registers.

SPARC	On SPA	ARC-based mad	chines, the pred	efined constants
	R GO	R G7 R O0	R 07 R I.0	R T.7 R TO

G0 ... R G7, R O0 ... R O7, R L0 ... R L7, R I0 ... R I7, R PC, R nPC, and R Y can be used as indices to refer to the corresponding registers; previous register windows can be read from their overflow locations on the stack (however, see the gwindows file in the

/proc/pid/lwp/lwpid subdirectory).

SPARC V8 (32-bit) For SPARC V8 (32-bit) controlling processes, the

> predefined constants R PSR, R WIM, and R TBR can be used as indices to refer to the corresponding special registers. For SPARC V9 (64-bit) controlling processes, the predefined constants R CCR, R ASI, and R FPRS can be used as indices to refer to the corresponding

special registers.

IΑ On IA based machines, the predefined constants SS,

> UESP, EFL, CS, EIP, ERR, TRAPNO, EAX, ECX, EDX, EBX, ESP, EBP, ESI, EDI, DS, ES, FS, and GS can be used as

indices to refer to the corresponding registers.

pr fpreg is a structure holding the contents of the floating-point registers.

SPARC registers, both general and floating-point, as seen by a 64-bit controlling process are the V9 versions of the registers, even if the target process is a 32-bit (V8) process. V8 registers are a subset of the V9 registers.

If the lwp is not stopped, all register values are undefined.

psinfo

Contains miscellaneous information about the process and the representative lwp needed by the ps(1) command. psinfo is accessible after a process becomes a *zombie*. The file contains a psinfo structure which contains an embedded lwpsinfo structure for the representative lwp, as follows:

```
typedef struct psinfo {
   int pr_argc;
uintptr_t pr_argv;
uintptr_t pr_envp;
char pr_dmodel;
lwpsinfo_t pr_lwp;
/* information for representative lwp */
/* intitial argument vector */
data model of the process */
lwpsinfo_t pr_lwp;
/* information for representative lwp */
// representative lwp */
                                 /* task id */
    taskid t pr taskid;
    projid_t pr_projid; /* project id */
} psinfo t;
```

Some of the entries in psinfo, such as pr_flag and pr_addr, refer to internal kernel data structures and should not be expected to retain their meanings across different versions of the operating system.

pr pctcpu and pr pctmem are 16-bit binary fractions in the range 0.0 to 1.0 with the binary point to the right of the high-order bit (1.0 == 0x8000). pr pctcpu is the summation over all lwps in the process.

pr lwp contains the ps(1) information for the representative lwp. If the process is a zombie, pr_nlwp and pr_lwp.pr_lwpid are zero and the other fields of pr_lwp are undefined:

```
typedef struct lwpsinfo {
     char pr_stype;
                                            /* synchronization event type */
     char pr_state; /* numeric lwp state */
char pr_sname; /* printable character for pr_state */
char pr_nice; /* nice for cpu usage */
short pr_syscall; /* system call number (if in syscall) */
char pr_oldpri; /* pre-SVR4, low value is high priority that pr cpu; /* pre-SVR4 call number (if in syscall) */
                                           /* numeric lwp state */
                                           /* pre-SVR4, low value is high priority */
     char pr_cpu; /* pre-SVR4, cpu usage for scheduling */
int pr_pri; /* priority, high value = high priority */
ushort_t pr_pctcpu; /* % of recent cpu time used by this lwp */
timestruc_t pr_start; /* lwp start time, from the epoch */
timestruc_t pr_time. /* cpu_time_from_the.
      timestruc_t pr_time; /* cpu time for this lwp */
char pr_clname[PRCLSZ]; /* scheduling class name */
      processorid_t pr_bindpro; /* processor to which lwp is bound */
      psetid_t pr_bindpset; /* processor set to which lwp is bound */
} lwpsinfo_t;
```

Some of the entries in lwpsinfo, such as pr flag, pr addr, pr wchan, pr stype, pr state, and pr name, refer to internal kernel data structures and should not be expected to retain their meanings across different versions of the operating system.

pr pctcpu is a 16-bit binary fraction, as described above. It represents the CPU time used by the specific lwp. On a multi-processor machine, the maximum value is 1/N, where N is the number of CPUs.

cred

Contains a description of the credentials associated with the process:

```
typedef struct prcred {
   uid t pr euid;
                   /* effective user id */
                    /* real user id */
   uid_t pr_ruid;
   uid_t pr_suid;  /* saved user id (from exec) */
gid_t pr_egid;  /* effective group id */
   gid_t pr_groups[1]; /* array of supplementary groups */
} prcred t;
```

The array of associated supplementary groups in pr groups is of variable length; the cred file contains all of the supplementary groups. pr ngroups indicates the number of supplementary groups. (See also the PCSCRED control operation.)

sigact

Contains an array of sigaction structures describing the current dispositions of all signals associated with the traced process (see sigaction(2)). Signal numbers are displaced by 1 from array indices, so that the action for signal number n appears in position *n*-1 of the array.

auxv

Contains the initial values of the process's aux vector in an array of auxv_t structures (see <sys/auxv.h>). The values are those that were passed by the operating system as startup information to the dynamic linker.

Idt This file exists only on IA based machines. It is non-empty only if the process has established a local descriptor table (LDT). If non-empty, the file contains the array of currently active LDT entries in an array of elements of type struct ssd, defined in <sys/sysi86.h>, one element for each active LDT entry.

map

Contains information about the virtual address map of the process. The file contains an array of prmap structures, each of which describes a contiguous virtual address region in the address space of the traced process:

pr_vaddr is the virtual address of the mapping within the traced process and pr_size is its size in bytes. pr_mapname, if it does not contain a null string, contains the name of a file in the object directory (see below) that can be opened read-only to obtain a file descriptor for the mapped file associated with the mapping. This enables a debugger to find object file symbol tables without having to know the real path names of the executable file and shared libraries of the process. pr_offset is the 64-bit offset within the mapped file (if any) to which the virtual address is mapped.

pr mflags is a bit-mask of protection and attribute flags:

MA_READ mapping is readable by the traced process.

MA_WRITE mapping is writable by the traced process.

MA_EXEC mapping is executable by the traced process.

MA_SHARED mapping changes are shared by the mapped object.

MA_ISM mapping is intimate shared memory (shared MMU resources).

A contiguous area of the address space having the same underlying mapped object may appear as multiple mappings due to varying read, write, and execute attributes. The underlying mapped object does not change over the range of a single mapping. An I/O operation to a mapping marked MA_SHARED fails if applied at a virtual address not corresponding to a valid page in the underlying mapped object. A write to a MA_SHARED mapping that is not marked MA_WRITE fails. Reads and writes to private mappings always succeed. Reads and writes to unmapped addresses fail.

pr pagesize is the page size for the mapping, currently always the system pagesize.

pr_shmid is the shared memory identifier, if any, for the mapping. Its value is -1 if the mapping is not System V shared memory. See shmget(2).

rmap

Contains information about the reserved address ranges of the process. The file contains an array of prmap structures, as defined above for the map file. Each structure describes a contiguous virtual address region in the address space of the traced process that is reserved by the system in the sense that an mmap(2) system call that does not specify MAP_FIXED will not use any part of it for the new mapping. Examples of such reservations include the address ranges reserved for the process stack and the individual thread stacks of a multi-threaded process.

cwd

A symbolic link to the process's current working directory (see chdir(2)). A readlink(2) of /proc/pid/cwd yields a null string. However, it can be opened, listed, and searched as a directory and can be the target of chdir(2).

root

A symbolic link to the process's root directory. /proc/pid/root can differ from the system root directory if the process or one of its ancestors executed chroot(2) as super-user. It has the same semantics as /proc/pid/cwd.

fd

A directory containing references to the open files of the process. Each entry is a decimal number corresponding to an open file descriptor in the process.

If an entry refers to a regular file, it can be opened with normal file system semantics but, to ensure that the controlling process cannot gain greater access than the controlled process, with no file access modes other than its read/write open modes in the controlled process. If an entry refers to a directory, it appears as a symbolic link and can be accessed with the same semantics as /proc/pid/cwd. An attempt to open any other type of entry fails with EACCES.

object

A directory containing read-only files with names corresponding to the pr_mapname entries in the map and pagedata files. Opening such a file yields a file descriptor for the underlying mapped file associated with an address-space mapping in the process. The file name a . out appears in the directory as an alias for the process's executable file.

The object directory makes it possible for a controlling process to gain access to the object file and any shared libraries (and consequently the symbol tables) without having to know the actual path names of the executable files.

pagedata

Opening the page data file enables tracking of address space references and modifications on a per-page basis.

A read(2) of the page data file descriptor returns structured page data and atomically clears the page data maintained for the file by the system. That is to say, each read returns data collected since the last read; the first read returns data collected since the file was opened. When the call completes, the read buffer contains the following structure as its header and thereafter contains a number of section header structures and associated byte arrays that must be accessed by walking linearly through the buffer.

```
typedef struct prpageheader {
  timestruc_t pr_tstamp; /* real time stamp, time of read() */
  } prpageheader t;
```

The header is followed by pr nmap prasmap structures and associated data arrays. The prasmap structure contains the following elements:

```
typedef struct prasmap {
   char pr_mapname[PRMAPSZ]; /* name in /proc/pid/object */
   offset t pr_offset; /* offset into mapped object, if any */
int pr_mflags; /* protection and attribute flags */
   int pr_mflags;
int pr_pagesize;
                         /* pagesize for this mapping in bytes */
/* graft -'
                             /* SysV shared memory identifier */
   int pr shmid;
} prasmap t;
```

Each section header is followed by pr npage bytes, one byte for each page in the mapping, plus 0-7 null bytes at the end so that the next prasmap structure begins on an eight-byte aligned boundary. Each data byte may contain these flags:

```
PG REFERENCED
                           page has been referenced.
PG MODIFIED
                           page has been modified.
```

If the read buffer is not large enough to contain all of the page data, the read fails with E2BIG and the page data is not cleared. The required size of the read buffer can be determined through fstat(2). Application of lseek(2) to the page data file descriptor is ineffective; every read starts from the beginning of the file. Closing the page data file descriptor terminates the system overhead associated with collecting the data.

More than one page data file descriptor for the same process can be opened, up to a system-imposed limit per traced process. A read of one does not affect the data being collected by the system for the others. An open of the page data file will fail with ENOMEM if the system-imposed limit would be exceeded.

watch

Contains an array of prwatch structures, one for each watched area established by the PCWATCH control operation. See PCWATCH for details.

usage

Contains process usage information described by a prusage structure which contains at least the following fields:

```
typedef struct prusage {
   int pr_count; /* number of contributing lwps */
timestruc_t pr_tstamp; /* real time stamp, time of read() */
timestruc_t pr_create; /* process/lwp creation time stamp */
   timestruc_t pr_term;
                          /* process/lwp termination time stamp */
   timestruc_t pr_rtime;    /* total lwp real (elapsed) time */
   timestruc t pr ttime; /* other system trap CPU time */
```

If microstate accounting has not been enabled for the process (see the PR_MSACCT flag for the PCSET operation, below), the usage file contains only an estimate of times spent in the various states. The usage file is accessible after a process becomes a *zombie*.

Istatus

Contains a prheader structure followed by an array of lwpstatus structures, one for each lwp in the process (see also /proc/pid/lwp/lwpid/lwpstatus, below). The prheader structure describes the number and size of the array entries that follow.

The lwpstatus structure may grow by the addition of elements at the end in future releases of the system. Programs must use pr_entsize in the file header to index through the array. These comments apply to all /proc files that include a prheader structure (lpsinfo and lusage, below).

lpsinfo

Contains a prheader structure followed by an array of lwpsinfo structures, one for each lwp in the process. (See also /proc/pid/lwp/lwpid/lwpsinfo, below.)

lusage

Contains a prheader structure followed by an array of prusage structures, one for each lwp in the process plus an additional element at the beginning that contains the summation over all defunct lwps (lwps that once existed but no longer exist in the process). Excluding the pr_lwpid, pr_tstamp, pr_create, and pr_term entries, the entry-by-entry summation over all these structures is the definition of the process usage information obtained from the usage file. (See also /proc/pid/lwp/lwpid/lwpusage, below.)

lwp

A directory containing entries each of which names an lwp within the process. These entries are themselves directories containing additional files as described below.

STRUCTURE OF /proc/pid/lwp/ 1 weekid A given directory /proc/pid/1wp/lwpid contains the following entries:

Write-only control file. The messages written to this file affect the specific lwp rather than the representative lwp, as is the case for the process's ctl file.

lwpstatus

lwp-specific state information. This file contains the lwpstatus structure for the specific lwp as described above for the representative lwp in the process's status file.

lwpsinfo

lwp-specific ps(1) information. This file contains the lwpsinfo structure for the specific lwp as described above for the representative lwp in the process's psinfo file.

lwpusage

This file contains the prusage structure for the specific lwp as described above for the process's usage file.

gwindows

This file exists only on SPARC based machines. If it is non-empty, it contains a gwindows_t structure, defined in <sys/regset.h>, with the values of those SPARC register windows that could not be stored on the stack when the lwp stopped. Conditions under which register windows are not stored on the stack are: the stack pointer refers to nonexistent process memory or the stack pointer is improperly aligned. If the lwp is not stopped or if there are no register windows that could not be stored on the stack, the file is empty (the usual case).

xregs

Extra state registers. The extra state register set is architecture dependent; this file is empty if the system does not support extra state registers. If the file is non-empty, it contains an architecture dependent structure of type prxregset t, defined in cfs.h>, with the values of the lwp's extra state registers. If the lwp is not stopped, all register values are undefined. See also the PCSXREG control operation, below.

asrs

This file exists only for 64-bit SPARC V9 processes. It contains an asrset t structure, defined in <sys/regset.h>, containing the values of the lwp's platform-dependent ancillary state registers. If the lwp is not stopped, all register values are undefined. See also the PCSASRS control operation, below.

CONTROL MESSAGES Process state changes are effected through messages written to a process's ctl file or to an individual lwp's lwpctl file. All control messages consist of a long that names the specific operation followed by additional data containing the operand, if any.

Multiple control messages may be combined in a single write(2) (or writev(2)) to a control file, but no partial writes are permitted. That is, each control message, operation code plus operand, if any, must be presented in its entirety to the write(2) and not in pieces over several system calls. If a control operation fails, no subsequent operations contained in the same write(2) are attempted.

Descriptions of the allowable control messages follow. In all cases, writing a message to a control file for a process or lwp that has terminated elicits the error ENOENT.

PCSTOP **PCDSTOP PCWSTOP PCTWSTOP**

When applied to the process control file, PCSTOP directs all lwps to stop and waits for them to stop, PCDSTOP directs all lwps to stop without waiting for them to stop, and PCWSTOP simply waits for all lwps to stop. When applied to an lwp control file, PCSTOP directs the specific lwp to stop and waits until it has stopped, PCDSTOP directs the specific lwp to stop without waiting for it to stop, and PCWSTOP simply waits for the specific lwp to stop. When applied to an lwp control file, PCSTOP and PCWSTOP complete when the lwp stops on an event of interest, immediately if already so stopped; when applied to the process control file, they complete when every lwp has stopped either on an event of interest or on a PR SUSPENDED stop.

PCTWSTOP is identical to PCWSTOP except that it enables the operation to time out, to avoid waiting forever for a process or lwp that may never stop on an event of interest. PCTWSTOP takes a long operand specifying a number of milliseconds; the wait will terminate successfully after the specified number of milliseconds even if the process or lwp has not stopped; a timeout value of zero makes the operation identical to PCWSTOP.

An "event of interest" is either a PR REQUESTED stop or a stop that has been specified in the process's tracing flags (set by PCSTRACE, PCSFAULT, PCSENTRY, and PCSEXIT). PR JOBCONTROL and PR SUSPENDED stops are specifically not events of interest. (An lwp may stop twice due to a stop signal, first showing PR SIGNALLED if the signal is traced and again showing PR JOBCONTROL if the lwp is set running without clearing the signal.) If PCSTOP or PCDSTOP is applied to an lwp that is stopped, but not on an event of interest, the stop directive takes effect when the lwp is restarted by the competing mechanism. At that time, the lwp enters a PR REQUESTED stop before executing any user-level code.

A write of a control message that blocks is interruptible by a signal so that, for example, an alarm(2) can be set to avoid waiting forever for a process or lwp that may never stop on an event of interest. If PCSTOP is interrupted, the lwp stop directives remain in effect even though the write(2) returns an error. (Use of PCTWSTOP with a non-zero timeout is recommended over PCWSTOP with an alarm(2).)

A system process (indicated by the PR ISSYS flag) never executes at user level, has no user-level address space visible through /proc, and cannot be stopped. Applying one of these operations to a system process or any of its lwps elicits the error EBUSY.

PCRUN

Make an lwp runnable again after a stop. This operation takes a long operand containing zero or more of the following flags:

PRCSIG clears the current signal, if any (see PCCSIG). PRCFAULT clears the current fault, if any (see PCCFAULT).

PRSTEP directs the lwp to execute a single machine instruction. On

> completion of the instruction, a trace trap occurs. If FLTTRACE is being traced, the lwp stops; otherwise, it is sent SIGTRAP. If SIGTRAP is being traced and is not blocked, the lwp stops. When

the lwp stops on an event of interest, the single-step directive is cancelled, even if the stop occurs before the instruction is executed. This operation requires hardware and operating system support and may not be implemented on all processors. It is implemented

on SPARC and IA based machines.

PRSABORT is meaningful only if the lwp is in a PR SYSENTRY stop or is

marked PR ASLEEP; it instructs the lwp to abort execution of the

system call (see PCSENTRY and PCSEXIT).

PRSTOP directs the lwp to stop again as soon as possible after resuming

execution (see PCDSTOP). In particular, if the lwp is stopped on PR SIGNALLED or PR FAULTED, the next stop will show PR REQUESTED, no other stop will have intervened, and the lwp

will not have executed any user-level code.

When applied to an lwp control file, PCRUN clears any outstanding directed-stop request and makes the specific lwp runnable. The operation fails with EBUSY if the specific lwp is not stopped on an event of interest or has not been directed to stop or if the agent lwp exists and this is not the agent lwp (see PCAGENT).

When applied to the process control file, a representative lwp is chosen for the operation as described for /proc/pid/status. The operation fails with EBUSY if the representative lwp is not stopped on an event of interest or has not been directed to stop or if the agent lwp exists. If PRSTEP or PRSTOP was requested, the representative lwp is made runnable and its outstanding directed-stop request is cleared; otherwise all outstanding directed-stop requests are cleared and, if it was stopped on an event of interest, the representative lwp is marked PR REQUESTED. If, as a consequence, all lwps are in the PR REQUESTED or PR SUSPENDED stop state, all lwps showing PR REQUESTED are made runnable.

PCSTRACE

Define a set of signals to be traced in the process. The receipt of one of these signals by an lwp causes the lwp to stop. The set of signals is defined using an operand sigset t contained in the control message. Receipt of SIGKILL cannot be traced; if specified, it is silently ignored.

If a signal that is included in an lwp's held signal set (the signal mask) is sent to the lwp, the signal is not received and does not cause a stop until it is removed from the held signal set, either by the lwp itself or by setting the held signal set with PCSHOLD.

PCCSIG

The current signal, if any, is cleared from the specific or representative lwp.

PCSSIG

The current signal and its associated signal information for the specific or representative lwp are set according to the contents of the operand siginfo structure (see <sys/siginfo.h>). If the specified signal number is zero, the current signal is cleared. The semantics of this operation are different from those of kill(2) in that the

signal is delivered to the lwp immediately after execution is resumed (even if it is being blocked) and an additional PR_SIGNALLED stop does not intervene even if the signal is traced. Setting the current signal to SIGKILL terminates the process immediately.

PCKILL

If applied to the process control file, a signal is sent to the process with semantics identical to those of kill(2). If applied to an lwp control file, a directed signal is sent to the specific lwp. The signal is named in a long operand contained in the message. Sending SIGKILL terminates the process immediately.

PCUNKILL

A signal is deleted, that is, it is removed from the set of pending signals. If applied to the process control file, the signal is deleted from the process's pending signals. If applied to an lwp control file, the signal is deleted from the lwp's pending signals. The current signal (if any) is unaffected. The signal is named in a long operand in the control message. It is an error (EINVAL) to attempt to delete SIGKILL.

PCSHOLD

Set the set of held signals for the specific or representative lwp (signals whose delivery will be blocked if sent to the lwp). The set of signals is specified with a sigset t operand. SIGKILL and SIGSTOP cannot be held; if specified, they are silently ignored.

PCSFAULT

Define a set of hardware faults to be traced in the process. On incurring one of these faults, an lwp stops. The set is defined via the operand fltset t structure. Fault names are defined in <sys/fault.h> and include the following. Some of these may c faults in addition to these.

not occur on all processors; there may be processor-specific				
FLTILL	illegal instruction			
FLTPRIV	privileged instruction			
FLTBPT	breakpoint trap			

FLTTRACE trace trap (single-step)

FLTWATCH watchpoint trap

FLTACCESS memory access fault (bus error)

FLTBOUNDS memory bounds violation

integer overflow FLTIZDIV integer zero divide FLTFPE floating-point exception FLTSTACK unrecoverable stack fault FLTPAGE recoverable page fault

FLTIOVF

When not traced, a fault normally results in the posting of a signal to the lwp that incurred the fault. If an lwp stops on a fault, the signal is posted to the lwp when execution is resumed unless the fault is cleared by PCCFAULT or by the PRCFAULT option of PCRUN. FLTPAGE is an exception; no signal is posted. The pr info field in the lwpstatus structure identifies the signal to be sent and contains machine-specific information about the fault.

PCCFAULT

The current fault, if any, is cleared; the associated signal will not be sent to the specific or representative lwp.

PCSENTRY PCSEXIT

These control operations instruct the process's lwps to stop on entry to or exit from specified system calls. The set of system calls to be traced is defined via an operand sysset t structure.

When entry to a system call is being traced, an lwp stops after having begun the call to the system but before the system call arguments have been fetched from the lwp. When exit from a system call is being traced, an lwp stops on completion of the system call just prior to checking for signals and returning to user level. At this point, all return values have been stored into the lwp's registers.

If an lwp is stopped on entry to a system call (PR SYSENTRY) or when sleeping in an interruptible system call (PR ASLEEP is set), it may be instructed to go directly to system call exit by specifying the PRSABORT flag in a PCRUN control message. Unless exit from the system call is being traced, the lwp returns to user level showing EINTR.

PCWATCH

Set or clear a watched area in the controlled process from a prwatch structure operand:

```
typedef struct prwatch {
  uintptr_t pr_vaddr; /* virtual address of watched area */
  int pr wflags;
               /* watch type flags */
} prwatch t;
```

pr vaddr specifies the virtual address of an area of memory to be watched in the controlled process. pr size specifies the size of the area, in bytes. pr wflags specifies the type of memory access to be monitored as a bit-mask of the following flags:

WA READ read access WA WRITE write access WA EXEC execution access

WA TRAPAFTER trap after the instruction completes

If pr wflags is non-empty, a watched area is established for the virtual address range specified by pr vaddr and pr size. If pr wflags is empty, any previously-established watched area starting at the specified virtual address is cleared; pr size is ignored.

A watchpoint is triggered when an lwp in the traced process makes a memory reference that covers at least one byte of a watched area and the memory reference is as specified in pr_wflags. When an lwp triggers a watchpoint, it incurs a watchpoint trap. If FLTWATCH is being traced, the lwp stops; otherwise, it is sent a SIGTRAP signal; if SIGTRAP is being traced and is not blocked, the lwp stops.

The watchpoint trap occurs before the instruction completes unless WA_TRAPAFTER was specified, in which case it occurs after the instruction completes. If it occurs before completion, the memory is not modified. If it occurs after completion, the memory is modified (if the access is a write access).

pr_info in the lwpstatus structure contains information pertinent to the watchpoint trap. In particular, the si_addr field contains the virtual address of the memory reference that triggered the watchpoint, and the si_code field contains one of TRAP_RWATCH, TRAP_WWATCH, or TRAP_XWATCH, indicating read, write, or execute access, respectively. The si_trapafter field is zero unless WA_TRAPAFTER is in effect for this watched area; non-zero indicates that the current instruction is not the instruction that incurred the watchpoint trap. The si_pc field contains the virtual address of the instruction that incurred the trap.

A watchpoint trap may be triggered while executing a system call that makes reference to the traced process's memory. The lwp that is executing the system call incurs the watchpoint trap while still in the system call. If it stops as a result, the lwpstatus structure contains the system call number and its arguments. If the lwp does not stop, or if it is set running again without clearing the signal or fault, the system call fails with EFAULT. If WA_TRAPAFTER was specified, the memory reference will have completed and the memory will have been modified (if the access was a write access) when the watchpoint trap occurs.

If more than one of WA_READ, WA_WRITE, and WA_EXEC is specified for a watched area, and a single instruction incurs more than one of the specified types, only one is reported when the watchpoint trap occurs. The precedence is WA_EXEC, WA_READ, WA_WRITE (WA_EXEC and WA_READ take precedence over WA_WRITE), unless WA_TRAPAFTER was specified, in which case it is WA_WRITE, WA_READ, WA_EXEC (WA_WRITE takes precedence).

PCWATCH fails with EINVAL if an attempt is made to specify overlapping watched areas or if pr_wflags contains flags other than those specified above. It fails with ENOMEM if an attempt is made to establish more watched areas than the system can support (the system can support thousands).

The child of a vfork(2) borrows the parent's address space. When a vfork(2) is executed by a traced process, all watched areas established for the parent are suspended until the child terminates or performs an exec(2). Any watched areas established independently in the child are cancelled when the parent resumes after the child's termination or exec(2). PCWATCH fails with EBUSY if applied to the parent of a vfork(2) before the child has terminated or performed an exec(2). The PR_VFORKP flag is set in the pstatus structure for such a parent process.

Certain accesses of the traced process's address space by the operating system are immune to watchpoints. The initial construction of a signal stack frame when a signal is delivered to an lwp will not trigger a watchpoint trap even if the new frame covers watched areas of the stack. Once the signal handler is entered, watchpoint traps occur normally. On SPARC based machines, register window overflow and underflow will not trigger watchpoint traps, even if the register window save areas cover watched areas of the stack.

Watched areas are not inherited by child processes, even if the traced process's inherit-on-fork mode, PR FORK, is set (see PCSET, below). All watched areas are cancelled when the traced process performs a successful exec(2).

PCSET PCUNSET

PCSET sets one or more modes of operation for the traced process. PCUNSET unsets these modes. The modes to be set or unset are specified by flags in an operand long in the control message:

PR_FORK	(inherit-on-fork): When set, the process's tracing flags and its inherit-on-fork mode are inherited by the child of a fork(2), fork1(2), or vfork(2). When unset, child processes start with all tracing flags cleared.
PR_RLC	(run-on-last-close): When set and the last writable /proc file descriptor referring to the traced process or any of its lwps is closed, all of the process's tracing flags and watched areas are cleared, any outstanding stop directives are canceled, and if any lwps are stopped on events of interest, they are set running as though PCRUN had been applied to them. When unset, the process's tracing flags and watched areas are retained and lwps are not set running on last close.
PR_KLC	(kill-on-last-close): When set and the last writable /proc file descriptor referring to the traced process or any of its lwps is closed, the process is terminated with SIGKILL.
PR_ASYNC	(asynchronous-stop): When set, a stop on an event of interest by one lwp does not directly affect any other lwp in the process. When unset and an lwp stops on an event of interest other than PR_REQUESTED, all other lwps in the process are directed to stop.
PR_MSACCT	(microstate accounting): When set, microstate accounting is enabled for the process. This allows the usage file to contain accurate values for the times the lwps spent in their various processing states. When unset (the default), the overhead of microstate accounting is avoided and the usage file can only contain an estimate of times spent in the various states.
PR_MSFORK	(inherit microstate accounting): When set, and microstate accounting is enabled for the process, microstate accounting will be enabled for future child processes. When unset, child processes start with microstate accounting disabled.

PR BPTADJ (breakpoint trap pc adjustment): On IA based machines, a

> breakpoint trap leaves the program counter (the EIP) referring to the breakpointed instruction plus one byte. When PR_BPTADJ is set, the system will adjust the program counter back to the location of the breakpointed instruction when the lwp stops on a breakpoint. This flag has no effect on SPARC based machines, where breakpoint traps leave the program counter referring to the

breakpointed instruction.

PR PTRACE (ptrace-compatibility): When set, a stop on an event of interest by

the traced process is reported to the parent of the traced process via wait(2), SIGTRAP is sent to the traced process when it executes a successful exec(2), setuid/setgid flags are not honored for execs performed by the traced process, any exec of an object file that the traced process cannot read fails, and the process dies when its parent dies. This mode is deprecated; it is provided only to allow ptrace(2) to be implemented as a library function using

It is an error (EINVAL) to specify flags other than those described above or to apply these operations to a system process. The current modes are reported in the pr flags field of /proc/pid/status and /proc/pid/lwp/lwp/lwpstatus.

PCSREG

Set the general registers for the specific or representative lwp according to the operand prgregset t structure.

On SPARC based systems, only the condition-code bits of the processor-status register (R_PSR) of SPARC V8 (32-bit) processes can be modified by PCSREG. Other privileged registers cannot be modified at all.

On IA based systems, only certain bits of the flags register (EFL) can be modified by PCSREG: these include the condition codes, direction-bit, and overflow-bit.

PCSREG fails with EBUSY if the lwp is not stopped on an event of interest.

PCSVADDR

Set the address at which execution will resume for the specific or representative lwp from the operand long. On SPARC based systems, both %pc and %npc are set, with %npc set to the instruction following the virtual address. On IA based systems, only %eip is set. PCSVADDR fails with EBUSY if the lwp is not stopped on an event of interest.

PCSFPREG

Set the floating-point registers for the specific or representative lwp according to the operand prfpregset t structure. An error (EINVAL) is returned if the system does not support floating-point operations (no floating-point hardware and the system does not emulate floating-point machine instructions). PCSFPREG fails with EBUSY if the lwp is not stopped on an event of interest.

PCSXREG

Set the extra state registers for the specific or representative lwp according to the architecture-dependent operand prxregset t structure. An error (EINVAL) is returned if the system does not support extra state registers. PCSXREG fails with EBUSY if the lwp is not stopped on an event of interest.

PCSASRS

Set the ancillary state registers for the specific or representative lwp according to the SPARC V9 platform-dependent operand asrset_t structure. An error (EINVAL) is returned if either the target process or the controlling process is not a 64-bit SPARC V9 process. Most of the ancillary state registers are privileged registers that cannot be modified. Only those that can be modified are set; all others are silently ignored. PCSASRS fails with EBUSY if the lwp is not stopped on an event of interest.

PCAGENT

Create an agent lwp in the controlled process with register values from the operand prgregset t structure (see PCSREG, above). The agent lwp is created in the stopped state showing PR REQUESTED and with its held signal set (the signal mask) having all signals except SIGKILL and SIGSTOP blocked.

The PCAGENT operation fails with EBUSY unless the process is fully stopped via /proc, that is, unless all of the lwps in the process are stopped either on events of interest or on PR SUSPENDED, or are stopped on PR JOBCONTROL and have been directed to stop via PCDSTOP. It fails with EBUSY if an agent lwp already exists. It fails with ENOMEM if system resources for creating new lwps have been exhausted.

Any PCRUN operation applied to the process control file or to the control file of an lwp other than the agent lwp fails with EBUSY as long as the agent lwp exists. The agent lwp must be caused to terminate by executing the lwp exit(2) system call before the process can be restarted.

Once the agent lwp is created, its lwp-ID can be found by reading the process status file. To facilitate opening the agent lwp's control and status files, the directory name /propc/pid/lwp/agent is accepted for lookup operations as an invisible alias for /proc/pid/lwp/lwpid, lwpid being the lwp-ID of the agent lwp (invisible in the sense that the name "agent" does not appear in a directory listing of /proc/pid/lwp obtained from ls(1), getdents(2), or readdir(3C)).

The purpose of the agent lwp is to perform operations in the controlled process on behalf of the controlling process: to gather information not directly available via /proc files, or in general to make the process change state in ways not directly available via /proc control operations. To make use of an agent lwp, the controlling process must be capable of making it execute system calls (specifically, the lwp exit(2) system call). The register values given to the agent lwp on creation are typically the registers of the representative lwp, so that the agent lwp can use its stack.

The agent lwp is not allowed to execute any variation of the fork(2), exec(2), or lwp create(2) system calls. Attempts to do so yield ENOTSUP to the agent lwp.

PCREAD PCWRITE

Read or write the target process's address space via a priovec structure operand:

These operations have the same effect as pread(2) and pwrite(2), respectively, of the target process's address space file. The difference is that more than one PCREAD or PCWRITE control operation can be written to the control file at once, and they can be interspersed with other control operations in a single write to the control file. This is useful, for example, when planting many breakpoint instructions in the process's address space, or when stepping over a breakpointed instruction. Unlike pread(2) and pwrite(2), no provision is made for partial reads or writes; if the operation cannot be performed completely, it fails with EIO.

PCNICE

The traced process's nice(2) value is incremented by the amount in the operand long. Only the super-user may better a process's priority in this way, but any user may lower the priority. This operation is not meaningful for all scheduling classes.

PCSCRED

Set the target process credentials to the values contained in the prcred_t structure operand (see /proc/pid/cred). The effective, real, and saved user-IDs and group-IDs of the target process are set. The target process's supplementary groups are not changed; the pr_ngroups and pr_groups members of the structure operand are ignored. Only the super-user may perform this operation; for all others it fails with EPERM.

PROGRAMMING NOTES

For security reasons, except for the psinfo, usage, lpsinfo, lusage, lwpsinfo, and lwpusage files, which are world-readable, and except for the super-user, an open of a /proc file fails unless both the user-ID and group-ID of the caller match those of the traced process and the process's object file is readable by the caller. Except for the world-readable files just mentioned, files corresponding to setuid and setgid processes can be opened only by the super-user.

Even if held by the super-user, an open process or lwp file descriptor (other than file descriptors for the world-readable files) becomes invalid if the traced process performs an exec(2) of a setuid/setgid object file or an object file that the traced process cannot read. Any operation performed on an invalid file descriptor, except close(2), fails with EAGAIN. In this situation, if any tracing flags are set and the process or any lwp file descriptor is open for writing, the process will have been directed to stop and its run-on-last-close flag will have been set (see PCSET). This enables a controlling process (if it has permission) to reopen the /proc files to get new valid file descriptors, close the invalid file descriptors, unset the run-on-last-close flag (if desired), and proceed. Just closing the invalid file descriptors causes the traced process to resume execution with all tracing flags cleared. Any process not currently open for writing via /proc, but that has left-over tracing flags from a previous open, and that executes a setuid/setgid or unreadable object file, will not be stopped but will have all its tracing flags cleared.

To wait for one or more of a set of processes or lwps to stop or terminate, /proc file descriptors (other than those obtained by opening the cwd or root directories or by opening files in the fd or object directories) can be used in a poll(2) system call. When requested and returned, either of the polling events POLLPRI or POLLWRNORM indicates that the process or lwp stopped on an event of interest. Although they cannot be requested, the polling events POLLHUP, POLLERR, and POLLNVAL may be returned. POLLHUP indicates that the process or lwp has terminated. POLLERR indicates that the file descriptor has become invalid. POLLNVAL is returned immediately if POLLPRI or POLLWRNORM is requested on a file descriptor referring to a system process (see PCSTOP). The requested events may be empty to wait simply for termination.

FILES

```
/proc
  directory (list of processes)
/proc/pid
  specific process directory
/proc/self
  alias for a process's own directory
/proc/pid/as
  address space file
/proc/pid/ctl
  process control file
/proc/pid/status
  process status
/proc/pid/lstatus
  array of lwp status structs
/proc/pid/psinfo
  process ps(1) info
/proc/pid/lpsinfo
  array of lwp ps(1) info structs
/proc/pid/map
  address space map
/proc/pid/rmap
  reserved address map
/proc/pid/cred
  process credentials
/proc/pid/sigact
  process signal actions
/proc/pid/auxv
  process aux vector
```

```
/proc/pid/ldt
  process LDT (IA only)
/proc/pid/usage
  process usage
/proc/pid/lusage
  array of lwp usage structs
/proc/pid/pagedata
  process page data
/proc/pid/watch
  active watchpoints
/proc/pid/cwd
  symlink to the current working directory
/proc/pid/root
  symlink to the root directory
/proc/pid/fd
  directory (list of open files)
/proc/pid/fd/*
  aliases for process's open files
/proc/pid/object
  directory (list of mapped files)
/proc/pid/object/a.out
  alias for process's executable file
/proc/pid/object/*
  aliases for other mapped files
/proc/pid/lwp
  directory (list of lwps)
/proc/pid/lwp/lwpid
  specific lwp directory
/proc/pid/lwp/agent
  alias for the agent lwp directory
/proc/pid/lwp/lwpid/lwpctl
  lwp control file
/proc/pid/lwp/lwpid/lwpstatus
  lwp status
/proc/pid/lwp/lwpid/lwpsinfo
  lwp ps(1) info
/proc/pid/lwp/lwpid/lwpusage
  lwp usage
```

/proc/pid/lwp/lwpid/gwindows register windows (SPARC only)

/proc/pid/lwp/lwpid/xregs extra state registers

/proc/pid/lwp/lwpid/asrs ancillary state registers (SPARC V9 only)

SEE ALSO

ls(1), ps(1), chroot(1M), _lwp_create(2), _lwp_exit(2), alarm(2), brk(2),
chdir(2), chroot(2), close(2), creat(2), dup(2), exec(2), fcntl(2), fork(2),
fork1(2), fstat(2), getdents(2), getustack(2), kill(2), lseek(2), mmap(2),
nice(2), open(2), poll(2), pread(2), ptrace(2), pwrite(2), read(2), readlink(2),
readv(2), shmget(2), sigaction(2), sigaltstack(2), vfork(2), wait(2), write(2),
writev(2), _stack_grow(3C), readdir(3C), siginfo(3HEAD), signal(3HEAD),
types32(3HEAD), ucontext(3HEAD), lfcompile(5)

DIAGNOSTICS

Errors that can occur in addition to the errors normally associated with file system access:

ENOENT The traced process or lwp has terminated after being opened.

EIO A write(2) was attempted at an illegal address in the traced

process.

EBUSY PCSTOP, PCDSTOP, PCWSTOP, or PCTWSTOP was applied to a

system process; an exclusive open(2) was attempted on a /proc file for a process already open for writing; PCRUN, PCSREG, PCSVADDR, PCSFPREG, or PCSXREG was applied to a process or lwp not stopped on an event of interest; an attempt was made to mount /proc when it was already mounted; PCAGENT was applied to a process that was not fully stopped or that already had

an agent lwp.

EPERM Someone other than the super-user issued the PCSCRED operation;

someone other than the super-user attempted to better a process's

priority by applying PCNICE.

ENOSYS An attempt was made to perform an unsupported operation (such

as creat(2), link(2), or unlink(2)) on an entry in /proc.

EINVAL In general, this means that some invalid argument was supplied to

a system call. A non-exhaustive list of conditions eliciting this error includes: a control message operation code is undefined; an out-of-range signal number was specified with PCSSIG, PCKILL, or PCUNKILL; SIGKILL was specified with PCUNKILL; PCSFPREG was applied on a system that does not support floating-point operations; PCSXREG was applied on a system that does not

support extra state registers.

ENOMEM The system-imposed limit on the number of page data file

descriptors was reached on an open of /proc/pid/pagedata; an

	attempt was made with PCWATCH to establish more watched areas than the system can support; the PCAGENT operation was issued when the system was out of resources for creating lwps.	
E2BIG	Data to be returned in a read(2) of the page data file exceeds the size of the read buffer provided by the caller.	
EINTR	A signal was received by the controlling process while waiting for the traced process or lwp to stop via PCSTOP, PCWSTOP, or PCTWSTOP.	
EAGAIN	The traced process has performed an exec(2) of a setuid/setgid object file or of an object file that it cannot read; all further operations on the process or lwp file descriptor (except close(2)) elicit this error.	
EOVERFLOW	A 32-bit controlling process attempted to read or write the as file or attempted to read the map, rmap, or pagedata file of a 64-bit target process. A 32-bit controlling process attempted to apply one of the control operations PCSREG, PCSXREG, PCSVADDR, PCWATCH, PCAGENT, PCREAD, PCWRITE to a 64-bit target process.	
Descriptions of structures in this document include only interesting structure elements, not filler and padding fields, and may show elements out of order for descriptive clarity. The actual structure definitions are contained in <pre><pre><pre><pre>cprocfs.h></pre>.</pre></pre></pre>		

NOTES

BUGS

Because the old ioctl(2)-based version of /proc is currently supported for binary compatibility with old applications, the top-level directory for a process, /proc/pid, is not world-readable, but it is world-searchable. Thus, anyone can open /proc/pid/psinfo even though ls(1) applied to /proc/pid will fail for anyone but the owner or the super-user. Support for the old ioctl(2)-based version of /proc will be dropped in a future release, at which time the top-level directory for a process will be made world-readable.

On SPARC based machines, the types gregset t and fpregset t defined in <sys/regset.h> are similar to but not the same as the types prgregset t and prfpregset_t defined in cfs.h>.

NAME

prof_attr - profile description database

SYNOPSIS

/etc/security/prof_attr

DESCRIPTION

/etc/security/prof attr is a local source for execution profile names, descriptions, and other attributes of execution profiles. The prof attr file can be used with other profile sources, including the prof attr NIS map and NIS+ table. Programs use the getprofattr(3SECDB) routines to gain access to this information.

The search order for multiple prof attr sources is specified in the /etc/nsswitch.conf file, as described in the nsswitch.conf(4) man page.

An execution profile is a mechanism used to bundle together the commands and authorizations needed to perform a specific function. An execution profile can also contain other execution profiles. Each entry in the prof attr database consists of one line of text containing five fields separated by colons (:). Line continuations using the backslash (\) character are permitted. The format of each entry is:

profname:res1:res2:desc:attr

profname The name of the profile. Profile names are case-sensitive.

res1 Reserved for future use. Reserved for future use. res2

desc A long description. This field should explain the purpose of the

> profile, including what type of user would be interested in using it. The long description should be suitable for displaying in the help

text of an application.

attr An optional list of semicolon-separated (;) key-value pairs that

> describe the security attributes to apply to the object upon execution. Zero or more keys may be specified. There are three

valid keys: help, profs, and auths.

help is assigned the name of a file ending in .htm or .html.

auths specifies a comma-separated list of authorization names chosen from those names defined in the auth attr(4) database. Authorization names may be specified using the asterisk (*) character as a wildcard. For example, solaris.printer.*

would mean all of Sun's authorizations for printing.

profs specifies a comma-separated list of profile names chosen

from those names defined in the prof attr database.

prof_attr(4)

EXAMPLES

EXAMPLE 1 Allowing execution of all commands

The following entry allows the user to execute all commands:

All:::Use this profile to give a :help=All.html

EXAMPLE 2 Consulting the local prof_attr file first

With the following nsswitch.conf entry, the local prof_attr file is consulted before the NIS+ table:

prof_attr: files nisplus

FILES

/etc/nsswitch.conf

/etc/security/prof attr

NOTES

When deciding which authorization source to use (see DESCRIPTION), keep in mind that NIS+ provides stronger authentication than NIS.

The root user is usually defined in local databases because root needs to be able to log in and do system maintenance in single-user mode and at other times when the network name service databases are not available. So that the profile definitions for root can be located at such times, root's profiles should be defined in the local prof_attr file, and the order shown in the example nsswitch.conf(4) file entry under EXAMPLES is highly recommended.

Because the list of legal keys is likely to expand, any code that parses this database must be written to ignore unknown key-value pairs without error. When any new keywords are created, the names should be prefixed with a unique string, such as the company's stock symbol, to avoid potential naming conflicts.

Each application has its own requirements for whether the help value must be a relative pathname ending with a filename or the name of a file. The only known requirement is for the name of a file.

The following characters are used in describing the database format and must be escaped with a backslash if used as data: colon (:), semicolon (;), equals (=), and backslash (\).

SEE ALSO

auths(1), profiles(1), getauthattr(3SECDB), getprofattr(3SECDB),
getuserattr(3SECDB), auth_attr(4), exec_attr(4), user_attr(4)

NAME |

profile – setting up an environment for user at login time

SYNOPSIS

```
/etc/profile
$HOME/.profile
```

DESCRIPTION

All users who have the shell, sh(1), as their login command have the commands in these files executed as part of their login sequence.

/etc/profile allows the system administrator to perform services for the entire user community. Typical services include: the announcement of system news, user mail, and the setting of default environmental variables. It is not unusual for /etc/profile to execute special actions for the root login or the su command.

The file \$HOME/.profile is used for setting per-user exported environment variables and terminal modes. The following example is typical (except for the comments):

```
# Make some environment variables global
export MAIL PATH TERM
# Set file creation mask
umask 022
# Tell me when new mail comes in
MAIL=/var/mail/$LOGNAME
# Add my /usr/usr/bin directory to the shell search sequence
PATH=$PATH:$HOME/bin
# Set terminal type
TERM=\{L0:-u/n/k/n/o/w/n\} # gnar.invalid
while .
        if [ -f {TERMINFO:-/usr/share/lib/terminfo}/?/$TERM ]
    then break
        elif [ -f /usr/share/lib/terminfo/?/$TERM ]
    then break
    else echo "invalid term $TERM" 1>&2
    echo "terminal: \c"
    read TERM
done
# Initialize the terminal and set tabs
# Set the erase character to backspace
stty erase '^H' echoe
```

FILES

\$HOME/.profile user-specific environment /etc/profile system-wide environment

SEE ALSO

env(1), login(1), mail(1), sh(1), stty(1), tput(1), su(1M), terminfo(4), environ(5), term(5)

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NOTES

Care must be taken in providing system-wide services in /etc/profile. Personal .profile files are better for serving all but the most global needs.

project(4)

NAME

project – project file

DESCRIPTION

The project file is a local source of project information. The project file can be used in conjunction with other project sources, including the NIS maps project. byname and project. byname and the LDAP database project. Programs use the getprojent(3PROJECT) routines to access this information.

The project file contains a one-line entry for each project recognized by the system, of the form:

projname: projid: comment: user-list: group-list: attributes

where the fields are defined as:

projname The name of the project. Allowable project names must begin with

a letter, and may be composed of any letter or digit and the underscore character. The period ('.') is reserved for projects with

special meaning to the operating system.

projid The project's unique numerical ID (PROJID) within the system.

comment The project's description.

user-list A comma-separated list of users allowed in the project. With the

exception of the special projects referred to below, an empty field indicates no users are allowed. See note about the use of wildcards

below.

group-list A comma-separated list of groups of users allowed in the project.

With the exception of the special projects referred to below, an empty field indicates no groups are allowed. See note about the

use of wildcards below.

attributes A semicolon-separated list of name value pairs. Each pair has the

following format:

name[=value]

where *name* is the arbitrary string specifying the key's name and *value* is the optional key value. An explanation of the valid name-value pair syntax is provided in the USAGE section of this page. The expected most frequent use of the attribute field is for

the specification of resource controls.

The maximum value of the *projid* field is MAXPROJID.

Null entries (empty fields) in the *user-list* and *group-list* fields, which normally mean "no users" and "no groups", respectively, have a different meaning in the entries for three special projects, user.username, group.groupname, and default. See getprojent(3PROJECT) for a description of these projects.

Wildcards can be used in user-list and group-list fields of the project database entry. The asterisk (*), allows all users or groups to join the project. The exclamation mark followed by the asterisk (!*), excludes all users or groups from the project. The exclamation mark (!) followed by a username or groupname excludes the specified user or group from the project. See EXAMPLES, below.

Malformed entries cause routines that read this file to halt, in which case project assignments specified further along are never made. Blank lines are treated as malformed entries in the project file, and cause getprojent(3PROJECT) and derived interfaces to fail.

EXAMPLES

EXAMPLE 1 Sample project File

The following is a sample project file:

```
system:0:System:::
user.root:1:Super-User:::
noproject:2:No Project:::
default:3::::
group.staff:10::::
beatles:100:The Beatles:john,paul,george,ringo::task.max-lwps=
    (privileged, 100, signal=SIGTERM), (privileged, 110, deny)
```

Note that the line break in the line that begins with beatles is not valid in a project file. It is shown here only to allow the example to display on a printed or displayed page. Each entry must be on one and only one line.

An example project entry for nsswitch.conf(4) is:

```
project: files nis
```

With these entries, the project beatles will have members john, paul, george, and ringo, and all projects listed in the NIS project table are effectively incorporated after the entry for beatles.

The beatles project has two values set on the task.max-lwps resource control. When a task in the beatles project requests (via one of its member processes) its 100th and 110th LWPs, an action associated with the encountered threshold triggers. Upon the request for the 100th LWP, the process making the request is sent the signal SIGTERM and is granted the request for an additional lightweight process (LWP). At this point, the threshold for 110 LWPs becomes the active threshold. When a request for the 110th LWP in the task is made, the requesting process is denied the request--no LWP will be created. Since the 110th LWP is never granted, the threshold remains active, and all subsequent requests for an 110th LWP will fail. (If LWPs are given up, then subsequent requests will succeed, unless they would take the total number of LWPs across the task over 110.)

EXAMPLE 2 Project Entry with Wildcards

The following entries use wildcards:

project(4)

EXAMPLE 2 Project Entry with Wildcards (Continued)

```
notroot:200:Shared Project:*,!root::
notused:300:Unused Project::!*:
```

In this example, any user except "root" is a member of project "nonroot". For the project "notused", all groups are excluded.

USAGE

The project database offers a reasonably flexible attribute mechanism in the final name-value pair field. Name-value pairs are separated from one another with the semicolon (;) character. The name is in turn distinguished from the (optional) value by the equals (=) character. The value field can contain multiple values separated by the comma (,) character, with grouping support (into further values lists) by parentheses. Each of these values can be composed of the upper and lower case alphabetic characters, the digits '0' through '9', and the punctuation characters hyphen (-), plus (+), period (.), slash (/), and underscore (_). Example resource control value specifications are provided in EXAMPLES, above, and in the getprojent(3PROJECT) manual page.

SEE ALSO

newtask(1), projects(1), getprojent(3PROJECT), setrctl(2), unistd(3HEAD),
nsswitch.conf(4)

NAME

protocols – protocol name database

SYNOPSIS

/etc/inet/protocols

/etc/protocols

DESCRIPTION

The protocols file is a local source of information regarding the known protocols used in the DARPA Internet. The protocols file can be used in conjunction with or instead of other protocols sources, including the NIS maps "protcols.byname" and "protocols.bynumber" and the NIS+ table "protocols". Programs use the getprotobyname(3SOCKET) routine to access this information.

The protocols file has one line for each protocol. The line has the following format:

official-protocol-name protocol-number aliases

Items are separated by any number of blanks and/or TAB characters. A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file. Protocol names may contain any printable character other than a field delimiter, NEWLINE, or comment character.

EXAMPLES

EXAMPLE 1 A Sample Database

The following is a sample database:

```
# Internet (IP) protocols
#
            0 IP # internet protocol, pseudo protocol number
1 ICMP # internet control message protocol
3 GGP # gateway-gateway protocol
6 TCP # transmission control protocol
8 EGP # exterior gateway protocol
12 PUP # PARC universal packet protocol
17 UDP # user datagram protocol
ip
icmp
ggp
tcp
 egp
pup
udp
# Internet (IPv6) extension headers
hopopt 0 HOPOPT # Hop-by-hop options for IPv6 ipv6 41 IPv6 # IPv6 in IP encapsulation ipv6-route 43 IPv6-Route # Routing header for IPv6
ipv6-route 43 IPv6-Route # Routing header for IPv6
ipv6-frag 44 IPv6-Frag # Fragment header for IPv6
esp 50 ESP # Encap Security Payload for IPv6
ah 51 AH # Authentication Header for IPv6
ipv6-icmp 58 IPv6-ICMP # IPv6 internet control message protocol
ipv6-nonxt 59 IPv6-NoNxt # No next header extension header for IPv6
ipv6-opts 60 IPv6-Opts # Destination Options for IPv6
```

FILES

/etc/nsswitch.conf

configuration file for name-service switch

SEE ALSO

getprotobyname(3SOCKET), nsswitch.conf(4)

protocols(4)

NOTES	/etc/inet/protocols is the official SVR4 name of the protocols file. The symbolic link /etc/protocols exists for BSD compatibility.

NAME

prototype – package information file

DESCRIPTION

prototype is an ASCII file used to specify package information. Each entry in the file describes a single deliverable object. An object may be a data file, directory, source file, executable object, and so forth. This file is generated by the package developer.

Entries in a prototype file consist of several fields of information separated by white space. Comment lines begin with a "#" and are ignored. The fields are described below and must appear in the order shown.

n	а	r	t
ν	n	,	ı

An optional field designating the part number in which the object resides. A part is a collection of files and is the atomic unit by which a package is processed. A developer can choose criteria for grouping files into a part (for example, based on class). If this field is not used, part 1 is assumed.

ftype

A one-character field that indicates the file type. Valid values are:

- block special device
- character special device C
- d directory
- a file to be edited upon installation or removal (may be shared by several packages)
- f a standard executable or data file
- i installation script or information file
- 1 linked file
- named pipe р
- symbolic link s
- volatile file (one whose contents are expected to
 - change, like a log file)
- an exclusive directory accessible only by this package х

class

The installation class to which the file belongs. This name must contain only alphanumeric characters and be no longer than 12 characters. The field is not specified for installation scripts. (admin and all classes beginning with capital letters are reserved class names.)

pathname

The pathname where the file will reside on the target machine, for example, /usr/bin/mail or bin/ras/proc. Relative pathnames (those that do not begin with a slash) indicate that the file is relocatable. The form

path1=path2

prototype(4)

may be used for two purposes: to define a link and to define local pathnames.

For linked files, *path1* indicates the destination of the link and *path2* indicates the source file. (This format is mandatory for linked files.)

For local pathnames, *path1* indicates the pathname an object should have on the machine where the entry is to be installed and *path2* indicates either a relative or fixed pathname to a file on the host machine which contains the actual contents.

A pathname may contain a variable specification of the form \$variable. If variable begins with a lower case letter, it is a build variable. If variable begins with an upper case letter, it is an install variable. Build variables are bound at build time. If an install variable is known at build time, its definition is inserted into the pkginfo(4) file so that it will be available at install time. If an install variable is not known at build time, it will be bound at install time.

The major device number. The field is only specified for block or character special devices.

The minor device number. The field is only specified for block or character special devices.

The octal mode of the file (for example, 0664). A question mark (?) indicates that the mode will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or packaging information files.

The mode can be a variable specification of the form \$variable. If variable begins with a lower case letter, it is a build variable. If variable begins with an upper case letter, it is an install variable. Build variables are bound at build time. If an install variable is known at build time, its definition is inserted into the pkginfo(4) file so that it will be available at install time. If an install variable is not known at build time, it will be bound at install time.

The owner of the file (for example, bin or root). The field is limited to 14 characters in length. A question mark (?) indicates that the owner will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or packaging information files.

The owner can be a variable specification of the form \$variable. If variable begins with a lower case letter, it is a build variable. If variable begins with an upper case letter, it is an install variable. Build variables are bound at build time. If an install variable is

major

minor

mode

owner

known at build time, its definition is inserted into the pkginfo(4) file so that it will be available at install time. If an install variable is not known at build time, it will be bound at install time.

group

The group to which the file belongs (for example, bin or sys). The field is limited to 14 characters in length. A question mark (?) indicates that the group will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or packaging information files.

The group can be a variable specification of the form \$variable. If variable begins with a lower case letter, it is a build variable. If variable begins with an upper case letter, it is an install variable. Build variables are bound at build time. If an install variable is known at build time, its definition is inserted into the pkginfo(4) file so that it will be available at install time. If an install variable is not known at build time, it will be bound at install time.

An exclamation point (!) at the beginning of a line indicates that the line contains a command. These commands are used to incorporate files in other directories, to locate objects on a host machine, and to set permanent defaults. The following commands are available:

search	Specifies a list of directories (separated by white space) to search
	for when looking for file contents on the host machine. The base
	name of the <i>path</i> field is appended to each directory in the ordered

list until the file is located. Searches are not recursive.

include Specifies a pathname which points to another prototype file to

include. Note that search requests do not span include files.

default Specifies a list of attributes (mode, owner, and group) to be used

by default if attribute information is not provided for prototype entries which require the information. The defaults do not apply to

entries in include prototype files.

param=value Places the indicated parameter in the current environment. Spans

to subsequent included prototype files.

The above commands may have variable substitutions embedded within them, as demonstrated in the two example prototype files below.

Before files are overwritten during installation, they are copied to a temporary pathname. The exception to this rule is files whose mode includes execute permission, unless the file is editable (that is, *ftype* is e). For files which meet this exception, the existing version is linked to a temporary pathname, and the original file is removed. This allows processes which are executing during installation to be overwritten.

```
EXAMPLES
              EXAMPLE 1 Example 1:
              !PROJDIR=/usr/proj
              !BIN=$PROJDIR/bin
              !CFG=$PROJDIR/cfq
              !LIB=$PROJDIR/lib
              !HDRS=$PROJDIR/hdrs
              !search /usr/myname/usr/bin /usr/myname/src /usr/myname/hdrs
              i pkginfo=/usr/myname/wrap/pkginfo
              i depend=/usr/myname/wrap/depend
              i version=/usr/myname/wrap/version
              d none /usr/wrap 0755 root bin
              d none /usr/wrap/usr/bin 0755 root bin
              ! search $BIN
              f none /usr/wrap/bin/INSTALL 0755 root bin
              f none /usr/wrap/bin/REMOVE 0755 root bin
              f none /usr/wrap/bin/addpkg 0755 root bin
              !default 755 root bin
              f none /usr/wrap/bin/audit
              f none /usr/wrap/bin/listpkg
              f none /usr/wrap/bin/pkgmk
              # the following file starts out zero length but grows
              v none /usr/wrap/logfile=/dev/null 0644 root bin
              # the following specifies a link (dest=src)
              1 none /usr/wrap/src/addpkg=/usr/wrap/bin/rmpkg
              ! search $SRC
              !default 644 root other
              f src /usr/wrap/src/INSTALL.sh
              f src /usr/wrap/src/REMOVE.sh
              f src /usr/wrap/src/addpkg.c
              f src /usr/wrap/src/audit.c
              f src /usr/wrap/src/listpkg.c
              f src /usr/wrap/src/pkgmk.c
              d none /usr/wrap/data 0755 root bin
              d none /usr/wrap/save 0755 root bin
              d none /usr/wrap/spool 0755 root bin
              d none /usr/wrap/tmp 0755 root bin
              d src /usr/wrap/src 0755 root bin
              EXAMPLE 2 Example 2:
              # this prototype is generated by 'pkgproto' to refer
              # to all prototypes in my src directory
              !PROJDIR=/usr/dew/projx
              !include $PROJDIR/src/cmd/prototype
              !include $PROJDIR/src/cmd/audmerg/protofile
              !include $PROJDIR/src/lib/proto
 SEE ALSO
              pkgmk(1), pkginfo(4)
              Application Packaging Developer's Guide
```

prototype(4)

NOTES

Normally, if a file is defined in the prototype file but does not exist, that file is created at the time of package installation. However, if the file pathname includes a directory that does not exist, the file will not be created. For example, if the prototype file has the following entry:

f none /usr/dev/bin/command

and that file does not exist, it will be created if the directory /usr/dev/bin already exists or if the prototype also has an entry defining the directory:

d none /usr/dev/bin

pseudo(4)

NAME

pseudo - configuration files for pseudo device drivers

DESCRIPTION

Pseudo devices are devices that are implemented entirely in software. Drivers for pseudo devices must provide driver configuration files to inform the system of each pseudo device that should be created.

Configuration files for pseudo device drivers must identify the parent driver explicitly as *pseudo*, and must create an integer property called *instance* which is unique to this entry in the configuration file.

Each entry in the configuration file creates a prototype devinfo node. Each node is assigned an instance number which is determined by the value of the *instance* property. This property is only applicable to children of the *pseudo* parent, and is required since pseudo devices have no hardware address from which to determine the instance number. See driver.conf(4) for further details of configuration file syntax.

EXAMPLES

EXAMPLE 1 A sample configuration file.

Here is a configuration file called ramdisk.conf for a pseudo device driver that implements a RAM disk. This file creates two nodes called "ramdisk". The first entry creates ramdisk node instance 0, and the second creates ramdisk node, instance 1, with the additional disk-size property set to 512.

```
#
# Copyright (c) 1993, by Sun Microsystems, Inc.
#
#ident "@(#)ramdisk.conf 1.3 93/06/04 SMI"
name="ramdisk" parent="pseudo" instance=0;
name="ramdisk" parent="pseudo" instance=1 disk-size=512;
```

SEE ALSO

driver.conf(4), ddi prop op(9F)

Writing Device Drivers

NAME |

publickey – public key database

SYNOPSIS

/etc/publickey

DESCRIPTION

/etc/publickey is a local public key database that is used for secure RPC. The /etc/publickey file can be used in conjunction with or instead of other publickey databases, including the NIS publickey map and the NIS+ publickey map. Each entry in the database consists of a network user name (which may refer to either a user or a hostname), followed by the user's public key (in hex notation), a colon, and then the user's secret key encrypted with a password (also in hex notation).

The /etc/publickey file contains a default entry for nobody.

SEE ALSO

chkey(1), newkey(1M), getpublickey(3NSL), nsswitch.conf(4)

qop(4)

NAME |

mech, qop – mechanism and QOP files

SYNOPSIS

/etc/gss/mech
/etc/gss/qop

DESCRIPTION

The /etc/gss/mech and /etc/gss/qop files contain tables showing installed security mechanisms and the Quality of Protection (QOP) associated with them, respectively. As security mechanisms are installed on the system, entries are added to these two files. Contents of these files may be accessed either manually (for example, with cat(1) or more(1)) or programmatically (with either rpc gss get mechanisms(3NSL) or rpc gss get mech info(3NSL)).

The /etc/gss/mech file contains four fields:

mechanism name ASCII string representing the mechanism.

object identifier RPC OID for this mechanism.

shared library Which implements the services provided

by this mechanism.

kernel module Kernel module which implements the services

provided by this mechanism.

The /etc/gss/qop file contains three fields:

QOP string Name, in ASCII, of this Quality of Protection.

QOP value Numeric value by which RPC identifies this QOP.

mechanism name ASCII string representing the mechanism with which

this QOP is associated.

EXAMPLES

EXAMPLE 1 A Typical Entry in /etc/gss/mech

This is a typical entry in a /etc/gss/mech file:

kerberosv5 1.2.840.113554.1.2.2 mech krb5.so kmech krb5

EXAMPLE 2 A Typical Entry in /etc/gss/qop

This is a typical entry in a /etc/gss/qop file:

GSS KRB5 CONF C QOP DES 0 kerberosv5

SEE ALSO

 $\label{eq:snsl} \verb|rpc(3NSL)|, \verb|rpc_gss_get_mechanisms(3NSL)|, \verb|rpc_gss_get_mech_info(3NSL)|, \verb|rpcsec_gss(3NSL)| \\$

ONC+ Developer's Guide

NAME

queuedefs – queue description file for at, batch, and cron

SYNOPSIS

/etc/cron.d/queuedefs

DESCRIPTION

The queuedefs file describes the characteristics of the queues managed by cron(1M). Each non-comment line in this file describes one queue. The format of the lines are as follows:

q.[njobj][nicen][nwaitw]

The fields in this line are:

q	The name of the queue. a is the default queue for jobs started by at(1); b is
	the default queue for jobs started by batch (see at(1)); c is the default
	queue for jobs run from a crontab(1) file.

njob The maximum number of jobs that can be run simultaneously in that queue; if more than *njob* jobs are ready to run, only the first *njob* jobs will be run, and the others will be run as jobs that are currently running terminate. The default value is 100.

nice The nice(1) value to give to all jobs in that queue that are not run with a user ID of super-user. The default value is 2.

The number of seconds to wait before rescheduling a job that was deferred because more than *njob* jobs were running in that job's queue, or because the system-wide limit of jobs executing has been reached. The default value is 60.

Lines beginning with # are comments, and are ignored.

EXAMPLES

EXAMPLE 1 A sample file.

a.4j1n b.2j2n90w

nwait

This file specifies that the a queue, for at jobs, can have up to 4 jobs running simultaneously; those jobs will be run with a nice value of 1. As no nwait value was given, if a job cannot be run because too many other jobs are running cron will wait 60 seconds before trying again to run it.

The b queue, for batch(1) jobs, can have up to 2 jobs running simultaneously; those jobs will be run with a nice(1) value of 2. If a job cannot be run because too many other jobs are running, cron(1M) will wait 90 seconds before trying again to run it. All other queues can have up to 100 jobs running simultaneously; they will be run with a nice value of 2, and if a job cannot be run because too many other jobs are running cron will wait 60 seconds before trying again to run it.

queuedefs(4)

FILES | /etc/cron.d/queuedefs queue description file for at, batch, and cron. SEE ALSO at(1), crontab(1), nice(1), cron(1M)

NAME

rcmscript – script interface specification for the Reconfiguration and Coordination Manager

SYNOPSIS

rcm_scriptname scriptinfo rcm_scriptname register rcm_scriptname resourceinfo resourcename rcm_scriptname queryremove resourcename rcm_scriptname preremove resourcename rcm_scriptname postremove resourcename rcm_scriptname undoremove resourcename

DESCRIPTION

Reconfiguration and Coordination Manager (RCM) is a framework designed to coordinate device consumers during Solaris Dynamic Reconfiguration (DR). The interfaces specified in this man page allow device consumers, such as application vendors or site administrators, to act before and after DR operations take place by providing RCM scripts. You can write your own RCM scripts to shut down your applications, or to cleanly release the devices from your applications during dynamic remove operations.

An RCM script is an executable perl script, a shell script or a binary. Perl is the recommended language. Each script is run in its own address space using the user-id of the script file owner.

An RCM script is invoked on demand in response to DR as follows:

<scriptname> <command> [args ...]

Every script must implement the following RCM commands:

scriptinfo Get script information.

register Register devices the script handles.

resourceinfo Get resource information.

A script might include some or all the of the following commands:

Queries whether the resource can be released. queryremove

preremove Releases the resource.

Provides post-resource removal notification. postremove

undoremove Undo the actions done in preremove.

When a script's register command is run, the script should supply, in return data, all resource names the script or its application handles that could potentially be removed by DR. A resource name refers to a name in /dev path name.

rcmscript(4)

Below is a high-level overview of the sequence of script invocations that occurs when dynamic removal of a script's registered resource is attempted. See the COMMANDS section for a detailed description of the commands.

1. Prior to removing the resource from the system during DR, the script's queryremove command is run:

```
<scriptname> queryremove <resourcename>
```

The script should check for obvious reasons why the resource can not be removed from the perspective of its service or application.

2. If the script indicates that the resource can be removed in the queryremove command. The script's preremove command is run:

```
<scriptname> preremove <resourcename>
```

The script releases the resource from the service or application represented by the script and prepares for the resource removal. Releasing the resource includes closing the resource if the resource is currently opened by its application.

- 3. The system then proceeds to remove the resource.
- 4. If the system has removed the resource successfully the script's postremove command is run:

```
<scriptname> postremove <resourcename>
```

Otherwise the script's undoremove command is run:

```
<scriptname> undoremove <resourcename>
```

For any commands the script does not implement, it must exit with exit status of 2. RCM silently returns success for the script's unimplemented commands.

A script performs the following basic steps:

- Takes RCM command and additional arguments from the command line and environment parameters.
- Processes the command.
- Writes the expected return data to stdout as *name=value* pairs delimited by newlines, where *name* is the name of the return data item that RCM expects and *value* is the value associated with the data item.

Environment

Initial environment of RCM scripts is set as follows:

- Process UID is set to the UID of the script.
- Process GID is set to the GID of the script.
- PATH variable is set to /usr/sbin:/usr/bin.

- Current working directory is set to:
 - /var/run for scripts owned by root
 - /tmp for scripts not owned by root
- File descriptor 0 (stdin) is set to /dev/null
- Environment variable RCM ENV DEBUG LEVEL is set to the debug level. Logging is discussed below.
- The following environment variables are also set where possible:
 - LANG
 - LC COLLATE
 - LC CTYPE
 - LC MESSAGES
 - LC MONETARY
 - LC NUMERIC
 - LC TIME
 - LC ALL
 - TZ See environ(5) for a description of these variables. See gettext(1) for details on retrieving localized messages.

All environment variable names beginning with RCM ENV are reserved for use by the RCM.

The character encoding used by the RCM and RCM scripts to exchange RCM commands, environment parameters, and name-value pairs is ASCII unless the controlling environment variables are specified otherwise.

Commands

scriptinfo

The scriptinfo command is invoked to gather information about the script.

Return data:

If successful, the script must write the following name-value pairs to stdout and exit with status 0:

- rcm script version=1
- rcm script func info=script_func_info
- rcm cmd timeout=command_timeout_value where script_func_info is a localized human-readable message describing the functionality of the script.

The RCM monitors the execution time of RCM commands by RCM scripts. command_timeout_value is the maximum time in seconds the script is expected to take to process any RCM command except the scriptinfo command itself. If an RCM script does not process the RCM command and exit within this time, RCM sends a SIGABRT signal to the script process. RCM then waits for a few seconds for the script to finish the processing of the current RCM command and exit. If the script does not exit within this time, RCM sends a SIGKILL signal to the script.

rcmscript(4)

The rcm_cmd_timeout name-value pair is optional. It is only needed if the script is expected to take more than a few seconds to process any RCM command. Setting this name to a value of 0 (zero) disables the timer. If this name-value pair is not supplied, a default value is assigned by the RCM.

Upon failure, the script must specify the failure reason using the name-value pair rcm failure reason and exit with status 1.

register

The register command is invoked to allow a script to specify the resources that it or its application handles that could potentially be removed by DR. The script has to supply all its resource names to RCM using the name-value pair rcm resource name.

Return Data:

If successful, the script must write the following name-value pairs to stdout and exit with status 0:

```
rcm_resource_name=resourcename
rcm_resource_name=resourcename
.
```

where *resourcename* is the name of the resource the script is interested in.

Upon failure, the script must specify the failure reason using the name-value pair rcm failure reason and exit with status 1.

resourceinfo resourcename

The resourceinfo command is invoked to get the usage information about resourcename.

Return Data:

If successful, the script must write the following name-value pair to stdout and exit with status 0:

```
{\tt rcm\_resource\_usage\_info=} resource\_usage
```

where *resource_usage* is a localized human readable message describing the usage of the resource by the script.

Upon failure, the script must specify the failure reason using the name-value pair rcm_failure_reason and exit with status 1.

queryremove resourcename

Prior to removing the resource from the system, the queryremove command is invoked to query the script to determine whether the script can release the given resource successfully from the service or application it represents. The script does not actually release the resource. The script might indicate that it is not able to release the resource if the resource is critical for its service or application.

Additional environment parameter:

```
RCM ENV FORCE
```

Can be one of:

FALSE

Normal request.

TRUE

Request is urgent. The script should check whether the resource can be released successfully by force, such as by using the force option to unmount a file system.

Return Data:

If the command succeeds, the script must return no data and exit with status 0.

If the script would not be able to release the resource, it must specify the reason using the name-value pair rcm failure reason and exit with status 3.

Upon any other failure, the script must specify the failure reason using the name-value pair rcm_failure_reason and exit with status 1.

preremove resourcename

The preremove command is invoked prior to an attempt to remove the given resourcename. In response to this command the script can either release the resource (including closing the device if the device is currently opened) from the service or application it represents or indicate that it can not release the resource if the resource is critical for its service or application.

Additional environment parameter:

```
RCM ENV FORCE
```

Can be one of:

FALSE

Normal request.

TRUE

Request is urgent. The script should make extra effort to release the resource, such as by using the force option to unmount a file system.

Return Data:

If the command succeeds, the script must return no data and exit with status 0.

If the script cannot release the resource, it must specify the reason using the name-value pair rcm failure reason and exit with status 3.

Upon any other failure, the script must specify the failure reason using the name-value pair rcm failure reason and exit with status 1.

postremove resourcename

The postremove command is invoked after the given resourcename has been removed.

rcmscript(4)

Return Data:

If the command succeeds, the script must return no data and exit with status 0.

Upon failure, the script must specify the failure reason using the name-value pair rcm failure reason and exit with status 1.

undoremove resourcename

The undoremove command is invoked to undo what was done in the previous preremove command for the given *resourcename*. The script can bring the state of the resource to the same state it was in when the script received the preremove command for that resource.

Return Data:

If the command succeeds, the script must return no data and exit with status 0.

Upon failure, the script must specify the failure reason using the name-value pair rcm_failure_reason and exit with status 1.

Logging

A script must log all error and debug messages by writing to stdout the name-value pairs listed below. The logged messages go to syslogd(1M) with the syslog facility of LOG DAEMON. See syslog.conf(4).

rcm log err=message Logs the message with the syslog level of LOG ERR.

rcm_log_warn=message Logs the message with the syslog level of

LOG WARNING.

 ${\tt rcm_log_info=} \textit{message} \qquad \text{Logs the } \textit{message} \text{ with the syslog level of LOG_INFO}.$

rcm log debug=message Logs the message with the syslog level of LOG DEBUG.

A script can use the environment variable RCM_ENV_DEBUG_LEVEL to control the amount of information to log. RCM_ENV_DEBUG_LEVEL is a numeric value ranging from 0 to 9, with 0 meaning log the least amount of information and 9 meaning log the most.

Installing or Removing RCM Scripts

You must use the following format to name a script:

vendor, service

where *vendor* is the stock symbol (or any distinctive name) of the vendor providing the script and *service* is the name of service the script represents.

You must be a superuser (root) to install or remove an RCM script.

Select one of the following directories where you want to place the script:

/etc/rcm/scripts

Scripts for specific systems

/usr/platform/`uname -i`/lib/rcm/scripts Scripts for specific hardware implementation

```
/usr/platform/'uname -m'/lib/rcm/scripts
  Scripts for specific hardware class
/usr/lib/rcm/scripts
  Scripts for any hardware
```

Installing a Script

To install a script, copy the script to the appropriate directory from the list above, change the userid and the groupid of the script to the desired values, and send SIGHUP to rcm daemon. For example:

```
# cp SUNW, sample.pl /usr/lib/rcm/scripts
# chown user[:group] /usr/lib/rcm/scripts/SUNW,sample.pl
# pkill -HUP -x -u root rcm_daemon
```

Removing a script

Remove the script from the appropriate directory from the list above and send SIGHUP to rcm_daemon. For example:

```
# rm /usr/lib/rcm/scripts/SUNW,sample.pl
# pkill -HUP -x -u root rcm_daemon
```

EXAMPLES

EXAMPLE 1 Site Customization RCM Script

```
#! /usr/bin/perl -w
# A sample site customization RCM script for a tape backup application.
# This script registers all tape drives in the system with RCM.
# When the system attempts to remove a tape drive by DR the script
# does the following:
   - if the tape drive is not being used for backup, it allows the
     DR to continue.
#
   - if the tape drive is being used for backup, and when DR is not forced
     (RCM_ENV_FORCE=FALSE) it indicates that it cannot release the
     tape drive with appropriate error message. When forced
#
     (RCM ENV FORCE=TRUE) it kills the tape backup application in
     order to allow the DR to continue.
# This script does not implement the postremove and undoremove commands
# since there is nothing to cleanup after DR remove operation is completed
# or failed. If any cleanup is needed after the DR removal completed,
# postremove command needs to implemented. If any cleanup is needed
# in the event of DR removal failure, undoremove command needs to be
# implemented.
use strict;
my ($cmd, %dispatch);
$cmd = shift(@ARGV);
```

EXAMPLE 1 Site Customization RCM Script (Continued)

```
# dispatch table for RCM commands
%dispatch = (
    "scriptinfo"
                            \&do_scriptinfo,
    "register"
                            \&do_register,
                 =>
    "resourceinfo" =>
                            \&do resourceinfo,
    "queryremove" =>
"preremove" =>
                           \&do_preremove,
                           \&do_preremove
);
if (defined($dispatch($cmd))) {
   &{$dispatch{$cmd}};
} else {
    exit (2);
sub do_scriptinfo
    print \ "rcm\_script\_version=1\n";
    print "rcm_script_func_info=Tape backup appl script for DR\n";
    exit (0);
sub do register
    my ($dir, $f, $errmsg);
    $dir = opendir(RMT, "/dev/rmt");
    if (!$dir) {
        $errmsg = "Unable to open /dev/rmt directory: $!";
        print "rcm_failure_reason=$errmsg\n";
        exit (1);
    while ($f = readdir(RMT)) {
        # ignore hidden files and multiple names for the same device
        if ((\$f !~/^{\cdot}./) \&\& (\$f =~/^{0-9}+\$/)) {
            print "rcm_resource_name=/dev/rmt/$f\n";
    }
    closedir(RMT);
    exit (0);
}
sub do_resourceinfo
    my ($rsrc, $unit);
    $rsrc = shift(@ARGV);
    if (\frac{rsrc}{-} /^{\det}/([0-9]+)) {
        $unit = $1;
        print "rcm_resource_usage_info=Backup Tape Unit Number $unit\n";
        exit (0);
    } else {
```

EXAMPLE 1 Site Customization RCM Script (Continued)

```
print "rcm_failure_reason=Unknown tape device!\n";
        exit (1);
}
sub do_preremove
    my ($rsrc);
    $rsrc = shift(@ARGV);
    # check if backup application is using this resource
    # if (the backup application is not running on $rsrc) {
    # allow the DR to continue
             exit (0);
    #}
    # If RCM_ENV_FORCE is FALSE deny the operation.
    # If RCM ENV FORCE is TRUE kill the backup application in order
    \# to allow the DR operation to proceed
    if ($ENV{RCM ENV FORCE} eq 'TRUE') {
        if ($cmd eq 'preremove') {
            # kill the tape backup application
        exit (0);
    } else {
        # indicate that the tape drive can not be released
        # since the device is being used for backup by the
        # tape backup application
        print "rcm_failure_reason=tape backup in progress pid=...\n";
        exit (3);
    }
}
```

EXIT STATUS

A script must exit with following exit status values:

- Operation specified by the given RCM command has been executed 0 successfully by the script. For queryremove command it also means that the script can successfully release the resource.
- 1 An error occurred while processing the RCM command. The script should provide the error message to RCM using the name-value pair rcm failure reason before exiting.
- The script does not support the given RCM command. A script must exit 2 with this status if it cannot understand the given RCM command.
- Indicates that the script cannot release the resource for preremove and 3 queryremove commands. The script should provide a message to RCM

rcmscript(4)

specifying the reason for not being able to release the resource using the name-value pair rcm_failure_reason before exiting.

ERRORS

If a script cannot successfully process an RCM command, it must supply to the RCM a message indicating the reason for failure by writing a name-value pair, in the form shown below, to stdout and exiting with the appropriate exit status.

rcm_failure_reason=failure_reason

where *failure_reason* is a localized human readable message describing the reason for failure of the RCM command.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

SEE ALSO

gettext(1), cfgadm(1M), cfgadm_scsi(1M), cfgadm_pci(1M), syslog(3C), signal(3HEAD), syslog.conf(4), attributes(5), environ(5)

NOTES

RCM scripts are expected to properly handle all RCM commands that the script implements and to log all errors. Only root has permission to add or remove an RCM script. An ill-behaved RCM script can cause unexpected DR failures.

RCM commands are invoked only for the resources whose subsystems participate within the RCM framework. Currently, not all susbsystems participate within the RCM framework.

NAME

remote – remote host description file

SYNOPSIS

/etc/remote

DESCRIPTION

The systems known by tip(1) and their attributes are stored in an ASCII file which is structured somewhat like the termcap file. Each line in the file provides a description for a single system. Fields are separated by a colon ':'. Lines ending in a '\' character with an immediately following NEWLINE are continued on the next line.

The first entry is the name(s) of the host system. If there is more than one name for a system, the names are separated by vertical bars. After the name of the system comes the fields of the description. A field name followed by an '=' sign indicates a string value follows. A field name followed by a '#' sign indicates a following numeric value.

Entries named tipbaudrate are used as default entries by tip, as follows. When tip is invoked with only a phone number, it looks for an entry of the form tipbaudrate, where baudrate is the baud rate with which the connection is to be made. For example, if the connection is to be made at 300 baud, tip looks for an entry of the form tip300.

CAPABILITIES

Capabilities are either strings (str), numbers (num), or boolean flags (bool). A string capability is specified by capability=value; for example, 'dv=/dev/harris'. A numeric capability is specified by capability#value; for example, 'xa#99'. A boolean capability is specified by simply listing the capability.

(str) Auto call unit type. The following lists valid 'at' types and their at corresponding hardware:

biz31f	Bizcomp 1031, tone dialing
biz31w	Bizcomp 1031, pulse dialing
biz22f	Bizcomp 1022, tone dialing
biz22w	Bizcomp 1022, pulse dialing
df02	DEC DF02
df03	DEC DF03
ventel	Ventel 212+
v3451	Vadic 3451 Modem
v831	Vadic 831
hayes	Any Hayes-compatible modem
at	Any Hayes-compatible modem

(num) The baud rate used in establishing a connection to the remote host. This is a decimal number. The default baud rate is 300 baud.

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	CM	(str) An initial connection message to be sent to the remote host. For example, if a host is reached through a port selector, this might be set to the appropriate sequence required to switch to the host.
	cu	(str) Call unit if making a phone call. Default is the same as the dv field.
	db	(bool) Cause tip(1) to ignore the first hangup it sees. db (dialback) allows the user to remain in tip while the remote machine disconnects and places a call back to the local machine. For more information about dialback configuration, see <i>System Administration Guide: IP Services</i> .
	di	$({\tt str})$ Disconnect message sent to the host when a disconnect is requested by the user.
	du	(bool) This host is on a dial-up line.
	dv	(str) Device(s) to open to establish a connection. If this file refers to a terminal line, tip attempts to perform an exclusive open on the device to insure only one user at a time has access to the port.
	ec	(bool) Initialize the tip variable echocheck to on, so that tip will synchronize with the remote host during file transfer by waiting for the echo of the last character transmitted.
	el	(str) Characters marking an end-of-line. The default is no characters. tip only recognizes ' \sim ' escapes after one of the characters in el, or after a RETURN.
	es	(str) The command prefix (escape) character for tip.
	et	(num) Number of seconds to wait for an echo response when echo-check mode is on. This is a decimal number. The default value is 10 seconds.
	ex	(str) Set of non-printable characters not to be discarded when scripting with beautification turned on. The default value is " \t^n \b\f".
	fo	(str) Character used to force literal data transmission. The default value is $^\prime \backslash 377^\prime.$
	fs	(num) Frame size for transfers. The default frame size is equal to 1024.
	hd	(bool) Initialize the tip variable halfduplex to on, so local echo should be performed.
	hf	(bool) Initialize the tip variable hardwareflow to on, so hardware flow control is used.
	ie	(str) Input end-of-file marks. The default is a null string ("").
	nb	(bool) Initialize the tip variable beautify to off, so that unprintable characters will not be discarded when scripting.
	nt	(bool) Initialize the tip variable tandem to off, so that XON/XOFF flow control will not be used to throttle data from the remote host.
- 1		

remote(4)

- nv (bool) Initialize the tip variable verbose to *off*, so that verbose mode will be turned on.
- oe (str) Output end-of-file string. The default is a null string (""). When tip is transferring a file, this string is sent at end-of-file.
- pa (str) The type of parity to use when sending data to the host. This may be one of even, odd, none, zero (always set bit 8 to 0), one (always set bit 8 to 1). The default is none.
- pn (str) Telephone number(s) for this host. If the telephone number field contains an '@' sign, tip searches the /etc/phones file for a list of telephone numbers see phones(4). A '%' sign in the telephone number indicates a 5-second delay for the Ventel Modem.

For Hayes-compatible modems, if the telephone number starts with an 'S', the telephone number string will be sent to the modem without the "DT", which allows reconfiguration of the modem's S-registers and other parameters; for example, to disable auto-answer: "pn=S0=0DT5551234"; or to also restrict the modem to return only the basic result codes: "pn=S0=0X0DT5551234".

- pr (str) Character that indicates end-of-line on the remote host. The default value is '\n'.
- ra (bool) Initialize the tip variable raise to on, so that lower case letters are mapped to upper case before sending them to the remote host.
- rc (str) Character that toggles case-mapping mode. The default value is '\377'.
- re (str) The file in which to record session scripts. The default value is tip.record.
- rw (bool) Initialize the tip variable rawftp to on, so that all characters will be sent as is during file transfers.
- sc (bool) Initialize the tip variable script to on, so that everything transmitted by the remote host will be recorded.
- tb (bool) Initialize the tip variable tabexpand to on, so that tabs will be expanded to spaces during file transfers.
- tc (str) Indicates that the list of capabilities is continued in the named description. This is used primarily to share common capability information.

EXAMPLES

EXAMPLE 1 Using the Capability Continuation Feature

Here is a short example showing the use of the capability continuation feature:

```
UNIX-1200:\
   :dv=/dev/cua0:el=^D^U^C^S^Q^O@:du:at=ventel:ie=#$%:oe=^D:br#1200:
arpavax|ax:\
   :pn=7654321%:tc=UNIX-1200
```

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FILES /etc/remote remote host description file.

/etc/phones remote host phone number database.

SEE ALSO | tip(1), phones(4)

System Administration Guide: IP Services

NAME | resolv.conf – resolver configuration file

SYNOPSIS

/etc/resolv.conf

DESCRIPTION

The resolver is a set of routines that provide access to the Internet Domain Name System. See resolver(3RESOLV). resolv.conf is a configuration file that contains the information that is read by the resolver routines the first time they are invoked by a process. The file is designed to be human readable and contains a list of keywords with values that provide various types of resolver information.

The resolv.conf file contains the following configuration directives:

nameserver

Specifies the Internet address in dot-notation format of a name server that the resolver is to query. Up to *MAXNS* name servers may be listed, one per keyword. See <resolv.h>. If there are multiple servers, the resolver library queries them in the order listed. If no name server entries are present, the resolver library queries the name server on the local machine. The resolver library follows the algorithm to try a name server until the guery times out. It then tries the the name servers that follow, until each query times out. It repeats all the name servers until a maximum number of retries are made.

domain

Specifies the local domain name. Most queries for names within this domain can use short names relative to the local domain. If no domain entry is present, the domain is determined from sysinfo(2) or from gethostname(3C). (Everything after the first '.' is presumed to be the domain name.) If the host name does not contain a domain part, the root domain is assumed. You can use the LOCALDOMAIN environment variable to override the domain name.

search

The search list for host name lookup. The search list is normally determined from the local domain name. By default, it contains only the local domain name. You can change the default behavior by listing the desired domain search path following the search keyword, with spaces or tabs separating the names. Most resolver queries will be attempted using each component of the search path in turn until a match is found. This process may be slow and will generate a lot of network traffic if the servers for the listed domains are not local. Oueries will time out if no server is available for one of the domains.

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The search list is currently limited to six domains and a total of 256 characters.

sortlistaddresslist

Allows addresses returned by the libresolv-internal gethostbyname () to be sorted. A sortlist is specified by IP address netmask pairs. The netmask is optional and defaults to the natural netmask of the net. The IP address and optional network pairs are separated by slashes. Up to 10 pairs may be specified. For example:

sortlist 130.155.160.0/255.255.240.0 130.155.0.0

options

Allows certain internal resolver variables to be modified. The syntax is

options option ...

where option is one of the following:

debug

Sets RES DEBUG in the res.options field.

ndots:n

Sets a threshold floor for the number of dots which must appear in a name given to res_query() before an initial absolute (as-is) query is performed. See resolver(3RESOLV). The default value for *n* is 1, which means that if there are any dots in a name, the name is tried first as an absolute name before any search list elements are appended to it.

timeout:n
retrans:n

Sets the amount of time the resolver will wait for a response from a remote name server before retrying the query by means of a different name server. Measured in seconds, the default is RES_TIMEOUT. See <resolv.h>. The timeout and retrans values are the starting point for an exponential back off procedure where the timeout is doubled for every retransmit attempt.

attempts:n
retry:n

Sets the number of times the resolver will send a query to its name servers before giving up and returning an error to the calling application. The default is RES_DFLRETRY. See <resolv.h>.

rotate

Sets RES ROTATE in res.options. The name servers are queried round-robin from among those listed. The query load is spread among all listed servers, rather than having all clients try the first listed server first every time.

no-check-names

Sets RES NOCHECKNAME in res.options. This disables the modern BIND checking of incoming host names and mail names for invalid characters such as underscore (), non-ASCII, or control characters.

inet6

Sets RES USE INET6 in res.options. In the Solaris BIND port, this has no effect on gethostbyname(3NSL). To retrieve IPv6 addresses or IPv4 addresses in mapped form, use getipnodebyname(3SOCKET) instead of setting inet6.

The domain and search keywords are mutually exclusive. If more than one instance of these keywords is present, the last instance takes precedence.

You can override the search keyword of the system resolv.conf file on a per-process basis by setting the environment variable LOCALDOMAIN to a space-separated list of search domains.

You can amend the options keyword of the system resolv.conf file on a per-process basis by setting the environment variable RES OPTIONS to a space-separated list of resolver options.

The keyword and value must appear on a single line. Start the line with the keyword, for example, nameserver, followed by the value, separated by white space.

FILES

/etc/resolv.conf

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Standard BIND 8.2.4

SEE ALSO

domainname(1M), in.named(1M), sysinfo(2), gethostbyname(3NSL), getipnodebyname(3SOCKET), gethostname(3C), resolver(3RESOLV), attributes(5)

resolv.conf(4)			
	Vixie, Paul, Dunlap, Keven J., Karels, Michael J. <i>Name Server Operations Guide for BIND</i> . Internet Software Consortium, 1996.		

NAME

hosts.equiv, rhosts – trusted remote hosts and users

DESCRIPTION

The /etc/hosts.equiv and .rhosts files provide the "remote authentication" database for rlogin(1), rsh(1), rcp(1), and rcmd(3SOCKET). The files specify remote hosts and users that are considered "trusted". Trusted users are allowed to access the local system without supplying a password. The library routine ruserok() (see rcmd(3SOCKET)) performs the authentication procedure for programs by using the /etc/hosts.equiv and .rhosts files. The /etc/hosts.equiv file applies to the entire system, while individual users can maintain their own .rhosts files in their home directories.

These files bypass the standard password-based user authentication mechanism. To maintain system security, care must be taken in creating and maintaining these files.

The remote authentication procedure determines whether a user from a remote host should be allowed to access the local system with the identity of a local user. This procedure first checks the /etc/hosts.equiv file and then checks the .rhosts file in the home directory of the local user who is requesting access. Entries in these files can be of two forms. Positive entries allow access, while negative entries deny access. The authentication succeeds when a matching positive entry is found. The procedure fails when the first matching negative entry is found, or if no matching entries are found in either file. The order of entries is important. If the files contain both positive and negative entries, the entry that appears first will prevail. The rsh(1) and rcp(1) programs fail if the remote authentication procedure fails. The rlogin program falls back to the standard password-based login procedure if the remote authentication fails.

Both files are formatted as a list of one-line entries. Each entry has the form:

hostname [username]

Hostnames must be the official name of the host, not one of its nicknames.

Negative entries are differentiated from positive entries by a '-' character preceding either the *hostname* or *username* field.

Positive Entries

If the form:

hostname

is used, then users from the named host are trusted. That is, they may access the system with the same user name as they have on the remote system. This form may be used in both the /etc/hosts.equiv and .rhosts files.

If the line is in the form:

hostname username

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then the named user from the named host can access the system. This form may be used in individual .rhosts files to allow remote users to access the system as a different local user. If this form is used in the /etc/hosts.equiv file, the named remote user will be allowed to access the system as any local user.

netgroup(4) can be used in either the *hostname* or *username* fields to match a number of hosts or users in one entry. The form:

```
+@netgroup
```

allows access from all hosts in the named netgroup. When used in the *username* field, netgroups allow a group of remote users to access the system as a particular local user. The form:

```
hostname +@netgroup
```

allows all of the users in the named netgroup from the named host to access the system as the local user. The form:

```
+@netgroup1 +@netgroup2
```

allows the users in *netgroup2* from the hosts in *netgroup1* to access the system as the local user.

The special character '+' can be used in place of either *hostname* or *username* to match any host or user. For example, the entry

+

will allow a user from any remote host to access the system with the same username. The entry

+ username

will allow the named user from any remote host to access the system. The entry

hostname +

will allow any user from the named host to access the system as the local user.

Negative Entries

Negative entries are preceded by a '-' sign. The form:

–hostname

will disallow all access from the named host. The form:

-@netgroup

means that access is explicitly disallowed from all hosts in the named netgroup. The form:

hostname -username

disallows access by the named user only from the named host, while the form:

+ -@netgroup

will disallow access by all of the users in the named netgroup from all hosts.

Search Sequence

To help maintain system security, the /etc/hosts.equiv file is not checked when access is being attempted for super-user. If the user attempting access is not the super-user, /etc/hosts.equiv is searched for lines of the form described above. Checks are made for lines in this file in the following order:

- 1. +
- 2. +@netgroup
- 3. -@netgroup
- 4. -hostname
- 5. hostname

The user is granted access if a positive match occurrs. Negative entries apply only to /etc/hosts.equiv and may be overridden by subsequent .rhosts entries.

If no positive match occurred, the .rhosts file is then searched if the user attempting access maintains such a file. This file is searched whether or not the user attempting access is the super-user. As a security feature, the .rhosts file must be owned by the user who is attempting access. Checks are made for lines in .rhosts in the following order:

- 1. +
- 2. +@netgroup
- 3. -@netgroup
- 4. -hostname
- 5. hostname

FILES

/etc/hosts.equiv system trusted hosts and users ~/.rhosts user's trusted hosts and users

SEE ALSO

rcp(1), rlogin(1), rsh(1), rcmd(3SOCKET), hosts(4), netgroup(4), passwd(4)

WARNINGS

Positive entries in /etc/hosts.equiv that include a username field (either an individual named user, a netgroup, or '+' sign) should be used with extreme caution. Because /etc/hosts.equiv applies system-wide, these entries allow one, or a group of, remote users to access the system as any local user. This can be a security hole. For example, because of the search sequence, an /etc/hosts.equiv file consisting of the entries

-hostxxx

will not deny access to "hostxxx".

rmmount.conf(4)

NAME

rmmount.conf – removable media mounter configuration file

SYNOPSIS

/etc/rmmount.conf

DESCRIPTION

The rmmount.conf file contains the rmmount(1M) configuration information. This file describes where to find shared objects that perform actions on file systems after identifying and mounting them. The rmmount.conf file is also used to share file systems on removable media. It can also direct the rmmount utility to run fsck on one or more file systems before mounting them, with the fsck command line options specified in rmmount.conf.

Actions are executed in the order in which they appear in the configuration file. The action function can return either 1 or 0. If it returns 0, no further actions will be executed. This allows the function to control which applications are executed. For example, action_filemgr always returns 0 if the File Manager is running, thereby preventing subsequent actions from being executed.

To execute an action after a medium has been inserted and while the File Manager is not running, list the action after action_filemgr in the rmmount.conf file. To execute an action before the File Manager becomes aware of the medium, list the action before action filemgr in the rmmount.conf file.

The syntax for the rmmount . conf file is as follows:

```
# File system identification
ident filesystem_type shared_object media_type [media_type ...]

# Actions
action media_type shared_object args_to_so

# File system sharing
share media_or_file_system share_command_options

# Mount command options
mount media_or_file_system [file_system_spec] -o mount_command_options

# Optionally fsck command options
fsck media_type filesystem_type -o fsck_command_options
```

Explanations of the syntax for the File system identification fields are as follows:

filesystem_type An ASCII string used as the file system type flag of the

mount command (see the -F option of mount(1M)). It is also used to match names passed to rmmount(1M)

from Volume Management.

shared_object Programs that identify file systems and perform

actions. This shared_object is found at

/usr/lib/fs/filesystem_type/shared_object.

media_type The type of medium where this file system resides.

Legal values are cdrom, floppy, jaz, rmdisk, and

zip.

Explanations of the syntax for the Actions fields are as follows.

media_type Type of medium. This argument is passed in from Volume

Management as VOLUME TYPE.

shared_object Programs that identify file systems and perform actions. If

shared_object starts with '/' (slash), the full path name is used; otherwise, /usr/lib/rmmount is prepended to the name.

args_to_so Arguments passed to the shared_object. These arguments are passed

in as an *argc* and *argv*[].

The definition of the interface to Actions is located in /usr/include/rmmount.h.

Explanations of the syntax for the File system sharing fields are as follows.

media_or_file_system Either the type of medium or the specific file system to

share.

share_command_options Options of the share command. See share(1M) for

more information about these options.

Explanations of the syntax for the Mount command options fields are as follows:

media_or_file_system Either the type of medium or the specific file system to

share.

file_system_spec Specifies one or more file systems to which this line

applies. Defaults to "all" file system types.

mount_command_options One or more options to be passed to the mount

command. Multiple options require a space delimiter.

Explanations of the syntax for the fsck command options fields are as follows:

media_type The type of removable medium. A Bourne shell regular

expression that matches names of file system media whose aliases are listed under /vol/dev/aliases. Examples include cdrom0, cdrom1, cdrom*, jaz0, jaz1, and jaz*.

filesystem_type The type of file system, for example, ufs or hsfs, that

resides on the medium specified in media_type.

fsck_command_options One or more options to be passed to fsck(1M). Multiple

options must be separated by spaces.

The algorithm for the fsck configuration line is as follows:

- 1. The fsck configuration line tells rmmount to run fsck on *filesystem_type*, as described above. The *filesystem_type* must be correct for the *media_type* specified.
- 2. If filesystem_type is not present, rmmount runs fsck on all file systems on all media that match media_type.

rmmount.conf(4)

3. If rmmount.conf contains no fsck configuration line or contains an fsck configuration line with a media_type that does not match a medium's alias, rmmount does not run fsck on the removable medium's file system, unless mount reports that the file system's dirty bit is set.

Default Values

The following is an example of an rmmount.conf file:

```
# Removable Media Mounter configuration file.
# File system identification
ident hsfs ident_hsfs.so cdrom
ident ufs ident_ufs.so cdrom floppy rmdisk pcmem
ident pcfs ident_pcfs.so floppy rmdisk pcmem
ident udfs ident_udfs.so cdrom floppy
# Actions
action cdrom action_filemgr.so
action floppy action_filemgr.so
action rmdisk action_filemgr.so
```

EXAMPLES

EXAMPLE 1 Sharing of Various File Systems

The following examples show how various file systems are shared using the share syntax for the rmmount.conf file. These lines are added after the Actions entries.

```
share cdrom*
```

Shares all CD-ROMs via NFS and applies no access restrictions.

```
share solaris 2.x*
```

Shares CD-ROMs named solaris 2.x* with no access restrictions.

```
share cdrom* -o ro=engineering
```

Shares all CD-ROMs via NFS but exports only to the "engineering" netgroup.

```
share solaris 2.x* -d distribution CD
```

Shares CD-ROMs named solaris_2.x* with no access restrictions and with the description that it is a distribution CD-ROM.

```
share floppy0
```

Shares the file system of any floppy inserted into floppy drive 0.

```
share jaz0
```

Shares the file system on Jaz drive 0.

EXAMPLE 2 Customizing mount Operations

The following examples show how different mount options could be used to customize how rmmount mounts various media:

```
mount cdrom* hsfs -o nrr
```

Mounts all High Sierra CD-ROMs with the nrr (no Rock Ridge extensions) option (see mount_hsfs(1M)).

EXAMPLE 2 Customizing mount Operations (Continued)

```
mount floppy1 -o ro
```

Will always mount the second floppy disk read-only (for all file system types).

```
mount floppy1 -o ro foldcase
```

Will always mount the second floppy disk read-only (for all file system types) and pass the foldcase mount option.

```
mount jaz1 -o ro
```

Mounts the medium in Jaz drive 1 read-only, for all file system types.

EXAMPLE 3 Telling rmmount to Check File Systems Before Mounting Them

The following examples show how to tell rmmount to check file systems with fsck before mounting them, and how to specify the command line options to be used with fsck:

```
fsck floppy* ufs -o f
```

Performs a full file system check on any UFS floppies, ignoring the clean flag, before mounting them.

```
fsck floppy* ufs -o p
```

Uses the fsck p (preen) flag for all UFS floppies.

```
fsck cdrom* -o f
```

Tells rmmount to run fsck before mounting any file system on CD-ROM.

```
fsck jaz* ufs -o f
```

Tells rmmount to perform a full file system check on any UFS Jaz media, ignoring the clean flag, before mounting them.

SEE ALSO

volcancel(1), volcheck(1), volmissing(1), mount(1M), mount hsfs(1M), rmmount(1M), share(1M), vold(1M), vold.conf(4), volfs(7FS)

NOTES

When using the mount options line, verify that the specified options will work with the specified file system types. The mount command will fail if an incorrect mount option/file system combination is specified. Multiple mount options require a space delimiter.

rmtab(4)

NAME

rmtab – remote mounted file system table

SYNOPSIS

/etc/rmtab

DESCRIPTION

rmtab contains a table of filesystems that are remotely mounted by NFS clients. This file is maintained by $\mathtt{mountd}(1M)$, the mount daemon. The data in this file should be obtained only from $\mathtt{mountd}(1M)$ using the $\mathtt{MOUNTPROC_DUMP}$ remote procedure call.

The file contains a line of information for each remotely mounted filesystem. There are a number of lines of the form:

hostname: fsnameThe mount daemon adds an entry for any client that successfully executes a mount request and deletes the appropriate entries for an unmount request.

Lines beginning with a hash (' #') are commented out. These lines are removed from the file by mountd(1M) when it first starts up. Stale entries may accumulate for clients that crash without sending an unmount request.

FILES

/etc/rmtab

SEE ALSO

mountd(1M), showmount(1M)

NAME | rpc – rpc program number data base

SYNOPSIS

/etc/rpc

DESCRIPTION

The rpc file is a local source containing user readable names that can be used in place of RPC program numbers. The rpc file can be used in conjunction with or instead of other rpc sources, including the NIS maps "rpc.byname" and "rpc.bynumber" and the NIS+ table "rpc".

The rpc file has one line for each RPC program name. The line has the following format:

name-of-the-RPC-program RPC-program-number aliasesItems are separated by any number of blanks and/or tab characters. A "#" indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file.

EXAMPLES

EXAMPLE 1 RPC Database

Below is an example of an RPC database:

```
#
    rpc
rpcbind 100000 portmap
                             sunrpc portmapper
rusersd 100002 rusers
nfs 100003 nfsprog
mountd 100005 mount
                          showmount
walld 100008 rwall shutdown sprayd 100012 spray
llockmgr 100020
nlockmgr 100021
nlockmgr 10002
status 100024
bootparam 100026
keyserv 100029 keyserver
```

FILES

/etc/nsswitch.conf

SEE ALSO

nsswitch.conf(4)

rpc.nisd(4)

NAME |

rpc.nisd – configuration file for NIS+ service daemon

SYNOPSIS

/etc/default/rpc.nisd

DESCRIPTION

The rpc.nisd file specifies configuration information for the rpc.nisd(1M) server. Configuration information can come from a combination of three places. It can be derived from LDAP. It can be specified in the rpc.nisd file. It can be specified on the rpc.nisd(1M) command line. The values in the rpc.nisd file override values obtained from the LDAP server. Command line values supersede values in the configuration file.

The NIS+LDAPmapping(4) file contains mapping information connecting NIS+ object data to LDAP entries. See the NIS+LDAPmapping(4) manual page for an overview of the setup needed to map NIS+ data to or from LDAP.

Attributes

The rpc.nisd(1M) server recognizes the following attributes. Any values specified for these attributes in the rpc.nisd file, including an empty value, override values obtained from LDAP. However, the nisplusLDAPconfig* values are read from the rpc.nisd file or the command line only. They are not obtained from LDAP.

The following are attributes used for initial configuration.

nisplusLDAPconfigDN

The DN for configuration information. If empty, all other nisplusLDAPConfig* values are ignored, in the expectation that all attributes are specified in this file or on the command line. When nisplusLDAPConfigDN is not specified at all, the DN is derived from the NIS+ domain name by default. If the domain name is x.y.z., the default nisplusLDAPconfigDN is:

 $\verb|nisplusLDAP| configDN = dc = x, dc = y, dc = z$

nisplusLDAPconfigPreferredServerList

The list of servers to use for the configuration phase. There is no default. The following is an example of a value for

nisplusLDAPconfigPreferredServerList:

nisplusLDAPconfigPreferredServerList=127.0.0.1:389

$\verb|nisplusLDAP| configAuthentication Method|$

The authentication method used to obtain the configuration information. The recognized values for nisplusLDAPconfigAuthenticationMethod are:

none No authentication attempted.

simple Password of proxy user sent in the clear to the LDAP

server.

sas1/cram-md5 Use SASL/CRAM-MD5 authentication. This authentication

method may not be supported by all LDAP servers. A

password must be supplied.

sasl/digest-md5 Use SASL/DIGEST-MD5 authentication. This

authentication method may not be supported by all LDAP

servers. A password must be supplied.

There is no default value. The following is an example of a value for nisplusLDAPconfigAuthenticationMethod:

nisplusLDAPconfigAuthenticationMethod=simple

nisplusLDAPconfigTLS

The transport layer security used for the connection to the server. The recognized values are:

No encryption of transport layer data. This is the default value. none

SSL encryption of transport layer data. A certificate is required.

Export and import control restrictions may limit the availability of transport layer security.

nisplusLDAPconfigTLSCertificateDBPath

The name of the file containing the certificate database. The default path is /var/nis, and the default file name is cert7.db.

nisplusLDAPconfiqProxyUser

The proxy user used to obtain configuration information. There is no default value. If the value ends with a comma, the value of the nisplusLDAPconfigDN attribute is appended. For example:

nisplusLDAPconfigProxyUser=cn=nisplusAdmin,ou=People,

nisplusLDAPconfigProxyPassword

The password that should be supplied to LDAP for the proxy user when the authentication method requires one. In order to avoid having this password publically visible on the machine, the password should only appear in the configuration file, and the file should have an appropriate owner, group, and file mode. There is no default value.

The following are attributes used for data retrieval. The object class name used for these attributes is nisplusLDAPconfig.

preferredServerList

The list of servers to use when reading or writing mapped NIS+ data from or to LDAP. There is no default value. For example:

preferredServerList=127.0.0.1:389

authenticationMethod

The authentication method to use when reading or writing mapped NIS+ data from or to LDAP. For recognized values, see the LDAP configAuthentication Method attribute. There is no default value. For example,

authenticationMethod=simple

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nisplusLDAPTLS

The transport layer security to use when reading or writing NIS+ data from or to LDAP. For recognized values, see the nisplusLDAPconfigTLS attribute. The default value is none. Note that export and import control restrictions may limit the availability of transport layer security.

nisplusLDAPTLSCertificateDBPath

The name of the file containing the certificate DB. For recognized and default $values, see \ the \ \verb|nisplusLDAP| configTLSCertificateDBP| attribute.$

defaultSearchBase

The default portion of the DN to use when reading or writing mapped NIS+ data from or to LDAP. The default is derived from the value of the baseDomain attribute, which in turn usually defaults to the NIS+ domain name. If nisplusLDAPbaseDomain has the value x.y.z, the default defaultSearchBase is dc=x, dc=y, dc=z. See the following sample attribute

defaultSearchBase=dc=somewhere,dc=else

nisplusLDAPbaseDomain

The domain to append when NIS+ object names are not fully qualified. The default is the domain the rpc.nisd daemon is serving, or the first such domain, if there is more than one candidate.

nisplusLDAPproxyUser

Proxy user used by the rpc.nisd to read or write from or to LDAP. Assumed to have the appropriate permission to read and modify LDAP data. There is no default value. If the value ends in a comma, the value of the defaultSearchBase attribute is appended. For example:

nisplusLDAPproxyUser=cn=nisplusAdmin,ou=People,

nisplusLDAPproxyPassword

The password that should be supplied to LDAP for the proxy user when the authentication method so requires. In order to avoid having this password publically visible on the machine, the password should only appear in the configuration file, and the file should have an appropriate owner, group, and file mode. There is no default value.

nisplusLDAPbindTimeout

nisplusLDAPsearchTimeout

nisplusLDAPmodifyTimeout

nisplusLDAPaddTimeout

nisplusLDAPdeleteTimeout

Establish timeouts for LDAP bind, search, modify, add, and delete operations, respectively. The default value is 15 seconds for each one. Decimal values are allowed.

nisplusLDAPsearchTimeLimit

Establish a value for the LDAP OPT TIMELIMIT option, which suggests a time limit for the search operation on the LDAP server. The server may impose its own constraints on possible values. See your LDAP server documentation. The default is the nisplusLDAPsearchTimeout value. Only integer values are allowed.

Since the nisplusLDAPsearchTimeout limits the amount of time the client rpc.nisd will wait for completion of a search operation, setting the nisplusLDAPsearchTimeLimit larger than the nisplusLDAPsearchTimeout is not recommended.

nisplusLDAPsearchSizeLimit

Establish a value for the LDAP OPT SIZELIMIT option, which suggests a size limit, in bytes, for the search results on the LDAP server. The server may impose its own constraints on possible values. See your LDAP server documentation. The default is zero, which means unlimited. Only integer values are allowed.

nisplusLDAPfollowReferral

Determines if the rpc.nisd should follow referrals or not. Recognized values are yes and no. The default value is no.

nisplusNumberOfServiceThreads

Sets the maximum number of RPC service threads that the rpc.nisd may use. Note that the rpc.nisd may create additional threads for certain tasks, so that the actual number of threads running may be larger than the nisplusNumberOfServiceThreads value.

The value of this attribute is a decimal integer from zero to (2**31)-1, inclusive. Zero, which is the default, sets the number of service threads to three plus the number of CPUs available when the rpc.nisd daemon starts. For example:

nisplusNumberOfServiceThreads=16

The following attributes specify the action to be taken when some event occurs. The values are all of the form event=action. The default action is the first one listed for each event.

nisplusLDAPinitialUpdateAction

Provides the optional capability to update all NIS+ data from LDAP, or vice versa, when the rpc.nisd starts. Depending on various factors such as both NIS+ and LDAP server and network performance, as well as the amount of data to be uploaded or downloaded, these operations can consume very significant CPU and memory resources. During upload and download, the rpc.nisd has not yet registered with rpcbind, and provides no NIS+ service. When data is downloaded from LDAP, any new items added to the rpc.nisd's database get a TTL as for an initial load. See the description for the nisplusLDAPentryTtl attribute on NIS+LDAPmapping(4).

No initial update in either direction. This is the default. none

Causes the rpc.nisd to fetch data for all NIS+ objects it serves, from ldap and for which mapping entries are available, from the LDAP

repository.

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to ldap The rpc.nisd writes all NIS+ objects for which it is the master

server, and for which mapping entries are available, to the LDAP

repository.

nisplusLDAPinitialUpdateOnly

Use in conjunction with nisplusLDAPinitialUpdateAction.

This is the default.

yes The rpc.nisd exits after the initial update. This value is ignored if

specified together with nisplusLDAPinitialUpdateAction=none.

 $\verb|nisplusLDAPretrieveErrorAction| \\$

If an error occurs while trying to retrieve an entry from LDAP, one of the following actions can be selected:

use cached Action according to nisplusLDAPrefreshError below. This

is the default.

retry Retry the retrieval the number of time specified by

nisplusLDAPretrieveErrorAttempts, with the

nisplusLDAPretrieveErrorTimeout value controlling the

wait between each attempt.

try_again
unavail

no such name Return NIS TRYAGAIN, NIS UNAVAIL, or NIS NOSUCHNAME,

respectively, to the client. Note that the client code may not be

prepared for this and can react in unexpected ways.

nisplusLDAPretrieveErrorAttempts

The number of times a failed retrieval should be retried. The default is unlimited. The nisplusLDAPretrieveErrorAttempts value is ignored unless

nisplusLDAPretrieveErrorAction=retry.

nisplusLDAPretrieveErrorTimeout

The timeout (in seconds) between each new attempt to retrieve LDAP data. The default is 15 seconds. The value for nisplusLDAPretrieveErrorTimeout is ignored unless nisplusLDAPretrieveErrorAction=retry.

nisplusLDAPstoreErrorAction

An error occured while trying to store data to the LDAP repository.

retry Retry operation nisplusLDAPstoreErrorAttempts times

with nisplusLDAPstoreErrorTimeout seconds between each attempt. Note that this may tie up a thread in the

rpc.nisd daemon.

system_error Return NIS_SYSTEMERROR to the client.

unavail Return NIS UNAVAIL to the client. Note that the client code

may not be prepared for this and can react in unexpected ways.

nisplusLDAPstoreErrorAttempts

The number of times a failed attempt to store should be retried. The default is unlimited. The value for nisplusLDAPstoreErrorAttempts is ignored unless nisplusLDAPstoreErrorAction=retry.

nisplusLDAPstoreErrortimeout

The timeout, in seconds, between each new attempt to store LDAP data. The default is 15 seconds. The nisplusLDAPstoreErrortimeout value is ignored unless nisplusLDAPstoreErrorAction=retry.

nisplusLDAPrefreshErrorAction

An error occured while trying to refresh a cache entry.

Continue using expired cache entry, if one is available. continue using

Otherwise, the action is retry. This is the default.

Retry operation nisplusLDAPrefreshErrorAttempts retry

> times with nisplusLDAPrefreshErrorTimeout seconds between each attempt. Note that this may tie up a

thread in the rpc.nisd daemon.

cache expired

tryagain Return NIS CACHEEXPIRED or NIS TRYAGAIN,

> respectively, to the client. Note that the client code may not be prepared for this and could can react in unexpected

ways.

nisplusLDAPrefreshErrorAttempts

The number of times a failed refresh should be retried. The default is unlimited. This applies to the retry and continue using actions, but for the latter, only when there is no cached entry.

nisplusLDAPrefreshErrorTimeout

The timeout (in seconds) between each new attempt to refresh data. The default is 15 seconds. The value for nisplusLDAPrefreshErrorTimeout applies to the retry and continue using actions.

nisplusThreadCreationErrorAction

The action to take when an error occured while trying to create a new thread. This only applies to threads controlled by the rpc.nisd daemon not to RPC service threads. An example of threads controlled by the rpc.nisd daemon are those created to serve nis list(3NSL) with callback, as used by niscat(1) to enumerate tables.

Pass on the thread creation error to the client, to the extent pass error

> allowed by the available NIS+ error codes. The error might be NIS NOMEMORY, or another resource shortage error. This action is

the default.

Retry operation nisplusThreadCreationErrorAttempts retry

times, waiting nisplusThreadCreationErrorTimeout seconds between each attempt. Note that this may tie up a thread

in the rpc.nisd daemon.

nisplusThreadCreationErrorAttempts

The number of times a failed thread creation should be retried. The default is unlimited. The value for nisplusThreadCreationErrorAttempts is ignored unless the nisplusThreadCreationErrorAction=retry.

nisplusThreadCreationErrorTimeout

nisplusThreadCreationErrorAction=retry.

The number of seconds to wait between each new attempt to create a thread. The default is 15 seconds. Ignored unless

nisplusDumpError

An error occured during a full dump of a NIS+ directory from the master to a replica. The replica can:

retry Retry operation nisplusDumpErrorAttempts times waiting

nisplusDumpErrorTimeout seconds between each attempt. Note

that this may tie up a thread in the rpc.nisd.

rollback Try to roll back the changes made so far before retrying per the

retry action. If the rollback fails or cannot be performed due to the

selected ResyncServiceAction level, the retry action is

selected.

nisplusDumpErrorAttempts

The number of times a failed full dump should be retried. The default is unlimited. When the number of retry attempts has been used up, the full dump is abandoned, and will not be retried again until a resync fails because no update time is available.

nisplusDumpErrorTimeout

The number of seconds to wait between each attempt to execute a full dump. The default is 120 seconds.

nisplusResyncService

Type of NIS+ service to be provided by a replica during resync, that is, data transfer from NIS+ master to NIS+ replica. This includes both partial and full resyncs.

from copy Service is provided from a copy of the directory to be

resynced while the resync is in progress. Rollback is possible if an error occurs. Note that making a copy of the directory may require a significant amount of time, depending on the size of the tables in the directory and

available memory on the system.

directory locked While the resync for a directory is in progress, it is locked

against access. Operations to the directory are blocked

until the resync is done. Rollback is not possible.

from live The replica database is updated in place. Rollback is not

possible. If there are dependencies between individual updates in the resync, clients may be exposed to data

inconsistencies during the resync. In particular,

directories or tables may disappear for a time during a full dump.

nisplusUpdateBatching

How updates should be batched together on the master.

accumulate Accumulate updates for at least

> nisplusUpdateBatchingTimeout seconds. Any update that comes in before the timeout has occured will reset the timeout counter. Thus, a steady stream of

updates less than

nisplusUpdateBatchingTimeout seconds apart

could delay pinging replicas indefinitely.

Accumulate updates for at least bounded accumulate

> nisplusUpdateBatchingTimeout seconds. The default value for timeout is 120 seconds. Incoming updates do not reset the timeout counter, so replicas will be informed once the initial timeout has expired.

Updates are not batched. Instead, replicas are informed none

> immediately of any update. While this should maximize data consistency between master and replicas, it can also cause considerable overhead on

both master and replicas.

nisplusUpdateBatchingTimeout

The minimum time (in seconds) during which to accumulate updates. Replicas will not be pinged during this time. The default is 120 seconds.

nisplusLDAPmatchFetchAction

A NIS+ match operation, that is, any search other than a table enumeration, will encounter one of the following situations:

- 1. Table believed to be entirely in cache, and all cached entries are known to be valid. The cached tabled data is authoritative for the match operation.
- Table wholly or partially cached, but there may be individual entries that have timed out.
- 3. No cached entries for the table. Always attempt to retrieve matching data from LDAP.

When the table is wholly or partially cached, the action for the nisplusLDAPmatchFetchAction attribute controls whether or not the LDAP repository is searched:

Only go to LDAP when there is no match at all on the search no match only

of the available NIS+ data, or the match includes at least one

entry that has timed out.

always Always make an LDAP lookup.

Never make an LDAP lookup. never

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nisplusMaxRPCRecordSize

Sets the maximum RPC record size that NIS+ can use over connection oriented transports. The minimum record size is 9000, which is the default. The default value will be used in place of any value less than 9000. The value of this attribute is a decimal integer from 9000 to 2³¹, inclusive.

Storing Configuration Attributes in LDAP

Most attributes described on this man page, as well as those from NIS+LDAPmapping(4), can be stored in LDAP. In order to do so, you will need to add the following definitions to your LDAP server, which are described here in LDIF format suitable for use by ldapadd(1). The attribute and object class OIDs are examples only.

```
dn: cn=schema
changetype: modify
add: attributetypes
OIDattributetypes: ( 1.3.6.1.4.1.11.1.3.1.1.1 NAME 'defaultSearchBase' \
          DESC 'Default LDAP base DN used by a DUA'
          EQUALITY distinguishedNameMatch \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.12 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.11.1.3.1.1.2 NAME 'preferredServerList' \
          DESC 'Preferred LDAP server host addresses used by DUA' \
          EQUALITY caseIgnoreMatch \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.11.1.3.1.1.6 NAME 'authenticationMethod' \
          DESC 'Authentication method used to contact the DSA' \
          EQUALITY caseIgnoreMatch \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 SINGLE-VALUE )
dn: cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.0 \
          NAME 'nisplusLDAPTLS' \
          DESC 'Transport Layer Security' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.1 \
          NAME 'nisplusLDAPTLSCertificateDBPath' \
          DESC 'Certificate file' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.2 \
          NAME 'nisplusLDAPproxyUser' \
          DESC 'Proxy user for data store/retrieval' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.3 \
          NAME 'nisplusLDAPproxyPassword' \
          DESC 'Password/key/shared secret for proxy user' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.4 \
          NAME 'nisplusLDAPinitialUpdateAction' \
          DESC 'Type of initial update' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.5 \
          NAME 'nisplusLDAPinitialUpdateOnly' \
          DESC 'Exit after update ?' '
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.6 \
```

```
NAME 'nisplusLDAPretrieveErrorAction' \
          DESC 'Action following an LDAP search error' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.7 \
          NAME 'nisplusLDAPretrieveErrorAttempts' \
          DESC 'Number of times to retry an LDAP search' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.8 \
          NAME 'nisplusLDAPretrieveErrorTimeout' \
          DESC 'Timeout between each search attempt' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.9 \
          NAME 'nisplusLDAPstoreErrorAction' \
          DESC 'Action following an LDAP store error' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.10 \
          NAME 'nisplusLDAPstoreErrorAttempts' \
          DESC 'Number of times to retry an LDAP store' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.11 \
          NAME 'nisplusLDAPstoreErrorTimeout' \
          DESC 'Timeout between each store attempt' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.12 \
          NAME 'nisplusLDAPrefreshErrorAction' \
          DESC 'Action when refresh of NIS+ data from LDAP fails' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: (1.3.6.1.4.1.42.2.27.5.42.42.18.13 \
          NAME 'nisplusLDAPrefreshErrorAttempts'
          DESC 'Number of times to retry an LDAP refresh' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: (1.3.6.1.4.1.42.2.27.5.42.42.18.14\
          NAME 'nisplusLDAPrefreshErrorTimeout' \
          DESC 'Timeout between each refresh attempt' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.15 \
          NAME 'nisplusNumberOfServiceThreads' \
          DESC 'Max number of RPC service threads' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.16 \
          NAME 'nisplusThreadCreationErrorAction' \
          DESC 'Action when a non-RPC-service thread creation fails' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.17 \
          NAME 'nisplusThreadCreationErrorAttempts' \
          DESC 'Number of times to retry thread creation'
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.18 \
          NAME 'nisplusThreadCreationErrorTimeout' \
          DESC 'Timeout between each thread creation attempt' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: (1.3.6.1.4.1.42.2.27.5.42.42.18.19 \
          NAME 'nisplusDumpErrorAction' \
          DESC 'Action when a NIS+ dump fails' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.20 \
          NAME 'nisplusDumpErrorAttempts' \
          DESC 'Number of times to retry a failed dump' \
```

```
SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: (1.3.6.1.4.1.42.2.27.5.42.42.18.21 \
          NAME 'nisplusDumpErrorTimeout' \
          DESC 'Timeout between each dump attempt' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.22 \
          NAME 'nisplusResyncService' \
          DESC 'Service provided during a resync' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.23 \
          NAME 'nisplusUpdateBatching' \
          DESC 'Method for batching updates on master' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.24 \
          NAME 'nisplusUpdateBatchingTimeout' \
          DESC 'Minimum time to wait before pinging replicas' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.25 \
          NAME 'nisplusLDAPmatchFetchAction' \
          DESC 'Should pre-fetch be done ?'
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.26 \
          NAME 'nisplusLDAPbaseDomain' \
          DESC 'Default domain name used in NIS+/LDAP mapping' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.27 \
          NAME 'nisplusLDAPdatabaseIdMapping' \
          DESC 'Defines a database id for a NIS+ object' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
attributetypes: (1.3.6.1.4.1.42.2.27.5.42.42.18.28 \
          NAME 'nisplusLDAPentryTtl' \
          DESC 'TTL for cached objects derived from LDAP' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.29 \
          NAME 'nisplusLDAPobjectDN' \
          DESC 'Location in LDAP tree where NIS+ data is stored' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.30 \
          NAME 'nisplusLDAPcolumnFromAttribute' \
          DESC 'Rules for mapping LDAP attributes to NIS+ columns' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.31 \
          {\tt NAME 'nisplusLDAPattributeFromColumn' } \\
          DESC 'Rules for mapping NIS+ columns to LDAP attributes' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
dn: cn=schema
changetype: modify
add: objectclasses
objectclasses: ( 1.3.6.1.4.1.42.2.27.5.42.42.19.0 NAME 'nisplusLDAPconfig' \backslash
          DESC 'NIS+/LDAP mapping configuration' \
          SUP top STRUCTURAL MUST ( cn ) \
          MAY ( preferredServerList $ defaultSearchBase $
            authenticationMethod $ nisplusLDAPTLS $
            nisplusLDAPTLSCertificateDBPath $
            nisplusLDAPproxyUser $ nisplusLDAPproxyPassword $
            nisplusLDAPinitialUpdateAction $
            nisplusLDAPinitialUpdateOnly $
```

```
nisplusLDAPretrieveErrorAction $
nisplusLDAPretrieveErrorAttempts $
nisplusLDAPretrieveErrorTimeout $
nisplusLDAPstoreErrorAction $
nisplusLDAPstoreErrorAttempts $
nisplusLDAPstoreErrorTimeout $
nisplusLDAPrefreshErrorAction $
nisplusLDAPrefreshErrorAttempts $
nisplusLDAPrefreshErrorTimeout $
nisplusNumberOfServiceThreads $
nisplusThreadCreationErrorAction $
nisplusThreadCreationErrorAttempts $
nisplusThreadCreationErrorTimeout $
nisplusDumpErrorAction $
nisplusDumpErrorAttempts $
nisplusDumpErrorTimeout $
nisplusResyncService $ nisplusUpdateBatching $
nisplusUpdateBatchingTimeout $
nisplusLDAPmatchFetchAction $
nisplusLDAPbaseDomain $
nisplusLDAPdatabaseIdMapping $
nisplusLDAPentryTtl $
nisplusLDAPobjectDN $
nisplusLDAPcolumnFromAttribute $
nisplusLDAPattributeFromColumn ) )
```

Create a file containing the following LDIF data. Substitute your actual search base for *searchBase*, and your fully qualified domain name for *domain*:

```
dn: cn=domain,searchBase
cn: domain
objectClass: top
objectClass: nisplusLDAPconfig
```

Use this file as input to the ldapadd(1) command in order to create the NIS+/LDAP configuration entry. Initially, the entry is empty. You can use the ldapmodify(1) command to add configuration attributes.

EXAMPLES

EXAMPLE 1 Creating a NIS+/LDAP Configuration Entry

To set the nisplusNumberOfServiceThreads attribute to 32, create the following file and use it as input to ldapmodify(1):

```
dn: cn=domain,searchBase
nisplusNumberOfServiceThreads: 32
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWnisr

rpc.nisd(4)

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Obsolete

SEE ALSO

 $\verb|nisldapmaptest(1M)|, \verb|rpc.nisd(1M)|, \verb|NIS+LDAPmapping(4)|, \verb|attributes(5)|$ System Administration Guide: Naming and Directory Services (DNS, NIS, and LDAP)

NAME

rpld.conf – Remote Program Load (RPL) server configuration file

SYNOPSIS

/etc/rpld.conf

DESCRIPTION

The /etc/rpld.conf file contains the configuration information for operation of rpld, the RPL-based network boot server. It is a text file containing keyword-value pairs and comments. The keyword-value pairs specify the value to use for parameters used by the RPL server. Comments can be entered by starting the line using the # character. The user can add comments to the file for customized configurations. Alternate RPL server configuration files can be specified when running the RPL server by supplying a configuration file similar to the default configuration file.

Keywords

All keywords are case-sensitive. Not all keywords must be present. (However, note that the end keyword at the end of the file must be present.) If a keyword is not present, internal defaults, which are the default values described here, will be used. Keyword-value pairs are specified by:

keyword = value

DebugLevel

Specify the number of error, warning, and information messages to be generated while the RPL server is running. The valid range is 0-9. A value of 0 means no message at all, while a value of 9 will generate the most messages. The default is 0. Note that it is best to limit the value to 8 or below; use of level 9 may generate so many debug messages that the performance of the RPL server may be impacted.

DebugDest

A numeric value specifying where to send the messages to:

0 = standard output

1 = syslogd
2 = log file

The default is 2.

MaxClients

A numeric value specifying the maximum number of simultaneous network boot clients to be in service. A value of -1 means unlimited except where system resources is the limiting factor. Any positive value will set a limit on the number of clients to be in service at the same time unless system resource constraints come in before the limit. The default is -1.

BackGround

A numeric value indicating whether the RPL server should run in the background or not. A 0 means run in the background and a 1 means do not run in the background. The difference is whether the server will relinquish the controlling terminal or not. The default is 1.

FrameSize

The default size of data frames to be used to send bootfile data to the network boot clients. This size should not exceed the limits imposed by the underlying physical media. For

rpld.conf(4)

ethernet/802.3, the maximum physical frame size is 1500 octets. The default is 1500. Note that the protocol overhead of LLC1 and RPL is 32 octets, resulting in a maximum data length of 1468 octets.

LogFile

The log file to which messages will be sent if DebugDest is set to 2 (the default). The default file is var/spool/rpld.log.

StartDelay

The initial delay factor to use to control the speed of downloading. In the default mode of operation, the downloading process does not wait for a positive acknowledgment from the client before the next data frame is sent. In the case of a fast server and slow client, data overrun can result and requests for retransmission will be frequent. By using a delay factor, the speed of data transfer is controlled to avoid retransmission requests. Note that the unit of delay is machine dependent and bears no correlation with the

actual time delayed.

DelayGran

Delay granularity. If the initial delay factor is not suitable and the rate of downloading is either too fast or too slow, retransmission requests from the clients will be used to adjust the delay factor either upward (to slow down the data rate) or downward (to speed up the data rate). The delay granularity is used as the delay

delta for adjustment.

end

Keyword at the end of the file. It must be present.

FILES

/etc/rpld.conf

/usr/sbin/rpld

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA

SEE ALSO

rpld(1M), attributes(5)

NAME

rt_dptbl - real-time dispatcher parameter table

DESCRIPTION

The process scheduler (or dispatcher) is the portion of the kernel that controls allocation of the CPU to processes. The scheduler supports the notion of scheduling classes where each class defines a scheduling policy, used to schedule processes within that class. Associated with each scheduling class is a set of priority queues on which ready to run processes are linked. These priority queues are mapped by the system configuration into a set of global scheduling priorities which are available to processes within the class. The dispatcher always selects for execution the process with the highest global scheduling priority in the system. The priority queues associated with a given class are viewed by that class as a contiguous set of priority levels numbered from 0 (lowest priority) to n (highest priority—a configuration dependent value). The set of global scheduling priorities that the queues for a given class are mapped into might not start at zero and might not be contiguous, depending on the configuration.

The real-time class maintains an in-core table, with an entry for each priority level, giving the properties of that level. This table is called the real-time dispatcher parameter table (rt dptbl). The rt dptbl consists of an array (config rt dptbl[]) of parameter structures (struct rtdpent t), one for each of the *n* priority levels. The structure are accessed via a pointer, (rt dptb1), to the array. The properties of a given priority level *i* are specified by the *i*th parameter structure in this array (rt dptbl[i]).

A parameter structure consists of the following members. These are also described in the /usr/include/sys/rt.h header file.

The global scheduling priority associated with this priority level. rt globpri

The rt globpri values cannot be changed with

dispadmin(1M).

rt quantum The length of the time quantum allocated to processes at this level

in ticks (hz). The time quantum value is only a default or starting value for processes at a particular level as the time quantum of a real-time process can be changed by the user with the priocntl

command or the priocntl system call.

In the high resolution clock mode (hires tick set to 1), the value of hz is set to 1000. Increase quantums to maintain the same

absolute time quantums.

An administrator can affect the behavior of the real-time portion of the scheduler by reconfiguring the rt dptbl. There are two methods available for doing this: reconfigure with a loadable module at boot-time or by using dispadmin(1M) at run-time.

rt_dptbl Loadable Module

The rt dptbl can be reconfigured with a loadable module which contains a new real time dispatch table. The module containing the dispatch table is separate from the RT loadable module which contains the rest of the real time software. This is the only

rt_dptbl(4)

method that can be used to change the number of real time priority levels or the set of global scheduling priorities used by the real time class. The relevant procedure and source code is described in the EXAMPLES section.

dispadmin Configuration File

The rt_quantum values in the rt_dptbl can be examined and modified on a running system using the dispadmin(1M) command. Invoking dispadmin for the real-time class allows the administrator to retrieve the current rt_dptbl configuration from the kernel's in-core table, or overwrite the in-core table with values from a configuration file. The configuration file used for input to dispadmin must conform to the specific format described below.

Blank lines are ignored and any part of a line to the right of a # symbol is treated as a comment. The first non-blank, non-comment line must indicate the resolution to be used for interpreting the time quantum values. The resolution is specified as

RES=res

where *res* is a positive integer between 1 and 1,000,000,000 inclusive and the resolution used is the reciprocal of *res* in seconds. (For example, RES=1000 specifies millisecond resolution.) Although very fine (nanosecond) resolution may be specified, the time quantum lengths are rounded up to the next integral multiple of the system clock's resolution.

The remaining lines in the file are used to specify the rt_quantum values for each of the real-time priority levels. The first line specifies the quantum for real-time level 0, the second line specifies the quantum for real-time level 1. There must be exactly one line for each configured real-time priority level. Each rt_quantum entry must be either a positive integer specifying the desired time quantum (in the resolution given by res), or the value -2 indicating an infinite time quantum for that level.

EXAMPLES

EXAMPLE 1 A Sample dispadmin Configuration File

The following excerpt from a dispadmin configuration file illustrates the format. Note that for each line specifying a time quantum there is a comment indicating the corresponding priority level. These level numbers indicate priority within the real-time class, and the mapping between these real-time priorities and the corresponding global scheduling priorities is determined by the configuration specified in the RT_DPTBL loadable module. The level numbers are strictly for the convenience of the administrator reading the file and, as with any comment, they are ignored by dispadmin on input. dispadmin assumes that the lines in the file are ordered by consecutive, increasing priority level (from 0 to the maximum configured real-time priority). The level numbers in the comments should normally agree with this ordering; if for some reason they don't, however, dispadmin is unaffected.

```
# Real-Time Dispatcher Configuration File
RES=1000
# TIME QUANTUM PRIORITY
# (rt_quantum)LEVEL
100# 0
```

EXAMPLE 1 A Sample dispadmin Configuration File (Continued)

```
100#
100#
       2
100#
100#
100#
       5
90 #
90 #
. .
10#
     58
10#
     59
```

EXAMPLE 2 Replacing The rt_dptbl Loadable Module

In order to change the size of the real time dispatch table, the loadable module which contains the dispatch table information will have to be built. It is recommended that you save the existing module before using the following procedure.

- 1. Place the dispatch table code shown below in a file called rt dptbl.c An example of an rt_dptbl.c file follows.
- 2. Compile the code using the given compilation and link lines supplied.

```
cc -c -0 -D_KERNEL rt_dptbl.c
ld -r -o RT_DPTBL rt_dptbl.o
```

- 3. Copy the current dispatch table in /usr/kernel/sched to RT DPTBL.bak.
- 4. Replace the current RT DPTBL in /usr/kernel/sched.
- 5. You will have to make changes in the /etc/system file to reflect the changes to the sizes of the tables. See system(4). The rt maxpri variable may need changing. The syntax for setting this is:

```
set RT:rt_maxpri=(class-specific value for maximum real-time priority)
```

6. Reboot the system to use the new dispatch table.

Great care should be used in replacing the dispatch table using this method. If you don't get it right, the system may not behave properly.

The following is an example of a rt dptbl.c file used for building the new rt_dptbl.

```
/* BEGIN rt_dptbl.c */
#include <sys/proc.h>
#include <sys/priocntl.h>
#include <sys/class.h>
#include <sys/disp.h>
#include <sys/rt.h>
#include <sys/rtpriocntl.h>
 * This is the loadable module wrapper.
```

EXAMPLE 2 Replacing The rt_dptbl Loadable Module (Continued)

```
#include <sys/modctl.h>
extern struct mod_ops mod_miscops;
* Module linkage information for the kernel.
static struct modlmisc modlmisc = {
    &mod miscops, "realtime dispatch table"
};
static struct modlinkage modlinkage = {
   MODREV_1, &modlmisc, 0
};
init()
{
    return (mod_install(&modlinkage));
. info (struct modinfo *modinfop) \{
    return (mod_info(&modlinkage, modinfop));
rtdpent_t
                config_rt_dptbl[] = {
/* prilevel Time quantum */
100,100,
101,100,
102,100,
103,100,
104,100,
105,100,
106,100,
107,100,
108,100,
109,100,
110,80,
111,80,
112,80,
113,80,
114,80,
115,80,
116,80,
117,80,
118,80,
119,80,
120,60,
121,60,
122,60,
123,60,
124,60,
125,60,
126,60,
127,60,
128,60,
129,60,
```

```
EXAMPLE 2 Replacing The rt_dptbl Loadable Module
                                                   (Continued)
130,40,
131,40,
132,40,
133,40,
134,40,
135,40,
136,40,
137,40,
138,40,
139,40,
140,20,
141,20,
142,20,
143,20,
144,20,
145,20,
146,20,
147,20,
148,20,
149,20,
150,10,
151,10,
152,10,
153,10,
154,10,
155,10,
156,10,
157,10,
158,10,
159,10,
};
 * Return the address of config_rt_dptbl
*/ rtdpent_t *
    rt_getdptbl()
           return (config_rt_dptbl);
}
priocntl(1), dispadmin(1M), priocntl(2), system(4)
System Administration Guide: Basic Administration
```

SEE ALSO

Programming Interfaces Guide

sbus(4)

NAME

sbus – configuration files for SBus device drivers

DESCRIPTION

The SBus is a geographically addressed peripheral bus present on many SPARC hardware platforms. SBus devices are *self-identifying* — that is to say the SBus card itself provides information to the system so that it can identify the device driver that needs to be used. The device usually provides additional information to the system in the form of name-value pairs that can be retrieved using the DDI property interfaces. See ddi prop op(9F) for details.

The information is usually derived from a small Forth program stored in the FCode PROM on the card, so driver configuration files should be completely unnecessary for these devices. However, on some occasions, drivers for SBus devices may need to use driver configuration files to augment the information provided by the SBus card. See driver.conf(4) for further details.

When they are needed, configuration files for SBus device drivers should identify the parent bus driver implicitly using the *class* keyword. This removes the dependency on the particular bus driver involved since this may be named differently on different platforms.

All bus drivers of class sbus recognise the following properties:

reg

An arbitrary length array where each element of the array consists of a 3-tuple of integers. Each array element describes a logically contiguous mappable resource on the SBus.

The first integer of each tuple specifies the slot number the card is plugged into. The second integer of each 3-tuple specifies the offset in the slot address space identified by the first element. The third integer of each 3-tuple specifies the size in bytes of the mappable resource.

The driver can refer to the elements of this array by index, and construct kernel mappings to these addresses using ddi_map_regs(9F). The index into the array is passed as the *rnumber* argument of ddi_map_regs().

You can use the ddi_get* and ddi_put* family of functions to access register space from a high-level interrupt context.

interrupts

An arbitrary length array where each element of the array consists of a single integer. Each array element describes a possible SBus interrupt level that the device might generate.

The driver can refer to the elements of this array by index, and register interrupt handlers with the system using ddi_add_intr(9F). The index into the array is passed as the *inumber* argument of ddi_add_intr().

registers

An arbitrary length array where each element of the array consists of a 3-tuple of integers. Each array element describes a logically contiguous mappable resource on the SBus.

The first integer of each tuple should be set to -1, specifying that any SBus slot may be matched. The second integer of each 3-tuple specifies the offset in the slot address space identified by the first element. The third integer of each 3-tuple specifies the size in bytes of the mappable resoure.

The registers property can only be used to augment an incompletely specified reg property with information from a driver configuration file. It may only be specified in a driver configuration file.

All SBus devices must provide reg properties to the system. The first two integer elements of the reg property are used to construct the address part of the device name under /devices.

Only devices that generate interrupts need to provide interrupts properties.

Occasionally, it may be necessary to override or augment the configuration information supplied by the SBus device. This can be achieved by writing a driver configuration file that describes a prototype device information (devinfo) node specification, containing the additional properties required.

For the system to merge the information, certain conditions must be met. First, the name property must be the same. Second, either the first two integers (slot number and offset) of the two req properties must be the same, or the second integer (offset) of the reg and registers properties must be the same.

In the event that the SBus card has no reg property at all, the self-identifying information cannot be used, so all the details of the card must be specified in a driver configuration file.

EXAMPLES

EXAMPLE 1 A sample configuration file.

Here is a configuration file for an SBus card called SUNW, netboard. The card already has a simple FCode PROM that creates name and reg properties, and will have a complete set of properties for normal use once the driver and firmware is complete.

In this example, we want to augment the properties given to us by the firmware. We use the same name property, and use the registers property to match the firmware reg property. That way we don't have to worry about which slot the card is really plugged into.

We want to add an interrupts property while we are developing the firmware and driver so that we can start to experiment with interrupts. The device can generate interrupts at SBus level 3. Additionally, we want to set a debug-level property to 4.

sbus(4)

EXAMPLE 1 A sample configuration file. (Continued)

```
# Copyright (c) 1992, by Sun Microsystems, Inc.
#ident "@(#)SUNW, netboard.conf
                                  1.4 92/03/10 SMI"
name="SUNW,netboard" class="sbus"
   registers=-1,0x40000,64,-1,0x80000,1024
    interrupts=3 debug-level=4;
```

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
Arc	hitecture	SPARC

SEE ALSO

driver.conf(4), attributes(5), ddi add intr(9F), ddi map regs(9F), ddi_prop_op(9F)

Writing Device Drivers

WARNINGS

The wildcarding mechanism of the registers property matches every instance of the particular device attached to the system. This may not always be what is wanted.

NAME

sccsfile – format of an SCCS history file

DESCRIPTION

An SCCS file is an ASCII file consisting of six logical parts:

checksum Character count used for error detection.

delta table Log containing version info and statistics about each delta.

usernames Login names and/or group IDs of users who may add deltas.

Definitions of internal keywords. flags

comments Arbitrary descriptive information about the file. the Actual text lines intermixed with control lines. body

Each section is described in detail below.

Conventions

Throughout an SCCS file there are lines which begin with the ASCII SOH (start of heading) character (octal 001). This character is hereafter referred to as the control character, and will be represented as '^A'. If a line described below is not depicted as beginning with the control character, it cannot do so and still be within SCCS file format.

Entries of the form ddddd represent a five digit string (a number between 00000 and

Checksum

The checksum is the first line of an SCCS file. The form of the line is:

^A hddddd

The value of the checksum is the sum of all characters, except those contained in the first line. The ^Ah provides a magic number of (octal) 064001.

Delta Table

The delta table consists of a variable number of entries of the form:

```
^As inserted / deleted / unchanged
```

^Ac comments ...

^Ae

The first line (^As) contains the number of lines inserted/deleted/unchanged respectively. The second line (^Ad) contains the type of the delta (normal: D and removed: R), the SCCS ID of the delta, the date and time of creation of the delta, the user-name corresponding to the real user ID at the time the delta was created, and the serial numbers of the delta and its predecessor, respectively. The ^Ai, ^Ax, and ^Ag lines contain the serial numbers of deltas included, excluded, and ignored, respectively. These lines do not always appear.

[^]Ad type sid yr/mo/da hr:mi:se username serial-number predecessor-sn

[^]Ai include-list

[^]Ax exclude-list

[^]Ag ignored-list

[^]Am mr-number

sccsfile(4)

The ^Am lines (optional) each contain one MR number associated with the delta. The ^Ac lines contain comments associated with the delta.

The ^Ae line ends the delta table entry.

User Names

The list of user-names and/or numerical group IDs of users who may add deltas to the file, separated by NEWLINE characters. The lines containing these login names and/or numerical group IDs are surrounded by the bracketing lines ^Au and ^AU. An empty list allows anyone to make a delta.

Flags

Flags are keywords that are used internally (see sccs-admin(1) for more information on their use). Each flag line takes the form:

^Af flag

optional text

The following flags are defined in order of appearance:

^Af t type-of-program

Defines the replacement for the %T% ID keyword.

^Af v program-name

Controls prompting for MR numbers in addition to comments. If the optional text is present, it defines an MR number validity checking program.

^Af :

Indicates that the 'No id keywords' message is to generate an error that terminates the SCCS command. Otherwise, the message is treated as a warning only.

^Af b

Indicates that the -b option may be used with the SCCS get command to create a branch in the delta tree.

^Af m module-name

Defines the first choice for the replacement text of the %M% ID keyword.

^Af f floor

Defines the "floor" release, that is, the release below which no deltas may be added.

^Af c ceiling

Defines the "ceiling" release, that is, the release above which no deltas may be added.

^Af d default-sid

The d flag defines the default SID to be used when none is specified on an SCCS get command.

^Af n

The n flag enables the SCCS delta command to insert a "null" delta (a delta that applies *no* changes) in those releases that are skipped when a delta is made in a *new* release (for example, when delta 5.1 is made after delta 2.7, releases 3 and 4 are skipped).

^Af j

Enables the SCCS get command to allow concurrent edits of the same base SID.

^Af 1 lock-releases

Defines a list of releases that are locked against editing.

^Af q user-defined

Defines the replacement for the %Q% ID keyword.

The e flag indicates whether a source file is encoded or not. A 1 indicates that the file is encoded. Source files need to be encoded when they contain control characters, or when they do not end with a NEWLINE. The e flag allows files that contain binary data to be checked in.

Comments

Arbitrary text surrounded by the bracketing lines ^At and ^AT. The comments section typically will contain a description of the file's purpose.

Body

The body consists of text lines and control lines. Text lines do not begin with the control character, control lines do. There are three kinds of control lines: insert, delete, and end, represented by:

```
^AI ddddd
```

respectively. The digit string is the serial number corresponding to the delta for the control line.

SEE ALSO

```
sccs-admin(1), sccs-cdc(1), sccs-comb(1), sccs-delta(1), sccs-get(1),
sccs-help(1), sccs-prs(1), sccs-prt(1), sccs-rmdel(1), sccs-sact(1),
sccs-sccsdiff(1), sccs-unget(1), sccs-val(1), sccs(1), what(1)
```

[^]AD ddddd

[^]AE ddddd

scsi(4)

NAME

scsi - configuration files for SCSI target drivers

DESCRIPTION

The architecture of the Solaris SCSI subsystem distinguishes two types of device drivers: SCSI target drivers, and SCSI host adapter drivers. Target drivers like sd(7D) and st(7D) manage the device on the other end of the SCSI bus. Host adapter drivers manage the SCSI bus on behalf of all the devices that share it.

Drivers for host adapters provide a common set of interfaces for target drivers. These interfaces comprise the Sun Common SCSI Architecture (SCSA) which are documented as part of the Solaris DDI/DKI. See scsi_ifgetcap(9F), scsi_init_pkt(9F), and scsi_transport(9F) for further details of these, and associated routines.

Target drivers for SCSI devices should use a driver configuration file to enable them to be recognized by the system.

Configuration files for SCSI target drivers should identify the host adapter driver implicitly using the *class* keyword to remove any dependency on the particular host adapter involved.

All host adapter drivers of class scsi recognize the following properties:

target Integer-valued SCSI target identifier that this driver will claim.

1un Integer-valued SCSI logical unit number (LUN) that this driver

will claim.

All SCSI target drivers must provide target and lun properties. These properties are used to construct the address part of the device name under /devices.

The SCSI target driver configuration files shipped with Solaris have entries for LUN 0 only. For devices that support other LUNs, such as some CD changers, the system administrator may edit the driver configuration file to add entries for other LUNs.

EXAMPLES

EXAMPLE 1 A sample configuration file.

Here is a configuration file for a SCSI target driver called toaster.conf.

```
#
# Copyright (c) 1992, by Sun Microsystems, Inc.
#
#ident "@(#)toaster.conf 1.2 92/05/12 SMI"
name="toaster" class="scsi" target=4 lun=0;
```

Add the following lines to ${\tt sd.conf}$ for a six- CD changer on target 3, with LUNs 0 to 5.

```
name="sd" class="scsi" target=3 lun=1;
name="sd" class="scsi" target=3 lun=2;
name="sd" class="scsi" target=3 lun=3;
name="sd" class="scsi" target=3 lun=4;
name="sd" class="scsi" target=3 lun=5;
```

EXAMPLE 1 A sample configuration file. (Continued)

It is not necessary to add the line for LUN 0, as it already exists in the file shipped with Solaris.

SEE ALSO

driver.conf(4), sd(7D), st(7D), scsi ifgetcap(9F), scsi init pkt(9F), scsi transport(9F)

Writing Device Drivers

ANSI Small Computer System Interface-2 (SCSI-2)

NOTES

You need to ensure that the target and lun values claimed by your target driver do not conflict with existing target drivers on the system. For example, if the target is a direct access device, the standard sd.conf file will usually make sd claim it before any other driver has a chance to probe it.

securenets(4)

NAME

securenets – configuration file for NIS security

SYNOPSIS

/var/yp/securenets

DESCRIPTION

The /var/yp/securenets file defines the networks or hosts which are allowed access to information by the Network Information Service ("NIS").

The format of the file is as follows:

- Lines beginning with the "#" character are treated as comments.
- Otherwise, each line contains two fields separated by white space. The first field is a netmask, the second a network.

Both ypserv(1M) and ypxfrd(1M) use the /var/yp/securenets file. The file is read when the ypserv(1M) and ypxfrd(1M) daemons begin. If /var/yp/securenets is present, ypserv(1M) and ypxfrd(1M) respond only to IP addresses in the range given. In order for a change in the /var/yp/securenets file to take effect, you must kill and restart any active daemons using ypstop(1M) and ypstart(1M).

An important thing to note for all the examples below is that the server must be allowed to access itself. You accomplish this either by the server being part of a subnet that is allowed to access the server, or by adding an individual entry, as the following:

```
hosts 127.0.0.1
```

EXAMPLES

EXAMPLE 1 Access for Individual Entries

If individual machines are to be give access, the entry could be:

```
255.255.255.255 192.9.1.20

or

host 192.0.1.20
```

EXAMPLE 2 Access for a Class C Network

If access is to be given to an entire class C network, the entry could be:

```
255.255.255.0 192.9.1.0
```

EXAMPLE 3 Access for a Class B Network

The entry for access to a class B network could be:

```
255.255.0.0 9.9.0.0
```

EXAMPLE 3 Access for a Class B Network (Continued)

EXAMPLE 4 Access for an Invidual IPv6 Address

Similarly, to allow access for an individual IPv6 address:

```
ffff:ffff:ffff:ffff:ffff:ffff fec0::111:abba:ace0:fba5e:1
```

host fec0::111:abba:ace0:fba5e:1

EXAMPLE 5 Access for all IPv6 Addresses Starting with fe80

To allow access for all IPv6 addresses starting with fe80:

ffff:: fe80::

FILES /var/yp/securenets Configuration file for NIS security.

SEE ALSO

 ${\tt ypserv(1M), ypstart(1M), ypstop(1M), ypxfrd(1M)}$

NOTES

The Network Information Service (NIS) was formerly known as Sun Yellow Pages (YP). The functionality of the two remains the same; only the name has changed. The name Yellow Pages is a registered trademark in the United Kingdom of British Telecommunications plc, and may not be used without permission.

services(4)

NAME | services – Internet services and aliases

SYNOPSIS

/etc/inet/services

/etc/services

DESCRIPTION

The services file is a local source of information regarding each service available through the Internet. The services file can be used in conjunction with or instead of other services sources, including the NIS maps "services.byname" and the NIS+ table "services." Programs use the getservbyname(3SOCKET) routines to access this information.

The services file contains an entry for each service. Each entry has the form:

service-name port/protocol aliases

This is the official Internet service name. service-name

port/protocol This field is composed of the port number and protocol

through which the service is provided, for instance,

512/tcp.

aliases This is a list of alternate names by which the service

might be requested.

Fields can be separated by any number of SPACE and/or TAB characters. A number sign (#) indicates the beginning of a comment; any characters that follow the comment character up to the end of the line are not interpreted by routines which search the file.

Service names may contain any printable character other than a field delimiter, a NEWLINE, or a comment character.

Any changes to a port assignment do not affect the actual port registration of the service.

FILES

/etc/nsswitch.conf

configuration file for name-service switch

SEE ALSO

getservbyname(3SOCKET), inetd.conf(4), nsswitch.conf(4)

NOTES

/etc/inet/services is the official SVR4 name of the services file. The symbolic link /etc/services exists for BSD compatibility.

NAME

shadow – shadow password file

DESCRIPTION

/etc/shadow is an access-restricted ASCII system file that stores users' encrypted passwords and related information. The shadow file can be used in conjunction with other shadow sources, including the NIS maps passwd.byname and passwd.byuid and the NIS+ table passwd. Programs use the getspnam(3C) routines to access this information.

The fields for each user entry are separated by colons. Each user is separated from the next by a newline. Unlike the /etc/passwd file, /etc/shadow does not have general read permission.

Each entry in the shadow file has the form:

username: password: lastchg: min: max: warn: inactive: expire: flag The fields are defined as follows:

username The user's login name (UID).

password An encrypted password for the user generated by crypt(3C), a

lock string to indicate that the login is not accessible, or no string,

which shows that there is no password for the login.

The lock string is defined as *LK* in the first four characters of the

password field.

lastchg The number of days between January 1, 1970, and the date that the

password was last modified.

min The minimum number of days required between password

changes.

max The maximum number of days the password is valid.

warn The number of days before password expires that the user is

warned.

inactive The number of days of inactivity allowed for that user. This is

counted on a per-machine basis; the information about the last

login is taken from the machine's lastlog file.

expire An absolute date specifying when the login may no longer be

used.

flag Reserved for future use, set to zero. Currently not used.

The encrypted password consists of 13 characters chosen from a 64-character alphabet (.,/,0-9,A-Z,a-z). To update this file, use the passwd(1), useradd(1M), usermod(1M), or userdel(1M) commands.

In order to make system administration manageable, /etc/shadow entries should appear in exactly the same order as /etc/passwd entries; this includes "+" and "-" entries if the compat source is being used (see nsswitch.conf(4)).

shadow(4)

FILES | /etc/shadow shadow password file

/etc/passwd password file

/etc/nsswitch.conf name-service switch configuration file

/var/adm/lastlog time of last login

 $\textbf{SEE ALSO} \hspace{0.2cm} \middle| \hspace{0.2cm} \texttt{login}(1), \hspace{0.2cm} \texttt{passwd}(1), \hspace{0.2cm} \texttt{useradd}(1M), \hspace{0.2cm} \texttt{userdel}(1M), \hspace{0.2cm} \texttt{usermod}(1M), \hspace{0.2cm} \texttt{crypt}(3C), \\$

 $\verb|crypt_gensalt(3C)|, \verb|getspnam(3C)|, \verb|putspent(3C)|, \verb|nsswitch.conf(4)|, \\$

 ${\tt passwd}(4)$

NOTES If password aging is turned on in any name service the *passwd:* line in the /etc/nsswitch.conf file must have a format specified in the nsswitch.conf(4)

man page.

If the /etc/nsswitch.conf passwd policy is not in one of the supported formats, logins will not be allowed upon password expiration because the software does not know how to handle password updates under these conditions. See nsswitch.conf(4) for additional information.

NAME

sharetab - shared file system table

DESCRIPTION

sharetab resides in directory /etc/dfs and contains a table of local resources shared by the share command.

Each line of the file consists of the following fields:

pathname resource fstype specific_options description

where

pathname Indicate the path name of the shared resource.

resource Indicate the symbolic name by which remote systems

can access the resource.

fstype Indicate the file system type of the shared resource.

specific_options Indicate file-system-type-specific options that were

given to the share command when the resource was

shared.

descriptionDescribe the shared resource provided by the system

administrator when the resource was shared.

SEE ALSO

share(1M)

shells(4)

NAME |

shells - shell database

SYNOPSIS

/etc/shells

DESCRIPTION

The shells file contains a list of the shells on the system. Applications use this file to determine whether a shell is valid. See getusershell(3C). For each shell a single line should be present, consisting of the shell's path, relative to root.

A hash mark (#) indicates the beginning of a comment; subsequent characters up to the end of the line are not interpreted by the routines which search the file. Blank lines are also ignored.

The following default shells are used by utilities: /bin/bash, /bin/csh, /bin/jsh, /bin/ksh, /bin/pfcsh, /bin/pfksh, /bin/pfsh, /bin/sh, /bin/tcsh, /bin/zsh, /sbin/jsh, /sbin/sh, /usr/bin/bash, /usr/bin/csh, /usr/bin/jsh, /usr/bin/ksh, /usr/bin/pfcsh, /usr/bin/pfksh, /usr/bin/pfsh, and /usr/bin/sh, /usr/bin/tcsh, /usr/bin/zsh. Note that /etc/shells overrides the default list.

Invalid shells in /etc/shells may cause unexpected behavior (such as being unable to log in by way of ftp(1)).

FILES

/etc/shells

lists shells on system

SEE ALSO

vipw(1B), ftpd(1M), sendmail(1M), getusershell(3C), aliases(4)

NAME

slp.conf – configuration file for Service Location Protocol agents

SYNOPSIS

/etc/inet/slp.conf

DESCRIPTION

slp.conf provides all Service Location Protocol ("SLP") agents with their operational configuration. slpd(1M) reads slp.conf on startup. Service Agents ("SAs") and User Agents ("UAs") read slp.conf on invocation of the SA and UA library routines; configuration parameters are then cached on a per-process basis. All SA's must use the same set of properties as slpd on the local machine, since slpd acts as an SA server.

The configuration file format consists of a newline-delimited list of zero or more property definitions. Each property definition corresponds to a particular configurable SLP, network, or other parameter in one or more of the three SLP agents. The file format grammar is shown in RFC 2234 as follows:

```
config-file = line-list
line-list = line / line line-list
line = property-line / comment-line
comment-line = ( "#" / ";" ) 1*allchar newline
property-line = property newline
property = tag "=" value-list
tag
       = prop , _
= 1*tagchar
                = prop / prop "." tag
prop
value-list = value / value "," value-list
value = int / bool /
                    "(" value-list ")" / string
"(" value-list ")" / string
int = 1*DIGIT
bool = "true" / "false" / "TRUE" / "FALSE"
newline = CR / ( CRLF )
string = 1*stringchar
tagchar = DIGIT / ALPHA / tother / escape
tother = %x21-%x2d / %x2f /
                   %x3a / %x3c-%x40 /
                  %x5b-%x60 / %7b-%7e
                  ; i.e., all characters except '.',
                    ; and '='.
stringchar = DIGIT / ALPHA / sother / escape
              = %x21-%x29 / %x2a-%x2b /
sother
                    %x2d-%x2f / %x3a-%x40 /
                  %x5b-%x60 / %7b-%7e
                     ; i.e., all characters except ','
allchar = DIGIT / ALPHA / HTAB / SP escape = "\" HEXDIG HEXDIG
                    ; Used for reserved characters
```

The properties fall into one of the following categories:

- DA Configuration
- Static Scope Configuration
- Tracing and Logging
- Serialized Proxy Registrations
- Networking Configuration Parameters
- **UA** Configuration

slp.conf(4)

DA Configuration

The following are configuration properties and their parameters for DAs:

net.slp.isDA

Setting Type Boolean
Default Value False

Range of Values True or False

A boolean that indicates whether slpd(1M) is to act as a DA. If False, slpd(1M) is not run as a DA.

net.slp.DAHeartBeat

Setting Type Integer

Default Value 10800 seconds (3 hours)
Range of Values 2000 – 259200000 seconds

A 32-bit integer giving the number of seconds for the passive DA advertisement heartbeat. The default value is 10800 seconds. This property is ignored if net.slp.isDA is False.

net.slp.DAAttributes

Setting Type List of Strings Default Value Unassigned

Range of Values List of Attribute Tag/Value List Pairs

A comma-separated list of parenthesized attribute tag/value list pairs that the DA must advertise in DA advertisements. The property must be in the SLP attribute list wire format, which requires that you use a backslash ("\") to escape reserved characters. See RFC 2608 for more information on reserved characters, or refer to the System Administration Guide: Resource Management and Network Services.

Static Scope Configuration

The following properties and their parameters allow you to configure various aspects of scope and DA handling:

net.slp.useScopes

Setting Type List of Strings

Default Value Default, for SA and DA; unassigned for UA.

Range of Values List of Strings

A list of strings indicating either the scopes that a UA or an SA is allowed to use when making requests, or the scopes a DA must support. If not present for the DA and SA, the default scope Default is used. If not present for the UA, then the user scoping model is in force, in which active and passive DA or SA discovery are used for scope discovery. The scope Default is used if no other information is available. If a DA or SA gets another scope in a request, a SCOPE NOT SUPPORTED error is

returned, unless the request was multicast, in which case it is dropped. If a DA receives another scope in a registration, a SCOPE_NOT_SUPPORTED error will be returned. Unlike other properties, this property is "read-only", so attempts to change it programmatically after the configuration file has been read are ignored.

```
net.slp.DAAddresses
```

Setting Type List of Strings Default Value Unassigned

Range of Values IPv4 addresses or host names

A list of IP addresses or DNS-resolvable names that denote the DAs to use for statically configured UAs and SAs. The property is read by slpd(1M), and registrations are forwarded to the DAs. The DAs are provided to UAs upon request. Unlike other properties, this property is "read-only", so attempts to change it after the configuration file has been read are ignored.

The following grammar describes the property:

```
addr-list = addr / addr "," addr-list
addr = fqdn / hostnumber
fqdn = ALPHA / ALPHA *[ anum / "-" ] anum
anum = ALPHA / DIGIT
hostnumber = 1*3DIGIT 3("." 1*3DIGIT)
```

The following is an example using this grammar:

```
sawah, mandi, sambal
```

IP addresses can be used instead of host names in networks where DNS is not deployed, but network administrators are reminded that using IP addresses will complicate machine renumbering, since the SLP configuration property files in statically configured networks will have to be changed.

Tracing and Logging

These properties direct tracing and logging information to be sent to syslogd at the LOG_INFO priority. These properties affect slpd(1M) only.

```
net.slp.traceDATraffic
```

Setting Type Boolean
Default Value False

Range of Values True or False

Set net.slp.traceDATraffic to True to enable logging of DA traffic by slpd.

net.slp.traceMsg

Setting Type Boolean
Default Value False

Range of Values True or False

slp.conf(4)

Set net.slp.traceMsg to True to display details about SLP messages. The fields in all incoming messages and outgoing replies are printed by slpd.

net.slp.traceDrop

Setting Type Boolean
Default Value False

Range of Values True or False

Set this property to True to display details when an SLPmessage is dropped by slpd for any reason.

net.slp.traceReg

Setting Type Boolean
Default Value False

Range of Values True or False

Set this property to True to display the table of service advertisements when a registration or deregistration is processed by slpd.

Serialized Proxy Registrations

The following properties control reading and writing serialized registrations.

net.slp.serializedRegURL

Setting Type String

Default Value Unassigned
Range of Values Valid URL

A string containing a URL pointing to a document, which contains serialized registrations that should be processed when the slpd starts up.

Networking Configuration Parameters

The properties that follow allow you to set various network configuration parameters:

net.slp.isBroadcastOnly

Setting Type Boolean
Default Value False

Range of Values True or False

A boolean that indicates if broadcast should be used instead of multicast.

net.slp.multicastTTL

Setting Type Positive Integer

Default Value 255

Range of Values A positive integer from 1 to 255.

A positive integer less than or equal to 255 that defines the multicast TTL.

net.slp.DAActiveDiscoveryInterval

Setting Type Integer

Default Value 900 seconds (15 minutes)
Range of Values From 300 to 10800 seconds

A 16-bit positive integer giving the number of seconds between DA active discovery queries. The default value is 900 seconds (15 minutes). If the property is set to zero, active discovery is turned off. This is useful when the DAs available are explicitly restricted to those obtained from the net.slp.DAAddresses property.

net.slp.multicastMaximumWait

Setting Type Integer

Default Value 15000 milliseconds (15 seconds)

Range of Values 1000 to 60000 milliseconds

A 32-bit integer giving the maximum value for the sum of the net.slp.multicastTimeouts values and net.slp.DADiscoveryTimeouts values in milliseconds.

net.slp.multicastTimeouts

Setting Type List of Integers

Default Value 3000, 3000, 3000, 3000
Range of Values List of Positive Integers

A list of 32-bit integers used as timeouts, in milliseconds, to implement the multicast convergence algorithm. Each value specifies the time to wait before sending the next request, or until nothing new has been learned from two successive requests. In a fast network the aggressive values of 1000, 1250, 1500, 2000, 4000 allow better performance. The sum of the list must equal net.slp.multicastMaximumWait.

net.slp.passiveDADetection

Setting Type Boolean
Default Value True

Range of Values True or False

A boolean indicating whether slpd should perform passive DA detection.

 $\verb"net.slp.DAD" is covery Timeouts$

Setting Type List of Integers.

Default Value 2000, 2000, 2000, 2000, 3000, 4000

slp.conf(4)

Range of Values List of Positive Integers

A list of 32-bit integers used as timeouts, in milliseconds, to implement the multicast convergence algorithm during active DA discovery. Each value specifies the time to wait before sending the next request, or until nothing new has been learned from two successive requests. The sum of the list must equal net.slp.multicastMaximumWait.

net.slp.datagramTimeouts

Setting Type List of Integers

Default Value 3000, 3000, 3000

Range of Values List of Positive Integers

A list of 32–bit integers used as timeouts, in milliseconds, to implement unicast datagram transmission to DAs. The *n*th value gives the time to block waiting for a reply on the *n*th try to contact the DA.

net.slp.randomWaitBound

Setting Type Integer

Default Value 1000 milliseconds (1 second)

Range of Values 1000 to 3000 milliseconds

Sets the upper bound for calculating the random wait time before attempting to contact a DA.

net.slp.MTU

Setting Type Integer
Default Value 1400

Range of Values 128 to 8192

A 16-bit integer that specifies the network packet size, in bytes. The packet size includes IP and TCP or UDP headers.

net.slp.interfaces

Setting Type List of Strings
Default Value Default interface

List of strings giving the IP addresses or host names of the network interface cards on which the DA or SA should listen on port 427 for multicast, unicast UDP, and TCP messages. The default value is unassigned, indicating that the default network interface card should be used. An example is:

195.42.42.42,195.42.142.1,195.42.120.1

The example machine has three interfaces on which the DA should listen. Note that if IP addresses are used, the property must be renumbered if the network is renumbered.

UA Configuration

The following configuration parameters apply to the UA:

net.slp.locale

Setting Type String
Default Value en

Range of Values See *RFC* 1766 for a list of the locale language tag names.

A *RFC 1766* Language Tag for the language locale. Setting this property causes the property value to become the default locale for SLP messages.

net.slp.maxResults

Setting Type Integer
Default Value -1

Range of Values -1, positive integer

A 32 bit-integer that specifies the maximum number of results to accumulate and return for a synchronous request before the timeout, or the maximum number of results to return through a callback if the request results are reported asynchronously. Positive integers and -1 are legal values. If the value of net.slp.maxResults is -1, all results should be returned.

net.slp.typeHint

Setting Type List of Strings Default Value Unassigned

Range of Values Service type names

A list of service type names. In the absence of any DAs, UAs perform SA discovery to find scopes. If the net.slp.typeHint property is set, only SA's advertising types on the list respond. Note that UAs set this property programmatically. It is not typically set in the configuration file. The default is unassigned, meaning do not restrict the type.

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWslpr
CSI	Enabled
Interface Stability	Standard

slp.conf(4)

SEE ALSO slpd(1M), slpd.reg(4), $slp_api(3SLP)$, slp(7P)

System Administration Guide: Resource Management and Network Services

Alvestrand, H.RFC 1766: Tags for the Identification of Languages. Network Working Group. March 1995.

Crocker, D., Overell, P.RFC 2234, Augmented BNF for Syntax Specifications: ABNF. The Internet Society. 1997.

Kempf, J. and Guttman, E. RFC 2614, An API for Service Location. The Internet Society. June 1999.

NAME

slpd.reg – serialized registration file for the service location protocol daemon (slpd)

SYNOPSIS

/etc/inet/slpd.reg

DESCRIPTION

The serialized registration file contains a group of registrations that slpd(1M) registers when it starts. These registrations are primarily for older service programs that do not internally support SLP and cannot be converted. The character format of the registration file is required to be ASCII. To use serialized registrations, set the net.slp.serializedRegURL property in slp.conf(4) to point at a valid slpd.reg file. The syntax of the serialized registration file, in ABNF format (see RFC 2234), is as follows:

```
ser-file
              = reg-list
reg-list
            = reg / reg reg-list
      = creg / ser-reg
req
              = comment-line ser-reg
creq
comment-line = ( "#" / ";" ) 1*allchar newline
ser-reg
            = url-props [slist] [attr-list] newline
            = surl "," lang "," ltime [ "," type ] newline
= ;The registration's URL. See
url-props
surl
                  ; [8] for syntax.
             = 1*8ALPHA [ "-" 1*8ALPHA ]
lang
              ;RFC 1766 Language Tag see [6]. = 1*5DIGIT
ltime
                 ; A positive 16-bit integer
                ; giving the lifetime
            ; of the registration.
= ; The service type name, see [7]
type
            ; and [8] for syntax.
= "scopes" "=" scope-list newline
slist
scope-list = scope-name / scope-name "," scope-list
             = ; See grammar of [7] for
scope
                 ; scope-name syntax.
attr-list = attr-def / attr-def attr-list
attr-def = ( attr / keyword ) newline
keyword = attr-id
            = attr-id "=" attr-val-list
attr
attr-id
            = ;Attribute id, see [7] for syntax.
attr-val-list = attr-val / attr-val "," attr-val-list
attr-val = ;Attribute value, see [7] for syntax
allchar = char / WSP
            = DIGIT / ALPHA / other
char
             = %x21-%x2f / %x3a-%x40 /
other
                 %x5b-%x60 / %7b-%7e
                  ; All printable, nonwhitespace US-ASCII
                  ; characters.
              = CR / ( CRLF )
newline
```

The syntax for attributes and attribute values requires that you use a backslash to escape special characters, in addition to non-ASCII characters, as specified in RFC 2608. The slpd command handles serialized registrations exactly as if they were registered by an SA. In the url-props production, the type token is optional. If the

slpd.reg(4)

type token is present for a service: URL, a warning is signalled, and the type name is ignored. If the maximum lifetime of 65535 seconds is specified, the registration is taken to be permanent, and it is continually refreshed by the DA or SA server until it exits.

Scopes can be included in a registration by including an attribute definition with tag scopes followed by a comma-separated list of scope names immediately after the url-props production. If the optional scope-list is present, the registations are made in the indicated scopes; otherwise, they are registered in the scopes with which the DA or SA server was configured through the net.slp.useScopes property. If any conflicts occur between the scope list and the net.slp.useScopes property, an error message is issued by way of syslog(3C). Refer to information regarding LOG INFO in syslog(3C).

Service advertisements are separated by a single blank line. Additionally, the file must end with a single blank line.

EXAMPLES

EXAMPLE 1 Using a Serialized Registration File

The following serialized registration file shows an instance of the service type foo, with a lifetime of 65535 seconds, in the en locale, with scope somescope:

register foo
service:foo://fooserver/foopath,en,65535
scopes=somescope
description=bogus
security=kerberos_v5
location=headquarters
next registration...

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWslpr
CSI	Enabled
Interface Stability	Standard

SEE ALSO

slpd(1M), slp_api(3SLP), syslog(3C), slp.conf(4), attributes(5)

Crocker, D. and Overell, P., *RFC* 2234, *Augmented BNF for Syntax Specifications: ABNF*, The Internet Society, November 1997.

Guttman, E., Perkins, C., Veizades, J., and Day, M., *RFC 2608, Service Location Protocol, Version 2*, The Internet Society, June 1999.

Kempf, J. and Guttman, E., RFC 2614, An API for Service Location, The Internet Society, June 1999.

NAME

sock2path – file that maps sockets to transport providers

SYNOPSIS

/etc/sock2path

DESCRIPTION

The socket mapping file, /etc/sock2path, is a system file that contains the mappings between the socket (3SOCKET) call parameters and the transport provider driver. Its format is described on the soconfig(1M) manual page.

The init(1M) utility uses the soconfig utility with the sock2path file during the booting sequence.

EXAMPLES

EXAMPLE 1 A Sample sock2path File

The following is a sample sock2path file:

#	Family	Type	Protocol	Path
	2	2	0	/dev/tcp
	2	2	6	/dev/tcp
	26	2	0	/dev/tcp6
	26	2	6	/dev/tcp6
	2	1	0	/dev/udp
	2	1	17	/dev/udp
	26	1	0	/dev/udp6
	26	1	17	/dev/udp6
	1	2	0	/dev/ticotsord
	1	6	0	/dev/ticotsord
	1	1	0	/dev/ticlts
	2	4	0	/dev/rawip
	26	4	0	/dev/rawip6
	24	4	0	/dev/rts
	27	4	2	/dev/keysock

SEE ALSO

soconfig(1M), socket(3SOCKET)

Network Interfaces Programmer's Guide

space(4)

NAME

space – disk space requirement file

DESCRIPTION

space is an ASCII file that gives information about disk space requirements for the target environment. The space file defines space needed beyond what is used by objects defined in the prototype(4) file; for example, files which will be installed with the installf(1M) command. The space file should define the maximum amount of additional space that a package will require.

The generic format of a line in this file is:

pathname blocks inodes

Definitions for the fields are as follows:

pathname Specify a directory name which may or may not be the mount

point for a filesystem. Names that do not begin with a slash ('/')

indicate relocatable directories.

blocks Define the number of disk blocks required for installation of the

files and directory entries contained in the pathname (using a

512-byte block size).

inodes Define the number of inodes required for installation of the files

and directory entries contained in the pathname.

EXAMPLES

EXAMPLE 1 A sample file.

```
# extra space required by config data which is
# dynamically loaded onto the system
data 500 1
```

SEE ALSO

installf(1M), prototype(4)

Application Packaging Developer's Guide

NAME | ssh_config – ssh configuration file

SYNOPSIS

/etc/ssh/ssh_config

\$HOME/.ssh/config

DESCRIPTION

The first version of ssh config, above, is the host view of defaults for ssh(1). The second version is user-specific defaults for ssh.

ssh obtains configuration data from the following sources (in this order): command line options, user's configuration file (\$HOME/.ssh/config), and system-wide configuration file (/etc/ssh/ssh config). For each parameter, the first obtained value will be used. The configuration files contain sections bracketed by Host specifications, and that section is applied only for hosts that match one of the patterns given in the specification. The matched host name is the one given on the command line.

Since the first obtained value for each parameter is used, host-specific declarations should be given near the beginning of the file, and general defaults at the end.

In the configuration file, empty lines and lines starting with a hash mark (#) are comments. Otherwise, a line is of the format: keyword arguments. Interpretation of the file is case-sensitive. The possible keywords and their meanings are as follows:

Restricts the following declarations (up to the next Host keyword) to be only for those hosts that match one of the patterns given after the keyword. Asterisk (*) and question mark (?) can be used as wildcards in the patterns. A single * as a pattern can be used to provide global defaults for all hosts. The host is the hostname argument given on the command line (that is, the name is not converted to a canonicalized host name before matching).

The argument must be yes or no. If set to yes, passphrase/password querying will be disabled. This option is useful in scripts and other batch jobs where you have no user to supply the password.

CheckHostIP

If this flag is set to yes, ssh will additionally check the host IP address in the known hosts file. This allows ssh to detect if a host key changed due to DNS spoofing. If the option is set to no, the check will not be executed.

Cipher

Specifies the cipher to use for encrypting the session in protocol version 1; blowfish and 3des are the only valid values. Specifies the ciphers allowed for protocol version 2 in order of preference. Multiple ciphers must be comma-separated. The default is 3des-cbc, blowfish-cbc, aes-128-cbc.

Compression

Specifies whether to use compression. The argument must be yes or no.

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CompressionLevel

Specifies the compression level to use if compression is enabled. The argument must be an integer from 1 (fast) to 9 (slow, best). The default level is 6, which is good for most applications..

ConnectionAttempts

Specifies the number of tries (one per second) to make before falling back to rsh or exiting. The argument must be an integer. This can be useful in scripts if the connection sometimes fails.

DSAAuthentication

Specifies whether to try DSA authentication. The argument to this keyword must be yes or no. DSA authentication is attempted only if a DSA identity file exists. Note that this option applies to protocol version 2 only.

EscapeChar

Sets the escape character. The default is tilde (~). The escape character can also be set on the command line. The argument should be a single character, ^, followed by a letter, or none to disable the escape character entirely (making the connection transparent for binary data).

FallBackToRsh

Specifies that if connecting with ssh fails due to a connection refused error (there is no sshd(8) listening on the remote host), rsh(1) should automatically be used instead (after a suitable warning about the session being unencrypted). The argument must be yes or no.

ForwardAgent

Specifies whether the connection to the authentication agent (if any) will be forwarded to the remote machine. The argument must be yes or no. The default is

ForwardX11

Specifies whether X11 connections will be automatically redirected over the secure channel and DISPLAY set. The argument must be yes or no. The default is no.

GatewayPorts

Specifies whether remote hosts are allowed to connect to local forwarded ports. The argument must be yes or no. The default is no.

GlobalKnownHostsFile

Specifies a file to use instead of /etc/ssh known hosts.

HostName

Specifies the real host name to log into. This can be used to specify nicknames or abbreviations for hosts. Default is the name given on the command line. Numeric IP addresses are also permitted (both on the command line and in HostName specifications).

IdentityFile

Specifies the file from which the user's RSA authentication identity is read. The default is \$HOME/.ssh/identity in the user's home directory. Additionally, any identities represented by the authentication agent will be used for authentication.

The file name can use the tilde (~) syntax to refer to a user's home directory. It is possible to have multiple identity files specified in configuration files; all of these identities will be tried in sequence.

IdentityFile2

Specifies the file from which the user's DSA authentication identity is read. The default is \$HOME/.ssh/id dsa in the user's home directory. The file name can use the tilde (~) syntax to refer to a user's home directory. It is possible to have multiple identity files specified in configuration files; all of these identities will be tried in sequence.

KeepAlive

Specifies whether the system should send keepalive messages to the other side. If they are sent, death of the connection or crash of one of the machines will be properly noticed. However, this means that connections die if the route is down temporarily, which can be a source of annoyance.

The default is yes (to send keepalives), which means the client notices if the network goes down or the remote host dies. This is important in scripts, and many users want it too. To disable keepalives, the value should be set to no in both the server and the client configuration files.

LocalForward

Specifies that a TCP/IP port on the local machine be forwarded over the secure channel to a given host:port from the remote machine. The first argument must be a port number, and the second must be *host:port*. Multiple forwardings may be specified, and additional forwardings can be given on the command line. Only the superuser can forward privileged ports.

LogLevel

Gives the verbosity level that is used when logging messages from ssh. The possible values are: QUIET, FATAL, ERROR, INFO, VERBOSE and DEBUG. The default is INFO.

NumberOfPasswordPrompts

Specifies the number of password prompts before giving up. The argument to this keyword must be an integer. The default is 3.

PasswordAuthentication

Specifies whether to use password authentication. The argument to this keyword must be yes or no. Note that this option applies to both protocol versions 1 and 2.

Specifies the port number to connect on the remote host. The default is 22.

Specifies the protocol versions ssh should support in order of preference. The possible values are 1 and 2. Multiple versions must be comma-separated. The default is 1, 2. This means that ssh tries version 1 and falls back to version 2 if version 1 is not available.

ProxyCommand

Specifies the command to use to connect to the server. The command string extends to the end of the line, and is executed with /bin/sh. In the command string, %h is substituted by the host name to connect and %p by the port. The string can be any valid command, and should read from its standard input and write to its standard output. It should eventually connect an sshd(1M) server running on some machine, or execute sshd -i somewhere. Host key management will be done using the HostName of the host being connected (defaulting to the name typed by the user). Note that CheckHostIP is not available for connects with a proxy command.

RemoteForward

Specifies that a TCP/IP port on the remote machine be forwarded over the secure channel to a given *host:port* from the local machine. The first argument must be a port number, and the second must be *host:port*. You can specify multiple forwardings and give additional forwardings on the command line. Only the superuser can forward privileged ports.

RhostsAuthentication

Specifies whether to try rhosts-based authentication. Note that this declaration affects only the client side and has no effect whatsoever on security. Disabling rhosts authentication can reduce authentication time on slow connections when rhosts authentication is not used. Most servers do not permit RhostsAuthentication because it is not secure (see RhostsRSAAuthentication). The argument to this keyword must be yes or no.

RhostsRSAAuthentication

Specifies whether to try rhosts-based authentication with RSA host authentication. This is the primary authentication method for most sites. The argument must be yes or no.

StrictHostKeyChecking

If this flag is set to yes, ssh will never automatically add host keys to the \$HOME/.ssh/known_hosts file, and will refuse to connect hosts whose host key has changed. This provides maximum protection against trojan horse attacks. However, it can be a source of inconvenience if you do not have good /etc/ssh_known_hosts files installed and frequently connect new hosts. This option forces the user to manually add any new hosts. Normally this option is disabled, and new hosts will automatically be added to the known host files. The host keys of known hosts will be verified automatically in either case. The argument must be yes or no.

UsePrivilegedPort

Specifies whether to use a privileged port for outgoing connections. The argument must be yes or no. The default is yes. Note that setting this option to no turns off RhostsAuthentication and RhostsRSAAuthentication.

User

Specifies the user to log in as. This can be useful if you have different user names on different machines. This saves you the trouble of having to remember to enter the user name on the command line.

UserKnownHostsFile

Specifies a file to use instead of \$HOME/.ssh/known_hosts.

Specifies that rlogin or rsh should be used for this host. It is possible that the host does not support the ssh protocol. This causes ssh to immediately execute rsh(1). All other options (except HostName) are ignored if this has been specified. The argument must be yes or no.

XAuthLocation

Specifies the location of the xauth(1) program. The default is /usr/openwin/bin/xauth.

SEE ALSO

ssh(1), sshd_config(4)

sshd_config(4)

NAME

sshd_config - sshd configuration file

SYNOPSIS

/etc/ssh/sshd config

DESCRIPTION

The sshd(1M) daemon reads configuration data from /etc/ssh/sshd_config (or the file specified with sshd -f on the command line). The file contains keyword-value pairs, one per line. A line starting with a hash mark (#) and empty lines are interpreted as comments.

The sshd config file supports the following keywords:

AllowGroups

This keyword can be followed by a number of group names, separated by spaces. If specified, login is allowed only for users whose primary group matches one of the patterns. Asterisk (*) and question mark (?) can be used as wildcards in the patterns. Only group names are valid; a numerical group ID is not recognized. By default, login is allowed regardless of the primary group.

AllowTcpForwarding

Specifies whether TCP forwarding is permitted. The default is yes. Note that disabling TCP forwarding does not improve security unless users are also denied shell access, as they can always install their own forwarders.

AllowUsers

This keyword can be followed by a number of user names, separated by spaces. If specified, login is allowed only for user names that match one of the patterns. Asterisk (*) and question mark (?) can be used as wildcards in the patterns. Only user names are valid; a numerical user ID is not recognized. By default login is allowed regardless of the user name.

Ciphers

Specifies the ciphers allowed for protocol version 2. Multiple ciphers must be comma-separated. The default is 3des-cbc, blowfish-cbc, aes-128-cbc.

CheckMail

Specifies whether sshd should check for new mail for interactive logins. The default is no.

DenyGroups

Can be followed by a number of group names, separated by spaces. Users whose primary group matches one of the patterns are not allowed to log in. Asterisk (*) and question mark (?) can be used as wildcards in the patterns. Only group names are valid; a numerical group ID is not recognized. By default, login is allowed regardless of the primary group.

DenyUsers

Can be followed by a number of user names, separated by spaces. Login is disallowed for user names that match one of the patterns. Asterisk (*) and question mark (?) can be used as wildcards in the patterns. Only user names are valid; a numerical user ID is not recognized. By default, login is allowed regardless of the user name.

DSAAuthentication

Specifies whether DSA authentication is allowed. The default is yes. Note that this option applies only to protocol version 2.

GatewayPorts

Specifies whether remote hosts are allowed to connect to ports forwarded for the client. The argument must be yes or no. The default is no.

Specifies the file containing the private RSA host key (default /etc/ssh host key) used by SSH protocols 1.3 and 1.5. Note that sshd disables protocols 1.3 and 1.5 if this file is group/world-accessible.

IgnoreRhosts

Specifies that .rhosts and .shosts files will not be used in authentication. /etc/hosts.equiv and /etc/shosts.equiv are still used. The default is yes.

IgnoreUserKnownHosts

Specifies whether sshd should ignore the user's \$HOME/.ssh/known hosts during RhostsRSAAuthentication. The default is no.

KeepAlive

Specifies whether the system should send keepalive messages to the other side. If they are sent, death of the connection or crash of one of the machines will be properly noticed. However, this means that connections will die if the route is down temporarily, which can be an annoyance. On the other hand, if keepalives are not sent, sessions can hang indefinitely on the server, leaving "ghost" users and consuming server resources.

The default is yes (to send keepalives), and the server will notice if the network goes down or the client host reboots. This avoids infinitely hanging sessions.

To disable keepalives, the value should be set to no in both the server and the client configuration files.

KeyRegenerationInterval

The server key is automatically regenerated after this many seconds (if it has been used). The purpose of regeneration is to prevent decrypting captured sessions by later breaking into the machine and stealing the keys. The key is never stored anywhere. If the value is 0, the key is never regenerated. The default is 3600 (seconds).

ListenAddress

Specifies what local address sshd should listen on. The default is to listen to all local addresses. Multiple options of this type are permitted. Additionally, the Ports options must precede this option.

LoginGraceTime

The server disconnects after this time if the user has not successfully logged in. If the value is 0, there is no time limit. The default is 600 (seconds).

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LogLevel

Gives the verbosity level that is used when logging messages from sshd. The possible values are: QUIET, FATAL, ERROR, INFO, VERBOSE, and DEBUG. The default is INFO. Logging with level DEBUG violates the privacy of users and is not recommended.

MaxStartups

Specifies the maximum number of concurrent unauthenticated connections to the sshd daemon. Additional connections will be dropped until authentication succeeds or the LoginGraceTime expires for a connection. The default is 10.

Alternatively, random early drop can be enabled by specifying the three colon-separated values start: rate: full (for example, 10:30:60). Referring to this example, sshd will refuse connection attempts with a probability of rate/100 (30% in our example) if there are currently 10 (from the start field) unauthenticated connections. The probability increases linearly and all connection attempts are refused if the number of unauthenticated connections reaches full (60 in our example).

PasswordAuthentication

Specifies whether password authentication is allowed. The default is yes. Note that this option applies to both protocol versions 1 and 2.

PermitEmptyPasswords

When password authentication is allowed, it specifies whether the server allows login to accounts with empty password strings. The default is no.

${\tt PermitRootLogin}$

Specifies whether the root can log in using ssh(). The argument must be yes, without-password, or no. The default is yes. If this options is set to without-password only password authentication is disabled for root.

Root login with RSA authentication when the command option has been specified will be allowed regardless of the value of this setting. This might be useful for taking remote backups even if root login is normally not allowed.

Port

Specifies the port number that sshd listens on. The default is 22. Multiple options of this type are permitted.

PrintMotd

Specifies whether sshd should display the contents of /etc/motd when a user logs in interactively. (On some systems it is also displayed by the shell or a shell startup file, such as /etc/profile.) The default is yes.

Protocol

Specifies the protocol versions sshd should support. The possible values are 1 and 2. Multiple versions must be comma-separated. The default is 1.

RhostsAuthentication

Specifies whether authentication using rhosts or /etc/hosts.equiv files is sufficient. Normally, this method should not be permitted because it is insecure.

RhostsRSAAuthentication should be used instead, because it performs RSA-based host authentication in addition to normal rhosts or /etc/hosts.equiv authentication. The default is no.

RhostsRSAAuthentication

Specifies whether rhosts or /etc/hosts.equiv authentication together with successful RSA host authentication is allowed. The default is no.

RSAAuthentication

Specifies whether pure RSA authentication is allowed. The default is yes. Note that this option applies to protocol version 1 only.

ServerKeyBits

Defines the number of bits in the server key. The minimum value is 512, and the default is 768.

StrictModes

Specifies whether sshd should check file modes and ownership of the user's files and home directory before accepting login. This is normally desirable because novices sometimes accidentally leave their directory or files world-writable. The default is yes.

Subsystem

Configures an external subsystem (for example, a file transfer daemon). Arguments should be a subsystem name and a command to execute upon subsystem request. The command sftp-server(1M) implements the sftp file transfer subsystem. By default, no subsystems are defined. Note that this option applies to protocol version 2 only.

SyslogFacility

Gives the facility code that is used when logging messages from sshd. The possible values are: DAEMON, USER, AUTH, LOCALO, LOCALO LOCAL5, LOCAL6, and LOCAL7. The default is AUTH.

X11DisplayOffset

Specifies the first display number available for sshd's X11 forwarding. This prevents sshd from interfering with real X11 servers. The default is 10.

X11Forwarding

Specifies whether X11 forwarding is permitted. The default is no. Note that disabling X11 forwarding does not improve security in any way, as users can always install their own forwarders.

Specifies the location of the xauth(1) program. The default is /usr/X/bin/xauth.

SEE ALSO

sshd(1M), ssh config(4)

sulog(4)

NAME |

sulog – su command log file

SYNOPSIS

/var/adm/sulog

DESCRIPTION

The sulog file is a record of all attempts by users on the system to execute the su(1M) command. Each time su(1M) is executed, an entry is added to the sulog file.

Each entry in the sulog file is a single line of the form:

SU date time result port user-newuser

where

date The month and date su(1M) was executed. date is displayed in

the form mm/dd where mm is the month number and dd is the

day number in the month.

time The time su(1M) was executed. time is displayed in the form

HH/MM where HH is the hour number (24 hour system) and MM

is the minute number.

result The result of the su(1M) command. A ' + ' sign is displayed in this

field if the su attempt was successful; otherwise a ' - ' sign is

displayed.

port The name of the terminal device from which su(1M) was executed.

user The user id of the user executing the su(1M) command.

newuser The user id being switched to with su(1M).

EXAMPLES

EXAMPLE 1 A sample sulog file.

Here is a sample sulog file:

SU 02/25 09:29 + console root-sys SU 02/25 09:32 + pts/3 user1-root SU 03/02 08:03 + pts/5 user1-root SU 03/03 08:19 + pts/5 user1-root SU 03/09 14:24 - pts/5 guest3-root SU 03/09 14:24 - pts/5 guest3-root SU 03/14 08:31 + pts/4 user1-root

FILES

/var/adm/sulog su log file

/etc/default/su contains the default location of sulog

SEE ALSO

su(1M)

NAME

sysbus, isa, eisa – device tree properties for ISA and EISA bus device drivers

DESCRIPTION

Solaris (Intel Platform Edition) supports the ISA and EISA buses as the system bus. Drivers for devices on these buses use the device tree built by the booting system to retrieve the necessary system resources used by the driver. These resources include device I/O port addresses, any interrupt capabilities that the device may have, any DMA channels it may require, and any memory-mapped addresses it may occupy.

Configuration files for ISA and EISA device drivers are only necessary to describe properties used by a particular driver that are not part of the standard properties found in the device tree. See driver.conf(4) for further details of configuration file

The ISA and EISA nexus drivers all belong to class sysbus. All bus drivers of class sysbus recognize the following properties:

interrupts

An arbitrary-length array where each element of the array represents a hardware interrupt (IRQ) that is used by the device. In general, this array only has one entry unless a particular device uses more than one IRQ.

Solaris defaults all ISA and EISA interrupts to IPL 5. This interrupt priority may be overridden by placing an interruptpriorities property in a .conf file for the driver. Each entry in the array of integers for the interrupt-priorities property is matched one-to-one with the elements in the interrupts property to specify the IPL value that will be used by the system for this interrupt in this driver. This is the priority that this device's interrupt handler will receive relative to the interrupt handlers of other drivers. The priority is an integer from 1 to 16. Generally, disks are assigned a priority of 5, while mice and printers are lower, and serial communication devices are higher, typically 7. 10 is reserved by the system and must not be used. Priorities 11 and greater are high level priorities and are generally not recommended (see ddi intr hilevel(9F)).

The driver can refer to the elements of this array by index using ddi add intr(9F). The index into the array is passed as the inumber argument of ddi add intr().

Only devices that generate interrupts will have an interrupts property.

req

An arbitrary-length array where each element of the array consists of a 3-tuple of integers. Each array element describes a contiguous memory address range associated with the device on the bus.

sysbus(4)

The first integer of the tuple specifies the memory type, 0 specifies a memory range and 1 specifies an I/O range. The second integer specifies the base address of the memory range. The third integer of each 3-tuple specifies the size, in bytes, of the mappable region.

The driver can refer to the elements of this array by index, and construct kernel mappings to these addresses using ddi_map_regs(9F). The index into the array is passed as the *rnumber* argument of ddi map regs().

All sysbus devices will have reg properties. The first tuple of this property is used to construct the address part of the device name under /devices. In the case of Plug and Play ISA devices, the first tuple is a special tuple that does not denote a memory range, but is used by the system only to create the address part of the device name. This special tuple can be recognized by determining if the top bit of the first integer is set to a one.

The order of the tuples in the reg property is determined by the boot system probe code and depends on the characteristics of each particular device. However, the reg property will maintain the same order of entries from system boot to system boot. The recommended way to determine the reg property for a particular device is to use the prtconf(1M) command after installing the particular device. The output of the prtconf command can be examined to determine the reg property for any installed device.

You can use the ddi_get* and ddi_put* family of functions to access register space from a high-level interrupt context.

dma-channels

A list of integers that specifies the DMA channels used by this device. Only devices that use DMA channels will have a dma-channels property.

It is recommended that drivers for devices connected to the system bus recognize the following standard property names:

slot

The number of the slot containing the device, if known. (Only for EISA devices).

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Architecture	IA

sysbus(4)

 $\begin{array}{c|c} \textbf{SEE ALSO} & \texttt{prtconf}(1M), \texttt{driver.conf}(4), \texttt{scsi}(4), \texttt{attributes}(5), \texttt{ddi_add_intr}(9F), \\ & \texttt{ddi_intr_hilevel}(9F), \texttt{ddi_map_regs}(9F), \texttt{ddi_prop_op}(9F) \end{array}$

Writing Device Drivers

sysidcfg(4)

NAME

sysidcfg – system identification configuration file

DESCRIPTION

When a diskless client boots for the first time or a system installs over the network, the booting software tries to obtain configuration information about the system, such as the system's root password or name service, from, first, a sysidcfg file and then the name service databases. If the booting software cannot find the information, it prompts the user for it. Like the name service databases, the sysidcfg file can be used to avoid the user prompts and provide a totally hands-off booting process.

The sysidcfg file preconfigures information through a set of keywords. You can specify one or more of the keywords to preconfigure as much information as you want. Each set of systems (one or more) that has unique configuration information must have its own sysidcfg file. For example, you can use the same sysidcfg file to preconfigure the time zone for multiple systems if you want all the systems to have the same time zone configured. However, if you want to preconfigure a different root password for each of those systems, then each system would need its own sysidcfg file.

Where To Put the sysidcfg File

The sysidcfg file can reside on a shared NFS network directory or the root directory on a UFS or PCFS diskette in the system's diskette drive. If you put the sysidcfg file on a shared NFS network directory, you have to use the -p option of the add_install_client(1M) command (see install_scripts(1M)) to specify where the system being installed can find the sysidcfg file. If you put the sysidcfg file on a diskette, you need to make sure the diskette is in the system's diskette drive when the system boots (on IA systems, the sysidcfg file should reside on the Solaris Device Configuration Assistant diskette).

Only one sysidcfg file can reside in a directory or diskette. If you are creating more than one sysidcfg file, they must reside in different directories or diskettes.

Keyword Syntax Rules

The following rules apply to the keywords in a sysidcfg file:

- Keywords can be in any order
- Keywords are not case-sensitive
- Keyword values can be optionally enclosed in single (') or double (") quotes
- Only the first instance of a keyword is valid; if you specify the same keyword more than once, the first keyword specified will be used.

Keywords – All Platforms

The following keywords apply to both SPARC and IA platforms.

Name Service, Domain Name, Name Server

Naming-related keywords are as follows:

name service=NIS, NIS+, LDAP, DNS, NONE

For the NIS and NIS+ keywords, the options are:

domain_name=domain_name
name server=hostname(ip_address)

The following is an example NIS entry:

```
name_service=NIS
{domain name=west.arp.com name server=timber(129.221.2.1)}
```

For NIS+, the example is identical to the one above, except for the replacement of the keyword NIS by NIS+.

For DNS, the syntax is:

```
domain_name=domain_name; name_server=ip_address, ...;
search=domain_name, ...
```

You can have a maximum of three IP addresses and six domain names. The total length of a search entry cannot exceed 250 characters. The following is an example DNS entry:

```
name_service=DNS
{domain_name=west.arp.com
name_server=10.0.1.10,10.0.1.20
search=arp.com,east.arp.com}
```

For LDAP, the syntax is:

```
domain_name=domain_name;
profile=profile_name;
profile_server=ip_address;
proxy_dn="proxy_bind_dn";
proxy_password=password
```

The proxy_dn and proxy_password keywords are optional. If proxy_dn is used, the value must be enclosed in double quotes.

The following is an example LDAP entry:

```
name_service=LDAP
{domain_name=west.arp.com
profile=default
profile_server=129.221.2.1
proxy_dn="cn=proxyagent,ou=profile,dc=west,dc=arp,dc=com"
proxy_password=password}
```

Choose only one value for name_service. Include either, both, or neither of the domain_name and name_server keywords, as needed. If no keywords are used, omit the curly braces.

Network Interface, Hostname, IP address, Netmask, DHCP, IPv6, Default Route

Network-related keywords are as follows:

```
network_interface=NONE, PRIMARY, value
```

If you are using DHCP, the options for PRIMARY and *value* are:

```
dhcp; protocol_ipv6=yes_or_no
```

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For example:

```
network_interface=primary {dhcp protocol_ipv6=yes}
```

If you are not using DHCP, the options for PRIMARY and *value* are:

```
hostname=host_name;
ip_address=ip_address;
netmask=netmask;
protocol_ipv6=yes_or_no
default route=ip_address (IPv4 address only) | none
```

For example:

```
network_interface=le0
{hostname=feron
ip_address=129.222.2.7
netmask=255.255.0.0
protocol_ipv6=no
default route=129.222.2.1}
```

Choose only one value for network_interface. Include any combination or none of the hostname, ip_address, netmask, and default_route keywords, as needed. If you do not use any of these keywords, omit the curly braces.

protocol_ipv6 and default_route are optional; you do not need to specify them. default route accepts an IPv4 address or the value none.

Root Password

The root password keyword is root_password. Possible values are encrypted from /etc/shadow. Syntax is:

root password=encrypted_password

Security Policy

The security—related keyword is security policy. It has the following syntax:

```
security_policy=kerberos, NONE
```

The kerberos keyword has the following options:

```
\{\texttt{default\_realm=}FQDN \ \texttt{admin\_}server=}FQDN \ \texttt{kdc=}FQDN1, \ FQDN2, \ FQDN3\}
```

where *FQDN* is a fully qualified domain name. An example of the security_policy keyword is as follows:

```
security_policy=kerberos {default_realm=Yoursite.COM
admin_server=krbadmin.Yoursite.COM
kdc=kdc1.Yoursite.COM, kdc2.Yoursite.COM}
```

You can list a maximum of three key distribution centers (KDCs) for a security_policy keyword. At least one is required.

Language in Which to Display the Install Program

The system-location keyword is system locale. It has the following syntax:

```
system locale=locale
```

where *locale* is /usr/lib/locale.

Terminal Type

The terminal keyword is terminal. It has the following syntax:

```
terminal=terminal_type
```

where terminal_type is a value from /usr/share/lib/terminfo/*.

Timezone Information

The timezone keyword is timezone. It has the following syntax:

```
timezone=timezone
```

where *timezone* is a value from /usr/share/lib/zoneinfo/*.

Date and Time

The time server keyword is timeserver. It has the following syntax:

```
timeserver=localhost
timeserver=hostname
timeserver=ip_address
```

If you specify localhost as the time server, the system's time is assumed to be correct. If you specify the hostname or *ip_address*, if you are not running a name service, of a system, that system's time is used to set the time.

Keywords — IA Platform

The following keywords apply only to IA platforms. For all these keywords, use kdmconfig -d to create or append to the sysidcfg file. See kdmconfig(1M).

Monitor type

The monitor—related keyword is monitor. The syntax is:

```
monitor=monitor_type
```

Keyboard language, keyboard layout

The keyboard—language keyword is keyboard. The syntax is:

```
keyboard=keyboard_language {layout=value}
```

Graphics card, color depth, display resolution, screen size

The display-related keywords are display, size, depth, and resolution. The syntax is:

```
display=graphics_card {size=screen_size
depth=color_depth resolution=screen_resolution}
```

Pointing device, number of buttons, IRQ level

The mouse-related keywords are pointer, nbuttons, and irq.

```
pointer=pointing_device {nbuttons=number_buttons
irq=value}
```

EXAMPLES

EXAMPLE 1 Sample sysidefg files

The following example is a sysidcfg file for a group of SPARC systems to install over the network. The host names, IP addresses, and netmask of these systems have been preconfigured by editing the name service. Because all the system configuration information has been preconfigured, an automated installation can be created by using a custom JumpStart profile.

The following example is a sysidcfg file created for a group of IA systems to install over the network that all have the same keyboard, graphics cards, and pointing devices. The device information (keyboard, display, and pointer) was captured from running kdmconfig -d. See kdmconfig(1M). In this example, users would see only the prompt to select a language, <code>system_locale</code>, for displaying the rest of the Solaris installation program.

SEE ALSO

install scripts(1M), kdmconfig(1M), sysidtool(1M)

Solaris 9 Installation Guide

NAME

syslog.conf – configuration file for syslogd system log daemon

SYNOPSIS

/etc/syslog.conf

DESCRIPTION

The file /etc/syslog.conf contains information used by the system log daemon, syslogd(1M), to forward a system message to appropriate log files and/or users. syslogd preprocesses this file through m4(1) to obtain the correct information for certain log files, defining LOGHOST if the address of "loghost" is the same as one of the addresses of the host that is running syslogd.

A configuration entry is composed of two TAB-separated fields:

selector action

The *selector* field contains a semicolon-separated list of priority specifications of the form:

facility .level [; facility .level] where facility is a system facility, or comma-separated list of facilities, and level is an indication of the severity of the condition being logged. Recognized values for facility include:

user Messages generated by user processes. This is the default priority

for messages from programs or facilities not listed in this file.

kern Messages generated by the kernel.

mail The mail system.

daemon System daemons, such as in.ftpd(1M)

auth The authorization system: login(1), su(1M), getty(1M), among

others.

1pr The line printer spooling system: 1pr(1B), 1pc(1B), among others.

news Reserved for the USENET network news system.

uucp Reserved for the UUCP system; it does not currently use the

syslog mechanism.

cron Reserved for cron/at messages generated by systems that do

logging through syslog. The current version of the Solaris Operating Environment does not use this facility for logging.

local0-7 Reserved for local use.

mark For timestamp messages produced internally by syslogd.

* An asterisk indicates all facilities except for the mark facility.

Recognized values for *level* are (in descending order of severity):

emerg For panic conditions that would normally be broadcast to all users.

syslog.conf(4)

alert	For conditions that should be corrected immediately, such as a corrupted system database.
crit	For warnings about critical conditions, such as hard device errors.
err	For other errors.
warning	For warning messages.
notice	For conditions that are not error conditions, but may require special handling. A configuration entry with a <i>level</i> value of notice must appear on a separate line.
info	Informational messages.
debug	For messages that are normally used only when debugging a program.
none	Do not send messages from the indicated <i>facility</i> to the selected file. For example, a <i>selector</i> of
	*.debug;mail.none

will send all messages *except* mail messages to the selected file.

Note that for a given *facility* and *level*, syslogd matches all messages for that level

and all higher levels. For example, an entry that specifies a level of crit also logs messages at the alert and emerg levels.

The *action* field indicates where to forward the message. Values for this field can have one of four forms:

- A filename, beginning with a leading slash, which indicates that messages specified by the *selector* are to be written to the specified file. The file will be opened in append mode if it exists. If the file does not exist, logging will silently fail for this action.
- The name of a remote host, prefixed with an @, as with: @server, which indicates that messages specified by the selector are to be forwarded to the syslogd on the named host. The hostname "loghost" is the hostname given to the machine that will log syslogd messages. Every machine is "loghost" by default. See hosts(4). It is also possible to specify one machine on a network to be "loghost" by making the appropriate host table entries. If the local machine is designated to be "loghost", then syslogd messages are written to the appropriate files. Otherwise, they are sent to the machine "loghost" on the network.
- A comma-separated list of usernames, which indicates that messages specified by the *selector* are to be written to the named users if they are logged in.
- An asterisk, which indicates that messages specified by the *selector* are to be written to all logged-in users.

Blank lines are ignored. Lines for which the first nonwhite character is a '#' are treated as comments.

EXAMPLES

EXAMPLE 1 A Sample Configuration File

With the following configuration file:

*.notice /var/log/notice mail.info /var/log/notice *.crit /var/log/critical kern, mark. debug /dev/console

kern.err @server

*.emerg

*.alert root, operator *.alert;auth.warning /var/log/auth

syslogd(1M) will log all mail system messages except debug messages and all notice (or higher) messages into a file named /var/log/notice. It logs all critical messages into /var/loq/critical, and all kernel messages and 20-minute marks onto the system console.

Kernel messages of err (error) severity or higher are forwarded to the machine named server. Emergency messages are forwarded to all users. The users root and operator are informed of any alert messages. All messages from the authorization system of warning level or higher are logged in the file /var/log/auth.

FILES

/var/log/notice log of all mail system messages (except debug messages) and all messages of notice level or higher

/var/log/critical log of all critical messages

/var/log/auth log of all messages from the authorization system of

warning level or higher

SEE ALSO

at(1), crontab(1), logger(1), login(1), lp(1), lpc(1B), lpr(1B), m4(1), cron(1M), getty(1M), in.ftpd(1M), su(1M), syslogd(1M), syslog(3C), hosts(4)

system(4)

NAME

system – system configuration information file

DESCRIPTION

The system file is used for customizing the operation of the operating system kernel. The recommended procedure is to preserve the original system file before modifying it.

The system file contains commands which are read by the kernel during initialization and used to customize the operation of your system. These commands are useful for modifying the system's treatment of its loadable kernel modules.

The syntax of the system file consists of a list of keyword/value pairs which are recognized by the system as valid commands. Comment lines must begin with an asterisk (*) or a hash mark (#) and end with a newline character. All commands are case-insensitive except where noted. A command line can be no more than 80 characters in length.

Commands that modify the system's operation with respect to loadable kernel modules require you to specify the module type by listing the module's namespace. The following namespaces are currently supported on all platforms:

drv Modules in this namespace are device drivers.

exec Modules in this namespace are execution format modules. The

following exec modules are currently provided:

Only on SPARC

system:

aoutexec

Only on IA system:

coffexec

On SPARC and IA systems:

elfexec intpexec javaexec

fs These modules are filesystems.

sched These modules implement a process scheduling algorithm.

strmod These modules are STREAMS modules.

sys These modules implement loadable system-call modules.

misc These modules do not fit into any of the above categories, so are

considered "miscellaneous" modules.

SPARC only:

dacf These modules provide rules and actions for device auto-configuration.

tod These modules provide support for the time of day hardware.

These modules provide CPU-specific kernel routines. cpu

A description of each of the supported commands follows:

exclude: Do not allow the listed loadable kernel module to be

<namespace>/<modulename> loaded. exclude commands are cumulative; the list of modules to exclude is created by combining every

exclude entry in the system file.

include: Include the listed loadable kernel module. This is the

<namespace>/<modulename> system's default, so using include does not modify

the system's operation. include commands are

cumulative.

forceload: Force this kernel module to be loaded during kernel

<namespace>/<modulename> initialization. The default action is to automatically

load the kernel module when its services are first accessed. forceload commands are cumulative.

rootdev: <device name> Set the root device to the listed value instead of using

the default root device as supplied by the boot

program.

rootfs: <root filesystem

type>

Set the root filesystem type to the listed value.

moddir: <first module</pre> *path*>[[{:,} < second ...>]...]

Set the search path for loadable kernel modules. This command operates very much like the PATH shell variable. Multiple directories to search can be listed together, delimited either by blank spaces or colons.

set [<module>:]<symbol> {=, |, &} [~][-]<value>

Set an integer or character pointer in the kernel or in the selected kernel module to a new value. This command is used to change kernel and module parameters and thus modify the operation of your system. Assignment operations are not cumulative, whereas bitwise AND and OR operations are cumulative.

Operations that are supported for modifying integer variables are: simple assignment, inclusive bitwise OR, bitwise AND, one's complement, and negation. Variables in a specific loadable module can be targeted for modification by specifying the variable name prefixed with the kernel module name and a colon (:) separator. Values can be specified as hexadecimal

(0x10), Octal (046), or Decimal (5).

The only operation supported for modifying character pointers is simple assignment. Static string data such as character arrays cannot be modified using the set command. Use care and ensure that the variable you are modifying is in fact a character pointer. The set command is very powerful, and will likely cause problems if used carelessly. The entire command, including the quoted string, cannot exceed 80 characters. The following escape sequences are supported within the quoted string:

```
\n (newline)
\t (tab)
\b (backspace)
```

EXAMPLES

EXAMPLE 1 A sample system file.

The following is a sample system file.

```
* Force the ELF exec kernel module to be loaded during kernel
* initialization. Execution type modules are in the exec namespace.
forceload: exec/elfexec
* Change the root device to /sbus@1,f8000000/esp@0,800000/sd@3,0:a.
* You can derive root device names from /devices.
* Root device names must be the fully expanded Open Boot Prom
* device name. This command is platform and configuration specific.
* This example uses the first partition (a) of the SCSI disk at
* SCSI target 3 on the esp host adapter in slot 0 (on board)
* of the SBus of the machine.
* Adapter unit-address 3.0 at sbus unit-address 0.800000.
rootdev: /sbus@1,f8000000/esp@0,800000/sd@3,0:a
\boldsymbol{\star} Set the filesystem type of the root to ufs. Note that
* the equal sign can be used instead of the colon.
rootfs:ufs
* Set the search path for kernel modules to look first in
* /usr/phil/mod test for modules, then in /kernel/modules (the
* default) if not found. Useful for testing new modules.
* Note that you can delimit your module pathnames using
* colons instead of spaces: moddir:/newmodules:/kernel/modules
moddir:/usr/phil/mod_test /kernel/modules.
* Set the configuration option { POSIX CHOWN RESTRICTED} :
* This configuration option is enabled by default.
set rstchown = 1
* Disable the configuration option { POSIX CHOWN RESTRICTED} :
set rstchown = 0
\star Turn on debugging messages in the modules mydriver. This is useful
* during driver development.
set mydriver:debug = 1
* Bitwise AND the kernel variable "moddebug" with the
* one's complement of the hex value 0x880, and set
* "moddebug" to this new value.
set moddebug & ~0x880
* Demonstrate the cumulative effect of the SET
\mbox{\ensuremath{\star}} bitwise AND/OR operations by further modifying "moddebug"
```

EXAMPLE 1 A sample system file. (Continued)

```
* by ORing it with 0x40.
set moddebug | 0x40
```

SEE ALSO

boot(1M), init(1M), kernel(1M)

WARNINGS

Lines in the system file must be fewer than 80 characters in length.

Use care when modifying the system file; it modifies the operation of the kernel. If you preserved the original system file, you can boot using boot -a, which will ask you to specify the path to the saved file. This should allow the system to boot correctly. If you cannot locate a system file that will work, you may specify /dev/null. This acts as an empty system file, and the system will attempt to boot using its default settings.

NOTES

The /etc/system file is read only once, at boot time.

telnetrc(4)

NAME |

telnetrc – file for telnet default options

DESCRIPTION

The .telnetrc file contains commands that are executed when a connection is established on a per-host basis. Each line in the file contains a host name, one or more spaces or tabs, and a telnet(1) command. The host name, DEFAULT, matches all hosts. Lines beginning with the pound sign (#) are interpreted as comments and therefore ignored. telnet(1) commands are case-insensitive to the contents of the .telnetrc file.

The .telnetrc file is retrieved from each user's HOME directory.

EXAMPLES

EXAMPLE 1 A sample file.

In the following example, a .telnetrc file executes the telnet(1) command, toggle:

weirdhost toggle crmod # Always export \$PRINTER DEFAULT environ export PRINTER

The lines in this file indicate that the toggle argument crmod, whose default value is "off" (or FALSE), should be enabled when connecting to the system weirdhost. In addition, the value of the environment variable PRINTER should be exported to all systems. In this case, the DEFAULT keyword is used in place of the host name.

FILES

\$HOME/.telnetrc

SEE ALSO

telnet(1), in.telnetd(1M), environ(5)

NAME | term – format of compiled term file

SYNOPSIS

/usr/share/lib/terminfo/?/*

DESCRIPTION

The term file is compiled from terminfo(4) source files using tic(1M). Compiled files are organized in a directory hierarchy under the first letter of each terminal name. For example, the vt100 file would have the pathname

/usr/lib/terminfo/v/vt100. The default directory is

/usr/share/lib/terminfo. Synonyms for the same terminal are implemented by multiple links to the same compiled file.

The format has been chosen so that it is the same on all hardware. An 8-bit byte is assumed, but no assumptions about byte ordering or sign extension are made. Thus, these binary terminfo files can be transported to other hardware with 8-bit bytes.

Short integers are stored in two 8-bit bytes. The first byte contains the least significant 8 bits of the value, and the second byte contains the most significant 8 bits. (Thus, the value represented is 256*second+first.) The value −1 is represented by 0377, 0377, and the value -2 is represented by 0376, 0377; other negative values are illegal. The -1generally means that a capability is missing from this terminal. The −2 means that the capability has been cancelled in the terminfo source and also is to be considered missing.

The compiled file is created from the source file descriptions of the terminals (see the -I option of infocmp) by using the terminfo compiler, tic, and read by the routine setupterm (see curses(3CURSES)). The file is divided into six parts in the following order: the header, terminal names, boolean flags, numbers, strings, and string table.

The header section begins the file six short integers in the format described below. These integers are:

- 1. the magic number (octal 0432);
- 2. the size, in bytes, of the names section;
- 3. the number of bytes in the boolean section
- 4. the number of short integers in the numbers section;
- 5. the number of offsets (short integers) in the strings section;
- 6. the size, in bytes, of the string table.

The terminal name section comes next. It contains the first line of the terminfo description, listing the various names for the terminal, separated by the bar (|) character (see term(5)). The section is terminated with an ASCII NUL character.

The terminal name section is followed by the Boolean section, number section, string section, and string table.

The boolean flags section consists of one byte for each flag. This byte is either 0 or 1 as the flag is present or absent. The value of 2 means that the flag has been cancelled. The capabilities are in the same order as the file <term.h>.

term(4)

Between the boolean flags section and the number section, a null byte is inserted, if necessary, to ensure that the number section begins on an even byte offset. All short integers are aligned on a short word boundary.

The numbers section is similar to the boolean flags section. Each capability takes up two bytes, and is stored as a short integer. If the value represented is -1 or -2, the capability is taken to be missing.

The strings section is also similar. Each capability is stored as a short integer, in the format above. A value of -1 or -2 means the capability is missing. Otherwise, the value is taken as an offset from the beginning of the string table. Special characters in X or $^$ notation are stored in their interpreted form, not the printing representation. Padding information (* -nn>) and parameter information (* x) are stored intact in uninterpreted form.

The final section is the string table. It contains all the values of string capabilities referenced in the string section. Each string is null terminated.

Note that it is possible for setupterm to expect a different set of capabilities than are actually present in the file. Either the database may have been updated since setupterm has been recompiled (resulting in extra unrecognized entries in the file) or the program may have been recompiled more recently than the database was updated (resulting in missing entries). The routine setupterm must be prepared for both possibilities—this is why the numbers and sizes are included. Also, new capabilities must always be added at the end of the lists of boolean, number, and string capabilities.

As an example, here is terminal information on the AT&T Model 37 KSR terminal as output by the infocmp -I tty37 command:

```
37|tty37|AT&T model 37 teletype,
hc, os, xon,
bel=^G, cr=\r, cub1=\b, cud1=\n, cuu1=\E7, hd=\E9,
hu=\E8, ind=\n,
```

The following is an octal dump of the corresponding term file, produced by the od -c /usr/share/lib/terminfo/t/tty37 command:

0001260 \0 \0 0001261

Some limitations: total compiled entries cannot exceed 4096 bytes; all entries in the name field cannot exceed 128 bytes.

FILES

/usr/share/lib/terminfo/?/* compiled terminal description database

/usr/include/term.h terminfo header

/usr/xpg4/include/term.h X/Open Curses terminfo header

SEE ALSO

infocmp(1M), curses(3CURSES), curses(3XCURSES), terminfo(4), term(5)

terminfo(4)

NAME

terminfo – terminal and printer capability database

SYNOPSIS

/usr/share/lib/terminfo/?/*

DESCRIPTION

terminfo is a database that describes the capabilities of devices such as terminals and printers. Devices are described in terminfo source files by specifying a set of capabilities, by quantifying certain aspects of the device, and by specifying character sequences that affect particular results. This database is often used by screen oriented applications such as vi and curses-based programs, as well as by some system commands such as ls and more. This usage allows them to work with a variety of devices without changes to the programs.

terminfo descriptions are located in the directory pointed to by the environment variable TERMINFO or in /usr/share/lib/terminfo. terminfo descriptions are generated by tic(1M).

terminfo source files consist of one or more device descriptions. Each description consists of a header (beginning in column 1) and one or more lines that list the features for that particular device. Every line in a terminfo source file must end in a comma (,). Every line in a terminfo source file except the header must be indented with one or more white spaces (either spaces or tabs).

Entries in terminfo source files consist of a number of comma-separated fields. White space after each comma is ignored. Embedded commas must be escaped by using a backslash. Each device entry has the following format:

```
\begin{aligned} \text{alias}_1 &\mid \text{alias}_2 &\mid \dots &\mid \text{alias}_n &\mid \textit{fullname}, \\ &\quad & \text{capability}_1, & \textit{capability}_2, & & & & \\ &\quad & \ddots & & & \\ &\quad & \ddots & & & \\ &\quad & & \textit{capability}_n, & & & & \end{aligned}
```

The first line, commonly referred to as the header line, must begin in column one and must contain at least two aliases separated by vertical bars. The last field in the header line must be the long name of the device and it may contain any string. Alias names must be unique in the terminfo database and they must conform to system file naming conventions. See tic(1M). They cannot, for example, contain white space or slashes.

Every device must be assigned a name, such as "vt100". Device names (except the long name) should be chosen using the following conventions. The name should not contain hyphens because hyphens are reserved for use when adding suffixes that indicate special modes.

These special modes may be modes that the hardware can be in, or user preferences. To assign a special mode to a particular device, append a suffix consisting of a hyphen and an indicator of the mode to the device name. For example, the -w suffix means

"wide mode." When specified, it allows for a width of 132 columns instead of the standard 80 columns. Therefore, if you want to use a "vt100" device set to wide mode, name the device "vt100-w." Use the following suffixes where possible.

Suffix	Meaning	Example
- W	Wide mode (more than 80 columns)	5410-w
-am	With auto. margins (usually default)	vt100-am
-nam	Without automatic margins	vt100-nam
-n	Number of lines on the screen	2300-40
-na	No arrow keys (leave them in local)	c100-na
-np	Number of pages of memory	c100-4p
-rv	Reverse video	4415-rv

The terminfo reference manual page is organized in two sections:

- PART 1: DEVICE CAPABILITIES
- PART 2: PRINTER CAPABILITIES

PART 1: DEVICE CAPABILITIES

Capabilities in terminfo are of three types: Boolean capabilities (which show that a device has or does not have a particular feature), numeric capabilities (which quantify particular features of a device), and string capabilities (which provide sequences that can be used to perform particular operations on devices).

In the following table, a Variable is the name by which a C programmer accesses a capability (at the terminfo level). A Capname is the short name for a capability specified in the terminfo source file. It is used by a person updating the source file and by the tput command. A Termcap Code is a two-letter sequence that corresponds to the termcap capability name. (Note that termcap is no longer supported.)

Capability names have no real length limit, but an informal limit of five characters has been adopted to keep them short. Whenever possible, capability names are chosen to be the same as or similar to those specified by the ANSI X3.64-1979 standard. Semantics are also intended to match those of the ANSI standard.

All string capabilities listed below may have padding specified, with the exception of those used for input. Input capabilities, listed under the Strings section in the following tables, have names beginning with key . The #i symbol in the description field of the following tables refers to the *i*th parameter.

terminfo(4)

TABLE 1 Booleans

Variable	Name	Code	Description
auto_left_margin	bw	bw	cub1 wraps from column 0
			to last column
auto_right_margin	am	am	Terminal has automatic margins
back_color_erase	bce	be	Screen erased with background color
can_change	ccc	сс	Terminal can re-define existing color
ceol_standout_glitch	xhp	xs	Standout not erased by overwriting (hp)
col_addr_glitch	xhpa	YA	Only positive motion for hpa/mhpa caps
cpi_changes_res	cpix	YF	Changing character pitch changes
			resolution
cr_cancels_micro_mode	crxm	YB	Using cr turns off micro mode
dest_tabs_magic_smso	xt	xt	Destructive tabs, magic smso char (t1061
eat_newline_glitch	xenl	xn	Newline ignored after 80 columns
			(Concept)
erase_overstrike	eo	eo	Can erase overstrikes with a blank
generic_type	gn	gn	Generic line type (for example,
			dialup, switch)
hard_copy	hc	hc	Hardcopy terminal
hard_cursor	chts	HC	Cursor is hard to see
has_meta_key	km	km	Has a meta key (shift, sets parity bit)
has_print_wheel	daisy	YC	Printer needs operator to change
			character set
has_status_line	hs	hs	Has extra "status line"
hue_lightness_saturation	hls	hl	Terminal uses only HLS color
			notation (Tektronix)
insert_null_glitch	in	in	Insert mode distinguishes nulls
lpi_changes_res	lpix	YG	Changing line pitch changes resolution
memory_above	da	da	Display may be retained above the screen
memory_below	db	db	Display may be retained below the screen

TABLE 1 Booleans (Co	TABLE 1 Booleans (Continued)					
Variable	Name	Code	Description			
move_insert_mode	mir	mi	Safe to move while in insert mode			
move_standout_mode	msgr	ms	Safe to move in standout modes			
needs_xon_xoff	nxon	nx	Padding won't work, xon/xoff required			
no_esc_ctlc	xsb	xb	Beehive (f1=escape, f2=ctrl C)			
no_pad_char	npc	NP	Pad character doesn't exist			
non_dest_scroll_region	ndscr	ND	Scrolling region is nondestructive			
non_rev_rmcup	nrrmc	NR	smcup does not reverse rmcup			
over_strike	os	os	Terminal overstrikes on hard-copy			
			terminal			
prtr_silent	mc5i	5i	Printer won't echo on screen			
row_addr_glitch	xvpa	YD	Only positive motion for vpa/mvpa caps			
semi_auto_right_margin	sam	YE	Printing in last column causes cr			
status_line_esc_ok	eslok	es	Escape can be used on the status line			
tilde_glitch	hz	hz	Hazeltine; can't print tilde (~)			
transparent_underline	ul	ul	Underline character overstrikes			
xon_xoff	xon	xo	Terminal uses xon/xoff handshaking			

$\textbf{TABLE 2} \ Numbers$

Variable	Name	Code	Description
bit_image_entwining	bitwin	Yo	Number of passes for each bit-map row
bit_image_type	bitype	Yp	Type of bit image device
buffer_capacity	bufsz	Ya	Number of bytes buffered before printing
buttons	btns	BT	Number of buttons on the mouse
columns	cols	со	Number of columns in a line
dot_horz_spacing	spinh	Yc	Spacing of dots horizontally in dots per inch
dot_vert_spacing	spinv	Yb	Spacing of pins vertically in pins per inch

Variable	Name	Code	Description
init_tabs	it	it	Tabs initially every # spaces
label_height	lh	lh	Number of rows in each label
label_width	lw	lw	Number of columns in each label
lines	lines	li	Number of lines on a screen or a page
lines_of_memory	lm	lm	Lines of memory if > lines; 0 means varies
max_attributes	ma	ma	Maximum combined video attributes
			terminal can display
magic_cookie_glitch	xmc	sg	Number of blank characters left b
			smso or rmso
max_colors	colors	Co	Maximum number of colors on the screen
max_micro_address	maddr	Yd	Maximum value in microaddress
max_micro_jump	mjump	Ye	Maximum value in parmmicro
max_pairs	pairs	pa	Maximum number of color-pairs the
			screen
maximum_windows	wnum	MW	Maximum number of definable windows
micro_char_size	mcs	Yf	Character step size when in micro mode
micro_line_size	mls	Yg	Line step size when in micro mod
no_color_video	ncv	NC	Video attributes that can't be used
			with colors
num_labels	nlab	Nl	Number of labels on screen (start 1)
number_of_pins	npins	Yh	Number of pins in print-head
output_res_char	orc	Yi	Horizontal resolution in units per character

TABLE 2 Numbers (Contin	TABLE 2 Numbers (Continued)					
Variable	Name	Code	Description			
output_res_line	orl	Yj	Vertical resolution in units per line			
output_res_horz_inch	orhi	Yk	Horizontal resolution in units per inch			
output_res_vert_inch	orvi	Yl	Vertical resolution in units per inch			
padding_baud_rate	pb	pb	Lowest baud rate where padding needed			
print_rate	cps	Ym	Print rate in characters per second			
virtual_terminal	vt	vt	Virtual terminal number (system)			
wide_char_size	widcs	Yn	Character step size when in double			
			wide mode			
width_status_line	wsl	ws	Number of columns in status line			

TABLE 3 Strings

Variable	Name	Code	Description
acs_chars	acsc	ac	Graphic charset pairs aAbBcC
alt_scancode_esc	scesa	S8	Alternate escape for scancode emulation
			(default is for vt100)
back_tab	cbt	bt	Back tab
bell	bel	bl	Audible signal (bell)
bit_image_carriage_return	bicr	Yv	Move to beginning of same row (use
			tparm)
bit_image_newline	binel	Zz	Move to next row of the bit image (use
			tparm)
bit_image_repeat	birep	Zy	Repeat bit-image cell #1 #2 times (use
			tparm)
carriage_return	cr	cr	Carriage return

Variable	Name	Code	Description
change_char_pitch	cpi	ZA	Change number of characters per inch
change_line_pitch	lpi	ZB	Change number of lines per inch
change_res_horz	chr	ZC	Change horizontal resolution
change_res_vert	cvr	ZD	Change vertical resolution
change_scroll_region	csr	cs	Change to lines #1 through #2 (vt100)
char_padding	rmp	rP	Like ip but when in replace mode
char_set_names	csnm	Zy	List of character set names
clear_all_tabs	tbc	ct	Clear all tab stops
clear_margins	mgc	MC	Clear all margins (top, bottom,
			and sides)
clear_screen	clear	cl	Clear screen and home cursor
clr_bol	el1	cb	Clear to beginning of line, inclusive
clr_eol	el	ce	Clear to end of line
clr_eos	ed	cd	Clear to end of display
code_set_init	csin	ci	Init sequence for multiple codeset
color_names	colornm	Yw	Give name for color #1
column_address	hpa	ch	Horizontal position absolute
command_character	cmdch	CC	Terminal settable cmd character
			in prototype
create_window	cwin	CW	Define win #1 to go from #2,#3 to
			#4,#5
cursor_address	cup	cm	Move to row #1 col #2
cursor_down	cud1	do	Down one line
cursor_home	home	ho	Home cursor (if no cup)
cursor_invisible	civis	vi	Make cursor invisible
cursor_left	cub1	le	Move left one space.
cursor_mem_address	mrcup	CM	Memory relative cursor addressir

Variable	Name	Code	Description
cursor_normal	cnorm	ve	Make cursor appear normal
			(undo vs/vi)
cursor_right	cuf1	nd	Non-destructive space (cursor or
			carriage right)
cursor_to_ll	11	11	Last line, first column (if no cup)
cursor_up	cuu1	up	Upline (cursor up)
cursor_visible	cvvis	vs	Make cursor very visible
define_bit_image_region	defbi	Yx	Define rectangular bit-image region
			(use tparm)
define_char	defc	ZE	Define a character in a character set*
delete_character	dch1	dc	Delete character
delete_line	dl1	dl	Delete line
device_type	devt	dv	Indicate language/codeset suppo
dial_phone	dial	DI	Dial phone number #1
dis_status_line	dsl	ds	Disable status line
display_clock	dclk	DK	Display time-of-day clock
display_pc_char	dispc	S1	Display PC character
down_half_line	hd	hd	Half-line down (forward 1/2 linefeed)
ena_acs	enacs	eA	Enable alternate character set
end_bit_image_region	endbi	Yy	End a bit-image region (use tparr
enter_alt_charset_mode	smacs	as	Start alternate character set
enter_am_mode	smam	SA	Turn on automatic margins
enter_blink_mode	blink	mb	Turn on blinking
enter_bold_mode	bold	md	Turn on bold (extra bright) mode
enter_ca_mode	smcup	ti	String to begin programs that use cup
enter_delete_mode	smdc	dm	Delete mode (enter)

Variable	Name	Code	Description
enter_dim_mode	dim	mh	Turn on half-bright mode
enter_doublewide_mode	swidm	ZF	Enable double wide printing
enter_draft_quality	sdrfq	ZG	Set draft quality print
			mode
enter_insert_mode	smir	im	Insert mode (enter)
enter_italics_mode	sitm	ZH	Enable italics
enter_leftward_mode	slm	ZI	Enable leftward carriage motion
enter_micro_mode	smicm	ZJ	Enable micro motion capabilities
enter_near_letter_quality	snlq	ZK	Set near-letter quality print
enter_normal_quality	snrmq	ZL	Set normal quality print
enter_pc_charset_mode	smpch	S2	Enter PC character display mode
enter_protected_mode	prot	mp	Turn on protected mode
enter_reverse_mode	rev	mr	Turn on reverse video mode
enter_scancode_mode	smsc	S4	Enter PC scancode mode
enter_secure_mode	invis	mk	Turn on blank mode
			(characters invisible)
enter_shadow_mode	sshm	ZM	Enable shadow printing
enter_standout_mode	smso	so	Begin standout mode
enter_subscript_mode	ssubm	ZN	Enable subscript printing
enter_superscript_mode	ssupm	ZO	Enable superscript printing
enter_underline_mode	smul	us	Start underscore mode
enter_upward_mode	sum	ZP	Enable upward carriage motion
			mode
enter_xon_mode	smxon	SX	Turn on xon/xoff handshaking
erase_chars	ech	ec	Erase #1 characters
exit_alt_charset_mode	rmacs	ae	End alternate character set
exit_am_mode	rmam	RA	Turn off automatic margins
exit_attribute_mode	sgr0	me	Turn off all attributes

Variable	Name	Code	Description
exit_ca_mode	rmcup	te	String to end programs that use cup
exit_delete_mode	rmdc	ed	End delete mode
exit_doublewide_mode	rwidm	ZQ	Disable double wide printing
exit_insert_mode	rmir	ei	End insert mode
exit_italics_mode	ritm	ZR	Disable italics
exit_leftward_mode	rlm	ZS	Enable rightward (normal)
			carriage motion
exit_micro_mode	rmicm	ZT	Disable micro motion capabilities
exit_pc_charset_mode	rmpch	S3	Disable PC character display mod
exit_scancode_mode	rmsc	S5	Disable PC scancode mode
exit_shadow_mode	rshm	ZU	Disable shadow printing
exit_standout_mode	rmso	se	End standout mode
exit_subscript_mode	rsubm	ZV	Disable subscript printing
exit_superscript_mode	rsupm	ZW	Disable superscript printing
exit_underline_mode	rmul	ue	End underscore mode
exit_upward_mode	rum	ZX	Enable downward (normal)
			carriage motion
exit_xon_mode	rmxon	RX	Turn off xon/xoff handshaking
fixed_pause	pause	PA	Pause for 2-3 seconds
flash_hook	hook	fh	Flash the switch hook
flash_screen	flash	vb	Visible bell (may not move curso
form_feed	ff	ff	Hardcopy terminal page eject
from_status_line	fsl	fs	Return from status line
get_mouse	getm	Gm	Curses should get button events
goto_window	wingo	WG	Go to window #1
hangup	hup	HU	Hang-up phone
init_1string	is1	i1	Terminal or printer initialization string

TABLE 3 Strings	(Continued)			
Variable		Name	Code	Description
init_2string		is2	is	Terminal or printer initialization string
init_3string		is3	i3	Terminal or printer initialization string
init_file		if	if	Name of initialization file
init_prog		iprog	iP	Path name of program for initialization
initialize_color		initc	Ic	Initialize the definition of color
initialize_pair		initp	Ip	Initialize color-pair
insert_character		ich1	ic	Insert character
insert_line		il1	al	Add new blank line
insert_padding		ip	ip	Insert pad after character inserted

The "key_" strings are sent by specific keys. The "key_" descriptions include the macro, defined in <curses.h>, for the code returned by the curses routine getch when the key is pressed (see curs_getch(3CURSES)).

TABLE 4 key_Strings

Variable	Name	Code	Description
key_a1	ka1	K1	KEY_A1, upper left of keypad
key_a3	ka3	K3	KEY_A3, upper right of keypad
key_b2	kb2	K2	KEY_B2, center of keypad
key_backspace	kbs	kb	KEY_BACKSPACE, sent by backspace
			key
key_beg	kbeg	@1	KEY_BEG, sent by beg(inning) key
key_btab	kcbt	kB	KEY_BTAB, sent by back-tab key
key_c1	kc1	K4	KEY_C1, lower left of keypad
key_c3	kc3	K5	KEY_C3, lower right of keypad
key_cancel	kcan	@2	KEY_CANCEL, sent by cancel key
key_catab	ktbc	ka	KEY_CATAB, sent by clear-all-tabs key

Variable	Name	Code	Description
key_clear	kclr	kC	KEY_CLEAR, sent by clear-screen o
			erase key
key_close	kclo	@3	KEY_CLOSE, sent by close key
key_command	kcmd	@4	KEY_COMMAND, sent by cmd
			(command) key
key_copy	kcpy	@5	KEY_COPY, sent by copy key
key_create	kcrt	@6	KEY_CREATE, sent by create key
key_ctab	kctab	kt	KEY_CTAB, sent by clear-tab key
key_dc	kdch1	kD	KEY_DC, sent by delete-character key
key_dl	kdl1	kL	KEY_DL, sent by delete-line key
key_down	kcud1	kd	KEY_DOWN, sent by terminal
			down-arrow key
key_eic	krmir	kM	KEY_EIC, sent by rmir or smir in
			insert mode
key_end	kend	@7	KEY_END, sent by end key
key_enter	kent	@8	KEY_ENTER, sent by enter/send k
key_eol	kel	kE	KEY_EOL, sent by clear-to-end-of-line
			key
key_eos	ked	kS	KEY_EOS, sent by clear-to-end-of-screen
			key
key_exit	kext	@9	KEY_EXIT, sent by exit key
key_f0	kf0	k0	KEY_F(0), sent by function key for
key_f1	kf1	k1	KEY_F(1), sent by function key f
key_f2	kf2	k2	KEY_F(2), sent by function key f2
key_f3	kf3	k3	KEY_F(3), sent by function key f3
key_fB	kf4	k4	KEY_F (4), sent by function key fl
key_f5	kf5	k5	KEY_F(5), sent by function key f

TABLE 4 key_Strings			Post Allian
Variable	Name	Code	Description
key_f6	kf6	k6	KEY_F(6), sent by function key f6
key_f7	kf7	k7	$\mathtt{KEY_F}$ (7) , sent by function key f7
key_f8	kf8	k8	$\mathtt{KEY_F}$ (8) , sent by function key f8
key_f9	kf9	k9	KEY_F(9), sent by function key f9
key_f10	kf10	k;	$\mathtt{KEY_F}$ (10) , sent by function key $\mathtt{f}10$
key_f11	kf11	F1	$\mathtt{KEY_F}$ (11), sent by function key fl1
key_f12	kf12	F2	$\mathtt{KEY_F}$ (12), sent by function key f12
key_f13	kf13	F3	$\mathtt{KEY_F}(\mathtt{13})$, sent by function key $\mathtt{f13}$
key_f14	kf14	F4	$\mathtt{KEY_F}(\mathtt{14})$, sent by function key $\mathtt{f14}$
key_f15	kf15	F5	$\mathtt{KEY_F}(\mathtt{15})$, sent by function key $\mathtt{f15}$
key_f16	kf16	F6	$\mathtt{KEY_F}(\mathtt{16})$, sent by function key $\mathtt{f16}$
key_f17	kf17	F7	$\mathtt{KEY_F}(\mathtt{17})$, sent by function key $\mathtt{f17}$
key_f18	kf18	F8	<code>KEY_F(18)</code> , sent by function key $f18$
key_f19	kf19	F9	$\mathtt{KEY_F}$ (19), sent by function key f19
key_f20	kf20	FA	KEY_F (20) , sent by function key $f20$
key_f21	kf21	FB	$\mathtt{KEY_F}$ (21), sent by function key f21
key_f22	kf22	FC	$\mathtt{KEY_F}$ (22), sent by function key f22
key_f23	kf23	FD	$\mathtt{KEY_F}$ (23), sent by function key f23
key_f24	kf24	FE	KEY_F (24), sent by function key f24

Variable	Name	Code	Description
key_f25	kf25	FF	KEY_F (25), sent by function key f25
key_f26	kf26	FG	KEY_F (26), sent by function key $f26$
key_f27	kf27	FH	KEY_F (27), sent by function key $f27$
key_f28	kf28	FI	KEY_F (28), sent by function key $f28$
key_f29	kf29	FJ	KEY_F (29), sent by function key $f29$
key_f30	kf30	FK	KEY_F (30), sent by function key $f30$
key_f31	kf31	FL	$\mathtt{KEY_F}$ (31), sent by function key f31
key_f32	kf32	FM	KEY_F (32), sent by function key f32
key_f33	kf33	FN	KEY_F (13), sent by function key f13
key_f34	kf34	FO	KEY_F (34), sent by function key f34
key_f35	kf35	FP	KEY_F (35), sent by function key f35
key_f36	kf36	FQ	KEY_F (36), sent by function key f36
key_f37	kf37	FR	KEY_F (37), sent by function key f37
key_f38	kf38	FS	KEY_F (38), sent by function key f38
key_f39	kf39	FT	KEY_F (39), sent by function key f39
key_fB0	kf40	FU	KEY_F (40), sent by function key fB0
key_fB1	kf41	FV	KEY_F (41), sent by function key fB1
key_fB2	kf42	FW	KEY_F (42), sent by function key fB2

Variable	Name	Code	Description
key_fB3	kf43	FX	KEY_F (43), sent by function key fB3
key_fB4	kf44	FY	$\mathtt{KEY_F}$ (44) , sent by function key $\mathtt{fB4}$
key_fB5	kf45	FZ	$\mathtt{KEY_F}$ (45), sent by function key fB5
key_fB6	kf46	Fa	KEY_F (46) , sent by function key $fB6$
key_fB7	kf47	Fb	KEY_F (47) , sent by function key fB7
key_fB8	kf48	Fc	KEY_F (48) , sent by function key fB8 $^{\circ}$
key_fB9	kf49	Fd	KEY_F (49) , sent by function key fB9
key_f50	kf50	Fe	$\mathtt{KEY_F}$ (50), sent by function key $\mathtt{f50}$
key_f51	kf51	Ff	KEY_F (51) , sent by function key $f51$
key_f52	kf52	Fg	$\mathtt{KEY_F}$ (52), sent by function key f52
key_f53	kf53	Fh	$\texttt{KEY_F}$ (53), sent by function key f53
key_f54	kf54	Fi	$\mathtt{KEY_F}$ (54), sent by function key f54
key_f55	kf55	Fj	KEY_F (55), sent by function key f55
key_f56	kf56	Fk	$\mathtt{KEY_F}$ (56), sent by function key $\mathtt{f56}$
key_f57	kf57	Fl	KEY_F (57), sent by function key f57
key_f58	kf58	Fm	KEY_F (58), sent by function key $f58$
key_f59	kf59	Fn	KEY_F (59), sent by function key $f59$
key_f60	kf60	Fo	KEY_F (60), sent by function key $f60$

Variable	Name	Code	Description
key_f61	kf61	Fp	KEY_F (61), sent by function key f61
key_f62	kf62	Fq	KEY_F (62) , sent by function key $f62$
key_f63	kf63	Fr	KEY_F (63), sent by function key 63
key_find	kfnd	@0	KEY_FIND, sent by find key
key_help	khlp	%1	KEY_HELP, sent by help key
key_home	khome	kh	KEY_HOME, sent by home key
key_ic	kich1	kI	KEY_IC, sent by ins-char/enter
			ins-mode key
key_il	kil1	kA	KEY_IL, sent by insert-line key
key_left	kcub1	kl	KEY_LEFT, sent by terminal left-arrow
			key
key_ll	kll	kH	KEY_LL, sent by home-down key
key_mark	kmrk	%2	KEY_MARK, sent by mark key
key_message	kmsg	%3	KEY_MESSAGE, sent by message k
key_mouse	kmous	Km	0631, Mouse event has occured
key_move	kmov	%4	KEY_MOVE, sent by move key
key_next	knxt	%5	KEY_NEXT, sent by next-object ke
key_npage	knp	kN	KEY_NPAGE, sent by next-page ke
key_open	kopn	%6	KEY_OPEN, sent by open key
key_options	kopt	%7	KEY_OPTIONS, sent by options ke
key_ppage	kpp	kP	KEY_PPAGE, sent by previous-pag key
key_previous	kprv	%8	KEY_PREVIOUS, sent by previous-object
			key
key_print	kprt	%9	KEY_PRINT, sent by print or copy key

Variable	Name	Code	Description
key_redo	krdo	%0	KEY_REDO, sent by redo key
key_reference	kref	&1	KEY_REFERENCE, sent by reference key
key_refresh	krfr	&2	KEY_REFRESH, sent by refresh key
key_replace	krpl	&3	KEY_REPLACE, sent by replace key
key_restart	krst	&4	KEY_RESTART, sent by restart key
key_resume	kres	&5	KEY_RESUME, sent by resume key
key_right	kcuf1	kr	KEY_RIGHT, sent by terminal
			right-arrow key
key_save	ksav	&6	KEY_SAVE, sent by save key
key_sbeg	kBEG	&9	KEY_SBEG, sent by shifted beginning key
key_scancel	kCAN	&0	KEY_SCANCEL, sent by shifted
			cancel key
key_scommand	kCMD	*1	KEY_SCOMMAND, sent by shifted
			command key
key_scopy	kCPY	*2	KEY_SCOPY, sent by shifted copy key
key_screate	kCRT	*3	KEY_SCREATE, sent by shifted
			create key
key_sdc	kDC	*4	KEY_SDC, sent by shifted delete-char
			key
key_sdl	kDL	*5	KEY_SDL, sent by shifted delete-lir
			key
key_select	kslt	*6	KEY_SELECT, sent by select key
key_send	kEND	*7	KEY_SEND, sent by shifted end key
key_seol	kEOL	*8	KEY_SEOL, sent by shifted clear-lir key
key_sexit	kEXT	*9	KEY SEXIT, sent by shifted exit ke

Variable	Name	Code	Description
key_sf	kind	kF	KEY_SF, sent by scroll-forward/down
			key
key_sfind	kFND	*0	KEY_SFIND, sent by shifted find key
key_shelp	kHLP	#1	KEY_SHELP, sent by shifted help key
key_shome	kHOM	#2	KEY_SHOME, sent by shifted home key
key_sic	kIC	#3	KEY_SIC, sent by shifted input ke
key_sleft	kLFT	#4	KEY_SLEFT, sent by shifted left-arrow
			key
key_smessage	kMSG	%a	KEY_SMESSAGE, sent by shifted
			message key
key_smove	kMOV	%b	KEY_SMOVE, sent by shifted move key
key_snext	kNXT	%с	KEY_SNEXT, sent by shifted next key
key_soptions	kOPT	%d	KEY_SOPTIONS, sent by shifted
			options key
key_sprevious	kPRV	%e	KEY_SPREVIOUS, sent by shifted prev
			key
key_sprint	kPRT	%f	KEY_SPRINT, sent by shifted prinkey
key_sr	kri	kR	KEY_SR, sent by scroll-backward/up
			key
key_sredo	kRDO	%g	$\begin{array}{c} \mathtt{KEY_SREDO, sent \ by \ shifted \ redo} \\ \mathbf{key} \end{array}$
key_sreplace	kRPL	%h	KEY_SREPLACE, sent by shifted replace

Variable	Name	Code	Description
			key
key_sright	kRIT	%i	KEY_SRIGHT, sent by shifted
			right-arrow key
key_srsume	kRES	%j	KEY_SRSUME, sent by shifted resume
			key
key_ssave	kSAV	!1	KEY_SSAVE, sent by shifted save key
key_ssuspend	kSPD	!2	KEY_SSUSPEND, sent by shifted
			suspend key
key_stab	khts	kT	KEY_STAB, sent by set-tab key
key_sundo	kUND	!3	KEY_SUNDO, sent by shifted undo key
key_suspend	kspd	&7	KEY_SUSPEND, sent by
			suspend key
key_undo	kund	&8	KEY_UNDO, sent by undo key
key_up	kcuu1	ku	KEY_UP, sent by terminal up-arrow key
keypad_local	rmkx	ke	Out of "keypad-transmit" mode
keypad_xmit	smkx	ks	Put terminal in "keypad-transmit" mode
lab_f0	1f0	10	Labels on function key f0 if not f0
lab_f1	lf1	11	Labels on function key f1 if not f1
lab_f2	lf2	12	Labels on function key f2 if not f2
lab_f3	lf3	13	Labels on function key f3 if not f3
lab_fB	lfB	14	Labels on function key fB if not fB
lab_f5	lf5	15	Labels on function key f5 if not f5
lab_f6	lf6	16	Labels on function key f6 if not f6
lab_f7	lf7	17	Labels on function key f7 if not f7
lab_f8	lf8	18	Labels on function key f8 if not f8
lab_f9	1f9	19	Labels on function key f9 if not f9

Variable	Name	Code	Description
lab_f10	lf10	la	Labels on function key f10 if not f1
label_format	fln	Lf	Label format
label_off	rmln	LF	Turn off soft labels
label_on	smln	LO	Turn on soft labels
meta_off	rmm	mo	Turn off "meta mode"
meta_on	smm	mm	Turn on "meta mode" (8th bit)
micro_column_address	mhpa	ZY	Like column_address for micro
			adjustment
micro_down	mcud1	ZZ	Like cursor_down for micro adjustment
micro_left	mcub1	Za	Like cursor_left for micro adjustment
micro_right	mcuf1	Zb	Like cursor_right for micro
			adjustment
micro_row_address	mvpa	Zc	Like row_address for micro adjustment
micro_up	mcuu1	Zd	Like cursor_up for micro adjustment
mouse_info	minfo	Mi	Mouse status information
newline	nel	nw	Newline (behaves like cr followed
			by lf)
order_of_pins	porder	Ze	Matches software bits to print-head pins
orig_colors	oc	oc	Set all color(-pair)s to the original ones
orig_pair	op	op	Set default color-pair to the origination
pad_char	pad	pc	Pad character (rather than null)
parm_dch	dch	DC	Delete #1 chars
parm_delete_line	dl	DL	Delete #1 lines
parm_down_cursor	cud	DO	Move down #1 lines.

Variable	Name	Code	Description
parm_down_micro	mcud	Zf	Like parm_down_cursor for micr
			adjust.
parm_ich	ich	IC	Insert #1 blank chars
parm_index	indn	SF	Scroll forward #1 lines.
parm_insert_line	il	AL	Add #1 new blank lines
parm_left_cursor	cub	LE	Move cursor left #1 spaces
parm_left_micro	mcub	Zg	Like parm_left_cursor for micr
			adjust.
parm_right_cursor	cuf	RI	Move right #1 spaces.
parm_right_micro	mcuf	Zh	Like parm_right_cursor for micro
			adjust.
parm_rindex	rin	SR	Scroll backward #1 lines.
parm_up_cursor	cuu	UP	Move cursor up #1 lines.
parm_up_micro	mcuu	Zi	Like parm_up_cursor for micro adjust.
pc_term_options	pctrm	S6	PC terminal options
pkey_key	pfkey	pk	Prog funct key #1 to type string #2
pkey_local	pfloc	pl	Prog funct key #1 to execute string #2
pkey_plab	pfxl	xl	Prog key #1 to xmit string #2 and show
			string #3
pkey_xmit	pfx	px	Prog funct key #1 to xmit string #2
plab_norm	pln	pn	Prog label #1 to show string #2
print_screen	mc0	ps	Print contents of the screen
prtr_non	mc5p	pO	Turn on the printer for #1 bytes
prtr_off	mc4	pf	Turn off the printer
prtr_on	mc5	po	Turn on the printer
pulse	pulse	PU	Select pulse dialing

Variable	Name	Code	Description
quick_dial	qdial	QD	Dial phone number #1, without
			progress detection
remove_clock	rmclk	RC	Remove time-of-day clock
repeat_char	rep	rp	Repeat char #1 #2 times
req_for_input	rfi	RF	Send next input char (for ptys)
req_mouse_pos	reqmp	RQ	Request mouse position report
reset_1string	rs1	r1	Reset terminal completely to sane modes
reset_2string	rs2	r2	Reset terminal completely to sane modes
reset_3string	rs3	r3	Reset terminal completely to sane modes
reset_file	rf	rf	Name of file containing reset strin
restore_cursor	rc	rc	Restore cursor to position of last s
row_address	vpa	cv	Vertical position absolute
save_cursor	sc	sc	Save cursor position
scancode_escape	scesc	S7	Escape for scancode emulation
scroll_forward	ind	sf	Scroll text up
scroll_reverse	ri	sr	Scroll text down
select_char_set	scs	Zj	Select character set
set0_des_seq	s0ds	s0	Shift into codeset 0 (EUC set 0, ASCII)
set1_des_seq	s1ds	s1	Shift into codeset 1
set2_des_seq	s2ds	s2	Shift into codeset 2
set3_des_seq	s3ds	s3	Shift into codeset 3
			attributes #1-#6
set_a_background	setab	AB	Set background color using ANSI escape
set_a_foreground	setaf	AF	Set foreground color using ANSI escape
set_attributes	sgr	sa	Define the video attributes #1-#9

Variable	Name	Code	Description
set_background	setb	Sb	Set current background color
set_bottom_margin	smgb	Zk	Set bottom margin at current line
set_bottom_margin_parm	smgbp	Zl	Set bottom margin at line #1 or #2
			lines from bottom
set_clock	sclk	SC	Set time-of-day clock
set_color_band	setcolor	Yz	Change to ribbon color #1
set_color_pair	scp	sp	Set current color-pair
set_foreground	setf	Sf	Set current foreground color1
set_left_margin	smgl	ML	Set left margin at current line
set_left_margin_parm	smglp	Zm	Set left (right) margin at column #1 (#2)
set_lr_margin	smglr	ML	Sets both left and right margins
set_page_length	slines	YZ	Set page length to #1 lines (use tparm)
			of an inch
set_right_margin	smgr	MR	Set right margin at current column
set_right_margin_parm	smgrp	Zn	Set right margin at column #1
set_tab	hts	st	Set a tab in all rows, current colum
set_tb_margin	smgtb	MT	Sets both top and bottom margins
set_top_margin	smgt	Zo	Set top margin at current line
set_top_margin_parm	smgtp	Zp	Set top (bottom) margin at line #1 (#2)
set_window	wind	wi	Current window is lines #1-#2 cols #3-#4
start_bit_image	sbim	Zq	Start printing bit image graphics
start_char_set_def	scsd	Zr	Start definition of a character set
stop_bit_image	rbim	Zs	End printing bit image graphics
stop_char_set_def	rcsd	Zt	End definition of a character set
subscript_characters	subcs	Zu	List of "subscript-able" characters
superscript_characters	supcs	Zv	List of "superscript-able" characte

Variable	Name	Code	Description
tab	ht	ta	Tab to next 8-space hardware tab stop
these_cause_cr	docr	Zw	Printing any of these chars causes cr
to_status_line	tsl	ts	Go to status line, col #1
tone	tone	TO	Select touch tone dialing
user0	u0	u0	User string 0
user1	u1	u1	User string 1
user2	u2	u2	User string 2
user3	u3	u3	User string 3
user4	u4	u4	User string 4
user5	u5	u5	User string 5
user6	u6	u6	User string 6
user7	u7	u7	User string 7
user8	u8	u8	User string 8
user9	u9	u9	User string 9
underline_char	uc	uc	Underscore one char and move pasit
up_half_line	hu	hu	Half-line up (reverse 1/2 linefeed)
wait_tone	wait	WA	Wait for dial tone
xoff_character	xoffc	XF	X-off character
xon_character	xonc	XN	X-on character
zero_motion	zerom	Zx	No motion for the subsequent character

Sample Entry

The following entry, which describes the AT&T 610 terminal, is among the more complex entries in the terminfo file as of this writing.

```
610 | 610bct | ATT610 | att610 | AT&T610; 80column; 98key keyboard
    am, eslok, hs, mir, msgr, xenl, xon,
    cols#80, it#8, lh#2, lines#24, lw#8, nlab#8, wsl#80,
    \verb"acsc='`aaffggjjkkllmmnnooppqqrrssttuuvvwwxxyyzz" \{ \{ \mid \mid \} \} \sim \sim ,
   bel=^G, blink=\E[5m, bold=\E[1m, cbt=\E[Z, civis=\E[?25l, clear=\E[H\E[J, cnorm=\E[?25h\E[?12l, clear=\E[m]]])
    cr=\r, csr=\E[\$i\$p1\$d;\$p2\$dr, cub=\E[\$p1\$dD, cub1=\b,
    cud=\E[%p1%dB, cud1=\E[B, cuf=\E[%p1%dC, cuf1=\E[C,
```

```
cup=\E[%i%p1%d;%p2%dH, cuu=\E[%p1%dA, cuu1=\E[A,
                   dl=\E[%p1%dM, dl1=\E[M, ed=\E[J, el=\E[K, el1=\E[1K, 
                  flash=\E[?5h$<200>\E[?5l, fsl=\E8, home=\E[H, ht=\t,
                   ich=\E[\$p1\$d@, il=\E[\$p1\$dL, ill=\E[L, ind=\ED, .ind=\ED\$<9>,
                   invis=\E[8m.
                    is1=\E[8;0] \E[?3;4;5;13;151\E[13;201\E[?7h\E[12h\E(B\E)0,
                   is2=\E[0m^0, is3=\E(B\E)0, kLFT=\E[\s@, kRIT=\E[\sA,
                   kbs=^H, kcbt=\E[Z, kclr=\E[2J, kcubl=\E[D, kcudl=\E[B, kcubl=\E[B, kcubl=\
                   kcuf1=\E[C, kcuu1=\E[A, kf1=\EOc, kf10=\ENp,
                   kf11=\Enq, kf12=\Enr, kf13=\Ens, kf14=\Ent, kf2=\Eod,
                   kf3=\EOe, kf4=\EOf, kf5=\EOg, kf6=\EOh, kf7=\EOi,
                   kf8=\EOj, kf9=\ENo, khome=\E[H, kind=\E[S, kri=\E[T, kind=\E]]
                   11=\E[24H, mc4=\E[?4i, mc5=\E[?5i, ne1=\EE,
                   pfxl = \ E[\$p1\$d;\$p2\$l\$02dq\$?\$p1\$\{9\}\$<\$t\s\sF\$p1\$ld\s\s\s\s
\s\s\s\s\s\s\; %p2%s,
                  pln=E[\$p1\$d;0;0;0q\$p2\$:-16.16s, rc=E8, rev=E[7m]
                   ri=\EM, rmacs=^{\circ}O, rmir=\E[41, rmln=\E[2p, rmso=\E[m,
                   rmul=\E[m, rs2=\Ec\E[?31, sc=\E7,
                   sgr=\E[0%?%p6%t;1%;%?%p5%t;2%;%?%p2%t;4%;%?%p4%t;5%;
%?%p3%p1% | %t;7%;%?%p7%t;8%;m%?%p9%t^N%e^O%;,
                   sgr0=\E[m^0, smacs=N, smir=\E[4h, smln=\E[p, smln=\E[
                    smso=\E[7m, smul=\E[4m, tsl=\E7\E[25;%i%p1%dx,
```

Types of Capabilities in the Sample Entry

The sample entry shows the formats for the three types of terminfo capabilities listed: Boolean, numeric, and string. All capabilities specified in the terminfo source file must be followed by commas, including the last capability in the source file. In terminfo source files, capabilities are referenced by their capability names (as shown in the previous tables).

Boolean capabilities are specified simply by their comma separated cap names.

Numeric capabilities are followed by the character '#' and then a positive integer value. Thus, in the sample, cols (which shows the number of columns available on a device) is assigned the value 80 for the AT&T 610. (Values for numeric capabilities may be specified in decimal, octal, or hexadecimal, using normal C programming language conventions.)

Finally, string-valued capabilities such as el (clear to end of line sequence) are listed by a two- to five-character capname, an '=', and a string ended by the next occurrence of a comma. A delay in milliseconds may appear anywhere in such a capability, preceded by \$ and enclosed in angle brackets, as in el=\EK\$<3>. Padding characters are supplied by tput. The delay can be any of the following: a number, a number followed by an asterisk, such as 5*, a number followed by a slash, such as 5/, or a number followed by both, such as 5*/. A '*' shows that the padding required is proportional to the number of lines affected by the operation, and the amount given is the per-affected-unit padding required. (In the case of insert characters, the factor is still the number of lines affected. This is always 1 unless the device has in and the software uses it.) When a '*' is specified, it is sometimes useful to give a delay of the form 3.5 to specify a delay per unit to tenths of milliseconds. (Only one decimal place is allowed.)

A '/' indicates that the padding is mandatory. If a device has xon defined, the padding information is advisory and will only be used for cost estimates or when the device is in raw mode. Mandatory padding will be transmitted regardless of the setting of xon. If padding (whether advisory or mandatory) is specified for bel or flash, however, it will always be used, regardless of whether xon is specified.

terminfo offers notation for encoding special characters. Both $\$ E and $\$ e map to an ESCAPE character, $\$ x maps to a control $\$ x for any appropriate $\$ x, and the sequences $\$ n, $\$ l, $\$ r, $\$ t, $\$ b, $\$ f, and $\$ s give a newline, linefeed, return, tab, backspace, formfeed, and space, respectively. Other escapes include: $\$ for caret ($\$); $\$ for backslash ($\$); $\$ for comma (,); $\$ for colon (:); and $\$ 0 for null. ($\$ 0 will actually produce $\$ 200, which does not terminate a string but behaves as a null character on most devices, providing CS7 is specified. (See $\$ stty(1)). Finally, characters may be given as three octal digits after a backslash (for example, $\$ 123).

Sometimes individual capabilities must be commented out. To do this, put a period before the capability name. For example, see the second ind in the example above. Note that capabilities are defined in a left-to-right order and, therefore, a prior definition will override a later definition.

Preparing Descriptions

The most effective way to prepare a device description is by imitating the description of a similar device in terminfo and building up a description gradually, using partial descriptions with vi to check that they are correct. Be aware that a very unusual device may expose deficiencies in the ability of the terminfo file to describe it or the inability of vi to work with that device. To test a new device description, set the environment variable TERMINFO to the pathname of a directory containing the compiled description you are working on and programs will look there rather than in /usr/share/lib/terminfo. To get the padding for insert-line correct (if the device manufacturer did not document it) a severe test is to comment out xon, edit a large file at 9600 baud with vi, delete 16 or so lines from the middle of the screen, and then press the u key several times quickly. If the display is corrupted, more padding is usually needed. A similar test can be used for insert-character.

Section 1-1: Basic Capabilities

The number of columns on each line for the device is given by the cols numeric capability. If the device has a screen, then the number of lines on the screen is given by the lines capability. If the device wraps around to the beginning of the next line when it reaches the right margin, then it should have the am capability. If the terminal can clear its screen, leaving the cursor in the home position, then this is given by the clear string capability. If the terminal overstrikes (rather than clearing a position when a character is struck over) then it should have the os capability. If the device is a printing terminal, with no soft copy unit, specify both hc and os. If there is a way to move the cursor to the left edge of the current row, specify this as cr. (Normally this will be carriage return, control M.) If there is a way to produce an audible signal (such as a bell or a beep), specify it as bel. If, like most devices, the device uses the xon-xoff flow-control protocol, specify xon.

If there is a way to move the cursor one position to the left (such as backspace), that capability should be given as cub1. Similarly, sequences to move to the right, up, and down should be given as cuf1, cuu1, and cud1, respectively. These local cursor motions must not alter the text they pass over; for example, you would not normally use "cuf1=\s" because the space would erase the character moved over.

A very important point here is that the local cursor motions encoded in terminfo are undefined at the left and top edges of a screen terminal. Programs should never attempt to backspace around the left edge, unless bw is specified, and should never attempt to go up locally off the top. To scroll text up, a program goes to the bottom left corner of the screen and sends the ind (index) string.

To scroll text down, a program goes to the top left corner of the screen and sends the ri (reverse index) string. The strings ind and ri are undefined when not on their respective corners of the screen.

Parameterized versions of the scrolling sequences are indn and rin. These versions have the same semantics as ind and ri, except that they take one parameter and scroll the number of lines specified by that parameter. They are also undefined except at the appropriate edge of the screen.

The am capability tells whether the cursor sticks at the right edge of the screen when text is output, but this does not necessarily apply to a cuf1 from the last column. Backward motion from the left edge of the screen is possible only when bw is specified. In this case, cub1 will move to the right edge of the previous row. If bw is not given, the effect is undefined. This is useful for drawing a box around the edge of the screen, for example. If the device has switch selectable automatic margins, am should be specified in the terminfo source file. In this case, initialization strings should turn on this option, if possible. If the device has a command that moves to the first column of the next line, that command can be given as nel (newline). It does not matter if the command clears the remainder of the current line, so if the device has no cr and 1f it may still be possible to craft a working nel out of one or both of them.

These capabilities suffice to describe hardcopy and screen terminals. Thus the AT&T 5320 hardcopy terminal is described as follows:

```
5320 att5320 AT&T 5320 hardcopy terminal,
  am, hc, os,
  cols#132,
  bel=^G, cr=\r, cub1=\b, cnd1=\n,
  dch1=\E[P, dl1=\E[M,
```

while the Lear Siegler ADM-3 is described as

```
adm3 | lsi adm3,
am, bel=^G, clear=^Z, cols#80, cr=^M, cub1=^H,
cud1=^J, ind=^J, lines#24,
```

Section 1-2: **Parameterized** Strings

Cursor addressing and other strings requiring parameters are described by a parameterized string capability, with printf-like escapes (%x) in it. For example, to address the cursor, the cup capability is given, using two parameters: the row and

column to address to. (Rows and columns are numbered from zero and refer to the physical screen visible to the user, not to any unseen memory.) If the terminal has memory relative cursor addressing, that can be indicated by mrcup.

The parameter mechanism uses a stack and special % codes to manipulate the stack in the manner of Reverse Polish Notation (postfix). Typically a sequence will push one of the parameters onto the stack and then print it in some format. Often more complex operations are necessary. Operations are in postfix form with the operands in the usual order. That is, to subtract 5 from the first parameter, one would use \$p1%{5}%-.

The % encodings have the following meanings:

```
outputs '%'
% [ [ : ] flags][width[.precision]][doxXs]
  as in printf, flags are [-+#] and space
  print pop gives %c
%p[1-9]
  push ith parm
%P[a-z]
  set dynamic variable [a-z] to pop
%g[a-z]
  get dynamic variable [a-z] and push it
%P[A-Z]
  set static variable [a-z] to pop
%q[A-Z]
  get static variable [a-z] and push it
  push char constant c
% { nn}
  push decimal constant nn
  push strlen(pop)
%+ %- %* %/ %m
  arithmetic (%m is mod): push(pop integer2 op pop integer1)
  bit operations: push(pop integer2 op pop integer1)
  logical operations: push(pop integer2 op pop integer1)
```

%A %O logical operations: and, or

응! 응~

unary operations: push(op pop)

ջi

(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm present

%? expr %t thenpart %e elsepart %;
if-then-else, %e elsepart is optional; else-if's are possible ala Algol 68: %? c₁ %t b₁ %e
c₂ %t b₂ %e c₃ %t b₃ %e c₄ %t b₄ %e b₅%; c_i are conditions, b_i are bodies.

If the "-" flag is used with " ${\rm k[doxXs]}$ ", then a colon (:) must be placed between the " ${\rm k}$ " and the "-" to differentiate the flag from the binary " ${\rm k-}$ " operator, for example " ${\rm k:-16.16s}$ ".

Consider the Hewlett-Packard 2645, which, to get to row 3 and column 12, needs to be sent \E&a12c03Y padded for 6 milliseconds. Note that the order of the rows and columns is inverted here, and that the row and column are zero-padded as two digits. Thus its cup capability is: cup=\E&a*p2*2.2dc*p1*2.2dY\$<6>

The Micro-Term ACT-IV needs the current row and column sent preceded by a ^T, with the row and column simply encoded in binary, "cup=^T%p1%c%p2%c". Devices that use "%c" need to be able to backspace the cursor (cub1), and to move the cursor up one line on the screen (cuu1). This is necessary because it is not always safe to transmit \n, ^D, and \r, as the system may change or discard them. (The library routines dealing with terminfo set tty modes so that tabs are never expanded, so \t is safe to send. This turns out to be essential for the Ann Arbor 4080.)

A final example is the LSI ADM-3a, which uses row and column offset by a blank character, thus "cup=\E=\p1\forall '\s'\forall +\congreta \congreta \p2\forall '\s'\forall +\congreta \congreta \con

Section 1-3: Cursor Motions

If the terminal has a fast way to home the cursor (to very upper left corner of screen) then this can be given as home; similarly a fast way of getting to the lower left-hand corner can be given as 11; this may involve going up with cuu1 from the home position, but a program should never do this itself (unless 11 does) because it can make no assumption about the effect of moving up from the home position. Note that the home position is the same as addressing to (0,0): to the top left corner of the screen, not of memory. (Thus, the \EH sequence on Hewlett-Packard terminals cannot be used for home without losing some of the other features on the terminal.)

If the device has row or column absolute-cursor addressing, these can be given as single parameter capabilities hpa (horizontal position absolute) and vpa (vertical position absolute). Sometimes these are shorter than the more general two-parameter sequence (as with the Hewlett-Packard 2645) and can be used in preference to cup. If

there are parameterized local motions (for example, move n spaces to the right) these can be given as cud, cub, cuf, and cuu with a single parameter indicating how many spaces to move. These are primarily useful if the device does not have cup, such as the Tektronix 4025.

If the device needs to be in a special mode when running a program that uses these capabilities, the codes to enter and exit this mode can be given as smcup and rmcup. This arises, for example, from terminals, such as the Concept, with more than one page of memory. If the device has only memory relative cursor addressing and not screen relative cursor addressing, a one screen-sized window must be fixed into the device for cursor addressing to work properly. This is also used for the Tektronix 4025, where smcup sets the command character to be the one used by terminfo. If the smcup sequence will not restore the screen after an rmcup sequence is output (to the state prior to outputting rmcup), specify nrrmc.

Section 1-4: Area Clears

If the terminal can clear from the current position to the end of the line, leaving the cursor where it is, this should be given as el. If the terminal can clear from the beginning of the line to the current position inclusive, leaving the cursor where it is, this should be given as ell. If the terminal can clear from the current position to the end of the display, then this should be given as ed. ed is only defined from the first column of a line. (Thus, it can be simulated by a request to delete a large number of lines, if a true ed is not available.)

Section 1-5: **Insert/Delete Line**

If the terminal can open a new blank line before the line where the cursor is, this should be given as ill; this is done only from the first position of a line. The cursor must then appear on the newly blank line. If the terminal can delete the line which the cursor is on, then this should be given as dl1; this is done only from the first position on the line to be deleted. Versions of ill and dll which take a single parameter and insert or delete that many lines can be given as il and dl.

If the terminal has a settable destructive scrolling region (like the VT100) the command to set this can be described with the csr capability, which takes two parameters: the top and bottom lines of the scrolling region. The cursor position is, alas, undefined after using this command. It is possible to get the effect of insert or delete line using this command — the sc and rc (save and restore cursor) commands are also useful. Inserting lines at the top or bottom of the screen can also be done using ri or ind on many terminals without a true insert/delete line, and is often faster even on terminals with those features.

To determine whether a terminal has destructive scrolling regions or non-destructive scrolling regions, create a scrolling region in the middle of the screen, place data on the bottom line of the scrolling region, move the cursor to the top line of the scrolling region, and do a reverse index (ri) followed by a delete line (dl1) or index (ind). If the data that was originally on the bottom line of the scrolling region was restored into the scrolling region by the dll or ind, then the terminal has non-destructive scrolling regions. Otherwise, it has destructive scrolling regions. Do not specify csr if the terminal has non-destructive scrolling regions, unless ind, ri, indn, rin, dl, and dl1 all simulate destructive scrolling.

If the terminal has the ability to define a window as part of memory, which all commands affect, it should be given as the parameterized string wind. The four parameters are the starting and ending lines in memory and the starting and ending columns in memory, in that order.

If the terminal can retain display memory above, then the da capability should be given; if display memory can be retained below, then db should be given. These indicate that deleting a line or scrolling a full screen may bring non-blank lines up from below or that scrolling back with ri may bring down non-blank lines.

Section 1-6: Insert/Delete Character

There are two basic kinds of intelligent terminals with respect to insert/delete character operations which can be described using terminfo. The most common insert/delete character operations affect only the characters on the current line and shift characters off the end of the line rigidly. Other terminals, such as the Concept 100 and the Perkin Elmer Owl, make a distinction between typed and untyped blanks on the screen, shifting upon an insert or delete only to an untyped blank on the screen which is either eliminated, or expanded to two untyped blanks. You can determine the kind of terminal you have by clearing the screen and then typing text separated by cursor motions. Type "abc def" using local cursor motions (not spaces) between the abc and the def. Then position the cursor before the abc and put the terminal in insert mode. If typing characters causes the rest of the line to shift rigidly and characters to fall off the end, then your terminal does not distinguish between blanks and untyped positions. If the abc shifts over to the def which then move together around the end of the current line and onto the next as you insert, you have the second type of terminal, and should give the capability in, which stands for "insert null." While these are two logically separate attributes (one line versus multiline insert mode, and special treatment of untyped spaces) we have seen no terminals whose insert mode cannot be described with the single attribute.

terminfo can describe both terminals that have an insert mode and terminals which send a simple sequence to open a blank position on the current line. Give as smir the sequence to get into insert mode. Give as rmir the sequence to leave insert mode. Now give as ich1 any sequence needed to be sent just before sending the character to be inserted. Most terminals with a true insert mode will not give ich1; terminals that send a sequence to open a screen position should give it here. (If your terminal has both, insert mode is usually preferable to ich1. Do not give both unless the terminal actually requires both to be used in combination.) If post-insert padding is needed, give this as a number of milliseconds padding in ip (a string option). Any other sequence which may need to be sent after an insert of a single character may also be given in ip. If your terminal needs both to be placed into an 'insert mode' and a special code to precede each inserted character, then both smir/rmir and ich1 can be given, and both will be used. The ich capability, with one parameter, n, will insert n blanks.

If padding is necessary between characters typed while not in insert mode, give this as a number of milliseconds padding in rmp.

It is occasionally necessary to move around while in insert mode to delete characters on the same line (for example, if there is a tab after the insertion position). If your terminal allows motion while in insert mode you can give the capability mir to speed up inserting in this case. Omitting mir will affect only speed. Some terminals (notably Datamedia's) must not have mir because of the way their insert mode works.

Finally, you can specify dch1 to delete a single character, dch with one parameter, n, to delete *n* characters, and delete mode by giving smdc and rmdc to enter and exit delete mode (any mode the terminal needs to be placed in for dch1 to work).

A command to erase n characters (equivalent to outputting n blanks without moving the cursor) can be given as ech with one parameter.

Section 1-7: Highlighting, Underlining, and Visible Bells

Your device may have one or more kinds of display attributes that allow you to highlight selected characters when they appear on the screen. The following display modes (shown with the names by which they are set) may be available: a blinking screen (blink), bold or extra-bright characters (bold), dim or half-bright characters (dim), blanking or invisible text (invis), protected text (prot), a reverse-video screen (rev), and an alternate character set (smacs to enter this mode and rmacs to exit it). (If a command is necessary before you can enter alternate character set mode, give the sequence in enacs or "enable alternate-character-set" mode.) Turning on any of these modes singly may or may not turn off other modes.

sgr0 should be used to turn off all video enhancement capabilities. It should always be specified because it represents the only way to turn off some capabilities, such as dim or blink.

You should choose one display method as standout mode and use it to highlight error messages and other kinds of text to which you want to draw attention. Choose a form of display that provides strong contrast but that is easy on the eyes. (We recommend reverse-video plus half-bright or reverse-video alone.) The sequences to enter and exit standout mode are given as smso and rmso, respectively. If the code to change into or out of standout mode leaves one or even two blank spaces on the screen, as the TVI 912 and Teleray 1061 do, then xmc should be given to tell how many spaces are left.

Sequences to begin underlining and end underlining can be specified as smul and rmul, respectively. If the device has a sequence to underline the current character and to move the cursor one space to the right (such as the Micro-Term MIME), this sequence can be specified as uc.

Terminals with the "magic cookie" glitch (xmc) deposit special "cookies" when they receive mode-setting sequences, which affect the display algorithm rather than having extra bits for each character. Some terminals, such as the Hewlett-Packard 2621, automatically leave standout mode when they move to a new line or the cursor is addressed. Programs using standout mode should exit standout mode before moving the cursor or sending a newline, unless the msgr capability, asserting that it is safe to move in standout mode, is present.

If the terminal has a way of flashing the screen to indicate an error quietly (a bell replacement), then this can be given as flash; it must not move the cursor. A good flash can be done by changing the screen into reverse video, pad for 200 ms, then return the screen to normal video.

If the cursor needs to be made more visible than normal when it is not on the bottom line (to make, for example, a non-blinking underline into an easier to find block or blinking underline) give this sequence as cvvis. The boolean chts should also be given. If there is a way to make the cursor completely invisible, give that as civis. The capability cnorm should be given which undoes the effects of either of these modes.

If your terminal generates underlined characters by using the underline character (with no special sequences needed) even though it does not otherwise overstrike characters, then you should specify the capability ul. For devices on which a character overstriking another leaves both characters on the screen, specify the capability os. If overstrikes are erasable with a blank, then this should be indicated by specifying eo.

If there is a sequence to set arbitrary combinations of modes, this should be given as sgr (set attributes), taking nine parameters. Each parameter is either 0 or non-zero, as the corresponding attribute is on or off. The nine parameters are, in order: standout, underline, reverse, blink, dim, bold, blank, protect, alternate character set. Not all modes need to be supported by sgr; only those for which corresponding separate attribute commands exist should be supported. For example, let's assume that the terminal in question needs the following escape sequences to turn on various modes.

tparm		
parameter	attribute	escape sequence
	none	\E[0m
p1	standout	\E[0;4;7m
p2	underline	\E[0;3m
р3	reverse	\E[0;4m
p4	blink	\E[0;5m
p 5	dim	\E[0;7m
p6	bold	\E[0;3;4m
p7	invis	\E[0;8m
p8	protect	not available
p9	altcharset	^O (off) ^N (on)

Note that each escape sequence requires a 0 to turn off other modes before turning on its own mode. Also note that, as suggested above, standout is set up to be the combination of reverse and dim. Also, because this terminal has no bold mode, bold is set up as the combination of reverse and underline. In addition, to allow combinations, such as underline+blink, the sequence to use would be \E[0;3;5m. The terminal doesn't have protect mode, either, but that cannot be simulated in any way, so p8 is ignored. The altcharset mode is different in that it is either ^O or ^N, depending on whether it is off or on. If all modes were to be turned on, the sequence would be $E[0;3;4;5;7;8m^N.$

Now look at when different sequences are output. For example, ; 3 is output when either p2 or p6 is true, that is, if either underline or bold modes are turned on. Writing out the above sequences, along with their dependencies, gives the following:

sequence	when to output	terminfo translation
\E[0	always	\E[0
;3	if p2 or p6	%?%p2%p6% %t;3%;
;4	if p1 or p3 or p6	%?%p1%p3% %p6% %t;4%;
;5	if p4	%?%p4%t;5%;
;7	if p1 or p5	%?%p1%p5% %t;7%;
;8	if p7	%?%p7%t;8%;
m	always	m
^N or ^O	if p9 ^N, else ^O	%?%p9%t^N%e^O%;

Putting this all together into the sgr sequence gives:

sgr=\E[0%?%p2%p6%|%t;3%;%?%p1%p3%|%p6%|%t;4%;%?%p5%t;5%;%? %p1%p5% | %t;7%;%?%p7%t;8%;m%?%p9%t^N%e^O%;,

Remember that sgr and sgr0 must always be specified.

Section 1-8: Keypad

If the device has a keypad that transmits sequences when the keys are pressed, this information can also be specified. Note that it is not possible to handle devices where the keypad only works in local (this applies, for example, to the unshifted Hewlett-Packard 2621 keys). If the keypad can be set to transmit or not transmit, specify these sequences as smkx and rmkx. Otherwise the keypad is assumed to always transmit.

The sequences sent by the left arrow, right arrow, up arrow, down arrow, and home keys can be given as kcub1, kcuf1, kcud1, kcud1, and khome, respectively. If there are function keys such as f0, f1, ..., f63, the sequences they send can be specified as kf0, kf1, ..., kf63. If the first 11 keys have labels other than the default f0 through f10, the labels can be given as 1f0, 1f1, ..., 1f10. The codes

transmitted by certain other special keys can be given: kll (home down), kbs (backspace), ktbc (clear all tabs), kctab (clear the tab stop in this column), kclr (clear screen or erase key), kdchl (delete character), kdll (delete line), krmir (exit insert mode), kel (clear to end of line), ked (clear to end of screen), kichl (insert character or enter insert mode), kill (insert line), knp (next page), kpp (previous page), kind (scroll forward/down), kri (scroll backward/up), khts (set a tab stop in this column). In addition, if the keypad has a 3 by 3 array of keys including the four arrow keys, the other five keys can be given as kal, ka3, kb2, kcl, and kc3. These keys are useful when the effects of a 3 by 3 directional pad are needed. Further keys are defined above in the capabilities list.

Strings to program function keys can be specified as pfkey, pfloc, and pfx. A string to program screen labels should be specified as pln. Each of these strings takes two parameters: a function key identifier and a string to program it with. pfkey causes pressing the given key to be the same as the user typing the given string; pfloc causes the string to be executed by the terminal in local mode; and pfx causes the string to be transmitted to the computer. The capabilities nlab, lw and lh define the number of programmable screen labels and their width and height. If there are commands to turn the labels on and off, give them in smln and rmln. smln is normally output after one or more pln sequences to make sure that the change becomes visible.

Section 1-9: Tabs and Initialization

If the device has hardware tabs, the command to advance to the next tab stop can be given as ht (usually control I). A "backtab" command that moves leftward to the next tab stop can be given as cbt. By convention, if tty modes show that tabs are being expanded by the computer rather than being sent to the device, programs should not use ht or cbt (even if they are present) because the user may not have the tab stops properly set. If the device has hardware tabs that are initially set every n spaces when the device is powered up, the numeric parameter it is given, showing the number of spaces the tabs are set to. This is normally used by tput init (see tput(1)) to determine whether to set the mode for hardware tab expansion and whether to set the tab stops. If the device has tab stops that can be saved in nonvolatile memory, the terminfo description can assume that they are properly set. If there are commands to set and clear tab stops, they can be given as tbc (clear all tab stops) and hts (set a tab stop in the current column of every row).

Other capabilities include: is1, is2, and is3, initialization strings for the device; iprog, the path name of a program to be run to initialize the device; and if, the name of a file containing long initialization strings. These strings are expected to set the device into modes consistent with the rest of the terminfo description. They must be sent to the device each time the user logs in and be output in the following order: run the program iprog; output is1; output is2; set the margins using mgc, smgl and smgr; set the tabs using tbc and hts; print the file if; and finally output is3. This is usually done using the init option of tput.

Most initialization is done with is2. Special device modes can be set up without duplicating strings by putting the common sequences in is2 and special cases in is1 and is3. Sequences that do a reset from a totally unknown state can be given as rs1, rs2, rf, and rs3, analogous to is1, is2, is3, and if. (The method using files, if

and rf, is used for a few terminals, from /usr/share/lib/tabset/*; however, the recommended method is to use the initialization and reset strings.) These strings are output by tput reset, which is used when the terminal gets into a wedged state. Commands are normally placed in rs1, rs2, rs3, and rf only if they produce annoying effects on the screen and are not necessary when logging in. For example, the command to set a terminal into 80-column mode would normally be part of is2, but on some terminals it causes an annoying glitch on the screen and is not normally needed because the terminal is usually already in 80-column mode.

If a more complex sequence is needed to set the tabs than can be described by using tbc and hts, the sequence can be placed in is2 or if.

Any margin can be cleared with mgc. (For instructions on how to specify commands to set and clear margins, see "Margins" below under "PRINTER CAPABILITIES.")

Section 1-10: Delays

Certain capabilities control padding in the tty driver. These are primarily needed by hard-copy terminals, and are used by tput init to set tty modes appropriately. Delays embedded in the capabilities cr, ind, cub1, ff, and tab can be used to set the appropriate delay bits to be set in the tty driver. If pb (padding baud rate) is given, these values can be ignored at baud rates below the value of pb.

Section 1-11: Status Lines

If the terminal has an extra "status line" that is not normally used by software, this fact can be indicated. If the status line is viewed as an extra line below the bottom line, into which one can cursor address normally (such as the Heathkit h19's 25th line, or the 24th line of a VT100 which is set to a 23-line scrolling region), the capability hs should be given. Special strings that go to a given column of the status line and return from the status line can be given as tsl and fsl. (fsl must leave the cursor position in the same place it was before tsl. If necessary, the sc and rc strings can be included in tsl and fsl to get this effect.) The capability tsl takes one parameter, which is the column number of the status line the cursor is to be moved to.

If escape sequences and other special commands, such as tab, work while in the status line, the flag eslok can be given. A string which turns off the status line (or otherwise erases its contents) should be given as dsl. If the terminal has commands to save and restore the position of the cursor, give them as sc and rc. The status line is normally assumed to be the same width as the rest of the screen, for example, cols. If the status line is a different width (possibly because the terminal does not allow an entire line to be loaded) the width, in columns, can be indicated with the numeric parameter wsl.

Section 1-12: Line Graphics

If the device has a line drawing alternate character set, the mapping of glyph to character would be given in acsc. The definition of this string is based on the alternate character set used in the DEC VT100 terminal, extended slightly with some characters from the AT&T 4410v1 terminal.

Glyph Name	vt100+ Character
arrow pointing right	+

Glyph Name	vt100+ Character
arrow pointing left	,
arrow pointing down	
solid square block	0
lantern symbol	I
arrow pointing up	-
diamond	•
checker board (stipple)	a
degree symbol	f
plus/minus	g
board of squares	h
lower right corner	j
upper right corner	k
upper left corner	1
lower left corner	m
plus	n
scan line 1	o
horizontal line	q
scan line 9	s
left tee	t
right tee	u
bottom tee	v
top tee	w
vertical line	x
bullet	~

The best way to describe a new device's line graphics set is to add a third column to the above table with the characters for the new device that produce the appropriate glyph when the device is in the alternate character set mode. For example,

Glyph Name	vt100+ Char	New tty Char
upper left corner	1	R
lower left corner	m	F
upper right corner	k	T
lower right corner	j	G
horizontal line	q	,
vertical line	x	

Now write down the characters left to right, as in "acsc=lRmFkTjGq\,x.".

In addition, terminfo allows you to define multiple character sets. See Section 2-5 for details.

Section 1-13: Color Manipulation

Let us define two methods of color manipulation: the Tektronix method and the HP method. The Tektronix method uses a set of N predefined colors (usually 8) from which a user can select "current" foreground and background colors. Thus a terminal can support up to N colors mixed into N*N color-pairs to be displayed on the screen at the same time. When using an HP method the user cannot define the foreground independently of the background, or vice-versa. Instead, the user must define an entire color-pair at once. Up to M color-pairs, made from 2*M different colors, can be defined this way. Most existing color terminals belong to one of these two classes of terminals.

The numeric variables colors and pairs define the number of colors and color-pairs that can be displayed on the screen at the same time. If a terminal can change the definition of a color (for example, the Tektronix 4100 and 4200 series terminals), this should be specified with ccc (can change color). To change the definition of a color (Tektronix 4200 method), use initc (initialize color). It requires four arguments: color number (ranging from 0 to colors—1) and three RGB (red, green, and blue) values or three HLS colors (Hue, Lightness, Saturation). Ranges of RGB and HLS values are terminal dependent.

Tektronix 4100 series terminals only use HLS color notation. For such terminals (or dual-mode terminals to be operated in HLS mode) one must define a boolean variable hls; that would instruct the curses init_color routine to convert its RGB arguments to HLS before sending them to the terminal. The last three arguments to the initc string would then be HLS values.

If a terminal can change the definitions of colors, but uses a color notation different from RGB and HLS, a mapping to either RGB or HLS must be developed.

To set current foreground or background to a given color, use setaf (set ANSI foreground) and setab (set ANSI background). They require one parameter: the number of the color. To initialize a color-pair (HP method), use initp (initialize pair). It requires seven parameters: the number of a color-pair (range=0 to pairs-1), and six

RGB values: three for the foreground followed by three for the background. (Each of these groups of three should be in the order RGB.) When initc or initp are used, RGB or HLS arguments should be in the order "red, green, blue" or "hue, lightness, saturation"), respectively. To make a color-pair current, use scp (set color-pair). It takes one parameter, the number of a color-pair.

Some terminals (for example, most color terminal emulators for PCs) erase areas of the screen with current background color. In such cases, bce (background color erase) should be defined. The variable op (original pair) contains a sequence for setting the foreground and the background colors to what they were at the terminal start-up time. Similarly, oc (original colors) contains a control sequence for setting all colors (for the Tektronix method) or color-pairs (for the HP method) to the values they had at the terminal start-up time.

Some color terminals substitute color for video attributes. Such video attributes should not be combined with colors. Information about these video attributes should be packed into the ncv (no color video) variable. There is a one-to-one correspondence between the nine least significant bits of that variable and the video attributes. The following table depicts this correspondence.

Attribute	Bit Position	Decimal Value
A_STANDOUT	0	1
A_UNDERLINE	1	2
A_REVERSE	2	4
A_BLINK	3	8
A_DIM	4	16
A_BOLD	5	32
A_INVIS	6	64
A_PROTECT	7	128
A_ALTCHARSET	8	256

When a particular video attribute should not be used with colors, the corresponding ncv bit should be set to 1; otherwise it should be set to zero. To determine the information to pack into the ncv variable, you must add together the decimal values corresponding to those attributes that cannot coexist with colors. For example, if the terminal uses colors to simulate reverse video (bit number 2 and decimal value 4) and bold (bit number 5 and decimal value 32), the resulting value for ncv will be 36 (4 + 32).

Section 1-14: Miscellaneous

If the terminal requires other than a null (zero) character as a pad, then this can be given as pad. Only the first character of the pad string is used. If the terminal does not have a pad character, specify npc.

If the terminal can move up or down half a line, this can be indicated with hu (half-line up) and hd (half-line down). This is primarily useful for superscripts and subscripts on hardcopy terminals. If a hardcopy terminal can eject to the next page (form feed), give this as ff (usually control L).

If there is a command to repeat a given character a given number of times (to save time transmitting a large number of identical characters) this can be indicated with the parameterized string rep. The first parameter is the character to be repeated and the second is the number of times to repeat it. Thus, tparm(repeat_char, 'x', 10) is the same as xxxxxxxxxx.

If the terminal has a settable command character, such as the Tektronix 4025, this can be indicated with cmdch. A prototype command character is chosen which is used in all capabilities. This character is given in the cmdch capability to identify it. The following convention is supported on some systems: If the environment variable CC exists, all occurrences of the prototype character are replaced with the character in CC.

Terminal descriptions that do not represent a specific kind of known terminal, such as switch, *dialup*, patch, and *network*, should include the gn (generic) capability so that programs can complain that they do not know how to talk to the terminal. (This capability does not apply to *virtual* terminal descriptions for which the escape sequences are known.) If the terminal is one of those supported by the system virtual terminal protocol, the terminal number can be given as vt. A line-turn-around sequence to be transmitted before doing reads should be specified in rfi.

If the device uses xon/xoff handshaking for flow control, give xon. Padding information should still be included so that routines can make better decisions about costs, but actual pad characters will not be transmitted. Sequences to turn on and off xon/xoff handshaking may be given in smxon and rmxon. If the characters used for handshaking are not ^S and ^Q, they may be specified with xonc and xoffc.

If the terminal has a "meta key" which acts as a shift key, setting the 8th bit of any character transmitted, this fact can be indicated with km. Otherwise, software will assume that the 8th bit is parity and it will usually be cleared. If strings exist to turn this "meta mode" on and off, they can be given as smm and rmm.

If the terminal has more lines of memory than will fit on the screen at once, the number of lines of memory can be indicated with 1m. A value of 1m#0 indicates that the number of lines is not fixed, but that there is still more memory than fits on the screen.

Media copy strings which control an auxiliary printer connected to the terminal can be given as mc0: print the contents of the screen, mc4: turn off the printer, and mc5: turn on the printer. When the printer is on, all text sent to the terminal will be sent to the printer. A variation, mc5p, takes one parameter, and leaves the printer on for as many characters as the value of the parameter, then turns the printer off. The parameter should not exceed 255. If the text is not displayed on the terminal screen when the printer is on, specify mc5i (silent printer). All text, including mc4, is transparently passed to the printer while an mc5p is in effect.

Section 1-15: Special Cases

The working model used by terminfo fits most terminals reasonably well. However, some terminals do not completely match that model, requiring special support by terminfo. These are not meant to be construed as deficiencies in the terminals; they are just differences between the working model and the actual hardware. They may be unusual devices or, for some reason, do not have all the features of the terminfo model implemented.

Terminals that cannot display tilde (~) characters, such as certain Hazeltine terminals, should indicate hz.

Terminals that ignore a linefeed immediately after an am wrap, such as the Concept 100, should indicate xenl. Those terminals whose cursor remains on the right-most column until another character has been received, rather than wrapping immediately upon receiving the right-most character, such as the VT100, should also indicate xenl.

If el is required to get rid of standout (instead of writing normal text on top of it), xhp should be given.

Those Teleray terminals whose tabs turn all characters moved over to blanks, should indicate xt (destructive tabs). This capability is also taken to mean that it is not possible to position the cursor on top of a "magic cookie." Therefore, to erase standout mode, it is necessary, instead, to use delete and insert line.

Those Beehive Superbee terminals which do not transmit the escape or control—C characters, should specify xsb, indicating that the f1 key is to be used for escape and the f2 key for control C.

Section 1-16: Similar Terminals

If there are two very similar terminals, one can be defined as being just like the other with certain exceptions. The string capability use can be given with the name of the similar terminal. The capabilities given before use override those in the terminal type invoked by use. A capability can be canceled by placing xx to the left of the capability definition, where xx is the capability. For example, the entry

```
att4424-2|Teletype4424 in display function group ii, rev@, sgr@, smul@, use=att4424,
```

defines an AT&T4424 terminal that does not have the rev, sgr, and smul capabilities, and hence cannot do highlighting. This is useful for different modes for a terminal, or for different user preferences. More than one use capability may be given.

PART 2: PRINTER CAPABILITIES

The terminfo database allows you to define capabilities of printers as well as terminals. To find out what capabilities are available for printers as well as for terminals, see the two lists under "DEVICE CAPABILITIES" that list capabilities by variable and by capability name.

Section 2-1: Rounding Values

Because parameterized string capabilities work only with integer values, we recommend that terminfo designers create strings that expect numeric values that have been rounded. Application designers should note this and should always round values to the nearest integer before using them with a parameterized string capability.

Section 2-2: Printer Resolution

A printer's resolution is defined to be the smallest spacing of characters it can achieve. In general printers have independent resolution horizontally and vertically. Thus the vertical resolution of a printer can be determined by measuring the smallest achievable distance between consecutive printing baselines, while the horizontal resolution can be determined by measuring the smallest achievable distance between the left-most edges of consecutive printed, identical, characters.

All printers are assumed to be capable of printing with a uniform horizontal and vertical resolution. The view of printing that terminfo currently presents is one of printing inside a uniform matrix: All characters are printed at fixed positions relative to each "cell" in the matrix; furthermore, each cell has the same size given by the smallest horizontal and vertical step sizes dictated by the resolution. (The cell size can be changed as will be seen later.)

Many printers are capable of "proportional printing," where the horizontal spacing depends on the size of the character last printed. terminfo does not make use of this capability, although it does provide enough capability definitions to allow an application to simulate proportional printing.

A printer must not only be able to print characters as close together as the horizontal and vertical resolutions suggest, but also of "moving" to a position an integral multiple of the smallest distance away from a previous position. Thus printed characters can be spaced apart a distance that is an integral multiple of the smallest distance, up to the length or width of a single page.

Some printers can have different resolutions depending on different "modes." In "normal mode," the existing terminfo capabilities are assumed to work on columns and lines, just like a video terminal. Thus the old lines capability would give the length of a page in lines, and the cols capability would give the width of a page in columns. In "micro mode," many terminfo capabilities work on increments of lines and columns. With some printers the micro mode may be concomitant with normal mode, so that all the capabilities work at the same time.

Section 2-3: **Specifying Printer** Resolution

The printing resolution of a printer is given in several ways. Each specifies the resolution as the number of smallest steps per distance:

Specification of Printer Resolution Characteristic Number of Smallest Steps

orhi Steps per inch horizontally orvi Steps per inch vertically Steps per column Steps per line

When printing in normal mode, each character printed causes movement to the next column, except in special cases described later; the distance moved is the same as the per-column resolution. Some printers cause an automatic movement to the next line

when a character is printed in the rightmost position; the distance moved vertically is the same as the per-line resolution. When printing in micro mode, these distances can be different, and may be zero for some printers.

Specification of Printer Resolution Automatic Motion after Printing

Normal Mode:

orc Steps moved horizontally orl Steps moved vertically

Micro Mode:

mcs Steps moved horizontally mls Steps moved vertically

Some printers are capable of printing wide characters. The distance moved when a wide character is printed in normal mode may be different from when a regular width character is printed. The distance moved when a wide character is printed in micro mode may also be different from when a regular character is printed in micro mode, but the differences are assumed to be related: If the distance moved for a regular character is the same whether in normal mode or micro mode (mcs=orc), then the distance moved for a wide character is also the same whether in normal mode or micro mode. This doesn't mean the normal character distance is necessarily the same as the wide character distance, just that the distances don't change with a change in normal to micro mode. However, if the distance moved for a regular character is different in micro mode from the distance moved in normal mode (mcs<orc), the micro mode distance is assumed to be the same for a wide character printed in micro mode, as the table below shows.

Specification of Printer Resolution Automatic Motion after Printing Wide Character

Normal Mode or Micro Mode (mcs = orc): sp widcs Steps moved horizontally

Micro Mode (mcs < orc):

mcs Steps moved horizontally

There may be control sequences to change the number of columns per inch (the character pitch) and to change the number of lines per inch (the line pitch). If these are used, the resolution of the printer changes, but the type of change depends on the printer:

```
Specification of Printer Resolution
Changing the Character/Line Pitches
```

cpi Change character pitch

cpix If set, cpi changes orhi, otherwise changes

orc

lpi Change line pitch

lpix If set, lpi changes orvi, otherwise changes

orl

chr Change steps per column

cvr Change steps per line

The cpi and lpi string capabilities are each used with a single argument, the pitch in columns (or characters) and lines per inch, respectively. The chr and cvr string capabilities are each used with a single argument, the number of steps per column and line, respectively.

Using any of the control sequences in these strings will imply a change in some of the values of orc, orhi, orl, and orvi. Also, the distance moved when a wide character is printed, wides, changes in relation to orc. The distance moved when a character is printed in micro mode, mcs, changes similarly, with one exception: if the distance is 0 or 1, then no change is assumed (see items marked with * in the following table).

Programs that use cpi, lpi, chr, or cvr should recalculate the printer resolution (and should recalculate other values—see "Effect of Changing Printing Resolution" under "Dot-Mapped Graphics").

Specification of Printer Resolution
Effects of Changing the Character/Line Pitches

Before After

Using cpi with cpix clear:

\$bold orhi '\$ orhi

\$bold orc '\$ \$bold orc = bold orhi over V sub italic cpi\$

Using cpi with cpix set:

\$bold orhi '\$ \$bold orhi = bold orc cdot V sub italic cpi\$

\$bold orc'\$ \$bold orc\$

Using lpi with lpix clear:

\$bold orvi '\$ \$bold orvi\$

\$bold orl '\$ \$bold orl = bold orvi over V sub italic lpi\$

Using lpi with lpix set:

\$bold orvi '\$ \$bold orvi = bold orl cdot V sub italic lpi\$

\$bold orl'\$ \$bold orl\$

Using chr:

```
$bold orhi'$ $bold orhi$
$bold orc'$ $V sub italic chr$
```

Using cvr:

\$bold orvi '\$ \$bold orvi\$ \$bold orl '\$ \$V sub italic cvr\$

Using cpi or chr:

\$bold wides '\$ \$bold wides = bold {wides '} bold ore over { bold {ore '} }\$
\$bold mes '\$ \$bold mes = bold {mes '} bold ore over { bold {ore '} }\$

\$V sub italic cpi\$, \$V sub italic lpi\$, \$V sub italic chr\$, and \$V sub italic cvr\$ are the arguments used with cpi, lpi, chr, and cvr, respectively. The prime marks (') indicate the old values.

Section 2-4: Capabilities that Cause Movement

In the following descriptions, "movement" refers to the motion of the "current position." With video terminals this would be the cursor; with some printers this is the carriage position. Other printers have different equivalents. In general, the current position is where a character would be displayed if printed.

terminfo has string capabilities for control sequences that cause movement a number of full columns or lines. It also has equivalent string capabilities for control sequences that cause movement a number of smallest steps.

String Capabilities for Motion

mcub1 Move 1 step left
mcuf1 Move 1 step right
mcuu1 Move 1 step up
mcud1 Move 1 step down
mcub Move N steps left
mcuf Move N steps right
mcuu Move N steps up
mcud Move N steps down
mhpa Move N steps from the left
mvpa Move N steps from the top

The latter six strings are each used with a single argument, *N*.

Sometimes the motion is limited to less than the width or length of a page. Also, some printers don't accept absolute motion to the left of the current position. terminfo has capabilities for specifying these limits.

Limits to Motion

```
mjump Limit on use of mcub1, mcuf1, mcuu1, mcud1
maddr Limit on use of mhpa, mvpa
xhpa If set, hpa and mhpa can't move left
xvpa If set, vpa and mvpa can't move up
```

If a printer needs to be in a "micro mode" for the motion capabilities described above to work, there are string capabilities defined to contain the control sequence to enter and exit this mode. A boolean is available for those printers where using a carriage return causes an automatic return to normal mode.

Entering/Exiting Micro Mode

```
smicm Enter micro mode
rmicm Exit micro mode
crxm Using cr exits micro mode
```

The movement made when a character is printed in the rightmost position varies among printers. Some make no movement, some move to the beginning of the next line, others move to the beginning of the same line. terminfo has boolean capabilities for describing all three cases.

What Happens After Character Printed in Rightmost Position

sam Automatic move to beginning of same line

Some printers can be put in a mode where the normal direction of motion is reversed. This mode can be especially useful when there are no capabilities for leftward or upward motion, because those capabilities can be built from the motion reversal capability and the rightward or downward motion capabilities. It is best to leave it up to an application to build the leftward or upward capabilities, though, and not enter them in the terminfo database. This allows several reverse motions to be strung together without intervening wasted steps that leave and reenter reverse mode.

Entering/Exiting Reverse Modes

```
slm Reverse sense of horizontal motions
rlm Restore sense of horizontal motions
sum Reverse sense of vertical motions
rum Restore sense of vertical motions
```

While sense of horizontal motions reversed:

```
mcub1 Move 1 step right
mcuf1 Move 1 step left
mcub Move N steps right
mcuf Move N steps left
cub1 Move 1 column right
cuf1 Move 1 column left
cub Move N columns right
cuf Move N columns left
```

While sense of vertical motions reversed:

mcuu1 Move 1 step down mcud1 Move 1 step up

mcuu Move N steps down mcud Move N steps up cuu1 Move 1 line down cud1 Move 1 line up cuu Move N lines down cud Move N lines up

The reverse motion modes should not affect the mvpa and mhpa absolute motion capabilities. The reverse vertical motion mode should, however, also reverse the action of the line "wrapping" that occurs when a character is printed in the right-most position. Thus printers that have the standard terminfo capability am defined should experience motion to the beginning of the previous line when a character is printed in the right-most position under reverse vertical motion mode.

The action when any other motion capabilities are used in reverse motion modes is not defined; thus, programs must exit reverse motion modes before using other motion capabilities.

Two miscellaneous capabilities complete the list of new motion capabilities. One of these is needed for printers that move the current position to the beginning of a line when certain control characters, such as "line-feed" or "form-feed," are used. The other is used for the capability of suspending the motion that normally occurs after printing a character.

Miscellaneous Motion Strings

docr List of control characters causing cr zerom Prevent auto motion after printing next single character

Margins

terminfo provides two strings for setting margins on terminals: one for the left and one for the right margin. Printers, however, have two additional margins, for the top and bottom margins of each page. Furthermore, some printers require not using motion strings to move the current position to a margin and then fixing the margin there, but require the specification of where a margin should be regardless of the current position. Therefore terminfo offers six additional strings for defining margins with printers.

Setting Margins

smgl Set left margin at current column
 smgr Set right margin at current column
 smgb Set bottom margin at current line
 smgt Set top margin at current line
 smgbp Set bottom margin at line N
 smglp Set left margin at column N
 smgrp Set right margin at column N
 smgtp Set top margin at line N

The last four strings are used with one or more arguments that give the position of the margin or margins to set. If both of smglp and smgrp are set, each is used with a single argument, N, that gives the column number of the left and right margin, respectively. If both of smgtp and smgbp are set, each is used to set the top and bottom margin, respectively: smgtp is used with a single argument, N, the line number of the top margin; however, smgbp is used with two arguments, N and M, that give the line number of the bottom margin, the first counting from the top of the page and the second counting from the bottom. This accommodates the two styles of specifying the bottom margin in different manufacturers' printers. When coding a terminfo entry for a printer that has a settable bottom margin, only the first or second parameter should be used, depending on the printer. When writing an application that uses smgbp to set the bottom margin, both arguments must be given.

If only one of smglp and smgrp is set, then it is used with two arguments, the column number of the left and right margins, in that order. Likewise, if only one of smgtp and smgbp is set, then it is used with two arguments that give the top and bottom margins, in that order, counting from the top of the page. Thus when coding a terminfo entry for a printer that requires setting both left and right or top and bottom margins simultaneously, only one of smglp and smgrp or smgtp and smgbp should be defined; the other should be left blank. When writing an application that uses these string capabilities, the pairs should be first checked to see if each in the pair is set or only one is set, and should then be used accordingly.

In counting lines or columns, line zero is the top line and column zero is the left-most column. A zero value for the second argument with smgbp means the bottom line of the page.

All margins can be cleared with mgc.

Shadows, Italics, Wide Characters

Five new sets of strings describe the capabilities printers have of enhancing printed text.

Enhanced Printing

rshm Exit shadow-printing mode
sitm Enter italicizing mode
ritm Exit italicizing mode
swidm Enter wide character mode
rwidm Exit wide character mode
ssupm Enter superscript mode
rsupm Exit superscript mode

sshm Enter shadow-printing mode

supcs List of characters available as superscripts

ssubm Enter subscript mode rsubm Exit subscript mode

subcs List of characters available as subscripts

If a printer requires the sshm control sequence before every character to be shadow-printed, the rshm string is left blank. Thus programs that find a control sequence in sshm but none in rshm should use the sshm control sequence before every character to be shadow-printed; otherwise, the sshm control sequence should be used once before the set of characters to be shadow-printed, followed by rshm. The same is also true of each of the sitm/ritm, swidm/rwidm, ssupm/rsupm, and ssubm/ rsubm pairs.

Note that terminfo also has a capability for printing emboldened text (bold). While shadow printing and emboldened printing are similar in that they "darken" the text, many printers produce these two types of print in slightly different ways. Generally, emboldened printing is done by overstriking the same character one or more times. Shadow printing likewise usually involves overstriking, but with a slight movement up and/or to the side so that the character is "fatter."

It is assumed that enhanced printing modes are independent modes, so that it would be possible, for instance, to shadow print italicized subscripts.

As mentioned earlier, the amount of motion automatically made after printing a wide character should be given in wides.

If only a subset of the printable ASCII characters can be printed as superscripts or subscripts, they should be listed in supcs or subcs strings, respectively. If the ssupm or ssubm strings contain control sequences, but the corresponding supcs or subcs strings are empty, it is assumed that all printable ASCII characters are available as superscripts or subscripts.

Automatic motion made after printing a superscript or subscript is assumed to be the same as for regular characters. Thus, for example, printing any of the following three examples will result in equivalent motion:

Bi B_i Bⁱ

Note that the existing msgr boolean capability describes whether motion control sequences can be used while in "standout mode." This capability is extended to cover the enhanced printing modes added here. msgr should be set for those printers that accept any motion control sequences without affecting shadow, italicized, widened, superscript, or subscript printing. Conversely, if msgr is not set, a program should end these modes before attempting any motion.

Section 2-5: Alternate Character Sets

In addition to allowing you to define line graphics (described in Section 1-12), terminfo lets you define alternate character sets. The following capabilities cover printers and terminals with multiple selectable or definable character sets.

Alternate Character Sets

scs Select character set N

scsd Start definition of character set N, M characters

defc Define character A, B dots wide, descender D

rcsd End definition of character set N csnm List of character set names

daisy Printer has manually changed print-wheels

The scs, rcsd, and csnm strings are used with a single argument, N, a number from 0 to 63 that identifies the character set. The scsd string is also used with the argument N and another, M, that gives the number of characters in the set. The defc string is used with three arguments: A gives the ASCII code representation for the character, B gives the width of the character in dots, and D is zero or one depending on whether the character is a "descender" or not. The defc string is also followed by a string of "image-data" bytes that describe how the character looks (see below).

Character set 0 is the default character set present after the printer has been initialized. Not every printer has 64 character sets, of course; using scs with an argument that doesn't select an available character set should cause a null result from tparm.

If a character set has to be defined before it can be used, the scsd control sequence is to be used before defining the character set, and the rcsd is to be used after. They should also cause a null result from tparm when used with an argument N that doesn't apply. If a character set still has to be selected after being defined, the scs control sequence should follow the resd control sequence. By examining the results of using each of the scs, scsd, and rcsd strings with a character set number in a call to tparm, a program can determine which of the three are needed.

Between use of the scsd and rcsd strings, the defc string should be used to define each character. To print any character on printers covered by terminfo, the ASCII code is sent to the printer. This is true for characters in an alternate set as well as "normal" characters. Thus the definition of a character includes the ASCII code that represents it. In addition, the width of the character in dots is given, along with an indication of whether the character should descend below the print line (such as the lower case letter "g" in most character sets). The width of the character in dots also indicates the number of image-data bytes that will follow the defc string. These image-data bytes indicate where in a dot-matrix pattern ink should be applied to "draw" the character; the number of these bytes and their form are defined below under "Dot-Mapped Graphics."

It's easiest for the creator of terminfo entries to refer to each character set by number; however, these numbers will be meaningless to the application developer. The csnm string alleviates this problem by providing names for each number.

When used with a character set number in a call to tparm, the csnm string will produce the equivalent name. These names should be used as a reference only. No naming convention is implied, although anyone who creates a terminfo entry for a printer should use names consistent with the names found in user documents for the printer. Application developers should allow a user to specify a character set by number (leaving it up to the user to examine the csnm string to determine the correct number), or by name, where the application examines the csnm string to determine the corresponding character set number.

These capabilities are likely to be used only with dot-matrix printers. If they are not available, the strings should not be defined. For printers that have manually changed print-wheels or font cartridges, the boolean daisy is set.

Section 2-6: Dot-Matrix Graphics

Dot-matrix printers typically have the capability of reproducing "raster-graphics" images. Three new numeric capabilities and three new string capabilities can help a program draw raster-graphics images independent of the type of dot-matrix printer or the number of pins or dots the printer can handle at one time.

Dot-Matrix Graphics

npins Number of pins, N, in print-head spinv Spacing of pins vertically in pins per inch spinh Spacing of dots horizontally in dots per inch porder Matches software bits to print-head pins sbim Start printing bit image graphics, B bits wide rbim End printing bit image graphics

The sbim sring is used with a single argument, *B*, the width of the image in dots.

The model of dot-matrix or raster-graphics that terminfo presents is similar to the technique used for most dot-matrix printers: each pass of the printer's print-head is assumed to produce a dot-matrix that is N dots high and B dots wide. This is typically a wide, squat, rectangle of dots. The height of this rectangle in dots will vary from one printer to the next; this is given in the npins numeric capability. The size of the rectangle in fractions of an inch will also vary; it can be deduced from the spinv and spinh numeric capabilities. With these three values an application can divide a complete raster-graphics image into several horizontal strips, perhaps interpolating to account for different dot spacing vertically and horizontally.

The sbim and rbim strings are used to start and end a dot-matrix image, respectively. The sbim string is used with a single argument that gives the width of the dot-matrix in dots. A sequence of "image-data bytes" are sent to the printer after the sbim string and before the rbim string. The number of bytes is a integral multiple of the width of the dot-matrix; the multiple and the form of each byte is determined by the porder string as described below.

The porder string is a comma separated list of pin numbers optionally followed by an numerical offset. The offset, if given, is separated from the list with a semicolon. The position of each pin number in the list corresponds to a bit in an 8-bit data byte. The pins are numbered consecutively from 1 to npins, with 1 being the top pin. Note that the term "pin" is used loosely here; "ink-jet" dot-matrix printers don't have pins, but can be considered to have an equivalent method of applying a single dot of ink to paper. The bit positions in porder are in groups of 8, with the first position in each group the most significant bit and the last position the least significant bit. An application produces 8-bit bytes in the order of the groups in porder.

An application computes the "image-data bytes" from the internal image, mapping vertical dot positions in each print-head pass into 8-bit bytes, using a 1 bit where ink should be applied and 0 where no ink should be applied. This can be reversed (0 bit for ink, 1 bit for no ink) by giving a negative pin number. If a position is skipped in porder, a 0 bit is used. If a position has a lower case 'x' instead of a pin number, a 1 bit is used in the skipped position. For consistency, a lower case 'o' can be used to represent a 0 filled, skipped bit. There must be a multiple of 8 bit positions used or skipped in porder; if not, 0 bits are used to fill the last byte in the least significant bits. The offset, if given, is added to each data byte; the offset can be negative.

Some examples may help clarify the use of the porder string. The AT&T 470, AT&T 475 and C.Itoh 8510 printers provide eight pins for graphics. The pins are identified top to bottom by the 8 bits in a byte, from least significant to most. The porder strings for these printers would be 8,7,6,5,4,3,2,1. The AT&T 478 and AT&T 479 printers also provide eight pins for graphics. However, the pins are identified in the reverse order. The porder strings for these printers would be 1,2,3,4,5,6,7,8. The AT&T 5310, AT&T 5320, DEC LA100, and DEC LN03 printers provide six pins for graphics. The pins are identified top to bottom by the decimal values 1, 2, 4, 8, 16 and 32. These correspond to the low six bits in an 8-bit byte, although the decimal values are further offset by the value 63. The porder string for these printers would be ,,6,5,4,3,2,1;63, or alternately 0,0,6,5,4,3,2,1;63.

Section 2-7: Effect of Changing Printing Resolution

If the control sequences to change the character pitch or the line pitch are used, the pin or dot spacing may change:

Dot-Matrix Graphics
Changing the Character/Line Pitches

cpi Change character pitchcpix If set, cpi changes spinhlpi Change line pitchlpix If set, lpi changes spinv

Programs that use cpi or lpi should recalculate the dot spacing:

Dot-Matrix Graphics
Effects of Changing the Character/Line Pitches

Before After

Using cpi with cpix clear: \$bold spinh'\$ \$bold spinh\$

Using cpi with cpix set: \$bold spinh '\$ \$bold spinh = bold spinh ' cdot bold orhi over { bold {orhi '} }\$

Using lpi with lpix clear: \$bold spiny '\$ \$bold spiny\$

Using lpi with lpix set: \$bold spinv '\$ \$bold spinv = bold {spinv '} cdot bold orhi over { bold {orhi '}}\$

Using chr:

\$bold spinh '\$ \$bold spinh\$

Using cvr:

\$bold spinv '\$ \$bold spinv\$

orhi' and orhi are the values of the horizontal resolution in steps per inch, before using cpi and after using cpi, respectively. Likewise, orvi' and orvi are the values of the vertical resolution in steps per inch, before using lpi and after using lpi, respectively. Thus, the changes in the dots per inch for dot-matrix graphics follow the changes in steps per inch for printer resolution.

Section 2-8: Print Quality

Many dot-matrix printers can alter the dot spacing of printed text to produce near "letter quality" printing or "draft quality" printing. Usually it is important to be able to choose one or the other because the rate of printing generally falls off as the quality improves. There are three new strings used to describe these capabilities.

Print Quality

snlq Set near-letter quality print snrmq Set normal quality print sdrfq Set draft quality print

The capabilities are listed in decreasing levels of quality. If a printer doesn't have all three levels, one or two of the strings should be left blank as appropriate.

Section 2-9: Printing Rate and Buffer Size

Because there is no standard protocol that can be used to keep a program synchronized with a printer, and because modern printers can buffer data before printing it, a program generally cannot determine at any time what has been printed. Two new numeric capabilities can help a program estimate what has been printed.

Print Rate/Buffer Size

cps Nominal print rate in characters per second bufsz Buffer capacity in characters

cps is the nominal or average rate at which the printer prints characters; if this value is not given, the rate should be estimated at one-tenth the prevailing baud rate. bufsz is the maximum number of subsequent characters buffered before the guaranteed printing of an earlier character, assuming proper flow control has been used. If this value is not given it is assumed that the printer does not buffer characters, but prints them as they are received.

As an example, if a printer has a 1000-character buffer, then sending the letter "a" followed by 1000 additional characters is guaranteed to cause the letter "a" to print. If the same printer prints at the rate of 100 characters per second, then it should take 10 seconds to print all the characters in the buffer, less if the buffer is not full. By keeping track of the characters sent to a printer, and knowing the print rate and buffer size, a program can synchronize itself with the printer.

Note that most printer manufacturers advertise the maximum print rate, not the nominal print rate. A good way to get a value to put in for cps is to generate a few pages of text, count the number of printable characters, and then see how long it takes to print the text.

Applications that use these values should recognize the variability in the print rate. Straight text, in short lines, with no embedded control sequences will probably print at close to the advertised print rate and probably faster than the rate in cps. Graphics data with a lot of control sequences, or very long lines of text, will print at well below the advertised rate and below the rate in cps. If the application is using cps to decide how long it should take a printer to print a block of text, the application should pad the estimate. If the application is using cps to decide how much text has already been printed, it should shrink the estimate. The application will thus err in favor of the user, who wants, above all, to see all the output in its correct place.

FILES

/usr/share/lib/terminfo/?/*	compiled terminal description database
/usr/share/lib/.COREterm/?/*	subset of compiled terminal description database
/usr/share/lib/tabset/*	tab settings for some terminals, in a format appropriate to be output to the terminal (escape sequences that set margins and tabs)

SEE ALSO

ls(1), pg(1), stty(1), tput(1), tty(1), vi(1), infocmp(1M), tic(1M), printf(3C),curses(3CURSES), curses(3XCURSES)

NOTES

The most effective way to prepare a terminal description is by imitating the description of a similar terminal in terminfo and to build up a description gradually, using partial descriptions with a screen oriented editor, such as vi, to check that they are correct. To easily test a new terminal description the environment variable TERMINFO can be set to the pathname of a directory containing the compiled description, and programs will look there rather than in /usr/share/lib/terminfo.

TIMEZONE(4)

NOTES

NAME | TIMEZONE – set default system time zone and locale

SYNOPSIS /etc/TIMEZONE /etc/default/init

DESCRIPTION This file sets the time zone environment variable TZ, and the locale-related environment variables LANG, LC COLLATE, LC CTYPE, LC MESSAGES,

LC MONETARY, LC NUMERIC, and LC TIME.

/etc/TIMEZONE is a symbolic link to /etc/default/init.

The number of environments that can be set from /etc/default/init is limited to 20.

SEE ALSO | init(1M), rtc(1M), ctime(3C), environ(5)

When changing the TZ setting on IA systems, you must make a corresponding change to the /etc/rtc_config file to account for the new timezone setting. This can be accomplished by executing the following commands, followed by a reboot, to make the changes take effect:

rtc -z zone-name
rtc -c

where zone-name is the same name as the TZ variable setting.

See rtc(1M) for information on the rtc command.

NAME | timezone – default timezone data base

SYNOPSIS

/etc/timezone

DESCRIPTION

The timezone file contains information regarding the default timezone for each host in a domain. Alternatively, a single default line for the entire domain may be specified. Each entry has the format:

Timezone-name official-host-or-domain-name

Items are separated by any number of blanks and/or TAB characters. A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file. The timezone is a pathname relative to the directory /usr/share/lib/zoneinfo.

This file is not actually referenced by any system software; it is merely used as a source file to construct the NIS timezone. byname map. This map is read by sysidtool(1M) to initialize the timezone of the client system at installation time. For more information, see the Solaris 9 Installation Guide.

The timezone file does not set the timezone environment variable TZ. See TIMEZONE(4) for information to set the TZ environment variable.

EXAMPLES

EXAMPLE 1 Typical timezone line

Here is a typical line from the /etc/timezone file:

US/Eastern

East.Sun.COM #Sun East Coast

FILES

/etc/timezone

SEE ALSO

sysidtool(1M), TIMEZONE(4)

Solaris 9 Installation Guide

NAME

tnf_kernel_probes - TNF kernel probes

DESCRIPTION

The set of probes (trace instrumentation points) available in the standard kernel. The probes log trace data to a kernel trace buffer in Trace Normal Form (TNF). Kernel probes are controlled by prex(1). A snapshot of the kernel trace buffer can be made using tnfxtract(1) and examined using tnfdump(1).

Each probe has a *name* and is associated with a set of symbolic *keys*, or *categories*. These are used to select and control probes from prex(1). A probe that is enabled for tracing generates a TNF record, called an *event record*. An event record contains two common members and may contain other probe-specific data members.

Common Members

tnf_probe_event tag
tnf time delta time_delta

tag Encodes TNF references to two other records:

tag Describes the layout of the event record.

schedule Identifies the writing thread and also contains

a 64-bit base time in nanoseconds.

time_delta A 32-bit time offset from the base time; the sum of the two times is

the actual time of the event.

Threads

thread create

tnf_kthread_id tid
tnf_pid pid
tnf_symbol start_pc

Thread creation event.

tid The thread identifier for the new thread.

pid The process identifier for the new thread.

start_pc The kernel address of its start routine.

thread state

Thread microstate transition events.

tid Optional; if it is absent, the event is for the writing thread,

otherwise the event is for the specified thread.

state Indicates the thread state:

- Running in user mode.
- Running in system mode.
- Asleep waiting for a user-mode lock.
- Asleep on a kernel object.
- Runnable (waiting for a cpu).

Stopped.

The values of this member are defined in <sys/msacct.h>. Note that to reduce trace output, transitions between the *system* and *user* microstates that are induced by system calls are not traced. This information is implicit in the system call entry and exit events.

thread_exit

Thread termination event for writing thread. This probe has no data members other than the common members.

Scheduling

thread_queue

tnf_kthread_id tid
tnf_cpuid cpuid
tnf_long priority
tnf_ulong queue_length

Thread scheduling events. These are triggered when a runnable thread is placed on a dispatch queue.

cpuid Specifies the cpu to which the queue is attached.

priority The (global) dispatch priority of the thread.

queue_length The current length of the cpu's dispatch queue.

Blocking

thread block

tnf_opaque reason
tnf_symbols stack

Thread blockage event. This probe captures a partial stack backtrace when the current thread blocks.

reason The address of the object on which the thread is blocking.

symbols References a TNF array of kernel addresses representing the PCs

on the stack at the time the thread blocks.

System Calls

syscall start

tnf sysnum sysnum

System call entry event.

sysnum The system call number. The writing thread implicitly enters the

system microstate with this event.

syscall end

 tnf_long
 rval1

 tnf_long
 rval2

 tnf_long
 errno

System call exit event.

rval1 and rval2 The two return values of the system call

errno The error return.

The writing thread implicitly enters the *user* microstate with this event.

Page Faults

address fault

```
tnf_opaque          address
tnf_fault_type     fault_type
tnf_seg_access          access
```

Address-space fault event.

address Gives the faulting virtual address.

fault_type Gives the fault type: invalid page, protection fault, software

requested locking or unlocking.

access Gives the desired access protection: read, write, execute or create.

The values for these two members are defined in

<vm/seg enum.h>.

major_fault

Major page fault event. The faulting page is mapped to the file given by the *vnode* member, at the given *offset* into the file. (The faulting virtual address is in the most recent address_fault event for the writing thread.)

anon private

tnf_opaque address

Copy-on-write page fault event.

address The virtual address at which the new page is mapped.

anon zero

tnf_opaque address

Zero-fill page fault event.

address The virtual address at which the new page is mapped.

page unmap

Page unmapping event. This probe marks the unmapping of a file system page from the system.

vnode and offset Identifies the file and offset of the page being

unmapped.

Pageins and Pageouts

pagein

Pagein start event. This event signals the initiation of pagein I/O.

vnodeandoffset Identifyies the file and offset to be paged in.

size Specifies the number of bytes to be paged in.

pageout

tnf_opaque vnode
tnf_ulong pages_pageout
tnf_ulong pages_freed
tnf_ulong pages_reclaimed

Pageout completion event. This event signals the completion of pageout I/O.

vnode Identifies the file of the pageout request.

pages_pageout The number of pages written out.

pages_freed The number of pages freed after being written out.pages_reclaimed The number of pages reclaimed after being written out.

Page Daemon (Page Stealer)

pageout_scan_start

tnf_ulong pages_free
tnf_ulong pages_needed

Page daemon scan start event. This event signals the beginning of one iteration of the page daemon.

pages_free The number of free pages in the system.

pages_needed The number of pages desired free.

pageout scan end

tnf_ulong pages_free
tnf_ulong pages_scanned

Page daemon scan end event. This event signals the end of one iteration of the page daemon.

pages_free The number of free pages in the system.

pages_scanned The number of pages examined by the page daemon. (Potentially

more pages will be freed when any queued pageout requests

complete.)

Swapper

swapout process

tnf_pid pid
tnf_ulong page_count

Address space swapout event. This event marks the swapping out of a process address space.

pid Identifies the process.

page_count Reports the number of pages either freed or queued for pageout.

swapout lwp

tnf_pid pid
tnf_lwpid lwpid
tnf_kthread_id tid
tnf_ulong page_count

Light-weight process swapout event. This event marks the swapping out of an LWP and its stack.

pid The LWP's process identifier

lwpid The LWP identifier

tid member The LWP's kernel thread identifier.

page_count The number of pages swapped out.

swapin lwp

tnf_pid pid
tnf_lwpid lwpid
tnf_kthread_id tid
tnf_ulong page_count

Light-weight process swapin event. This event marks the swapping in of an LWP and its stack.

pid The LWP's process identifier.

lwpid The LWP identifier.

tid The LWP's kernel thread identifier.page_count The number of pages swapped in.

Local I/O strategy

tnf_device device
tnf_diskaddr block
tnf_size size
tnf_opaque buf
tnf_bioflags flags

Block I/O strategy event. This event marks a call to the strategy(9E) function of a block device driver.

device Contains the major and minor numbers of the device.

The logical block number to be accessed on the device.

size The size of the I/O request.

The kernel address of the buf(9S) structure associated with the buf

transfer.

flags The buf (9S) flags associated with the transfer.

biodone

tnf device device tnf_diskaddr block tnf opaque

Buffered I/O completion event. This event marks calls to the biodone(9F) function.

device Contains the major and minor numbers of the device.

block The logical block number accessed on the device.

buf The kernel address of the buf(9S) structure associated with the

transfer.

physio start

tnf_device device tnf_offset offset tnf size size tnf bioflags

Raw I/O start event. This event marks entry into the physio(9F) fufnction which performs unbuffered I/O.

Contains the major and minor numbers of the device of the device

offset The logical offset on the device for the transfer.

size The number of bytes to be transferred.

The direction of the transfer: read or write (see buf(9S)). rw

physio end

tnf device device

Raw I/O end event. This event marks exit from the physio(9F) fufnction.

device The major and minor numbers of the device of the transfer.

USAGE

Use the prex utility to control kernel probes. The standard prex commands to list and manipulate probes are available to you, along with commands to set up and manage kernel tracing.

Kernel probes write trace records into a kernel trace buffer. You must copy the buffer into a TNF file for post-processing; use the tnfxtract utility for this.

You use the tnfdump utility to examine a kernel trace file. This is exactly the same as examining a user-level trace file.

The steps you typically follow to take a kernel trace are:

- 1. Become superuser (su).
- 2. Allocate a kernel trace buffer of the desired size (prex).
- 3. Select the probes you want to trace and enable (prex).
- 4. Turn kernel tracing on (prex).
- 5. Run your application.
- 6. Turn kernel tracing off (prex).
- 7. Extract the kernel trace buffer (tnfxtract).
- 8. Disable all probes (prex).
- 9. Deallocate the kernel trace buffer (prex).
- 10. Examine the trace file (tnfdump).

A convenient way to follow these steps is to use two shell windows; run an interactive prex session in one, and run your application and tnfxtract in the other.

SEE ALSO

prex(1), tnfdump(1), tnfxtract(1), libtnfctl(3TNF), TNF_PROBE(3TNF),
tracing(3TNF), strategy(9E), biodone(9F), physio(9F), buf(9S)

NAME

ts globpri

ts_dptbl - time-sharing dispatcher parameter table

DESCRIPTION

The process scheduler (or dispatcher) is the portion of the kernel that controls allocation of the CPU to processes. The scheduler supports the notion of scheduling classes where each class defines a scheduling policy, used to schedule processes within that class. Associated with each scheduling class is a set of priority queues on which ready to run processes are linked. These priority queues are mapped by the system configuration into a set of global scheduling priorities which are available to processes within the class. (The dispatcher always selects for execution the process with the highest global scheduling priority in the system.) The priority queues associated with a given class are viewed by that class as a contiguous set of priority levels numbered from 0 (lowest priority) to *n* (highest priority—a configuration-dependent value). The set of global scheduling priorities that the queues for a given class are mapped into might not start at zero and might not be contiguous (depending on the configuration).

Processes in the time-sharing class which are running in user mode (or in kernel mode before going to sleep) are scheduled according to the parameters in a time-sharing dispatcher parameter table (ts dptbl). Processes in the inter-active scheduling class are also scheduled according to the parameters in the time-sharing dispatcher parameter table. (Time-sharing processes and inter-active processes running in kernel mode after sleeping are run within a special range of priorities reserved for such processes and are not affected by the parameters in the ts dptbl until they return to user mode.) The ts dptbl consists of an array (config ts dptbl[]) of parameter structures (struct tsdpent t), one for each of the n priority levels used by time-sharing processes and inter-active processes in user mode. The structures are accessed via a pointer, (ts dptbl), to the array. The properties of a given priority level i are specified by the ith parameter structure in this array (ts dptbl [i]).

A parameter structure consists of the following members. These are also described in the /usr/include/sys/ts.h header.

The global scheduling priority associated with this

_5 -	priority level. The mapping between time-sharing priority levels and global scheduling priorities is determined at boot time by the system configuration. ts_globpri is the only member of the ts_dptbl which cannot be changed with dispadmin(1M).
ts_quantum	The length of the time quantum allocated to processes at this level in ticks (hz).
	In the high resolution clock mode (hires_tick set to 1), the value of hz is set to 1000. Increase quantums to maintain the same absolute time quantums.
ts_tqexp	Priority level of the new queue on which to place a process running at the current level if it exceeds its time quantum. Normally this field links to a lower priority time-sharing level that has a larger quantum.

ts_dptbl(4)

ts_slpret Priority level of the new queue on which to place a

process, that was previously in user mode at this level, when it returns to user mode after sleeping. Normally this field links to a higher priority level that has a

smaller quantum.

ts maxwait A per process counter, ts dispwait is initialized to

zero each time a time-sharing or inter-active process is placed back on the dispatcher queue after its time quantum has expired or when it is awakened (ts_dispwait is not reset to zero when a process is preempted by a higher priority process). This counter is incremented once per second for each process on a dispatcher or sleep queue. If a process' ts_dispwait value exceeds the ts_maxwait value for its level, the process' priority is changed to that indicated by ts_lwait. The purpose of this field is to prevent

starvation.

ts_lwait Move a process to this new priority level if

ts dispwait is greater than ts maxwait.

An administrator can affect the behavior of the time-sharing portion of the scheduler by reconfiguring the ts_dptbl. Since processes in the time-sharing and inter-active scheduling classes share the same dispatch parameter table (ts_dptbl), changes to this table will affect both scheduling classes. There are two methods available for doing this: reconfigure with a loadable module at boot-time or by using dispadmin(1M) at run-time.

ts_dptbl Loadable Module

The ts_dptbl can be reconfigured with a loadable module which contains a new time sharing dispatch table. The module containing the dispatch table is separate from the TS loadable module which contains the rest of the time-sharing and inter-active software. This is the only method that can be used to change the number of time-sharing priority levels or the set of global scheduling priorities used by the time-sharing and inter-active classes. The relevant procedure and source code is described in the REPLACING THE TS_DPTBL_LOADABLE_MODULE section.

dispadmin Configuration File

With the exception of ts_globpri all of the members of the ts_dptbl can be examined and modified on a running system using the dispadmin(1M) command. Invoking dispadmin for the time-sharing or inter-active class allows the administrator to retrieve the current ts_dptbl configuration from the kernel's in-core table, or overwrite the in-core table with values from a configuration file. The configuration file used for input to dispadmin must conform to the specific format described below.

Blank lines are ignored and any part of a line to the right of a # symbol is treated as a comment. The first non-blank, non-comment line must indicate the resolution to be used for interpreting the ts_quantum time quantum values. The resolution is specified as

where res is a positive integer between 1 and 1,000,000,000 inclusive and the resolution used is the reciprocal of res in seconds (for example, RES=1000 specifies millisecond resolution). Although very fine (nanosecond) resolution may be specified, the time quantum lengths are rounded up to the next integral multiple of the system clock's resolution.

The remaining lines in the file are used to specify the parameter values for each of the time-sharing priority levels. The first line specifies the parameters for time-sharing level 0, the second line specifies the parameters for time-sharing level 1, etc. There must be exactly one line for each configured time-sharing priority level.

EXAMPLES

EXAMPLE 1 A Sample From a Configuration File

The following excerpt from a dispadmin configuration file illustrates the format. Note that for each line specifying a set of parameters there is a comment indicating the corresponding priority level. These level numbers indicate priority within the time-sharing and interactive classes, and the mapping between these time-sharing priorities and the corresponding global scheduling priorities is determined by the configuration specified in the ts master file. The level numbers are strictly for the convenience of the administrator reading the file and, as with any comment, they are ignored by dispadmin. dispadmin assumes that the lines in the file are ordered by consecutive, increasing priority level (from 0 to the maximum configured time-sharing priority). The level numbers in the comments should normally agree with this ordering; if for some reason they don't, however, dispadmin is unaffected.

Time-Sharing Dispatcher Configuration File RES=1000

# ts_quantum	ts_tqexp	ts_slpret	ts_maxwait	ts_lwait		RIORITY
#					-	LEVEL
500	0	10	5	10	#	0
500	0	11	5	11	#	1
500	1	12	5	12	#	2
500	1	13	5	13	#	3
500	2	14	5	14	#	4
500	2	15	5	15	#	5
450	3	16	5	16	#	6
450	3	17	5	17	#	7
	-	•				
			•			
	•		•			
50	48	59	5	59	#	58
50	49	59	5	59	#	59

EXAMPLE 2 Replacing The ts_dptbl Loadable Module

In order to change the size of the time sharing dispatch table, the loadable module which contains the dispatch table information will have to be built. It is recommended that you save the existing module before using the following procedure.

- 1. Place the dispatch table code shown below in a file called ts dptbl.c An example of this file follows.
- 2. Compile the code using the given compilation and link lines supplied.

```
cc -c -0 -D_KERNEL
ts dptbl.c
ld -r -o TS_DPTBL ts_dptbl.o
```

- 3. Copy the current dispatch table in /kernel/sched to TS DPTBL.bak.
- 4. Replace the current TS DPTBL in /kernel/sched.
- 5. You will have to make changes in the /etc/system file to reflect the changes to the sizes of the tables. See system(4). The two variables affected are ts maxupri and ts maxkmdpri. The syntax for setting these is as follows:

```
set TS:ts_maxupri=(value for max time-sharing user priority)
set TS:ts maxkmdpri=(number of kernel mode priorities - 1)
```

6. Reboot the system to use the new dispatch table.

Great care should be used in replacing the dispatch table using this method. If you do not get it right, panics may result, thus making the system unusable.

The following is an example of a ts dptbl.c file used for building the new ts dptbl.

```
/* BEGIN ts dptbl.c */
#include <sys/proc.h>
#include <sys/priocntl.h>
#include <sys/class.h>
#include <sys/disp.h>
#include <sys/ts.h>
#include <sys/rtpriocntl.h>
* This is the loadable module wrapper.
*/
#include <sys/modctl.h>
extern struct mod ops mod miscops;
* Module linkage information for the kernel.
static struct modlmisc modlmisc = {
    &mod_miscops, "Time sharing dispatch table"
};
static struct modlinkage modlinkage = {
   MODREV 1, &modlmisc, 0
_init()
    return (mod install(&modlinkage));
```

```
EXAMPLE 2 Replacing The ts_dptbl Loadable Module
                                                     (Continued)
```

```
_info(modinfop)
    struct modinfo *modinfop;
    return (mod info(&modlinkage, modinfop));
* array of global priorities used by ts procs sleeping or
\star running in kernel mode after sleep. Must have at least
* 40 values.
pri_t config_ts_kmdpris[] = {
        60,61,62,63,64,65,66,67,68,69,
        70,71,72,73,74,75,76,77,78,79,
        80,81,82,83,84,85,86,87,88,89,
        90,91,92,93,94,95,96,97,98,99,
};
tsdpent_t
           config_ts_dptbl[] = {
/* glbpri qntm tqexp slprt mxwt lwt */
           100, 0,
                        10,
                               5,
                                     10,
           100, 0,
                        11,
                               5,
                                     11,
           100, 1,
                        12,
                              5,
                                    12,
    2.
    3,
           100,
                 1,
                        13,
                                     13,
           100, 2,
    4,
                        14,
                                     14
           100, 2,
    5,
                        15,
                                    15,
    6,
           100, 3,
                        16,
                               5,
                                    16,
           100, 3,
                        17,
                              5,
    7,
                                    17,
    8,
           100,
                4,
                        18,
                               5,
                                     18,
           100, 4,
                              5,
                        19,
                                    19,
    9,
   10,
           80, 5,
                        20,
   11,
           80, 5,
                        21,
                               5,
                                    21,
                              5,
   12,
           80, 6,
                        22,
                                     22,
   13,
           80,
                 6,
                        23,
                                     23,
   14.
           80,
                 7,
                        24,
                                    24.
   15,
           80, 7,
                        25,
                                    25,
           80, 8,
   16,
                        26,
                               5,
                                    26,
           80,
   17,
                8,
                        27,
                               5,
                                     27,
   18,
           80,
                 9,
                        28,
                                     28,
           80, 9,
                        29,
                               5,
   19,
                                    29.
   20,
           60, 10,
                        30,
                                    31,
           60,
                11,
                        31,
   21,
    22,
           60,
                 12,
                        32,
                               5,
                                     33,
    24,
           60,
                 14,
                        34,
                                     34,
   25,
           60, 15,
                        35,
                                    35,
    26,
           60, 16,
                        36,
                                     36,
    27,
           60, 17,
                        37,
                               5,
                                    37,
           60,
                 18,
                        38,
    28,
                               5,
                                     38,
    29,
           60,
                 19,
                        39,
                               5,
                                     39,
                               5,
   30,
           40,
                 20,
                        40,
                                    40,
    31,
           40,
                21,
                        41,
                                     41,
    32,
           40, 22,
                       42,
                              5,
                                    42,
           40, 23,
    33,
                       43,
                                    43,
```

```
EXAMPLE 2 Replacing The ts_dptbl Loadable Module
                                             (Continued)
   34,
          40,
                24,
                      44,
   35,
          40, 25,
                      45,
                                  45,
                             5,
   36,
          40, 26,
                      46,
                                 46,
   37,
          40,
               27,
                      47,
                             5, 47,
   38,
          40,
                28,
                      48,
                                  48,
                             5,
   39,
          40,
                29,
                      49,
                             5,
                                 49,
   40,
               30,
                      50,
          20,
                            5,
                                 50,
   41,
          20,
               31,
                      50,
                             5, 50,
                      51,
          20,
   42,
               32,
                            5, 51,
   43,
          20,
                33,
                      51,
                             5,
                                  51,
   44,
          20,
                34,
                      52,
                             5,
                                  52,
   45,
               35,
          20,
                      52,
                            5,
                                 52,
   46,
          20,
               36,
                      53,
                            5, 53,
   47,
          20
                37,
                      53,
                            5, 53,
   48,
          20,
                38,
                      54,
                             5,
                                  54,
   49,
          20,
                39,
                      54,
                             5,
                                 54.
          10,
               40,
                      55,
                            5, 55,
   50,
   51,
          10,
               41,
                      55,
                            5, 55,
   52,
          10,
               42,
                      56,
                            5, 56,
   53,
          10,
                43,
                      56,
                             5,
                                  56,
                            5,
   54,
          10,
               44,
                      57,
                                 57,
          10,
                      57,
   55,
               45,
                          5, 57,
   56,
          10,
               46,
                      58, 5, 58,
          10,
                                 58,
   57,
               47,
                      58, 5,
   58,
          10,
                48,
                      59,
                            5,
                                  59,
   59,
          10,
                49,
                      59,
                                  59,
                             5,
};
short config ts maxumdpri = sizeof (config ts dptbl)/16 - 1;
* Return the address of config ts dptbl
*/
tsdpent t *
ts_getdptbl()
     return (config_ts_dptbl);
}
* Return the address of config ts kmdpris
int *
ts getkmdpris()
     return (config ts kmdpris);
* Return the address of ts_maxumdpri
short
ts_getmaxumdpri()
{
```

(Continued) **EXAMPLE 2** Replacing The ts_dptbl Loadable Module

```
return (config_ts_maxumdpri);
/* END ts dptbl.c */
```

SEE ALSO

priocntl(1), dispadmin(1M), priocntl(2), system(4)

System Administration Guide: Basic Administration

Programming Interfaces Guide

NOTES

dispadmin does some limited sanity checking on the values supplied in the configuration file. The sanity checking is intended to ensure that the new ts dptbl values do not cause the system to panic. The sanity checking does not attempt to analyze the effect that the new values will have on the performance of the system. Unusual ts_dptbl configurations may have a dramatic negative impact on the performance of the system.

No sanity checking is done on the ts dptbl values specified in the TS DPTBL loadable module. Specifying an inconsistent or nonsensical ts dptbl configuration through the TS DPTBL loadable module could cause serious performance problems and/or cause the system to panic.

ttydefs(4)

NAME

ttydefs – file contains terminal line settings information for ttymon

DESCRIPTION

/etc/ttydefs is an administrative file that contains records divided into fields by colons (":"). This information used by ttymon to set up the speed and terminal settings for a TTY port.

The ttydefs file contains the following fields:

ttylabel The string ttymon tries to match against the TTY port's ttylabel

field in the port monitor administrative file. It often describes the speed at which the terminal is supposed to run, for example,

1200.

initial-flags Contains the initial termio(7I) settings to which the terminal is to

be set. For example, the system administrator will be able to specify what the default erase and kill characters will be.

initial-flags must be specified in the syntax recognized by the stty

command.

final-flags must be specified in the same format as initial-flags.

ttymon sets these final settings after a connection request has been

made and immediately prior to invoking a port's service.

autobaud If the autobaud field contains the character 'A,' autobaud will be

enabled. Otherwise, autobaud will be disabled. ttymon

determines what line speed to set the TTY port to by analyzing the carriage returns entered. If autobaud has been disabled, the hunt

sequence is used for baud rate determination.

nextlabel If the user indicates that the current terminal setting is not

appropriate by sending a BREAK, ttymon searchs for a ttydefs entry whose *ttylabel* field matches the *nextlabel* field. If a match is found, ttymon uses that field as its *ttylabel* field. A series of speeds is often linked together in this way into a closed set called a hunt sequence. For example, 4800 may be linked to 1200, which in

turn is linked to 2400, which is finally linked to 4800.

SEE ALSO

sttydefs(1M), ttymon(1M), termio(7I)

System Administration Guide: Basic Administration

NAME

ttysrch – directory search list for ttyname

DESCRIPTION

ttysrch is an optional file that is used by the ttyname library routine. This file contains the names of directories in /dev that contain terminal and terminal-related device files. The purpose of this file is to improve the performance of ttyname by indicating which subdirectories in /dev contain terminal-related device files and should be searched first. These subdirectory names must appear on separate lines and must begin with /dev. Those path names that do not begin with /dev will be ignored and a warning will be sent to the console. Blank lines (lines containing only white space) and lines beginning with the comment character "#" will be ignored. For each file listed (except for the special entry /dev), ttyname will recursively search through subdirectories looking for a match. If /dev appears in the ttysrch file, the /dev directory itself will be searched but there will not be a recursive search through its subdirectories.

When ttyname searches through the device files, it tries to find a file whose major/minor device number, file system identifier, and inode number match that of the file descriptor it was given as an argument. If a match is not found, it will settle for a match of just major/minor device and file system identifier, if one can be found. However, if the file descriptor is associated with a cloned device, this algorithm does not work efficiently because the inode number of the device file associated with a clonable device will never match the inode number of the file descriptor that was returned by the open of that clonable device. To help with these situations, entries can be put into the /etc/ttysrch file to improve performance when cloned devices are used as terminals on a system (for example, for remote login). However, this is only useful if the minor devices related to a cloned device are put into a subdirectory. (It is important to note that device files need not exist for cloned devices and if that is the case, ttyname will eventually fail.) An optional second field is used in the /etc/ttysrch file to indicate the matching criteria. This field is separated by white space (any combination of blanks or tabs). The letter M means major/minor device number, F means file system identifier, and I means inode number. If this field is not specified for an entry, the default is MFI which means try to match on all three. For cloned devices the field should be MF, which indicates that it is not necessary to match on the inode number.

Without the /etc/ttysrch file, ttyname will search the /dev directory by first looking in the directories /dev/term, /dev/pts, and /dev/xt. If a system has terminal devices installed in directories other than these, it may help performance if the ttysrch file is created and contains that list of directories.

EXAMPLES

EXAMPLE 1 A sample display of /etc/ttysrch command.

A sample /etc/ttysrch file follows:

/dev/term MFI /dev/pts MFT MFI /dev/xt /dev/slan

ttysrch(4)

EXAMPLE 1 A sample display of /etc/ttysrch command. (Continued)

This file tells ttyname that it should first search through those directories listed and that when searching through the /dev/slan directory, if a file is encountered whose major/minor devices and file system identifier match that of the file descriptor argument to ttyname, this device name should be considered a match.

FILES

/etc/ttysrch

SEE ALSO

ttyname(3C)

NAME

asetmasters, tune.low, tune.med, tune.high, uid aliases, cklist.low, cklist.med, cklist.high - ASET master files

SYNOPSIS

/usr/aset/masters/tune.low /usr/aset/masters/tune.med /usr/aset/masters/tune.high /usr/aset/masters/uid aliases /usr/aset/masters/cklist.low /usr/aset/masters/cklist.med /usr/aset/masters/cklist.high

DESCRIPTION

The /usr/aset/masters directory contains several files used by the Automated Security Enhancement Tool (ASET). /usr/aset is the default operating directory for ASET. An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M).

These files are provided by default to meet the need of most environments. The administrators, however, can edit these files to meet their specific needs. The format and usage of these files are described below.

All the master files allow comments and blank lines to improve readability. Comment lines must start with a leading "#" character.

tune.low tune.med

tune.high

These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:

pathname mode owner group type

where

pathname is the full pathname is the permission setting mode owner is the owner of the object is the group of the object group

is the type of the object It can be symlink for a type

symbolic link, directory for a directory, or

file for everything else.

tune.high(4)

Regular shell wildcard ("*", "?", ...) characters can be used in the *pathname* for multiple references. See sh(1). The *mode* is a five-digit number that represents the permission setting. Note that this setting represents a least restrictive value. If the current setting is already more restrictive than the specified value, ASET does not loosen the permission settings.

For example, if *mode* is 00777, the permission will not be changed, since it is always less restrictive than the current setting.

Names must be used for *owner* and *group* instead of numeric ID's. ? can be used as a "don't care" character in place of *owner*, *group*, and type to prevent ASET from changing the existing values of these parameters.

uid_alias

This file allows user ID's to be shared by multiple user accounts. Normally, ASET discourages such sharing for accountability reason and reports user ID's that are shared. The administrators can, however, define permissible sharing by adding entries to the file. Each entry is of the form:

uid=alias1=alias2=alias3= ...

where

uid is the shared user id

alias? is the user accounts sharing the user ID

For example, if sync and daemon share the user ID 1, the corresponding entry is:

1=sync=daemon

cklist.low
cklist.med
cklist.high

These files are used by the cklist task (see aset(1M)), and are created the first time the task is run at the *low*, *medium*, and *high* levels. When the cklist task is run, it compares the specified directory's contents with the appropriate cklist. *level* file and reports any discrepancies.

EXAMPLES

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files

The following is an example of valid entries for the tune.low, tune.med, and tune.high files:

```
/bin 00777 root staffsymlink
/etc 02755 root staffdirectory
/dev/sd* 00640 rootoperatorfile
```

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files (Continued)

SEE ALSO

aset(1M), asetenv(4)

ASET Administrator Manual

tune.low(4)

NAME

asetmasters, tune.low, tune.med, tune.high, uid_aliases, cklist.low, cklist.med, cklist.high – ASET master files

SYNOPSIS

/usr/aset/masters/tune.med
/usr/aset/masters/tune.high
/usr/aset/masters/uid_aliases
/usr/aset/masters/cklist.low
/usr/aset/masters/cklist.med
/usr/aset/masters/cklist.high

/usr/aset/masters/tune.low

DESCRIPTION

The /usr/aset/masters directory contains several files used by the Automated Security Enhancement Tool (ASET). /usr/aset is the default operating directory for ASET. An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M).

These files are provided by default to meet the need of most environments. The administrators, however, can edit these files to meet their specific needs. The format and usage of these files are described below.

All the master files allow comments and blank lines to improve readability. Comment lines must start with a leading "#" character.

tune.low
tune.med

tune.high

These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:

pathname mode owner group type

where

pathnameis the full pathnamemodeis the permission settingowneris the owner of the objectgroupis the group of the object

type is the type of the object It can be symlink for a

symbolic link, directory for a directory, or

file for everything else.

Regular shell wildcard ("*", "?", ...) characters can be used in the pathname for multiple references. See sh(1). The mode is a five-digit number that represents the permission setting. Note that this setting represents a least restrictive value. If the current setting is already more restrictive than the specified value, ASET does not loosen the permission settings.

For example, if *mode* is 00777, the permission will not be changed, since it is always less restrictive than the current setting.

Names must be used for *owner* and *group* instead of numeric ID's. ? can be used as a "don't care" character in place of owner, group, and type to prevent ASET from changing the existing values of these parameters.

uid_alias

This file allows user ID's to be shared by multiple user accounts. Normally, ASET discourages such sharing for accountability reason and reports user ID's that are shared. The administrators can, however, define permissible sharing by adding entries to the file. Each entry is of the form:

uid=alias1=alias2=alias3= ...

where

uid is the shared user id

alias? is the user accounts sharing the user ID

For example, if sync and daemon share the user ID 1, the corresponding entry is:

1=sync=daemon

cklist.low cklist.med cklist.high

These files are used by the cklist task (see aset(1M)), and are created the first time the task is run at the low, medium, and high levels. When the cklist task is run, it compares the specified directory's contents with the appropriate cklist. level file and reports any discrepancies.

EXAMPLES

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files

The following is an example of valid entries for the tune.low, tune.med, and tune.high files:

```
/bin 00777 root staffsymlink
/etc 02755 root staffdirectory
/dev/sd* 00640 rootoperatorfile
```

tune.lo	w(4)
---------	------

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files (Continued)

SEE ALSO

aset(1M), asetenv(4)

ASET Administrator Manual

NAME

asetmasters, tune.low, tune.med, tune.high, uid aliases, cklist.low, cklist.med, cklist.high - ASET master files

SYNOPSIS

/usr/aset/masters/tune.low /usr/aset/masters/tune.med /usr/aset/masters/tune.high /usr/aset/masters/uid aliases /usr/aset/masters/cklist.low /usr/aset/masters/cklist.med /usr/aset/masters/cklist.high

DESCRIPTION

The /usr/aset/masters directory contains several files used by the Automated Security Enhancement Tool (ASET). /usr/aset is the default operating directory for ASET. An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M).

These files are provided by default to meet the need of most environments. The administrators, however, can edit these files to meet their specific needs. The format and usage of these files are described below.

All the master files allow comments and blank lines to improve readability. Comment lines must start with a leading "#" character.

tune.low tune.med

tune.high

These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:

pathname mode owner group type

where

pathname is the full pathname is the permission setting mode owner is the owner of the object is the group of the object group

is the type of the object It can be symlink for a type

symbolic link, directory for a directory, or

file for everything else.

tune.med(4)

Regular shell wildcard ("*", "?", ...) characters can be used in the *pathname* for multiple references. See sh(1). The *mode* is a five-digit number that represents the permission setting. Note that this setting represents a least restrictive value. If the current setting is already more restrictive than the specified value, ASET does not loosen the permission settings.

For example, if *mode* is 00777, the permission will not be changed, since it is always less restrictive than the current setting.

Names must be used for *owner* and *group* instead of numeric ID's. ? can be used as a "don't care" character in place of *owner*, *group*, and type to prevent ASET from changing the existing values of these parameters.

uid alias

This file allows user ID's to be shared by multiple user accounts. Normally, ASET discourages such sharing for accountability reason and reports user ID's that are shared. The administrators can, however, define permissible sharing by adding entries to the file. Each entry is of the form:

uid=alias1=alias2=alias3= ...

where

uid is the shared user id

alias? is the user accounts sharing the user ID

For example, if sync and daemon share the user ID 1, the corresponding entry is:

1=sync=daemon

cklist.low
cklist.med
cklist.high

These files are used by the cklist task (see aset(1M)), and are created the first time the task is run at the *low*, *medium*, and *high* levels. When the cklist task is run, it compares the specified directory's contents with the appropriate cklist. *level* file and reports any discrepancies.

EXAMPLES

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files

The following is an example of valid entries for the tune.low, tune.med, and tune.high files:

```
/bin 00777 root staffsymlink
/etc 02755 root staffdirectory
/dev/sd* 00640 rootoperatorfile
```

 $\begin{tabular}{ll} \textbf{EXAMPLE 1} Examples of Valid Entries for the tune.low, tune.med, and tune.high \\ Files & (Continued) \end{tabular}$

SEE ALSO

aset(1M), asetenv(4)

ASET Administrator Manual

NAME |

ufsdump, dumpdates – incremental dump format

SYNOPSIS

```
#include <sys/types.h>
#include <sys/inode.h>
#include protocols/dumprestore.h>
/etc/dumpdates
```

DESCRIPTION

Tapes used by ufsdump(1M) and ufsrestore(1M) contain:

- a header record
- two groups of bit map records
- a group of records describing directories
- a group of records describing files

The format of the header record and of the first record of each description as given in the include file cprotocols/dumprestore.h> is:

```
#define TP_BSIZE
                                      1024
#define NTREC
                                      10
#define HIGHDENSITYTREC
                                      32
#define CARTRIDGETREC
                                      63
#define TP NINDIR
                                      (TP BSIZE/2)
#define TP NINOS
                                      (TP NINDIR / sizeop (long))
#define LBLSIZE
                                      16
#define NAMELEN
                                      64
#define NFS_MAGIC
                                      (int) 60012
#define CHECKSUM
                                      (int) 84446
union u_data {
       char s_addrs[TP_NINDIR];
       long s_inos[TP_NINOS];
union u spcl {
       char dummy[TP_BSIZE];
       struct s_spcl {
              long
                           c_type;
              time t
                          c date;
                          c_ddate;
              time_t
                           c volume;
              long
                           c_tapea;
              daddr t
              ino_t
                           c inumber;
              long
                           c_magic;
              long
                            c checksum;
              struct dinode c_dinode;
```

```
long
                             c_count;
                             u_data c_data;
               union
               char
                             c_label[LBLSIZE];
                             c_level;
               long
               char
                             c filesys[NAMELEN];
               char
                             c_dev[NAMELEN];
               char
                             c_host[NAMELEN];
               long
                             c flags;
                             c_firstrec;
               long
               long
                             c_spare[32];
       } s_spcl;
} u_spcl;
long
                                       c_type;
time_t
                                        c_date;
time_t
                                       c_ddate;
long
                                        c_volume;
daddr t
                                        c_tapea;
ino t
                                       c inumber;
long
                                       c_magic;
long
                                       c_checksum;
struct dinode
                                       c_dinode;
long
                                        c_count;
union
                                       u_data c_data;
char
                                       c_label[LBLSIZE];
long
                                       c_level;
char
                                       c_filesys[NAMELEN];
                                       c_dev[NAMELEN];
char
char
                                        c host[NAMELEN];
long
                                       c_flags;
long
                                       c_firstrec;
long
                                        c_spare[32];
      } s_spcl;
} u_spcl;
#define spcl u_spcl.s_spcl
#define c_addr c_data.s_addrs
#define c_inos cdata.s_inos
```

#define TS_TAPE	1		
#define TS_INODE	2		
#define TS_ADDR	4		
#define TS_BITS	3		
#define TS_CLRI	6		
#define TS_END	5		
#define TS_EOM	7		
#define DR_NEWHEADER	1		
#define DR_INODEINFO	2		
#define DR_REDUMP	4		
#define DR_TRUELIC	8		
#define DUMPOUTFMT	"%-24s %c %s"		
#define DUMPINFMT	"%24s %c %[^ \n] \n"		
The constants are described a TP_BSIZE	Size of file blocks on the dump tapes. Note that		
	TP_BSIZE must be a multiple of DEV_BSIZE.		
NTREC	Default number of TP_BSIZE byte records in a physical tape block, changeable by the b option to ufsdump(1M).		
HIGHDENSITYNTREC	Default number of TP_BSIZE byte records in a physical tape block on 6250 BPI or higher density tapes.		
CARTRIDGETREC	Default number of TP_BSIZE records in a physical tape block on cartridge tapes.		
TP_NINDIR	Number of indirect pointers in a TS_INODE or TS_ADDR record. It must be a power of 2.		
TP_NINOS	The maximum number of volumes on a tape. Used for tape labeling in hsmdump and hsmrestore (available with Online:Backup 2.0 optional software package SUNWhsm).		
LBLSIZE	The maximum size of a volume label. Used for tape labeling in hsmdump and hsmrestore (available with Online:Backup 2.0 optional software package SUNWhsm).		

NAMELEN The maximum size of a host's name.

NFS MAGIC All header records have this number in c magic.

CHECKSUM Header records checksum to this value.

The TS_ entries are used in the c_type field to indicate what sort of header this is. The types and their meanings are as follows:

TS_TAPE Tape volume label.

TS_INODE A file or directory follows. The c_dinode field is a copy of the

disk inode and contains bits telling what sort of file this is.

TS_ADDR A subrecord of a file description. See s_addrs below.

TS BITS A bit map follows. This bit map has a one bit for each inode that

was dumped.

TS CLRI A bit map follows. This bit map contains a zero bit for all inodes

that were empty on the file system when dumped.

TS_END End of tape record.

TS_EOM floppy EOM — restore compat with old dump

The flags are described as follows:

DR NEWHEADER New format tape header.

DR_INFODEINFO Header contains starting inode info.

DR REDUMP Dump contains recopies of active files.

DR TRUEINC Dump is a "true incremental".

DUMPOUTFMT Name, incon, and ctime (date) for printf.

DUMPINFMT Inverse for scanf.

The fields of the header structure are as follows:

s addrs An array of bytes describing the blocks of the dumped file. A byte

is zero if the block associated with that byte was not present on the file system; otherwise, the byte is non-zero. If the block was not present on the file lsystem, no block was dumped; the block will be stored as a hole in the file. If there is not sufficient space in this record to describe all the blocks in a file, TS_ADDR records will be scattered through the file, each one picking up where the last left

off

s_inos The starting inodes on tape.

c_type The type of the record.

c date The date of the previous dump.

c_ddate	The date of this dump.
c_volume	The current volume number of the dump.
c_tapea	The logical block of this record.
c_inumber	The number of the inode being dumped if this is of type TS_INODE.
c_magic	This contains the value MAGIC above, truncated as needed.
c_checksum	This contains whatever value is needed to make the record sum to CHECKSUM.
c_dinode	This is a copy of the inode as it appears on the file system.
c_count	The count of bytes in s_addrs.
u_data c_data	The union of either $u_{data} c_{data}$ The union of either s_{addrs} or s_{inos} .
c_label	Label for this dump.
c_level	Level of this dump.
c_filesys	Name of dumped file system.
c_dev	Name of dumped service.
c_host	Name of dumped host.
c_flags	Additional information.
c_firstrec	First record on volume.
c_spare	Reserved for future uses.

Each volume except the last ends with a tapemark (read as an end of file). The last volume ends with a TS END record and then the tapemark.

The dump history is kept in the file /etc/dumpdates. It is an ASCII file with three fields separated by white space:

- The name of the device on which the dumped file system resides.
- The level number of the dump tape; see ufsdump(1M).
- The date of the incremental dump in the format generated by ctime(3C).

DUMPOUTFMT is the format to use when using printf(3C) to write an entry to /etc/dumpdates; DUMPINFMT is the format to use when using scanf(3C) to read an entry from /etc/dumpdates.

ATTRIBUTES

See attributes(5) for a description of the following attributes:

АТТ	TRIBUTE TYPE	ATTRIBUTE VALUE
Stability Level		Unstable

SEE ALSO

 $\label{eq:model} \mbox{ufsdump}(1M), \mbox{ufsrestore}(1M), \mbox{ctime}(3C), \mbox{printf}(3C), \mbox{scanf}(3C), \\ \mbox{attributes}(5), \mbox{types}(3HEAD)$

uid aliases(4)

NAME

asetmasters, tune.low, tune.med, tune.high, uid_aliases, cklist.low, cklist.med, cklist.high – ASET master files

SYNOPSIS

/usr/aset/masters/tune.low
/usr/aset/masters/tune.med
/usr/aset/masters/tune.high
/usr/aset/masters/uid_aliases
/usr/aset/masters/cklist.low
/usr/aset/masters/cklist.med
/usr/aset/masters/cklist.high

DESCRIPTION

The /usr/aset/masters directory contains several files used by the Automated Security Enhancement Tool (ASET). /usr/aset is the default operating directory for ASET. An alternative working directory can be specified by the administrators through the aset -d command or the ASETDIR environment variable. See aset(1M).

These files are provided by default to meet the need of most environments. The administrators, however, can edit these files to meet their specific needs. The format and usage of these files are described below.

All the master files allow comments and blank lines to improve readability. Comment lines must start with a leading "#" character.

tune.low
tune.med

tune.high

These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:

pathname mode owner group type

where

pathname is the full pathnamemode is the permission settingowner is the owner of the objectgroup is the group of the object

type is the type of the object It can be symlink for a

symbolic link, directory for a directory, or

file for everything else.

Regular shell wildcard ("*", "?", ...) characters can be used in the pathname for multiple references. See sh(1). The mode is a five-digit number that represents the permission setting. Note that this setting represents a least restrictive value. If the current setting is already more restrictive than the specified value, ASET does not loosen the permission settings.

For example, if *mode* is 00777, the permission will not be changed, since it is always less restrictive than the current setting.

Names must be used for *owner* and *group* instead of numeric ID's. ? can be used as a "don't care" character in place of owner, group, and type to prevent ASET from changing the existing values of these parameters.

uid_alias

This file allows user ID's to be shared by multiple user accounts. Normally, ASET discourages such sharing for accountability reason and reports user ID's that are shared. The administrators can, however, define permissible sharing by adding entries to the file. Each entry is of the form:

uid=alias1=alias2=alias3= ...

where

uid is the shared user id

alias? is the user accounts sharing the user ID

For example, if sync and daemon share the user ID 1, the corresponding entry is:

1=sync=daemon

cklist.low cklist.med cklist.high

These files are used by the cklist task (see aset(1M)), and are created the first time the task is run at the low, medium, and high levels. When the cklist task is run, it compares the specified directory's contents with the appropriate cklist. level file and reports any discrepancies.

EXAMPLES

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files

The following is an example of valid entries for the tune.low, tune.med, and tune.high files:

```
/bin 00777 root staffsymlink
/etc 02755 root staffdirectory
/dev/sd* 00640 rootoperatorfile
```

	-		/ 4 \
1111	al	iases	(4)

EXAMPLE 1 Examples of Valid Entries for the tune.low, tune.med, and tune.high Files (Continued)

SEE ALSO

aset(1M), asetenv(4)

ASET Administrator Manual

NAME

updaters - configuration file for NIS updating

SYNOPSIS

/var/yp/updaters

DESCRIPTION

The file /var/yp/updaters is a makefile (see make(1S)) which is used for updating the Network Information Service (NIS) databases. Databases can only be updated in a secure network, that is, one that has a publickey(4) database. Each entry in the file is a make target for a particular NIS database. For example, if there is an NIS database named passwd.byname that can be updated, there should be a make target named passwd.byname in the updaters file with the command to update the file.

The information necessary to make the update is passed to the update command through standard input. The information passed is described below (all items are followed by a NEWLINE except for 4 and 6):

- Network name of client wishing to make the update (a string). 1.
- 2. Kind of update (an integer).
- 3. Number of bytes in key (an integer).
- 4. Actual bytes of key.
- 5. Number of bytes in data (an integer).
- 6. Actual bytes of data.

After receiving this information through standard input, the command to update the particular database determines whether the user is allowed to make the change. If not, it exits with the status YPERR ACCESS. If the user is allowed to make the change, the command makes the change and exits with a status of zero. If there are any errors that may prevent the updaters from making the change, it should exit with the status that matches a valid NIS error code described in crpcsvc/ypclnt.h>.

FILES

/var/yp/updaters

The makefile used for updating the NIS databases.

SEE ALSO

make(1S), rpc.ypupdated(1M), publickey(4)

NOTES

The Network Information Service (NIS) was formerly known as Sun Yellow Pages (YP). The functionality of the two remains the same; only the name has changed. The name Yellow Pages is a registered trademark in the United Kingdom of British Telecommunications plc, and may not be used without permission.

user_attr(4)

NAME

user_attr - extended user attributes database

SYNOPSIS

/etc/user_attr

DESCRIPTION

/etc/user attr is a local source of extended attributes associated with users and roles. user attr can be used with other user attribute sources, including the user attr NIS map and NIS+ table. Programs use the getuserattr(3SECDB) routines to gain access to this information.

The search order for multiple user attr sources is specified in the /etc/nsswitch.conf file, as described in the nsswitch.conf(4) man page. The search order follows that for passwd(4).

Each entry in the user attr databases consists of a single line with five fields separated by colons (:). Line continuations using the backslash (\) character are permitted. Each entry has the form:

user: qualifier: res1: res2: attr

user The name of the user as specified in the passwd(4) database.

qualifier Reserved for future use. Reserved for future use. res1 Reserved for future use. res2

attr An optional list of semicolon-separated (;) key-value pairs that

describe the security attributes to apply to the object upon

execution. Zero or more keys may be specified. There are five valid

keys: auths, profiles, roles, type, and project.

auths Specifies a comma-separated list of

> authorization names chosen from those names defined in the auth attr(4) database. Authorization names may be specified using the asterisk (*) character as a wildcard. For example, solaris.printer.* means all of

Sun's printer authorizations.

profiles Contains an ordered, comma-separated list of

profile names chosen from prof attr(4). Profiles are enforced by the profile shells, pfcsh, pfksh, and pfsh. See pfsh(1). If no profiles are assigned, the profile shells do not

allow the user to execute any commands.

Can be assigned a comma-separated list of role roles

> names from the set of user accounts in this database whose type field indicates the

account is a role. If the roles key value is not specified, the user is not permitted to assume

any role.

type Can be assigned one of these strings: normal,

indicating that this account is for a normal user, one who logs in; or role, indicating that this account is for a role. Roles can only be assumed by a normal user after the user has

logged in.

Can be assigned a name of one project from the project

> project(4) database to be used as a default project to place the user in at login time. For

more information, see

getdefaultproj(3PROJECT).

EXAMPLES

EXAMPLE 1 Assigning a Profile to Root

The following example entry assigns to root the All profile, which allows root to use all commands in the system, and also assigns two authorizations:

root::::auths=solaris.*,solaris.grant;profiles=All;type=normal

The solaris. * wildcard authorization shown above gives root all the solaris authorizations; and the solaris. grant authorization gives root the right to grant to others any solaris authorizations that root has. The combination of authorizations enables root to grant to others all the solaris authorizations. See auth attr(4) for more about authorizations.

FILES

/etc/nsswitch.conf

/etc/user attr

SEE ALSO

auths(1), pfcsh(1), pfsh(1), pfsh(1), profiles(1), roles(1), getdefaultproj(3PROJECT), getuserattr(3SECDB), auth attr(4), exec attr(4), nsswitch.conf(4), passwd(4), prof attr(4), project(4)

NOTES

When deciding which authorization source to use, keep in mind that NIS+ provides stronger authentication than NIS.

The root user is usually defined in local databases for a number of reasons, including the fact that root needs to be able to log in and do system maintenance in single-user mode, before the network name service databases are available. For this reason, an entry should exist for root in the local user attr file, and the precedence shown in the example nsswitch.conf(4) file entry under EXAMPLES is highly recommended.



Because the list of legal keys is likely to expand, any code that parses this database must be written to ignore unknown key-value pairs without error. When any new keywords are created, the names should be prefixed with a unique string, such as the company's stock symbol, to avoid potential naming conflicts.

In the attr field, escape the following symbols with a backslash (\) if you use them in any value: colon (:), semicolon (;), carriage return (\n), equals (=), or backslash (\).

NAME | utmp, wtmp – utmp and wtmp database entry formats

SYNOPSIS

#include <utmp.h> /var/adm/utmp /var/adm/wtmp

DESCRIPTION

The utmp and wtmp database files are obsolete and are no longer present on the system. They have been superseded by the extended database contained in the utmpx and wtmpx database files. See utmpx(4).

It is possible for $\protect\operatorname{\for}$ /utmp to reappear on the system. This would most likely occur if a third party application that still uses utmp recreates the file if it finds it missing. This file should not be allowed to remain on the system. The user should investigate to determine which application is recreating this file.

SEE ALSO

utmpx(4)

utmpx(4)

NAME | utmpx, wtmpx – utmpx and wtmpx database entry formats

SYNOPSIS #include <utmpx.h>

/var/adm/utmpx /var/adm/wtmpx

DESCRIPTION The utmpx and wtmpx files are extended database files that have superseded the

obsolete utmp and wtmp database files.

The utmpx database contains user access and accounting information for commands such as who(1), write(1), and login(1). The wtmpx database contains the history of

user access and accounting information for the utmpx database.

USAGE Applications should not access these databases directly, but should use the functions

described on the getutxent(3C) manual page to interact with the utmpx and wtmpx

databases to ensure that they are maintained consistently.

FILES user access and adminstration information /var/adm/utmpx

> /var/adm/wtmpx history of user access and adminstrative information

SEE ALSO wait(2), getutxent(3C), wstat(3HEAD)

NAME

environ, pref, variables – user-preference variables files for AT&T FACE

SYNOPSIS

\$HOME/pref/.environ

\$HOME/pref/.variables

\$HOME/FILECABINET/.pref

\$HOME/WASTEBASKET/.pref

DESCRIPTION

The .environ, .pref, and .variables files contain variables that indicate user preferences for a variety of operations. The .environ and .variables files are located under the user's \$HOME/pref directory. The .pref files are found under \$HOME/FILECABINET, \$HOME/WASTEBASKET, and any directory where preferences were set via the organize command. Names and descriptions for each variable are presented below. Variables are listed one per line and are of the form variable=value.

.environ Variables

Variables found in .environ include:

LOGINWIN [1-4] Windows that are opened when FACE is initialized.

Sort mode for file folder listings. Values include the following SORTMODE

hexadecimal digits:

1 Sorted alphabetically by name.

2 Files most recently modified first.

800 Sorted alphabetically by object type.

The values above may be listed in reverse order by ORing the following value:

1000

List objects in reverse order. For example, a value of 1002 will produce a folder listing with files LEAST recently modified displayed first. A value of 1001 would produce a "reverse" alphabetical by name listing of the folder.

DISPLAYMODE

Display mode for file folders. Values include the following hexadecimal digits:

0 File names only.

File names and brief description.

File names, description, plus additional information.

WASTEPROMPT

Prompt before emptying wastebasket (yes/no?).

WASTEDAYS

Number of days before emptying wastebasket.

PRINCMD[1-3]

Print command defined to print files.

UMASK

Holds default permissions with which files will be created.

variables(4)

.pref Variables | Variables found in .pref are the following:

SORTMODE Contains the same values as the SORTMODE variable described in

.environ above.

DISPMODE Contains the same values as the DISPLAYMODE variable described

in .environ above.

.variable Variables | Variables found in .variables include:

EDITOR Default editor.
PS1 Shell prompt.

NAME

vfstab – table of file system defaults

DESCRIPTION

The file /etc/vfstab describes defaults for each file system. The information is stored in a table with the following column headings:

device	device	mount	FS	fsck	mount	mount
to mount	to fsck	point	tvpe	pass	at boot	options

The fields in the table are space-separated and show the resource name (device to mount), the raw device to fsck (device to fsck), the default mount directory (mount point), the name of the file system type (FS type), the number used by fsck to decide whether to check the file system automatically (fsck pass), whether the file system should be mounted automatically by mountall (mount at boot), and the file system mount options (mount options). (See respective mount file system man page below in SEE ALSO for mount options.) A '-' is used to indicate no entry in a field. This may be used when a field does not apply to the resource being mounted.

The getvfsent(3C) family of routines is used to read and write to /etc/vfstab.

/etc/vfstab can be used to specify swap areas. An entry so specified, (which can be a file or a device), will automatically be added as a swap area by the /sbin/swapadd script when the system boots. To specify a swap area, the device-to-mount field contains the name of the swap file or device, the FS-type is "swap", mount-at-boot is "no" and all other fields have no entry.

EXAMPLES

The following are vfstab entries for various file system types supported in the Solaris operating environment.

EXAMPLE 1 NFS and UFS Mounts

The following entry invokes NFS to automatically mount the directory /usr/local of the server example1 on the client's /usr/local directory with read-only permission:

```
example1:/usr/local - /usr/local nfs - yes ro
```

The following example assumes a small departmental mail setup, in which clients mount /var/mail from a server mailsvr. The following entry would be listed in each client's vfstab:

```
mailsvr:/var/mail - /var/mail nfs - yes intr,bg
```

The following is an example for a UFS file system in which logging is enabled:

```
/dev/dsk/c2t10d0s0 /dev/rdsk/c2t10d0s0 /export/local ufs 3 yes logging
```

See mount nfs(1M) for a description of NFS mount options and mount ufs(1M) for a description of UFS options.

EXAMPLE 2 pcfs Mounts

The following example mounts a pcfs file system on a fixed hard disk on an (Intel Architecture) IA machine:

```
/dev/dsk/c1t2d0p0:c - /win98 pcfs - yes -
```

The example below mounts a Jaz drive on a SPARC machine. Normally, the volume management daemon (see vold(1M)) handles mounting of removable media, obviating a vfstab entry. If you choose to specify a device that supports removable media in vfstab, be sure to set the mount-at-boot field to no, as below. Such an entry presumes you are not running vold.

```
/dev/dsk/c1t2d0s2:c - /jaz pcfs - no -
```

For removable media on a SPARC machine, the convention for the slice portion of the disk identifier is to specify \$2, which stands for the entire medium.

For pcfs file systems on IA machines, note that the disk identifier uses a p (p0) and a logical drive (c, in the /win98 example above) for a pcfs logical drive. See mount_pcfs(1M) for syntax for pcfs logical drives and for pcfs-specific mount options.

EXAMPLE 3 CacheFS Mount

Below is an example for a CacheFS file system. Because of the length of this entry and the fact that vfstab entries cannot be continued to a second line, the vfstab fields are presented here in a vertical format. In re-creating such an entry in your own vfstab, you would enter values as you would for any vfstab entry, on a single line.

```
device to mount: svr1:/export/abc
device to fsck: /usr/abc
mount point: /opt/cache
FS type: cachefs
fsck pass: 7
mount at boot: yes
mount options:
local-access,bg,nosuid,demandconst,backfstype=nfs,cachedir=/opt/cache
```

See mount_cachefs(1M) for CacheFS-specific mount options.

EXAMPLE 4 Loopback File System Mount

The following is an example of mounting a loopback (lofs) file system:

```
/export/test - /opt/test lofs - yes -
```

See lofs(7FS) for an overview of the loopback file system.

SEE ALSO

```
fsck(1M), mount(1M), mount_cachefs(1M), mount_hsfs(1M), mount_tmpfs(1M), moun
```

System Administration Guide: Basic Administration

vold.conf(4)

NAME

vold.conf – volume management configuration file

SYNOPSIS

/etc/vold.conf

DESCRIPTION

The vold.conf file contains the removable media configuration information used by vold(1M). This information includes the database to use, labels that are supported, devices to use, actions to take when certain media events occur, and the list of file systems that are unsafe to eject without unmounting.

Modify vold.conf to specify which program should be called when media events (actions) occur or when you need to add another device to your system. See EXAMPLES for more information on adding devices.

If you modify vold.conf, you must tell vold to reread vold.conf by sending a HUP signal. Use the following command:

kill -HUP 'pgrep vold'

File Format

The syntax for the vold. conf file is shown here.

```
# Database to use
db database

# Labels supported
label label_type shared_object device

# Devices to use
use device type special shared_object symname [ options ]

# Actions
insert regex [ options ] program program args
eject regex [ options ] program program args
notify regex [ options ] program program args
# List of file system types unsafe to eject
unsafe fs_type fs_type
```

Of these syntax fields, you can safely modify Devices to use and Actions. Do not modify the db line.

Devices to Use Field

All use *device* statements must be grouped together by device type. (For example, all use cdrom statements must be grouped together and all use floppy statements must be grouped together.) The explanations of the syntax for the Devices to use field are as follows:

device The type of removable media device to be used. Legal

values are cdrom, floppy, pcmem and rmdisk.

type The specific capabilities of the device. Legal value is

drive.

special This sh(1) expression specifies the device or devices to

be used. Path usually begins with /dev.

vold.conf(4)

shared_object The name of the program that manages this device.

vold(1M) expects to find this program in

/usr/lib/vold.

symname The symbolic name that refers to this device. The

symname is placed in the device directory.

options The user, group, and mode permissions for the media

inserted (optional).

The special and symname parameters are related. If special contains any shell wildcard characters (that is, has one or more asterisks or question marks in it), then the syname must end with "%d". In this case, the devices that are found to match the regular expression are sorted, then numbered. The first device will have a zero filled in for the "%d", the second device found will have a one, and so on.

If the special specification does not have any shell wildcard characters then the symname parameter must explicitly specify a number at its end (see EXAMPLES below).

Actions Field

Here are the explanations of the syntax for the Actions field.

insertlejectlnotify The media event prompting the event.

regex This sh(1) regular expression is matched against each

entry in the /vol file system that is being affected by

this event.

options You can specify what user or group name that this

event is to run as (optional).

The full path name of an executable program to be run program

when regex is matched.

program args Arguments to the program.

Default Values

The default vold. conf file is shown here.

```
# Volume Daemon Configuration file
# Database to use (must be first)
db db_mem.so
# Labels supported
label cdrom label cdrom.so cdrom
label dos label dos.so floppy rmdisk pcmem
label sun label_sun.so floppy rmdisk pcmem
# Devices to use
use cdrom drive /dev/rdsk/c*s2 dev cdrom.so cdrom%d
use floppy drive /dev/rdiskette[0-9] dev_floppy.so floppy%d
use pcmem drive /dev/rdsk/c*s2 dev_pcmem.so pcmem%d forceload=true
use rmdisk drive /dev/rdsk/c*s2 dev rmdisk.so rmdisk%d
# Actions
```

vold.conf(4)

eject dev/diskette[0-9]/* user=root /usr/sbin/rmmount
eject dev/dsk/* user=root /usr/sbin/rmmount
insert dev/diskette[0-9]/* user=root /usr/sbin/rmmount
insert dev/dsk/* user=root /usr/sbin/rmmount
notify rdsk/* group=tty user=root /usr/lib/vold/volmissing -p
remount dev/diskette[0-9]/* user=root /usr/sbin/rmmount
remount dev/dsk/* user=root /usr/sbin/rmmount
List of file system types unsafe to eject
unsafe ufs hsfs pcfs udfs

EXAMPLES

EXAMPLE 1 A sample vold.conf file.

To add a CD-ROM drive to the vold. conf file that does not match the default regular expression (/dev/rdsk/c*s2), you must explicitly list its device path and what symbolic name (with %d) you want the device path to have. For example, to add a CD-ROM drive that has the path /dev/rdsk/my/cdroms? (where s? are the different slices), add the following line to vold. conf (all on one line):

use cdrom drive /dev/rdsk/my/cdroms2 dev cdrom.so cdrom%d

Then, when media is inserted in this CD-ROM drive, vold assigns it the next symbolic name. For example, if two CD-ROMs match the default regular expression, they would be named cdrom0 and cdrom1. And, any that match the added regular expression would be named starting with cdrom2.

For a diskette that does not match the vold.conf default regular expression (vol/dev/aliases/floppy[0-9]), a similar line would have to be added. For example, to add a diskette whose path was /dev/my/fd0, you would add the following to vold.conf:

use floppy drive /dev/my/fd0 dev floppy.so floppy%d

SEE ALSO

sh(1), volcancel(1), volcheck(1), volmissing(1), rmmount(1M),
rpc.smserverd(1M), vold(1M), rmmount.conf(4), volfs(7FS)

NOTES

vold manages both the block and character device for removable media. However, to make the configuration file easier to set up and scan, only one of these devices needs to be specified. If you follow the conventions specified below, vold figures out both device names if only one of them is specified. For example, if you specify the block device, it figures out the pathname to the character device; if you specify the pathname to the character device, it figures out the block device.

CD-ROM Naming Conventions

The CD-ROM pathname must have a directory component of rdsk (for the character device) and dsk for the block device. For example, if you specify the character device using the line:

use cdrom drive /dev/rdsk/my/cdroms2 dev cdrom.so cdrom%d

then it is assumed that the block device is at

/dev/dsk/my/cdroms2

Diskette Naming Conventions

For diskettes, vold requires that the device pathnames end in either rfd[0-9] or rdiskette[0-9] for the character device, and fd[0-9] or diskette[0-9] for the block device. As with the CD-ROM, it generates either the block name given the character name, or the character name given the block name.

warn.conf(4)

NAME

warn.conf - Kerberos warning configuration file

SYNOPSIS

/etc/krb5/warn.conf

DESCRIPTION

The warn.conf file contains configuration information specifying how users will be warned by the ktkt_warnd daemon about ticket expiration on a Kerberos client. Credential expiration warnings are sent to auth.notice. All other warning messages are sent to daemon.notice.

Each Kerberos client host must have a warn.conf file in order for users on that host to get Kerberos warnings from the client. Entries in the warn.conf file must have the following format:

principal syslog | terminal | mail time [email_address]

principal Specifies the principal name to be warned. The asterisk (*)

wildcard can be used to specify groups of principals.

syslog Sends the warnings to the system's syslog. Depending on the

/etc/syslog.conf file, syslog entries are written to the
/var/adm/messages file and/or displayed on the terminal.

terminal Sends the warnings to display on the terminal.

mail Sends the warnings as email to the address specified by

email_address.

time Specifies how much time before the TGT expires when a warning

should be sent. The default time value is seconds, but you can specify h (hours) and \mathfrak{m} (minutes) after the number to specify other

time values.

email_address Specifies the email address at which to send the warnings. This

field must be specified only with the mail field.

EXAMPLES

EXAMPLE 1 Specifying warnings

The following warn.conf entry

* syslog 5m

specifies that warnings will be sent to the syslog five minutes before the expiration of the TGT for all principals. The form of the message is:

jdb@ACME.COM: your kerberos credentials expire in 5 minutes

FILES

/usr/lib/krb5/ktkt warnd

Kerberos warning daemon

SEE ALSO

ktkt warnd(1M), SEAM(5)

NAME | utmp, wtmp – utmp and wtmp database entry formats

SYNOPSIS

#include <utmp.h> /var/adm/utmp /var/adm/wtmp

DESCRIPTION

The utmp and wtmp database files are obsolete and are no longer present on the system. They have been superseded by the extended database contained in the utmpx and wtmpx database files. See utmpx(4).

It is possible for $\protect\operatorname{\for}$ /utmp to reappear on the system. This would most likely occur if a third party application that still uses utmp recreates the file if it finds it missing. This file should not be allowed to remain on the system. The user should investigate to determine which application is recreating this file.

SEE ALSO

utmpx(4)

wtmpx(4)

NAME | utmpx, wtmpx – utmpx and wtmpx database entry formats

SYNOPSIS | #include <utmpx.h>

/var/adm/utmpx /var/adm/wtmpx

DESCRIPTION The utmpx and wtmpx files are extended database files that have superseded the

obsolete utmp and wtmp database files.

The utmpx database contains user access and accounting information for commands such as who(1), write(1), and login(1). The wtmpx database contains the history of

user access and accounting information for the utmpx database.

USAGE | Applications should not access these databases directly, but should use the functions

described on the getutxent(3C) manual page to interact with the utmpx and wtmpx

databases to ensure that they are maintained consistently.

FILES /var/adm/utmpx user access and adminstration information

/var/adm/wtmpx history of user access and adminstrative information

SEE ALSO | wait(2), getutxent(3C), wstat(3HEAD)

NAME

xferlog – FTP Server transfer log file

SYNOPSIS

/var/log/xferlog

DESCRIPTION

The xferlog file contains transfer logging information from the FTP Server, in.ftpd(1M). You can use the logfile capability to change the location of the log file. See ftpaccess(4).

Each server entry is composed of a single line of the following form. All fields are separated by spaces.

remote-host file-size filename current-time transfer-time transfer-type special-action-flag direction access-mode username service-name authentication-method authenticated-user-id completion-status

The fields are defined as follows:

current-time The current local time in the form DDD MMM dd hh:mm:ss

YYYY, where:

DDD Is the day of the week

Is the month MMM

Is the day of the month dd

Is the hour hh Is the minutes mm SS Is the seconds YYYY Is the year

transfer-time The total time in seconds for the transfer

remote-host The remote host name

file-size The number of bytes transferred filename The name of the transferred file

transfer-type A single character indicating the type of transfer:

> Indicates an ascii transfer b Indicates a binary transfer

special-action-flag One or more single character flags that indicate any special

action taken. The special-action-flag can have one of more of

the following values:

C File was compressed U File was uncompressed

T File was archived, for example, by using tar(1)

	_ (underbar	No action was taken.	
direction	The direction of the transfer. <i>direction</i> can have one of the following values:		
	o	Outgoing	
	i	Incoming	
access-mode		od by which the user is logged in. <i>access-mode</i> can of the following values:	
	a	For an anonymous user.	
	g	For a passworded guest user. See the description of the guestgroup capability in ftpaccess(4).	
	r	For a real, locally authenticated user	
username	The local username, or if anonymous, the ID string given		
service-name	The name of the service invoked, usually ftp		
authentication-method	The method of authentication used. <i>authentication-method</i> can have one of the following values:		
	0	None	
	1	RFC 931 authentication	
authenticated-user-id	The user ID returned by the authentication method. A \star is used if an authenticated user ID is not available.		
completion-status	A single character indicating the status of the transfer. <i>completion-status</i> can have one of the following values:		
	c	Indicates complete transfer	
	i	Indicates incomplete transfer	
/var/log/xferlog			

FILES

ATTRIBUTES

See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWftpr

SEE ALSO

tar(1), in.ftpd(1M), ftpaccess(4), ftpconversions(4), attributes(5)

StJohns, Mike. RFC 931, Authentication Server. Network Working Group. January 1985.

NAME

ypfiles – Network Information Service Version 2, formerly knows as YP

DESCRIPTION

The NIS network information service uses a distributed, replicated database of ndbm files (in ASCII form) contained in the /var/yp directory hierarchy on each NIS server. NIS is missing many key features that are desirable in a modern directory service. The Lightweight Directory Access Protocol (LDAP) is a preferred directory service. See 1dap(1).

Andbm database served by the NIS server is called an NIS map. An NIS domain is a subdirectory of /var/yp containing a set of NIS maps on each NIS server.

Standard nicknames are defined in the file /var/yp/nicknames. These names can be used in place of the full map name in the ypmatch and ypcat commands. The command ypcat -x can be used to display the current set of nicknames. The command ypwhich -m can be used to display all the available maps. Each line of the nickname file contains two fields separated by white space. The first field is the nickname and the second field is the name of the map that it expands to. The nickname cannot contain a ".".

FILES

/var/yp

Directory containing NIS configuration files.

/var/yp/binding

Stores the information required to bind the NIS client to the NIS server.

/var/yp/binding/ypdomain/ypservers

Contains the servers to which the NIS client is allowed to bind.

/var/yp/Makefile

Builds the NIS ndbm databases.

/var/yp/nicknames

Nicknames file.

/var/yp/securenets

Defines the hosts and networks that are granted access to information in the served domain. This file is read at startup time by ypserv and ypxfrd.

/var/yp/ypdomain

Directory containing ndbm databases.

SEE ALSO

ldap(1), nis+(1), makedbm(1M), nisaddent(1M), nissetup(1M), rpc.nisd(1M), ypbind(1M), ypinit(1M), ypmake(1M), ypserv(1M), ypxfrd(1M), ndbm(3C), ypclnt(3NSL)

NOTES

The NIS+ server, rpc.nisd, when run in "YP-compatibility mode", can support NIS clients only for the standard NIS maps listed below, provided that it has been set up to serve the corresponding NIS+ tables using nissetup(1M) and nisaddent(1M). The NIS+ server should serve the directory with the same name (case sensitive) as the domainname of the NIS client. NIS+ servers use secure RPC to verify client credentials

ypfiles(4)

but the NIS clients do not authenticate their requests using secure RPC. Therefore, NIS clients can look up the information stored by the NIS+ server only if the information has "read" access for an unauthenticated client (i.e. one with "nobody" NIS+ credentials).

NIS maps	NIS+ tables

passwd.byname passwd.org_dir
passwd.byuid passwd.org_dir
group.byname group.org_dir
group.bygid group.org_dir
publickey.byname cred.org_dir
hosts.byaddr hosts.org_dir
hosts.byname hosts.org_dir

mail.byaddr mail_aliases.org_dir mail.aliases mail_aliases.org_dir services.byname services.org_dir services.byservicename services.org_dir

rpc.bynumber rpc.org_dir rpc.byname rpc.org_dir

protocols.bynumber protocols.org dir protocols.byname protocols.org dir networks.byaddr networks.org dir networks.byname networks.org dir netmasks.bymask netmasks.org dir netmasks.byaddr netmasks.org dir ethers.byname ethers.org dir ethers.byaddr ethers.byname bootparams bootparams

auto.masterauto_master.org_dirauto.homeauto_home.org_dirauto.directauto_direct.org_dirauto.srcauto_src.org_dir

NAME

yppasswdd – configuration file for rpc.yppasswdd (NIS password daemon)

SYNOPSIS

/etc/default/yppasswdd

DESCRIPTION

The yppasswdd file contains a parameter that modifies the behavior of the rpc.yppasswdd(1M) daemon.

The yppasswdd file contains a single parameter:

#check restricted shell name=1

By default in the current release, this line in yppasswdd is commented out. If you uncomment the line, when a user attempts to change his default shell using 'passwd -r nis -e ' (see passwd(1)), the rpc.yppasswdd daemon checks whether the name of the user's current shell begins with an 'r'. rpc.yppasswdd considers any shell whose name begins with an 'r' (for example, rcsh) to be a restricted shell. If a user's shell does begin with 'r', his attempt to change from the default shell will fail.

If the line in the yppasswdd file is commented out (the default), the rpc.yppasswdd daemon does not perform the restricted shell check.

The yppasswdd file is editable only by root or a member of the sys group.

FILES

/etc/default/yppasswdd

configuration file for rpc.yppasswdd

daemon

SEE ALSO

rpc.yppasswdd(1M)

zoneinfo(4)

NAME | zoneinfo – timezone information

DESCRIPTION

For notes regarding the zoneinfo timezones, see /usr/share/lib/zoneinfo/src/README.

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