# Cross-Compiled Linux From Scratch

## Version 2.0.0-MIPS64-Multilib

# Cross-Compiled Linux From Scratch: Version 2.0.0-MIPS64-Multilib

# Table of Contents

# Preface

## Foreword

The Linux From Scratch Project has seen many changes in the few years of its existence. I personally became involved with the project in 1999, around the time of the 2.x releases. At that time, the build process was to create static binaries with the host system, then chroot and build the final binaries on top of the static ones.

Later came the use of the /static directory to hold the initial static builds, keeping them separated from the final system, then the PureLFS process developed by Ryan Oliver and Greg Schafer, introducing a new toolchain build process that divorces even our initial builds from the host. Finally, LFS 6 brought Linux Kernel 2.6, the udev dynamic device structure, sanitized kernel headers, and other improvements to the Linux From Scratch system.

The one "flaw" in LFS is that it has always been based on an x86 class processor. With the advent of the Athlon 64 and Intel EM64T processors, the x86-only LFS is no longer ideal. Throughout this time, Ryan Oliver developed and documented a process by which you could build Linux for any system and from any system, by use of cross-compilation techniques. Thus, the Cross-Compiled LFS (CLFS) was born.

CLFS follows the same guiding principles the LFS project has always followed, e.g., knowing your system inside and out by virtue of having built the system yourself. Additionally, during a CLFS build, you will learn advanced techniques such as cross-build toolchains, multilib support (32 & 64-bit libraries side-by-side), alternative architectures such as Sparc, MIPS, and Alpha, and much more.

We hope you enjoy building your own CLFS system, and the benefits that come from a system tailored to your needs.

--
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## Audience

There are many reasons why somebody would want to read this book. The principal reason is to install a Linux system from the source code. A question many people raise is, “why go through all the hassle of manually building a Linux system from scratch when you can just download and install an existing one?” That is a good question and is the impetus for this section of the book.

One important reason for the existence of CLFS is to help people understand how a Linux system works. Building an CLFS system helps demonstrate what makes Linux tick, and how things work together and depend on each other. One of the best things this learning experience provides is the ability to customize Linux to your own tastes and needs.

A key benefit of CLFS is that it allows users to have more control over their system without any reliance on a Linux implementation designed by someone else. With CLFS, *you* are in the driver's seat and dictate every aspect of the system, such as the directory layout and bootscript setup. You also dictate where, why, and how programs are installed.

Another benefit of CLFS is the ability to create a very compact Linux system. When installing a regular distribution, one is often forced to include several programs which are probably never used. These programs waste disk space or CPU cycles. It is not difficult to build an CLFS system of less than 100 megabytes (MB), which is substantially smaller than the majority of existing installations. Does this still sound like a lot of space? A few of us have been working on creating a very small embedded CLFS system. We successfully built a system that was specialized to run the Apache web server with approximately 8MB of disk space used. Further stripping could bring this down to 5 MB or less. Try that with a regular distribution! This is only one of the many benefits of designing your own Linux implementation.

We could compare Linux distributions to a hamburger purchased at a fast-food restaurant—you have no idea what might be in what you are eating. CLFS, on the other hand, does not give you a hamburger. Rather, CLFS provides the recipe to make the exact hamburger desired. This allows users to review the recipe, omit unwanted ingredients, and add your own ingredients to enhance the flavor of the burger. When you are satisfied with the recipe, move on to preparing it. It can be made to exact specifications—broil it, bake it, deep-fry it, or barbecue it.

Another analogy that we can use is that of comparing CLFS with a finished house. CLFS provides the skeletal plan of a house, but it is up to you to build it. CLFS maintains the freedom to adjust plans throughout the process, customizing it to the needs and preferences of the user.

Security is an additional advantage of a custom built Linux system. By compiling the entire system from source code, you are empowered to audit everything and apply all the security patches desired. It is no longer necessary to wait for somebody else to compile binary packages that fix a security hole. Unless you examine the patch and implement it yourself, you have no guarantee that the new binary package was built correctly and adequately fixes the problem.

The goal of Cross Linux From Scratch is to build a complete and usable foundation-level system. Readers who do not wish to build their own Linux system from scratch may not benefit from the information in this book. If you only want to know what happens while the computer boots, we recommend the “From Power Up To Bash Prompt” HOWTO located at *http://axiom.anu.edu.au/~okeefe/p2b/* or on The Linux Documentation Project's (TLDP) website at *http://www.tldp.org/HOWTO/From-PowerUp-To-Bash-Prompt-HOWTO.html*. The HOWTO builds a system which is similar to that of this book, but it focuses strictly on creating a system capable of booting to a BASH prompt. Consider your objective. If you wish to build a Linux system and learn along the way, this book is your best choice.

There are too many good reasons to build your own CLFS system to list them all here. This section is only the tip of the iceberg. As you continue in your CLFS experience, you will find the power that information and knowledge truly bring.

# Prerequisites

Building a CLFS system is not a simple task. It requires a certain level of existing knowledge of Unix system administration in order to resolve problems, and correctly execute the commands listed. In particular, as an absolute minimum, the reader should already have the ability to use the command line (shell) to copy or move files and directories, list directory and file contents, and change the current directory. It is also expected that the reader has a reasonable knowledge of using and installing Linux software. A basic knowledge of the architectures being used in the Cross LFS process and the host operating systems in use is also required.

Because the CLFS book assumes *at least* this basic level of skill, the various CLFS support forums are unlikely to be able to provide you with much assistance. Your questions regarding such basic knowledge will likely go unanswered, or you will be referred to the CLFS essential pre-reading list.

Before building a CLFS system, we recommend reading the following HOWTOs:

- Software-Building-HOWTO

*http://www.tldp.org/HOWTO/Software-Building-HOWTO.html*

This is a comprehensive guide to building and installing “generic” Unix software distributions under Linux.

- The Linux Users' Guide
  *http://www.linuxhq.com/guides/LUG/guide.html*

  This guide covers the usage of assorted Linux software.

- The Essential Pre-Reading Hint
  *http://hints.cross-lfs.org/index.php/Essential_Prereading*

  This is a hint written specifically for users new to Linux. It includes a list of links to excellent sources of information on a wide range of topics. Anyone attempting to install CLFS should have an understanding of many of the topics in this hint.

# Host System Requirements

You should be able to build a CLFS system from just about any Unix-type operating system. Your host system should have the following software with the minimum versions indicated. Also note that many distributions will place software headers into separate packages, often in the form of “[package-name]-devel” or “[package-name]-dev”. Be sure to install those if your distribution provides them.

- **Bash-2.05a**
- **Binutils-2.12** (Versions greater than 2.23 are not recommended as they have not been tested)
- **Bison-1.875**
- **Bzip2-1.0.2**
- **Coreutils-5.0**
- **Diffutils-2.8**
- **Findutils-4.1.20**
- **Gawk-3.1.5**
- **GCC 4.1** (Versions greater than 4.6.3 are not recommended as they have not been tested)
- **Glibc-2.2.5** (Versions greater than 2.15 are not recommended as they have not been tested)
- **Grep-2.5**
- **Gzip-1.2.4**
- **Linux 2.6.32 (Built with GCC 4.1.2 or later)**
- **Make-3.80**
- **Ncurses-5.3**
- **Patch-2.5.4**
- **Sed-3.0.2**
- **Tar-1.22**
- **Texinfo-4.7**
- **XZ-Utils-4.999.8beta**

To see whether your host system has all the appropriate versions, create and run the following script. Read the output carefully for any errors, and make sure to install any packages that are reported as not found.

```
cat > version-check.sh << "EOF"
#!/bin/bash

# Simple script to list version numbers of critical development tools

bash --version | head -n1 | cut -d" " -f2-4
echo -n "Binutils: "; ld --version | head -n1 | cut -d" " -f3-
bison --version | head -n1
bzip2 --version 2>&1 < /dev/null | head -n1 | cut -d" " -f1,6-
echo -n "Coreutils: "; chown --version | head -n1 | cut -d")" -f2
diff --version | head -n1
find --version | head -n1
gawk --version | head -n1
gcc --version | head -n1
ldd $(which ${SHELL}) | grep libc.so | cut -d ' ' -f 3 | ${SHELL} | head -n 1 | c
grep --version | head -n1
gzip --version | head -n1
uname -s -r
make --version | head -n1
tic -V
patch --version | head -n1
sed --version | head -n1
tar --version | head -n1
makeinfo --version | head -n1
xz --version | head -n1
echo 'main(){}' | gcc -v -o /dev/null -x c - > dummy.log 2>&1
if ! grep -q ' error' dummy.log; then
  echo "Compilation successful" && rm dummy.log
else
  echo 1>&2  "Compilation FAILED - more development packages may need to be \
installed. If you like, you can also view dummy.log for more details."
fi
EOF

bash version-check.sh 2>errors.log &&
[ -s errors.log ] && echo -e "\nThe following packages could not be found:\n$(cat
```

# Typography

To make things easier to follow, there are a few typographical conventions used throughout this book. This section contains some examples of the typographical format found throughout Cross-Compiled Linux From Scratch.

```
./configure --prefix=/usr
```

This form of text is designed to be typed exactly as seen unless otherwise noted in the surrounding text. It is also used in the explanation sections to identify which of the commands is being referenced.

```
install-info: unknown option '--dir-file=/mnt/clfs/usr/info/dir'
```

This form of text (fixed-width text) shows screen output, probably as the result of commands issued. This format is also used to show filenames, such as `/etc/ld.so.conf`.

*Emphasis*

This form of text is used for several purposes in the book. Its main purpose is to emphasize important points or items.

*http://cross-lfs.org/*

This format is used for hyperlinks, both within the CLFS community and to external pages. It includes HOWTOs, download locations, and websites.

```
cat > ${CLFS}/etc/group << "EOF"
root:x:0:
bin:x:1:
......
EOF
```

This format is used when creating configuration files. The first command tells the system to create the file `${CLFS}/etc/group` from whatever is typed on the following lines until the sequence end of file (EOF) is encountered. Therefore, this entire section is generally typed as seen.

*`[REPLACED TEXT]`*

This format is used to encapsulate text that is not to be typed as seen or copied-and-pasted.

`passwd(5)`

This format is used to refer to a specific manual page (hereinafter referred to simply as a “man” page). The number inside parentheses indicates a specific section inside of **man**. For example, **passwd** has two man pages. Per CLFS installation instructions, those two man pages will be located at `/usr/share/man/man1/passwd.1` and `/usr/share/man/man5/passwd.5`. Both man pages have different information in them. When the book uses `passwd(5)` it is specifically referring to `/usr/share/man/man5/passwd.5`. **man passwd** will print the first man page it finds that matches “passwd”, which will be `/usr/share/man/man1/passwd.1`. For this example, you will need to run **man 5 passwd** in order to read the specific page being referred to. It should be noted that most man pages do not have duplicate page names in different sections. Therefore, **man *`[program name]`*** is generally sufficient.

# Structure

This book is divided into the following parts.

## Part I - Introduction

Part I explains a few important notes on how to proceed with the Cross-LFS installation. This section also provides meta-information about the book.

## Part II - Preparing for the Build

Part II describes how to prepare for the building process—making a partition and downloading the packages.

### Part III - Make the Cross-Compile Tools

Part III shows you how to make a set of Cross-Compiler tools. These tools can run on your host system but allow you to build packages that will run on your target system.

### Part IV - Building the Basic Tools

Part IV explains how to build a tool chain designed to operate on your target system. These are the tools that will allow you to build a working system on your target computer.

### Part V - Building the CLFS System

Part V guides the reader through the building of the CLFS system—compiling and installing all the packages one by one, setting up the boot scripts, and installing the kernel. The resulting Linux system is the foundation on which other software can be built to expand the system as desired. At the end of this book, there is an easy to use reference listing all of the programs, libraries, and important files that have been installed.

### Appendices

The appendices contain information that doesn't really fit anywhere else in the book. Appendix A contains definitions of acronyms and terms used in the book; Appendices B and C have information about package dependencies and the build order. Some architectures may have additional appendices for arch-specific issues.

## Errata

The software used to create a CLFS system is constantly being updated and enhanced. Security warnings and bug fixes may become available after the CLFS book has been released. Some host systems may also have problems building CLFS. To check whether the package versions or instructions in this release of CLFS need any modifications to accommodate security vulnerabilities, other bug fixes, or host-specific issues, please visit *http://trac.cross-lfs.org/wiki/errata* before proceeding with your build. You should note any changes shown and apply them to the relevant section of the book as you progress with building the CLFS system.

# Part I. Introduction

# Chapter 1. Introduction

## 1.1. Cross-LFS Acknowledgements

The CLFS team would like to acknowledge people who have assisted in making the book what it is today.

Our Leaders:

- Ryan Oliver - Build Process Developer.
- Jim Gifford - Lead Developer.
- Joe Ciccone - Lead Developer.
- Jeremy Utley - Release Manager 1.x Series.

Our CLFS Team:

- Nathan Coulson - Bootscripts.
- Matt Darcy - x86, X86_64, and Sparc builds.
- Manuel Canales Esparcia - Book XML.
- Karen McGuiness - Proofreader.
- Jonathan Norman - x86, x86_64, PowerPC & UltraSPARC.
- Jeremy Huntwork - PowerPC, x86, Sparc builds.
- Justin Knierim - Website Architect.
- Ken Moffat - PowerPC and X86_64 builds. Developer of Pure 64 Hint.
- Alexander E. Patrakov - Udev/Hotplug Integration
- Chris Staub - x86 builds. Leader of Quality Control.
- Zack Winkles - Unstable book work.
- William Harrington - x86, x86_64, PowerPC, Sparc, Mips builds.

Outside the Development Team

- Jürg Billeter - Testing and assisting in the development of the Linux Headers Package
- Richard Downing - Testing, typo, and content fixes.
- Peter Ennis - Typo and content fixes.
- Tony Morgan - Typo and content fixes.

The CLFS team would also like to acknowledge contributions of people from *clfs-dev@lists.cross-lfs.org* and associated mailing lists who have provided valuable technical and editorial corrections while testing the Cross-LFS book.

- G. Moko - Text updates and Typos
- Maxim Osipov - MIPS Testing.
- Doug Ronne - Various x86_64 fixes.
- William Zhou - Text updates and Typos

- Theo Schneider - Testing of the Linux Headers Package

The Linux From Scratch Project

- *Gerard Beekmans* <gerard@linuxfromscratch.org> – Creator of Linux From Scratch, on which Cross-LFS is based

Thank you all for your support.

# 1.2. How to Build a CLFS System

The CLFS system will be built by using a previously installed Unix system or Linux distribution (such as Debian, Fedora, Mandriva, SUSE, or Ubuntu). This existing system (the host) will be used as a starting point to provide necessary programs, including a compiler, linker, and shell, to build the new system. Select the “development” option during the distribution installation to be able to access these tools.

As an alternative to installing an entire separate distribution onto your machine, you may wish to use a livecd. Most distributions provide a livecd, which provides an environment to which you can add the required tools onto, allowing you to successfully follow the instructions in this book. Remember that if you reboot the livecd you will need to reconfigure the host environment before continuing with your build.

Preparing a New Partition of this book describes how to create a new Linux native partition and file system, the place where the new CLFS system will be compiled and installed. Packages and Patches explains which packages and patches need to be downloaded to build a CLFS system and how to store them on the new file system. Final Preparations discusses the setup for an appropriate working environment. Please read Final Preparations carefully as it explains several important issues the developer should be aware of before beginning to work through Constructing Cross-Compile Tools and beyond.

Constructing Cross-Compile Tools explains the installation of cross-compile tools which will be built on the host but be able to compile programs that run on the target machine. These cross-compile tools will be used to create a temporary, minimal system that will be the basis for building the final CLFS system. Some of these packages are needed to resolve circular dependencies—for example, to compile a compiler, you need a compiler.

The process of building cross-compile tools first involves building and installing all the necessary tools to create a build system for the target machine. With these cross-compiled tools, we eliminate any dependencies on the toolchain from our host distro.

After we build our “Cross-Tools”, we start building a very minimal working system in /tools. This minimal system will be built using the cross-toolchain in /cross-tools.

In Installing Basic System Software, the full CLFS system is built. Depending on the system you are cross-compiling for, you will either boot the minimal temp-system on the target machine, or chroot into it.

The **chroot** (change root) program is used to enter a virtual environment and start a new shell whose root directory will be set to the CLFS partition. This is very similar to rebooting and instructing the kernel to mount the CLFS partition as the root partition. The major advantage is that “chrooting” allows the builder to continue using the host while CLFS is being built. While waiting for package compilation to complete, a user can switch to a different virtual console (VC) or X desktop and continue using the computer as normal.

Some systems cannot be built by chrooting so they must be booted instead. Generally, if you building for a different arch than the host system, you must reboot because the kernel will likely not support the target machine. Booting involves installing a few additional packages that are needed for bootup, installing bootscripts, and building a miminal kernel. We also describe some alternative booting methods in Section 7.21, “What to do next”

To finish the installation, the CLFS-Bootscripts are set up in Setting Up System Bootscripts, and the kernel and boot loader are set up in Making the CLFS System Bootable. The End contains information on furthering the CLFS experience beyond this book. After the steps in this book have been implemented, the computer will be ready to reboot into the new CLFS system.

This is the process in a nutshell. Detailed information on each step is discussed in the following chapters and package descriptions. Items that may seem complicated will be clarified, and everything will fall into place as the reader embarks on the CLFS adventure.

# 1.3. Recommended Build Information

On the RaQ2, we are recommending the following:

The RaQ2 uses DOS style partitions, so build on a x86 and put the RaQ2 hard drive into that system.

Follow the directions using the reboot section.

Remove the hard drive and put it into the RaQ2 and continue your build.

On other MIPS based systems, you will have to build on the machine itself, since most of the other MIPS machines use SGI style partitions.

# 1.4. Master Changelog

This is version 2.0.0 of the Cross-Compiled Linux From Scratch book, dated April 20, 2013. If this book is more than six months old, a newer and better version is probably already available. To find out, please check one of the mirrors via *http://trac.cross-lfs.org/*.

Below is a list of detailed changes made since the previous release of the book.

**Changelog Entries:**

- March 02, 2013
  - [William Harrington] - Update foreword.
  - [William Harrington] - Update errata location.
- February 16, 2013
  - [William Harrington] - Remove unneccessary config.cache entry in boot and chroot ections of util-linux.
- February 13, 2013
  - [William Harrington] - Update dhcpcd download location.
- February 09, 2013
  - [William Harrington] - Add test suite commands to final-system udev.
  - [William Harrington] - Update iana-etc note section for get fix patch.
- February 08, 2013
  - [William Harrington] - Move gawk before findutils in final system for findutils test-suite coverage.
  - [William Harrington] - Move less before gzip in final system for gzip test-suite coverage.
  - [William Harrington] - Update test suite entry for final-system rsyslog.

- February 06, 2013
  - [William Harrington] - Edit final system ncurses test suite information.
  - [William Harrington] - Edit final system util-linux test suite information.
  - [William Harrington] - Edit final system coreutils test suite information.
- February 03, 2013
  - [William Harrington] - Change locale country to locale territory. Country is no longer valid.
- January 27, 2013
  - [William Harrington] - Add new line to boot method and bootable section fstab.
  - [William Harrington] - Fix improper ../run -> /var/run link.
- December 27, 2012
  - [William Harrington] - Move ProcPS before E2fsprogs as test suite requires ps.
- December 13, 2012
  - [Chris] - Removed redundant --enable-add-ons parameter from EGLIBC installation.
- November 18, 2012
  - [Chris] - Many updates to list of installed programs
- November 17, 2012
  - [William Harrington] - Skip kill during installation of final-system Procps.
  - [William Harrington] - Remove sulogin, mountpoint, utmpdump, and wall from sysvinit.
- November 12, 2012
  - [Chris] - Removed unneeded --disable-perl-regexp from temp-system grep.
- November 05, 2012
  - [William Harrington] - Update gcc branch update patch to r193147.
  - [William Harrington] - Update binutils to 2.23.
  - [William Harrington] - Remove Binutils 2.22 branch update patch.
  - [William Harrington] - Modify coreutils temp system build.
- November 04, 2012
  - [William Harrington] - Update bash branch update patch to level 39.
- November 02, 2012
  - [William Harrington] - Disable login and su programs in util-linux.
  - [William Harrington] - Edit hwclock sed for util-linux.
  - [William Harrington] - Edit Coreutils testsuite section.
- November 01, 2012
  - [William Harrington - Update Patch to 2.7.1.
  - [William Harrington - Update Perl to 5.16.2.
  - [William Harrington - Update Pkg-Config-Lite to 0.27.1-1.

    - [William Harrington - Update Psmisc to 22.20.
    - [William Harrington - Update Readline branch update patch to level 004.
    - [William Harrington - Update Util-linux to 2.22.1.
    - [William Harrington - Update Vim-7.3 to patchlevel 712.
    - [William Harrington - Linux kernel to 3.4.17.
    - [William Harrington - Remove patch test fix patch.
- October 31, 2012
    - [William Harrington] - Update eglibc to revision 21435.
    - [William Harrington] - Update automake to 1.12.4.
    - [William Harrington] - Update bison to 2.6.4.
    - [William Harrington] - Update coreutils to 8.20.
    - [William Harrington] - Update e2fsprogs to 1.42.6.
    - [William Harrington] - Update gzip to 1.5.
    - [William Harrington] - Update kmod to 10.
    - [William Harrington] - Update less to 451.
    - [William Harrington] - Update man-pages to 3.43.
    - [William Harrington] - Update mpc to 1.0.1.
- October 25, 2012
    - [Chris] - Updated "What now?" to reflect the name change of freshmeat.net.
- October 23, 2012
    - [William Harrington} - Add cross-tools M4 patch.
- October 17, 2012
    - [William Harrington} - Edit coreutils test suite command for su.
- October 15, 2012
    - [William Harrington} - Move shadow before coreutils
- September 17, 2012
    - [William Harrington] - Change ncftp reference in downloadclients page to link to the cblfs ncftp page.
    - [William Harrington] - Update linux kernel version from 3.4.9 to 3.4.11.
- September 14, 2012
    - [William Harrington] - Update iproute 3.4.0 libdir hash and size.
    - [William Harrington] - Update download list link and adjust text in Introduction of packages and patches.
- September 11, 2012
    - [William Harrington] - Install NIS and RPC related headers in cross-tools and final-system eglibc/eglibc-64bit installs.
- September 07, 2012
    - [William Harrington] - Remove --with-rootlibdir from kmod configure in Ch 7.

- [William Harrington] - Disable the build of static libraries when appropriate during cross-tools phase.
- [William Harrington] - Remove creation of passwd and login links during Ch7 Boot section shadow.
- [William Harrington] - Add passwd to the string of created symlinks in Ch7 Boot section.

- September 06, 2012
  - [William Harrington] - Fix /var/run /run link command during createfiles part of the If you are going to boot section.
  - [William Harrington] - Add shadow to If you are going to boot section.
  - [William Harrington] - Remove enable-login-utils form util-linux in the If you are going to boot section.
- September 04, 2012
  - [William Harrington] - Add a command to final-sytem Bison to add a variable to config.cache.
  - [William Harrington] - Correct zlib 1.2.7 md5sum.
  - [William Harrington] - Update Udev configure options in boot and final-system sections.
  - [William Harrington] - Update bootscripts to be proper with udev updates.
- September 03, 2012
  - [William Harrington] - Add a new Download Client page to The end section.
- August 30, 2012
  - [William Harrington] - Update host system requirements. Linux kernel version in book 2.6.32 or greater.
  - [William Harrington] - Add --with-default-terminfo-dir=/usr/share/terminfo to final-system ncurses because of branch update changes.
- August 29, 2012
  - [William Harrington] - Edit cross-tools PPL configuration line.
  - [William Harrington] - Update linux kernel host system requirement to 2.6.32.
  - [William Harrington] - Update eglibc instructions and update eglibc text for 2.6.32 kernel support.
- August 28, 2012
  - [William Harrington] - Edit shadow groups program and man-pages disabling section.
- August 27, 2012
  - [William Harrington] - Create and add binutils 2.22 branch update patch.
  - [William Harrington] - Update bison version to 2.6.2.
  - [William Harrington] - Update coreutils version to 8.19.
  - [William Harrington] - Update e2fsprogs version to 1.42.5.
  - [William Harrington] - Update flex version to 2.5.37.
  - [William Harrington] - Create gcc 4.6.3 branch update patch and add to book.
  - [William Harrington] - Update grep version to 2.14.
  - [William Harrington] - Update grub version to 2.00.
  - [William Harrington] - Update iproute2 version to 3.4.0 and rediff Iproute2 patch.
  - [William Harrington] - Update kmod version to 9.

- [William Harrington] - Update linux version to 3.4.9.
- [William Harrington] - Update man-pages version to 3.42.
- [William Harrington] - Update mpc version to 1.0.
- [William Harrington] - Update mpfr version to 3.1.1.
- [William Harrington] - Update ncurses branch update patch.
- [William Harrington] - Update perl version to 5.16.1 and rediff libc and multilib patches.
- [William Harrington] - Replace pkg-config with pkg-config-lite 0.27-1.
- [William Harrington] - Remove glib package from book.
- [William Harrington] - Update PPL version to 0.12.1.
- [William Harrington] - Update psmisc version to 22.19.
- [William Harrington] - Update rsyslog version to 6.2.2.
- [William Harrington] - Update shadow version to 4.1.5.1.
- [William Harrington] - Update util-linux version to 2.21.2.
- [William Harrington] - Updatea xz version to 5.0.4.
- [William Harrington] - Edit PPL configuration command line.
- [William Harrington] - Remove flex gcc44 patch.
- [William Harrington] - Add /run/shm to create directories sections of the book.
- [William Harrington] - Remove GLIB CFLAGS and LIBS variables from pkg-config configuration line.
- [William Harrington] - Remove sed for Russian man pages from shadow.
- [William Harrington] - Replace MD5 encrypt method with SHA512 for shadow login.defs.
- [William Harrington] - Edit shadow configuration command line.
- [William Harrington] - Update udev configuration command line for proper installation.
- [William Harrington] - Update cross and temp PPL to detect and use the proper gmp for sure.
- [William Harrington] - Add note for iana-etc install.
- [William Harrington] - Remove unneeded Bison YYENABLE_NLS edit.

- August 26, 2012
  - [William Harrington] - Correct IPutils build so that rdisc is created and remove multiple rdisc entries for non multilib books and add rdisc to multilib books.
  - [William Harrington] - Add the note for libee in all books and clarify the issue with additional text.
- August 22, 2012
  - [William Harrington] - Remove bash reference in hostreqs version script to use $SHELL variable.
- 18 August 2012
  - [William Harrington] - Update automake to 1.12.3.
- 15 August 2012
  - [William Harrington] - Update download list location.
- 13 August 2012

    - [William Harrington] - Add xz and zlib compression to boot method kmod.
- 11 August 2012
    - [William Harrington] - Edit configure command block in the boot method udev section so that copy and paste works properly.
    - [William Harrington] - Edit configure command boot method kmod section to install libkmod into /tools/lib rather than /lib.
- 06 August 2012
    - [William Harrington] - Adjust XZ final system install command to properly install the lzma pkgconfig file to the proper location.
    - [William Harrington] - Update version check script to find the libc version with hosts that use paths other than /lib and /lib64, such as multiarch distros.
- 02 August 2012
    - [William Harrington] - Add ${CLFS} to the ln -s /run /var/run command for the boot method.
- 31 July 2012
    - [William Harrington] - Added myself to the acknowledgements page.
- 23 July 2012
    - [William Harrington] - Add xz-utils to host system requirements.
- 21 July 2012
    - [William Harrington] - Update vim 7.3 patch to level 608.
    - [William Harrington] - Update bash 4.2 patch to level 37.
    - [William Harrington] - Change description of chattr of e2fsprogs.
    - [William Harrington] - Remove unneeded eglibc-2.15-r17386-dl_dep_fix-1.patch from patches.
    - [William Harrington] - Remove graphite configuration options from Binutils.
    - [William Harrington] - Update automake version to 1.12.2.
- 18 July 2012
    - [Jonathan] - Removed non-existing GCC Branch Update from patch list.
- 10 June 2012
    - [Jonathan] - Added patch to update default Protocol and Service files for Iana-etc.
    - [Jonathan] - Added devtmpfs and firmware_install to the kernel.
    - [Jonathan] - Updated final Coreutils configuration to allow building as the root user.
- 6 June 2012
    - [Jonathan] - Updated Coreutils from 8.15 to 8.16.
    - [Jonathan] - Updated Util-linux from 2.20 to 2.20.1.
- 4 June 2012
    - [Jonathan] - Updated DHCPD from 5.5.4 to 5.5.6.
    - [Jonathan] - Updated Udev from 181 to 182.

- [Jonathan] - Updated Libee from 0.3.2 to 0.4.1.
- [Jonathan] - Updated PSMisc from 22.15 to 22.17.
- [Jonathan] - Updated Kmod from 6 to 8.
- [Jonathan] - Updated Automake from 1.11.3 to 1.12.1.
- [Jonathan] - Updated Autoconf from 2.68 to 2.69.
- [Jonathan] - Updated IPRoute2 from 3.2.0 to 3.3.0.
- [Jonathan] - Updated E2fsprogs from 1.41 to 1.42.3.
- [Jonathan] - Updated Glib2 from 2.28.6 to 2.28.8.
- [Jonathan] - Updated Man-Pages from 3.35 to 3.41.
- [Jonathan] - Updated Grep from 2.10 to 2.12.
- [Jonathan] - Updated Gawk from 4.0.0 to 4.0.1.
- [Jonathan] - Updated Zlib from 1.2.6 to 1.2.7.
- [Jonathan] - Updated GCC from 4.6.2 to 4.6.3.
- [Jonathan] - Updated GMP from 0.11.2 to 0.12.1.
- [Jonathan] - Updated File from 5.10 to 5.11.
- [Jonathan] - Updated Linux from 3.2.6 to 3.3.7.
- [Jonathan] - Updated Bash Branch Update patch to -4.
- [Jonathan] - Updated Vim Branch Update patch to -4.

- 15 April 2012
  - [Jonathan] - Added /run to the book.
  - [Jonathan] - Upgraded Udev from 168 to 181.
- 14 March 2012
  - [Jonathan] - Replaces Module-Init-tools with Kmod.
- 3 March 2012
  - [Jonathan] - Updated Eglibc 2.15 from r16526 to r17386 and fixed directory name.
- 29 February 2012
  - [Jonathan] - Added Login to the created links in the boot method - thanks Code Monkey.
  - [Jonathan] - Fixed issue with mutlilib e2fsprogs boot method.
- 20 February 2012
  - [Jonathan] - Added --without-nscd to Shadow.
  - [Jonathan] - Added --with-ppl to cross and temp Binutils.
- 18 February 2012
  - [Jonathan] - Enabled Patch test suite.
  - [Jonathan] - Diffutils now includes a test suite.
  - [Jonathan] - Updated Readline Branch Update to -2.
  - [Jonathan] - Fixed IPRoute2 compilation issue by removing unused libnl headers.

- 17 February 2012
  - [Jonathan] - Added Iana-etc patch and update command.
  - [Jonathan] - Replaced ClooG-PPL with ClooG-0.16.3.
- 16 February 2012
  - [Jonathan] - Updated Ncurses Branch Update to -3.
  - [Jonathan] - Added Eglibc patch to fix memory issue with ALSA.
  - [Jonathan] - Updated Man-pages to 3.35.
- 15 February 2012
  - Updated Vim Branch Update patch to -3.
  - Updated Bash Branch Update patch to -3.
  - Updated Automake to 1.11.3.
  - Updated Binutils to 2.22.
  - Updated Coreutils to 8.15.
  - Updated DHCPD to 5.5.4.
  - Updated Diffutils to 3.2.
  - Updated Eglibc to 2.15.
  - Updated E2fsprogs to 1.4.2.
  - Updated File to 5.10.
  - Updated Gawk to 4.0.
  - Updated GCC to 4.6.2.
  - Updated GMP to 5.0.4.
  - Updated Grep to 2.10.
  - Updated Grep to 2.10.
  - Updated Iproute2 to 3.2.0.
  - Updated Less to 444.
  - Updated Libee to 0.3.2.
  - Updated Libtool to 2.4.2.
  - Updated Linux to 3.2.x.
  - Updated Module-init-tools to 3.15.
  - Updated MPFR to 3.1.0.
  - Updated Perl to 5.14.2.
  - Updated PSmisc to 22.15.
  - Updated Rsyslog to 6.2.0.
  - Updated Shadow to 4.1.5.
  - Updated TCL to 8.5.11.
  - Updated Util-linux to 2.20.

- Updated XZ-Utils to 5.0.3.
- Updated Zlib to 1.2.6.

- 15 February 2012
  - [Jonathan] - Changelog restarted, see the 1.2.0 book for the old changelog.

# 1.5. Changelog for MIPS 64 Bit

Below is a list of changes specifics for this architecture made since the previous release of the book. For general changes see Master Changelog,

**Changelog Entries:**

- 09 February 2013
  - [William Harrington] - Fix eglibc-ports extraction command.
- 27 January 2013
  - [William Harrington] - Fix util-linux boot method instructions.
- 14 September 2012
  - [William Harrington] - Fix MIPS books eglibc-ports extract command.
  - [William Harrington] - Remove unneeded eglibc-ports directory move.
- 11 September 2012
  - [William Harrington] - Remove rpc header fix for final-system eglibc multilib 32 bit.
- 08 September 2012
  - [William Harrington] - Remove multiarch_wrapper.c along with the test links.
- 26 August 2012
  - [William Harrington] - Remove link commands from Kmod N32 and 32-bit as they are created in the final 64-bit kmod build.
- 07 August 2012
  - [William Harrington] - Edit configure command in final system 32 bit xz.
- 31 July 2012
  - [William Harrington] - Remove multiarch wrapper testcase binaries and link.
- 21 July 2012
  - [William Harrington] - Added procps HZ patch.
  - [William Harrington] - Remove 32 bit util-linux logger binary move in multilib.
  - [William Harrington] - Remove multiarch wrapper testcase test link.
  - [William Harrington] - Fix 32 bit, N32 bit and 64 bit udev preparation instructions.
  - [William Harrington] - Fix 32 bit and N32 bit kmod preparation instructions.
  - [William Harrington] - Fix rpc build issue in final system eglibc 32 bit build.
- July 13, 2011
  - [Jonathan] - Added Mips-fix patch to resolve GCC segfault issue.

- June 15, 2011
  - [Jonathan] - Removed duplicated sed command from eglibc 32 bit final.
- November 17, 2007
  - [ken] - Put e2fsprogs libraries into /tools/lib64 in "if you are going to chroot". Thanks to Jacek Herold for the report.
- November 21, 2006
  - [jim] - Updated to Colo 1.22.
- October 26, 2006
  - [jim] - Added patch to Glibc 2.5, to fix an issue of a missing ldd-rewrite.sed.
- August 28, 2006
  - [jim] - Changelog restarted, see the 1.0.0 book for the old changelog.

# 1.6. Resources

## 1.6.1. FAQ

If during the building of the CLFS system you encounter any errors, have any questions, or think there is a typo in the book, please start by consulting the Frequently Asked Questions (FAQ) that is located at *http://trac.cross-lfs.org/wiki/faq*.

## 1.6.2. Mailing Lists

The `cross-lfs.org` server hosts a number of mailing lists used for the development of the CLFS project. These lists include the main development and support lists, among others. If the FAQ does not contain your answer, you can search the CLFS lists via The Mail Archive *http://www.mail-archive.com*. You can find the mail lists with the following link:

*http://www.mail-archive.com/index.php?hunt=clfs*

For information on the different lists, how to subscribe, archive locations, and additional information, visit *http://trac.cross-lfs.org/wiki/lists*.

## 1.6.3. News Server

Cross-LFS does not maintain its own News Server, but we do provide access via `gmane.org` *http://gmane.org*. If you want to subscribe to the Cross-LFS lists via a newsreader you can utilize `gmane.org`. You can find the gmane search for CLFS with the following link:

*http://dir.gmane.org/search.php?match=clfs*

## 1.6.4. IRC

Several members of the CLFS community offer assistance on our community Internet Relay Chat (IRC) network. Before using this support, please make sure that your question is not already answered in the CLFS FAQ or the mailing list archives. You can find the IRC network at `chat.freenode.net`. The support channel for cross-lfs is named #cross-lfs. If you need to show people the output of your problems, please use http://pastebin.cross-lfs.org and reference the pastebin URL when asking your questions.

### 1.6.5. Mirror Sites

The CLFS project has a number of world-wide mirrors to make accessing the website and downloading the required packages more convenient. Please visit the CLFS website at *http://trac.cross-lfs.org/wiki/mirrors* for mirrors of CLFS.

### 1.6.6. Contact Information

Please direct all your questions and comments to the CLFS mailing lists (see above).

## 1.7. Help

If an issue or a question is encountered while working through this book, check the FAQ page at *http://trac.cross-lfs.org/wiki/faq#generalfaq*. Questions are often already answered there. If your question is not answered on this page, try to find the source of the problem. The following hint will give you some guidance for troubleshooting: *http://hints.cross-lfs.org/index.php/Errors*.

We also have a wonderful CLFS community that is willing to offer assistance through the mailing lists and IRC (see the Section 1.6, “Resources” section of this book). However, we get several support questions everyday and many of them can be easily answered by going to the FAQ and by searching the mailing lists first. So for us to offer the best assistance possible, you need to do some research on your own first. This allows us to focus on the more unusual support needs. If your searches do not produce a solution, please include all relevant information (mentioned below) in your request for help.

### 1.7.1. Things to Mention

Apart from a brief explanation of the problem being experienced, the essential things to include in any request for help are:

- The version of the book being used (in this case 2.0.0)
- The host distribution and version being used to create CLFS.
- The architecture of the host and target.
- The value of the $CLFS_HOST, $CLFS_TARGET, $BUILD32, and $BUILD64 environment variables.
- The package or section in which the problem was encountered.
- The exact error message or symptom received. See Section 1.7.3, “Compilation Problems” below for an example.
- Note whether you have deviated from the book at all. A package version change or even a minor change to any command is considered deviation.

**Note**

Deviating from this book does *not* mean that we will not help you. After all, the CLFS project is about personal preference. Be upfront about any changes to the established procedure—this helps us evaluate and determine possible causes of your problem.

### 1.7.2. Configure Script Problems

If something goes wrong while running the **configure** script, review the `config.log` file. This file may contain the errors you encountered during **configure**. It often logs errors that may have not been printed to the screen. Include only the *relevant* lines if you need to ask for help.

## 1.7.3. Compilation Problems

Both the screen output and the contents of various files are useful in determining the cause of compilation problems. The screen output from the **configure** script and the **make** run can be helpful. It is not necessary to include the entire output, but do include enough of the relevant information. Below is an example of the type of information to include from the screen output from **make**:

```
gcc -DALIASPATH=\"/mnt/clfs/usr/share/locale:.\"
-DLOCALEDIR=\"/mnt/clfs/usr/share/locale\"
-DLIBDIR=\"/mnt/clfs/usr/lib\"
-DINCLUDEDIR=\"/mnt/clfs/usr/include\" -DHAVE_CONFIG_H -I. -I.
-g -O2 -c getopt1.c
gcc -g -O2 -static -o make ar.o arscan.o commands.o dir.o
expand.o file.o function.o getopt.o implicit.o job.o main.o
misc.o read.o remake.o rule.o signame.o variable.o vpath.o
default.o remote-stub.o version.o opt1.o
-lutil job.o: In function `load_too_high':
/clfs/tmp/make-3.79.1/job.c:1565: undefined reference
to `getloadavg'
collect2: ld returned 1 exit status
make[2]: *** [make] Error 1
make[2]: Leaving directory `/clfs/tmp/make-3.79.1'
make[1]: *** [all-recursive] Error 1
make[1]: Leaving directory `/clfs/tmp/make-3.79.1'
make: *** [all-recursive-am] Error 2
```

In this case, many people would just include the bottom section:

```
make [2]: *** [make] Error 1
```

This is not enough information to properly diagnose the problem because it only notes that something went wrong, not *what* went wrong. The entire section, as in the example above, is what should be saved because it includes the command that was executed and the associated error message(s).

An excellent article about asking for help on the Internet is available online at *http://catb.org/~esr/faqs/smart-questions.html*. Read and follow the hints in this document to increase the likelihood of getting the help you need.

# Part II. Preparing for the Build

# Chapter 2. Preparing a New Partition

## 2.1. Introduction

In this chapter, the partition which will host the CLFS system is prepared. We will create the partition itself, create a file system on it, and mount it.

## 2.2. Creating a New Partition

Like most other operating systems, CLFS is usually installed on a dedicated partition. The recommended approach to building a CLFS system is to use an available empty partition or, if you have enough unpartitioned space, to create one. However, if you're building for a different architecture you can simply build everything in “/mnt/clfs” and transfer it to your target machine.

A minimal system requires around 6 gigabytes (GB). This is enough to store all the source tarballs and compile the packages. The CLFS system itself will not take up this much room. A large portion of this requirement is to provide sufficient free temporary storage. Compiling packages can require a lot of disk space which will be reclaimed after the package is installed. If the CLFS system is intended to be the primary Linux system, additional software will probably be installed which will require additional space (2-10 GB).

Because there is not always enough Random Access Memory (RAM) available for compilation processes, it is a good idea to use a small disk partition as swap space. This is used by the kernel to store seldom-used data and leave more memory available for active processes. The swap partition for an CLFS system can be the same as the one used by the host system, in which case it is not necessary to create another one.

Start a disk partitioning program such as **cfdisk** or **fdisk** with a command line option naming the hard disk on which the new partition will be created—for example `/dev/hda` for the primary Integrated Drive Electronics (IDE) disk. Create a Linux native partition and a swap partition, if needed. Please refer to `cfdisk(8)` or `fdisk(8)` if you do not yet know how to use the programs.

Remember the designation of the new partition (e.g., `hda5`). This book will refer to this as the CLFS partition. Also remember the designation of the swap partition. These names will be needed later for the `/etc/fstab` file.

On a Cobalt RaQ2/Cube2 we use the existing firmware for a boot loader, it requires an `ext2` revision 0 partition to boot from. So here is the recommended partition for a Cobalt RaQ2/Cube2 system:

- The first partition should be 50-100 MB.
- The second partition should be all the remaining space minus the amount of RAM in the system.
- The third partition is going to be your swap partition, which will be the same amount as the RAM installed in the system.

## 2.3. Creating a File System on the Partition

Now that a blank partition has been set up, the file system can be created. The most widely-used system in the Linux world is the second extended file system (ext2), but with newer high-capacity hard disks, journaling file systems are becoming increasingly popular. We will create an `ext2` file system. Instructions for other file systems can be found at *http://cblfs.cross-lfs.org/index.php?section=6#File_System*.

To create an `ext2` file system on the CLFS partition, run the following:

```
mke2fs /dev/[xxx]
```

Replace *[xxx]* with the name of the CLFS partition (hda5 in our previous example).

**Note**

Some host distributions use custom features in their filesystem creation tools (E2fsprogs). This can cause problems when booting into your new CLFS system, as those features will not be supported by the CLFS-installed E2fsprogs; you will get an error similar to `unsupported filesystem features, upgrade your e2fsprogs`. To check if your host system uses custom enhancements, run the following command:

```
debugfs -R feature /dev/[xxx]
```

If the output contains features other than: dir_index; filetype; large_file; resize_inode or sparse_super then your host system may have custom enhancements. In that case, to avoid later problems, you should compile the stock E2fsprogs package and use the resulting binaries to re-create the filesystem on your CLFS partition:

```
cd /tmp
tar xjf /path/to/sources/e2fsprogs-1.42.6.tar.bz2
cd e2fsprogs-1.42.6
mkdir build
cd build
../configure
make #note that we intentionally don't 'make install' here!
./misc/mke2fs /dev/[xxx]
cd /tmp
rm -rf e2fsprogs-1.42.6
```

If a swap partition was created, it will need to be initialized for use by issuing the command below. If you are using an existing swap partition, there is no need to format it.

```
mkswap /dev/[yyy]
```

Replace *[yyy]* with the name of the swap partition.

The commands listed below are specific to the Cobalt MIPS systems, they have a special requirement to have a ext2 Revision 0 for the boot partition. To make sure you satify this requirement, use the commands listed:

```
mke2fs -r 0 /dev/hda1
mke2fs /dev/hda2
mkswap /dev/hda3
```

# 2.4. Mounting the New Partition

Now that a file system has been created, the partition needs to be made accessible. In order to do this, the partition needs to be mounted at a chosen mount point. For the purposes of this book, it is assumed that the file system is mounted under `/mnt/clfs`, but the directory choice is up to you.

Choose a mount point and assign it to the `CLFS` environment variable by running:

```
export CLFS=/mnt/clfs
```

Next, create the mount point and mount the CLFS file system by running:

```
mkdir -pv ${CLFS}
mount -v /dev/[xxx] ${CLFS}
```

Replace *[xxx]* with the designation of the CLFS partition.

If using multiple partitions for CLFS (e.g., one for `/` and another for `/usr`), mount them using:

```
mkdir -pv ${CLFS}
mount -v /dev/[xxx] ${CLFS}
mkdir -v ${CLFS}/usr
mount -v /dev/[yyy] ${CLFS}/usr
```

Replace *[xxx]* and *[yyy]* with the appropriate partition names.

Ensure that this new partition is not mounted with permissions that are too restrictive (such as the nosuid, nodev, or noatime options). Run the **mount** command without any parameters to see what options are set for the mounted CLFS partition. If `nosuid`, `nodev`, and/or `noatime` are set, the partition will need to be remounted.

Now that there is an established place to work, it is time to download the packages.

# Chapter 3. Packages and Patches

## 3.1. Introduction

This chapter includes a list of packages that need to be downloaded for building a basic Linux system. The listed version numbers correspond to versions of the software that are known to work, and this book is based on their use. We highly recommend not using newer versions because the build commands for one version may not work with a newer version. The newest package versions may also have problems that require work-arounds. These work-arounds will be developed and stabilized in the development version of the book.

Download locations may not always be accessible. If a download location has changed since this book was published, Google (*http://www.google.com/*) provides a useful search engine for most packages. If this search is unsuccessful, try one of the alternative means of downloading discussed at *http://cross-lfs.org/files/packages/2.0.0/*.

Create a directory called `${CLFS}/sources` and use it to store your sources and patches. All packages should be compiled there as well. Using any other location for compiling may have unexpected results.

To create this directory, execute, as user `root`, the following command before starting the download session:

```
mkdir -v ${CLFS}/sources
```

Make this directory writable and sticky. When a directory is marked “sticky”, that means that even if multiple users have write permission on that directory, any file within that directory can only be deleted or modified by its owner. The following command will enable the write and sticky modes:

```
chmod -v a+wt ${CLFS}/sources
```

You can download all needed packages and patches into this directory either by using the links on the following pages in this section, or by passing the *download list* to **wget**.

## 3.2. All Packages

Download or otherwise obtain the following packages:

**• Autoconf (2.69) - 1,188 KB:**
Home page: *http://www.gnu.org/software/autoconf*
Download: *http://ftp.gnu.org/gnu/autoconf/autoconf-2.69.tar.xz*
MD5 sum: `50f97f4159805e374639a73e2636f22e`

**• Automake (1.12.4) - 1,356 KB:**
Home page: *http://www.gnu.org/software/automake*
Download: *http://ftp.gnu.org/gnu/automake/automake-1.12.4.tar.xz*
MD5 sum: `7395a0420ecb5c9bc43e5fcf4824df36`

**• Bash (4.2) - 6,848 KB:**
Home page: *http://www.gnu.org/software/bash*
Download: *http://ftp.gnu.org/gnu/bash/bash-4.2.tar.gz*
MD5 sum: `3fb927c7c33022f1c327f14a81c0d4b0`

**• Binutils (2.23) - 28,124 KB:**
Home page: *http://sources.redhat.com/binutils*
Download: *http://ftp.gnu.org/gnu/binutils/binutils-2.23.tar.gz*
MD5 sum: `ed58f50d8920c3f1d9cb110d5c972c27`

**• Bison (2.6.4) - 1,708 KB:**
Home page: *http://www.gnu.org/software/bison*
Download: *http://ftp.gnu.org/gnu/bison/bison-2.6.4.tar.xz*
MD5 sum: `8b2dc57eb9d2d6de4715d30de6b2ee07`

**• Bootscripts for CLFS (2.0.0) - 44 KB:**
Download: *http://cross-lfs.org/files/packages/2.0.0/bootscripts-cross-lfs-2.0.0.tar.xz*
MD5 sum: `a396eb6898990d93f7de4bf15dad5544`

**• Bzip2 (1.0.6) - 764 KB:**
Home page: *http://www.bzip.org/*
Download: *http://www.bzip.org/1.0.6/bzip2-1.0.6.tar.gz*
MD5 sum: `00b516f4704d4a7cb50a1d97e6e8e15b`

**• ClooG (0.16.3) - 1,900 KB:**
Home page: *http://cloog.org*
Download: *http://www.bastoul.net/cloog/pages/download/cloog-0.16.3.tar.gz*
MD5 sum: `a0f8a241cd1c4f103f8d2c91642b3498`

**• Coreutils (8.20) - 5,164 KB:**
Home page: *http://www.gnu.org/software/coreutils*
Download: *http://ftp.gnu.org/gnu/coreutils/coreutils-8.20.tar.xz*
MD5 sum: `3d69af8f561fce512538a9fe85f147ff`

**• DejaGNU (1.5) - 564 KB:**
Home page: *http://www.gnu.org/software/dejagnu*
Download: *http://ftp.gnu.org/gnu/dejagnu/dejagnu-1.5.tar.gz*
MD5 sum: `3df1cbca885e751e22d3ebd1ac64dc3c`

**• DHCPCD (5.5.6) - 80 KB:**
Home page: *http://roy.marples.name/projects/dhcpcd*
Download: *http://roy.marples.name/downloads/dhcpcd/dhcpcd-5.5.6.tar.bz2*
MD5 sum: `a5c0e43b4e836cfc003437329f6b7982`

**• Diffutils (3.2) - 1,124 KB:**
Home page: *http://www.gnu.org/software/diffutils*
Download: *http://ftp.gnu.org/gnu/diffutils/diffutils-3.2.tar.xz*
MD5 sum: `26ff64c332429c830c154be46b393382`

**• EGLIBC (2.15) - 10,620 KB:**
Home page: *http://www.eglibc.org/home*
Download: *http://cross-lfs.org/files/eglibc-2.15-r21467.tar.xz*
MD5 sum: `f4087281e50843e67da86dd8da3ec9a3`

**• E2fsprogs (1.42.6) - 4,500 KB:**
Home page: *http://e2fsprogs.sourceforge.net*
Download: *http://www.kernel.org/pub/linux/kernel/people/tytso/e2fsprogs/v1.42.6/e2fsprogs-1.42.6.tar.xz*
MD5 sum: `a75d1ffd3980e1470014da3df309c862`

**• Expect (5.45) - 616 KB:**
Home page: *http://expect.sourceforge.net*
Download: *http://downloads.sourceforge.net/project/expect/Expect/5.45/expect5.45.tar.gz*
MD5 sum: `44e1a4f4c877e9ddc5a542dfa7ecc92b`

**• File (5.11) - 596 KB:**
Home page: *http://www.darwinsys.com/file*
Download: *ftp://ftp.astron.com/pub/file/file-5.11.tar.gz*
MD5 sum: `16a407bd66d6c7a832f3a5c0d609c27b`

### Note

File (5.11) may no longer be available at the listed location. The site administrators of the master download location occasionally remove older versions when new ones are released. An alternative download location that may have the correct version available is *http://cross-lfs.org/files/packages/2.0.0/*.

**• Findutils (4.4.2) - 2,100 KB:**
Home page: *http://www.gnu.org/software/findutils*
Download: *http://ftp.gnu.org/gnu/findutils/findutils-4.4.2.tar.gz*
MD5 sum: `351cc4adb07d54877fa15f75fb77d39f`

**• Flex (2.5.37) - 1,276 KB:**
Home page: *http://flex.sourceforge.net*
Download: *http://downloads.sourceforge.net/flex/flex-2.5.37.tar.bz2*
MD5 sum: `c75940e1fc25108f2a7b3ef42abdae06`

**• Gawk (4.0.1) - 1,576 KB:**
Home page: *http://www.gnu.org/software/gawk*
Download: *http://ftp.gnu.org/gnu/gawk/gawk-4.0.1.tar.xz*
MD5 sum: `a601b032c39cd982f34272664f8afa49`

**• GCC (4.6.3) - 70,312 KB:**
Home page: *http://gcc.gnu.org*
Download: *ftp://gcc.gnu.org/pub/gcc/releases/gcc-4.6.3/gcc-4.6.3.tar.bz2*
MD5 sum: `773092fe5194353b02bb0110052a972e`

**• Gettext (0.18.1.1) - 14,788 KB:**
Home page: *http://www.gnu.org/software/gettext*
Download: *http://ftp.gnu.org/gnu/gettext/gettext-0.18.1.1.tar.gz*
MD5 sum: `3dd55b952826d2b32f51308f2f91aa89`

**• GMP (5.0.5) - 2,008 KB:**
Home page: *http://gmplib.org/*
Download: *http://ftp.gnu.org/gnu/gmp/gmp-5.0.5.tar.bz2*
MD5 sum: `041487d25e9c230b0c42b106361055fe`

**• Grep (2.14) - 1,168 KB:**
Home page: *http://www.gnu.org/software/grep*
Download: *http://ftp.gnu.org/gnu/grep/grep-2.14.tar.xz*
MD5 sum: `d4a3f03849d1e17ce56ab76aa5a24cab`

**• Groff (1.21) - 3,776 KB:**
Home page: *http://www.gnu.org/software/groff*
Download: *http://ftp.gnu.org/gnu/groff/groff-1.21.tar.gz*
MD5 sum: `8b8cd29385b97616a0f0d96d0951c5bf`

**• Gzip (1.5) - 712 KB:**
Home page: *http://www.gzip.org*
Download: *http://ftp.gnu.org/gnu/gzip/gzip-1.5.tar.xz*
MD5 sum: `2a431e169b6f62f7332ef6d47cc53bae`

**• Iana-Etc (2.30) - 204 KB:**
Home page: *http://www.archlinux.org/packages/core/any/iana-etc/*
Download: *http://ftp.cross-lfs.org/pub/clfs/conglomeration/iana-etc/iana-etc-2.30.tar.bz2*
MD5 sum: `3ba3afb1d1b261383d247f46cb135ee8`

**• IPRoute2 (3.4.0) - 376 KB:**
Home page: *http://www.linuxfoundation.org/collaborate/workgroups/networking/iproute2*
Download: *http://www.kernel.org/pub//linux/utils/net/iproute2/iproute2-3.4.0.tar.xz*
MD5 sum: `879d3fac4e90809598b2864ec4a0cbf8`

**• IPutils (s20101006) - 96 KB:**
Home page: *http://www.linuxfoundation.org/en/Net:Iputils*
Download: *http://www.skbuff.net/iputils/iputils-s20101006.tar.bz2*
MD5 sum: `a36c25e9ec17e48be514dc0485e7376c`

**• Kbd (1.15.3) - 1,624 KB:**
Download: *ftp://devel.altlinux.org/legion/kbd/kbd-1.15.3.tar.gz*
MD5 sum: `8143e179a0f3c25646ce5085e8777200`

**• Kmod (10) - 1,104 KB:**
Home page: *http://git.kernel.org/?p=utils/kernel/kmod/kmod.git;a=summary*
Download: *http://www.kernel.org/pub//linux/utils/kernel/kmod/kmod-10.tar.xz*
MD5 sum: `e2a883c4df15a50f78a7a61d5b64089f`

**• Less (451) - 308 KB:**
Home page: *http://www.greenwoodsoftware.com/less*
Download: *http://www.greenwoodsoftware.com/less/less-451.tar.gz*
MD5 sum: `765f082658002b2b46b86af4a0da1842`

**• Libee (0.4.1) - 352 KB:**
Home page: *http://www.libee.org/*
Download: *http://www.libee.org/download/files/download/libee-0.4.1.tar.gz*
MD5 sum: `7bbf4160876c12db6193c06e2badedb2`

**• Libestr (0.1.0) - 308 KB:**
Home page: *http://sourceforge.net/projects/libestr/*
Download: *http://sourceforge.net/projects/libestr/files/libestr-0.1.0.tar.gz*
MD5 sum: `1b8fe449cffc259075d327334c93bbda`

**• Libtool (2.4.2) - 852 KB:**
Home page: *http://www.gnu.org/software/libtool*
Download: *http://ftp.gnu.org/gnu/libtool/libtool-2.4.2.tar.xz*
MD5 sum: `2ec8997e0c07249eb4cbd072417d70fe`

**• Linux (3.4.17) - 65,288 KB:**
Home page: *http://www.kernel.org*
Download: *http://www.kernel.org/pub/linux/kernel/v3.0/linux-3.4.17.tar.xz*
MD5 sum: `c89817e8856ec88f84ab6a25cc2f7789`

**• M4 (1.4.16) - 1,232 KB:**
Home page: *http://www.gnu.org/software/m4*
Download: *http://ftp.gnu.org/gnu/m4/m4-1.4.16.tar.bz2*
MD5 sum: `8a7cef47fecab6272eb86a6be6363b2f`

**• Make (3.82) - 1,216 KB:**
Home page: *http://www.gnu.org/software/make*
Download: *http://ftp.gnu.org/gnu/make/make-3.82.tar.bz2*
MD5 sum: `1a11100f3c63fcf5753818e59d63088f`

**• Man (1.6g) - 252 KB:**
Home page: *http://primates.ximian.com/~flucifredi/man*
Download: *http://primates.ximian.com/~flucifredi/man/man-1.6g.tar.gz*
MD5 sum: `ba154d5796928b841c9c69f0ae376660`

**• Man-pages (3.43) - 1,076 KB:**
Home page: *http://www.win.tue.nl/~aeb/linux/man*
Download: *http://www.kernel.org/pub//linux/docs/man-pages/man-pages-3.43.tar.xz*
MD5 sum: `761b823ad353975bb87eadb4a8690069`

**• MPC (1.0.1) - 616 KB:**
Home page: *http://www.multiprecision.org/*
Download: *http://www.multiprecision.org/mpc/download/mpc-1.0.1.tar.gz*
MD5 sum: `b32a2e1a3daa392372fbd586d1ed3679`

**• MPFR (3.1.1) - 1,048 KB:**
Home page: *http://www.mpfr.org/*
Download: *http://www.mpfr.org/mpfr-3.1.1/mpfr-3.1.1.tar.xz*
MD5 sum: `91d51c41fcf2799e4ee7a7126fc95c17`

**• Ncurses (5.9) - 2,764 KB:**
Home page: *http://www.gnu.org/software/ncurses*
Download: *ftp://ftp.gnu.org/pub/gnu/ncurses/ncurses-5.9.tar.gz*
MD5 sum: `8cb9c412e5f2d96bc6f459aa8c6282a1`

**• Patch (2.7.1) - 668 KB:**
Home page: *http://savannah.gnu.org/projects/patch*
Download: *http://ftp.gnu.org/gnu/patch/patch-2.7.1.tar.xz*
MD5 sum: `e9ae5393426d3ad783a300a338c09b72`

**• Perl (5.16.2) - 13,424 KB:**
Home page: *http://www.perl.org*
Download: *http://www.cpan.org/src/5.0/perl-5.16.2.tar.bz2*
MD5 sum: `2818ab01672f005a4e552a713aa27b08`

**• Pkg-config (lite-0.27.1-1) - 396 KB:**
Home page: *http://sourceforge.net/projects/pkgconfiglite*
Download: *http://sourceforge.net/projects/pkgconfiglite/files/0.27.1-1/pkg-config-lite-0.27.1-1.tar.gz*
MD5 sum: `589448b99b6e073924c1bea88dfc9f38`

**• PPL (0.12.1) - 14,592 KB:**
Home page: *http://bugseng.com/products/ppl/*
Download: *ftp://ftp.cs.unipr.it/pub/ppl/releases/0.12.1/ppl-0.12.1.tar.bz2*
MD5 sum: `8da3ab9de18e669b7af8c4707817d468`

**• Procps (3.2.8) - 280 KB:**
Home page: *http://procps.sourceforge.net*
Download: *http://procps.sourceforge.net/procps-3.2.8.tar.gz*
MD5 sum: `9532714b6846013ca9898984ba4cd7e0`

**• Psmisc (22.20) - 428 KB:**
Home page: *http://psmisc.sourceforge.net*
Download: *http://downloads.sourceforge.net/psmisc/psmisc-22.20.tar.gz*
MD5 sum: `a25fc99a6dc7fa7ae6e4549be80b401f`

**• Readline (6.2) - 2,228 KB:**
Home page: *http://cnswww.cns.cwru.edu/php/chet/readline/rltop.html*
Download: *http://ftp.gnu.org/gnu/readline/readline-6.2.tar.gz*
MD5 sum: `67948acb2ca081f23359d0256e9a271c`

**• Rsyslog (6.2.2) - 2,376 KB:**
Home page: *http://www.rsyslog.com/*
Download: *http://www.rsyslog.com/files/download/rsyslog/rsyslog-6.2.2.tar.gz*
MD5 sum: `b797b8222d6ea4d5dfa007efe8aafa7f`

**• Sed (4.2.1) - 880 KB:**
Home page: *http://www.gnu.org/software/sed*
Download: *http://ftp.gnu.org/gnu/sed/sed-4.2.1.tar.bz2*
MD5 sum: `7d310fbd76e01a01115075c1fd3f455a`

**• Shadow (4.1.5.1) - 2,144 KB:**
Home page: *http://pkg-shadow.alioth.debian.org*
Download: *http://pkg-shadow.alioth.debian.org/releases/shadow-4.1.5.1.tar.bz2*
MD5 sum: `a00449aa439c69287b6d472191dc2247`

**• Sysvinit (2.88dsf) - 104 KB:**
Home page: *http://savannah.nongnu.org/projects/sysvinit*
Download: *http://download.savannah.gnu.org/releases/sysvinit/sysvinit-2.88dsf.tar.bz2*
MD5 sum: `6eda8a97b86e0a6f59dabbf25202aa6f`

**• Tar (1.26) - 2,288 KB:**
Home page: *http://www.gnu.org/software/tar*
Download: *http://ftp.gnu.org/gnu/tar/tar-1.26.tar.bz2*
MD5 sum: `2cee42a2ff4f1cd4f9298eeeb2264519`

**• Tcl (8.5.12) - 4,412 KB:**
Home page: *http://www.tcl.tk*
Download: *http://downloads.sourceforge.net/tcl/tcl8.5.12-src.tar.gz*
MD5 sum: `174b2b4c619ba8f96875d8a051917703`

**• Texinfo (4.13a) - 2,688 KB:**
Home page: *http://www.gnu.org/software/texinfo*
Download: *http://ftp.gnu.org/gnu/texinfo/texinfo-4.13a.tar.gz*
MD5 sum: `71ba711519209b5fb583fed2b3d86fcb`

**• Udev (182) - 676 KB:**
Home page: *http://www.kernel.org/pub/linux/utils/kernel/hotplug/udev.html*
Download: *http://www.kernel.org/pub//linux/utils/kernel/hotplug/udev-182.tar.xz*
MD5 sum: `023877e6cc0d907994b8c648beab542b`

**• Util-linux (2.22.1) - 3,124 KB:**
Home page: *http://userweb.kernel.org/~kzak/util-linux/*
Download: *http://www.kernel.org/pub//linux/utils/util-linux/v2.22/util-linux-2.22.1.tar.xz*
MD5 sum: `730cf9932531ed09b53a04ca30fcb4c9`

**• Vim (7.3) - 8,868 KB:**
Home page: *http://www.vim.org*
Download: *ftp://ftp.vim.org/pub/vim/unix/vim-7.3.tar.bz2*
MD5 sum: `5b9510a17074e2b37d8bb38ae09edbf2`

**• XZ Utils (5.0.4) - 896 KB:**
Home page: *http://tukaani.org/xz/*
Download: *http://tukaani.org/xz/xz-5.0.4.tar.xz*
MD5 sum: `161015c4a65b1f293d31810e1df93090`

**• Zlib (1.2.7) - 496 KB:**
Home page: *http://www.zlib.net*
Download: *http://zlib.net/zlib-1.2.7.tar.bz2*
MD5 sum: `2ab442d169156f34c379c968f3f482dd`

Total size of these packages: about 296 MB

# 3.3. Additional Packages for MIPS 64 Bit Multilib

**• ARCLoad (0.5) - 48 KB:**
Home page: *http://www.linux-mips.org/wiki/ARCLoad*
Download: *ftp://ftp.linux-mips.org/pub/linux/mips/people/skylark/arcload-0.5.tar.bz2*
MD5 sum: `b00e1c79074a13c2de97748f56f9bd1f`

**• Colo (1.22) - 252 KB:**
Home page: *http://www.colonel-panic.org/cobalt-mips*
Download: *http://www.colonel-panic.org/cobalt-mips/colo/colo-1.22.tar.gz*
MD5 sum: `52c16ad31f3b88f710f0fdb5abed0457`

**• DVHtool (1.0.1) - 56 KB:**
Home page: *http://packages.qa.debian.org/d/dvhtool.html*
Download: *http://ftp.debian.org/debian/pool/main/d/dvhtool/dvhtool_1.0.1.orig.tar.gz*
MD5 sum: `4448c01e6a015685af90a79fbea8da4e`

**• EGLIBC Ports (2.15) - 432 KB:**
Download: *http://cross-lfs.org/files/eglibc-ports-2.15-r21467.tar.xz*
MD5 sum: `2d52bc76d509bf60c46c3f37fdfe3a4e`

Total size of these packages: about 788 KB

# 3.4. Needed Patches

In addition to the packages, several patches are also required. These patches correct any mistakes in the packages that should be fixed by the maintainer. The patches also make small modifications to make the packages easier to work with. The following patches will be needed to build a CLFS system:

**• Bash Branch Update Patch - 54,711 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/bash-4.2-branch_update-6.patch*
MD5 sum: `23c68ff88198537401d49ab6424b005d`

**• Coreutils Uname Patch - 16 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/coreutils-8.20-uname-1.patch*
MD5 sum: `d47d2d5dec9b4c0b25329511b6b11edf`

**• EGLIBC Fixes Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/eglibc-2.15-fixes-1.patch*
MD5 sum: `872128f0f087f2036798680c3b118c65`

**• GCC Branch Update Patch - 601 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/gcc-4.6.3-branch_update-2.patch*
MD5 sum: `e7af1c4a02408aeb25c94ed86c7921d6`

**• Iana-Etc Get Fix Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/iana-etc-2.30-get_fix-1.patch*
MD5 sum: `73aee2dc34cf4d990cc22fe323d89f27`

**• Iana-Etc Protocol and Port Numbers Update - 3,760 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/iana-etc-2.30-numbers_update-20120610-2.patch*
MD5 sum: `826fb780d13caafb7cb99b9c346f2102`

**• IPUtils Fixes Patch - 8 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/iputils-s20101006-fixes-1.patch*
MD5 sum: `1add4b8cbee814310f95e61997019162`

**• IPUtils Pregenerated Documentation Patch - 136 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/iputils-s20101006-doc-1.patch*
MD5 sum: `2eee5e095005bf4be426797a4aefa27b`

**• Kbd es.po Fix Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/kbd-1.15.3-es.po_fix-1.patch*
MD5 sum: `476c4066c5c663b44b67acaa4cdef62e`

**• M4 gets Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/m4-1.4.16-no-gets-1.patch*
MD5 sum: `6c5013f9ae5afc78f123e96356ceec3e`

**• Man i18n Patch - 12 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/man-1.6g-i18n-1.patch*
MD5 sum: `a5aba0cb5a95a7945db8c882334b7dab`

**• Ncurses Bash Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/ncurses-5.9-bash_fix-1.patch*
MD5 sum: `c6f7f2ab0ebaf7721ebeb266641352db`

**• Ncurses Branch Update Patch - 2,492 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/ncurses-5.9-branch_update-4.patch*
MD5 sum: `c2b2dc2d31b02c218359e6218f12a72c`

**• Perl Libc Patch - 20 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/perl-5.16.2-libc-1.patch*
MD5 sum: `665f85a83b6141776499f792514235c7`

**• Procps Fix HZ Errors Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/procps-3.2.8-fix_HZ_errors-1.patch*
MD5 sum: `2ea4c8e9a2c2a5a291ec63c92d7c6e3b`

**• Procps ps cgroup Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/procps-3.2.8-ps_cgroup-1.patch*
MD5 sum: `3c478ef88fad23353e332b1b850ec630`

**• Readline Branch Update - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/readline-6.2-branch_update-3.patch*
MD5 sum: `af788f5b1cfc5db9efc9e0fa0268a574`

**• Tar Man Page Patch - 76 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/tar-1.26-man-1.patch*
MD5 sum: `074783d41f18c5c62a7cfc77e2678693`

**• Texinfo New Compressors Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/texinfo-4.13a-new_compressors-1.patch*
MD5 sum: `4ae2d3c132e21cb83b825bc691056d07`

**• Vim Branch Update Patch - 2,980 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/vim-7.3-branch_update-6.patch*
MD5 sum: `21cfe3150e5316ef272012630950b7ad`

Total size of these patches: about 63 MB

In addition to the above required patches, there exist a number of optional patches created by the CLFS community. These optional patches solve minor problems or enable functionality that is not enabled by default. Feel free to peruse the patches database located at *http://patches.cross-lfs.org/2.0.0/* and acquire any additional patches to suit the system needs.

# 3.5. Additional Patches for MIPS 64 Bit Multilib

**• Colo Make Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/colo-1.22-make_fix-1.patch*
MD5 sum: `b89575a0e385b5366b19a6b5f176d49b`

**• Colo Relocation Patch - 4 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/colo-1.22-relocation_fix-1.patch*
MD5 sum: `e0607ee1071f2f805ffa1ef1c5b1a766`

**• Dvhtool Fixes - 8 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/dvhtool-1.0.1-fixes-1.patch*
MD5 sum: `a521b380354b6a0c96b2d6308372749d`

**• GCC Mips Fix - 8 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/gcc-4.6.3-mips_fix-1.patch*
MD5 sum: `abf4b55165bb44508d1f8f36188c9e90`

**• GCC Specs Patch - 20 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/gcc-4.6.3-specs-1.patch*
MD5 sum: `61d583984f9f12b6f37141e132fc7d57`

**• IPRoute2 Lib64 Patch - 2.0 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/iproute2-3.4.0-libdir-1.patch*
MD5 sum: `cf8948c05f3a641912e6bd1b38a8a382`

**• Perl Configure Multilib Patch - 560 KB:**
Download: *http://patches.cross-lfs.org/2.0.0/perl-5.16.2-Configure_multilib-1.patch*
MD5 sum: `f3e57e768d985b03e93848eb401e8ab4`

Total size of these patches: about 606 KB

# Chapter 4. Final Preparations

## 4.1. About ${CLFS}

Throughout this book, the environment variable `CLFS` will be used several times. It is paramount that this variable is always defined. It should be set to the mount point chosen for the CLFS partition. Check that the `CLFS` variable is set up properly with:

```
echo ${CLFS}
```

Make sure the output shows the path to the CLFS partition's mount point, which is `/mnt/clfs` if the provided example was followed. If the output is incorrect, the variable can be set with:

```
export CLFS=/mnt/clfs
```

Having this variable set is beneficial in that commands such as **install -dv ${CLFS}/tools** can be typed literally. The shell will automatically replace "${CLFS}" with "/mnt/clfs" (or whatever the variable was set to) when it processes the command line.

If you haven't created the `${CLFS}` directory, do so at this time by issuing the following commands:

```
install -dv ${CLFS}
```

Do not forget to check that `${CLFS}` is set whenever you leave and reenter the current working environment (as when doing a "su" to `root` or another user).

## 4.2. Creating the ${CLFS}/tools Directory

All programs compiled in Constructing a Temporary System will be installed under `${CLFS}/tools` to keep them separate from the programs compiled in Installing Basic System Software. The programs compiled here are temporary tools and will not be a part of the final CLFS system. By keeping these programs in a separate directory, they can easily be discarded later after their use. This also prevents these programs from ending up in the host production directories (easy to do by accident in Constructing a Temporary System).

Create the required directory by running the following as `root`:

```
install -dv ${CLFS}/tools
```

The next step is to create a `/tools` symlink on the host system. This will point to the newly-created directory on the CLFS partition. Run this command as `root` as well:

```
ln -sv ${CLFS}/tools /
```

**Note**

The above command is correct. The **ln** command has a few syntactic variations, so be sure to check **info coreutils ln** and `ln(1)` before reporting what you may think is an error.

The created symlink enables the toolchain to be compiled so that it always refers to `/tools`, meaning that the compiler, assembler, and linker will work. This will provide a common place for our temporary tools system.

# 4.3. Creating the ${CLFS}/cross-tools Directory

The cross-binutils and cross-compiler built in Constructing Cross-Compile Tools will be installed under `${CLFS}/cross-tools` to keep them separate from the host programs. The programs compiled here are cross-tools and will not be a part of the final CLFS system or the temp-system. By keeping these programs in a separate directory, they can easily be discarded later after their use.

Create the required directory by running the following as `root`:

```
install -dv ${CLFS}/cross-tools
```

The next step is to create a `/cross-tools` symlink on the host system. This will point to the newly-created directory on the CLFS partition. Run this command as `root` as well:

```
ln -sv ${CLFS}/cross-tools /
```

The symlink isn't technically necessary (though the book's instructions do assume its existence), but is there mainly for consistency (because /tools is also symlinked to ${CLFS}/tools) and to simplify the installation of the cross-compile tools.

# 4.4. Adding the CLFS User

When logged in as user `root`, making a single mistake can damage or destroy a system. Therefore, we recommend building the packages as an unprivileged user. You could use your own user name, but to make it easier to set up a clean work environment, create a new user called `clfs` as a member of a new group (also named `clfs`) and use this user during the installation process. As `root`, issue the following commands to add the new user:

```
groupadd clfs
useradd -s /bin/bash -g clfs -d /home/clfs clfs
mkdir -pv /home/clfs
chown -v clfs:clfs /home/clfs
```

**The meaning of the command line options:**

*`-s /bin/bash`*
This makes **bash** the default shell for user `clfs`.

**Important**
The build instructions assume that the **bash** shell is in use.

*`-g clfs`*
This option adds user `clfs` to group `clfs`.

*`clfs`*
This is the actual name for the created group and user.

To log in as `clfs` (as opposed to switching to user `clfs` when logged in as `root`, which does not require the `clfs` user to have a password), give `clfs` a password:

```
passwd clfs
```

Grant `clfs` full access to `${CLFS}/cross-tools` and `${CLFS}/tools` by making `clfs` the directorys' owner:

```
chown -v clfs ${CLFS}/tools
chown -v clfs ${CLFS}/cross-tools
```

If a separate working directory was created as suggested, give user `clfs` ownership of this directory:

```
chown -v clfs ${CLFS}/sources
```

Next, login as user `clfs`. This can be done via a virtual console, through a display manager, or with the following substitute user command:

```
su - clfs
```

The "`-`" instructs **su** to start a login shell as opposed to a non-login shell. The difference between these two types of shells can be found in detail in `bash(1)` and **info bash**.

**Note**

Until specified otherwise, all commands from this point on should be done as the `clfs` user.

# 4.5. Setting Up the Environment

Set up a good working environment by creating two new startup files for the **bash** shell. While logged in as user `clfs`, issue the following command to create a new `.bash_profile`:

```
cat > ~/.bash_profile << "EOF"
exec env -i HOME=${HOME} TERM=${TERM} PS1='\u:\w\$ ' /bin/bash
EOF
```

When logged on as user `clfs`, the initial shell is usually a *login* shell which reads the `/etc/profile` of the host (probably containing some settings and environment variables) and then `.bash_profile`. The **exec env -i.../bin/bash** command in the `.bash_profile` file replaces the running shell with a new one with a completely empty environment, except for the `HOME`, `TERM`, and `PS1` variables. This ensures that no unwanted and potentially hazardous environment variables from the host system leak into the build environment. The technique used here achieves the goal of ensuring a clean environment.

The new instance of the shell is a *non-login* shell, which does not read the `/etc/profile` or `.bash_profile` files, but rather reads the `.bashrc` file instead. Create the `.bashrc` file now:

```
cat > ~/.bashrc << "EOF"
set +h
umask 022
CLFS=/mnt/clfs
LC_ALL=POSIX
PATH=/cross-tools/bin:/bin:/usr/bin
export CLFS LC_ALL PATH
EOF
```

The **set +h** command turns off **bash**'s hash function. Hashing is ordinarily a useful feature—**bash** uses a hash table to remember the full path of executable files to avoid searching the `PATH` time and again to find the same executable. However, the new tools should be used as soon as they are installed. By switching off the hash function, the shell

will always search the PATH when a program is to be run. As such, the shell will find the newly compiled tools in /cross-tools as soon as they are available without remembering a previous version of the same program in a different location.

Setting the user file-creation mask (umask) to 022 ensures that newly created files and directories are only writable by their owner, but are readable and executable by anyone (assuming default modes are used by the open(2) system call, new files will end up with permission mode 644 and directories with mode 755).

The CLFS variable should be set to the chosen mount point.

The LC_ALL variable controls the localization of certain programs, making their messages follow the conventions of a specified country. If the host system uses a version of Glibc older than 2.2.4, having LC_ALL set to something other than “POSIX” or “C” (during this chapter) may cause issues if you exit the chroot environment and wish to return later. Setting LC_ALL to “POSIX” or “C” (the two are equivalent) ensures that everything will work as expected in the chroot environment.

By putting /cross-tools/bin at the beginning of the PATH, the cross-compiler built in Constructing Cross-Compile Tools will be picked up by the build process for the temp-system packages before anything that may be installed on the host. This, combined with turning off hashing, helps to ensure that you will be using the cross-compile tools to build the temp-system in /tools.

Finally, to have the environment fully prepared for building the temporary tools, source the just-created user profile:

```
source ~/.bash_profile
```

# 4.6. About the Test Suites

Most packages provide a test suite. Running the test suite for a newly built package is a good idea because it can provide a “sanity check” indicating that everything compiled correctly. A test suite that passes its set of checks usually proves that the package is functioning as the developer intended. It does not, however, guarantee that the package is totally bug free.

It is not possible to run testsuites when cross-compiling, so package installation instructions do not explain how to run testsuites until Installing Basic System Software.

# Part III. Make the Cross-Compile Tools

# Chapter 5. Constructing Cross-Compile Tools

## 5.1. Introduction

This chapter shows you how to create cross platform tools.

If for some reason you have to stop and come back later, remember to use the **su - clfs** command, and it will setup the build environment that you left.

### 5.1.1. Common Notes

**Important**

Before issuing the build instructions for a package, the package should be unpacked, and a **cd** into the created directory should be performed.

Several of the packages are patched before compilation, but only when the patch is needed to circumvent a problem. A patch is often needed in both this and the next chapters, but sometimes in only one or the other. Therefore, do not be concerned if instructions for a downloaded patch seem to be missing. Warning messages about *offset* or *fuzz* may also be encountered when applying a patch. Do not worry about these warnings, as the patch was still successfully applied.

During the compilation of most packages, there will be several warnings that scroll by on the screen. These are normal and can safely be ignored. These warnings are as they appear—warnings about deprecated, but not invalid, use of the C or C++ syntax. C standards change fairly often, and some packages still use the older standard. This is not a problem, but does prompt the warning.

**Important**

After installing each package, both in this and the next chapters, delete its source and build directories, unless specifically instructed otherwise. Deleting the sources prevents mis-configuration when the same package is reinstalled later.

## 5.2. Build CFLAGS

`CFLAGS` and `CXXFLAGS` must not be set during the building of cross-tools.

To disable `CFLAGS` and `CXXFLAGS` use the following commands:

```
unset CFLAGS
unset CXXFLAGS
```

Now add these to `~/.bashrc`, just in case you have to exit and restart building later:

```
echo unset CFLAGS >> ~/.bashrc
echo unset CXXFLAGS >> ~/.bashrc
```

# 5.3. Build Variables

#### Setting Host and Target

During the building of the cross-compile tools you will need to set a few variables that will be dependent on your particular needs. The first variable will be the triplet of the host machine, which will be put into the `CLFS_HOST` variable. To account for the possibility that the host and target are the same arch, as cross-compiling won't work when host and target are the same, part of the triplet needs to be changed slightly to add "cross". Set `CLFS_HOST` using the following command:

```
export CLFS_HOST=$(echo ${MACHTYPE} | sed -e 's/-[^-]*/-cross/')
```

Now you will need to set the triplet for the target architecture. Set the target variable using the following command:

For a MIPS Little Endian Machine:

```
export CLFS_TARGET="mips64el-unknown-linux-gnu"
```

For a MIPS Big Endian Machine:

```
export CLFS_TARGET="mips64-unknown-linux-gnu"
```

Now we will set our Target Triplet for 32 Bits:

```
export CLFS_TARGET32="$(echo ${CLFS_TARGET}| sed -e 's/64//g')"
```

#### Copy settings to Environment

Now add these to `~/.bashrc`, just in case you have to exit and restart building later:

```
cat >> ~/.bashrc << EOF
export CLFS_HOST="${CLFS_HOST}"
export CLFS_TARGET="${CLFS_TARGET}"
export CLFS_TARGET32="${CLFS_TARGET32}"
EOF
```

# 5.4. Build Flags

We will need to setup target specific flags for the compiler and linker:

```
export BUILD32="-mabi=32"
export BUILDN32="-mabi=n32"
export BUILD64="-mabi=64"
```

Let's add the build flags to `~/.bashrc` to prevent issues if we stop and come back later:

```
cat >> ~/.bashrc << EOF
export BUILD32="${BUILD32}"
export BUILDN32="${BUILDN32}"
export BUILD64="${BUILD64}"
EOF
```

# 5.5. Linux-Headers-3.4.17

The Linux Kernel contains a make target that installs “sanitized” kernel headers.

## 5.5.1. Installation of Linux-Headers

For this step you will need the kernel tarball.

Install the kernel header files:

```
install -dv /tools/include
make mrproper
make ARCH=mips headers_check
make ARCH=mips INSTALL_HDR_PATH=dest headers_install
cp -rv dest/include/* /tools/include
```

**The meaning of the make commands:**

*`make mrproper`*
: Ensures that the kernel source dir is clean.

*`make ARCH=mips headers_check`*
: Sanitizes the raw kernel headers so that they can be used by userspace programs.

*`make ARCH=mips INSTALL_HDR_PATH=dest headers_install`*
: Normally the headers_install target removes the entire destination directory (default `/usr/include`) before installing the headers. To prevent this, we tell the kernel to install the headers to a directory inside the source dir.

Details on this package are located in Section 10.5.2, “Contents of Linux-Headers.”

# 5.6. File-5.11

The File package contains a utility for determining the type of a given file or files.

## 5.6.1. Installation of File

Prepare File for compilation:

```
./configure --prefix=/cross-tools --disable-static
```

**The meaning of the configure options:**

*`--prefix=/cross-tools`*
This tells the configure script to prepare to install the package in the `/cross-tools` directory.

*`--disable-static`*
This tells the File package not to compile or install static libraries, which are not needed for the Cross-Tools

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.75.2, “Contents of File.”

# 5.7. M4-1.4.16

The M4 package contains a macro processor.

## 5.7.1. Installation of M4

The following patch contains a fix when building with a host having Glibc or EGLIBC 2.16 or later.

```
patch -Np1 -i ../m4-1.4.16-no-gets-1.patch
```

Prepare M4 for compilation:

```
./configure --prefix=/cross-tools
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.48.2, “Contents of M4.”

# 5.8. Ncurses-5.9

The Ncurses package contains libraries for terminal-independent handling of character screens.

## 5.8.1. Installation of Ncurses

The following patch fixes an issue with some Bash versions:

```
patch -Np1 -i ../ncurses-5.9-bash_fix-1.patch
```

Prepare Ncurses for compilation:

```
./configure --prefix=/cross-tools \
    --without-debug --without-shared
```

**The meaning of the new configure options:**

*`--without-debug`*
Tells Ncurses to build without debugging information.

*`--without-shared`*
This prevents Ncurses from building its shared libraries, which are not needed at this time.

Only one binary is needed for the Cross-Tools. Build the headers and then build **tic**:

```
make -C include
make -C progs tic
```

Install **tic** with the following command:

```
install -v -m755 progs/tic /cross-tools/bin
```

Details on this package are located in Section 10.33.2, “Contents of Ncurses.”

# 5.9. GMP-5.0.5

GMP is a library for arithmetic on arbitrary precision integers, rational numbers, and floating-point numbers.

## 5.9.1. Installation of GMP

Prepare GMP for compilation:

```
CPPFLAGS=-fexceptions ./configure \
    --prefix=/cross-tools --enable-cxx --disable-static
```

**The meaning of the new configure options:**

*`CPPFLAGS=-fexceptions`*
Allows GMP to handle C++ exceptions thrown by PPL.

*`--enable-cxx`*
This tells GMP to enable C++ support.

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.13.2, “Contents of GMP.”

# 5.10. MPFR-3.1.1

The MPFR library is a C library for multiple-precision floating-point computations with correct rounding.

## 5.10.1. Installation of MPFR

Prepare MPFR for compilation:

```
LDFLAGS="-Wl,-rpath,/cross-tools/lib" \
./configure --prefix=/cross-tools \
    --enable-shared --disable-static --with-gmp=/cross-tools
```

**The meaning of the new configure options:**

*`LDFLAGS="-Wl,-rpath,/cross-tools/lib"`*
This tells **configure** to search in `/cross-tools` for libraries.

*`--enable-shared`*
This tells **configure** to build MPFR's shared libraries.

*`--with-gmp=/cross-tools`*
This tells **configure** where to find GMP.

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.16.2, “Contents of MPFR.”

# 5.11. MPC-1.0.1

MPC is a C library for the arithmetic of complex numbers with arbitrarily high precision and correct rounding of the result.

## 5.11.1. Installation of MPC

Prepare MPC for compilation:

```
LDFLAGS="-Wl,-rpath,/cross-tools/lib" \
./configure --prefix=/cross-tools --disable-static \
    --with-gmp=/cross-tools --with-mpfr=/cross-tools
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.19.2, “Contents of MPC.”

# 5.12. PPL-0.12.1

The Parma Polyhedra Library (PPL) provides numerical abstractions especially targeted at applications in the field of analysis and verification of complex systems. CLooG-PPL requires this library.

## 5.12.1. Installation of PPL

Prepare PPL for compilation:

```
CPPFLAGS="-I/cross-tools/include" \
    LDFLAGS="-Wl,-rpath,/cross-tools/lib" \
    ./configure --prefix=/cross-tools --enable-shared --disable-static \
    --enable-interfaces="c,cxx" --disable-optimization \
    --with-gmp=/cross-tools
```

**The meaning of the new configure option:**

*`--enable-interfaces="c,cxx"`*
Tells **configure** to enable support for both C and C++.

*`--disable-optimization`*
Tells **configure** to build PPL without compiler optimizations, which are not needed for the Cross-Tools.

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.22.2, “Contents of PPL.”

# 5.13. CLooG-0.16.3

CLooG is a library to generate code for scanning Z-polyhedra. In other words, it finds code that reaches each integral point of one or more parameterized polyhedra. GCC links with this library in order to enable the new loop generation code known as Graphite.

## 5.13.1. Installation of CLooG

The following prevents the configure script from setting `LD_LIBRARY_PATH` when it finds PPL. This will prevent any conflicts with libraries from the host system:

```
cp -v configure{,.orig}
sed -e "/LD_LIBRARY_PATH=/d" \
    configure.orig > configure
```

Prepare CLooG for compilation:

```
LDFLAGS="-Wl,-rpath,/cross-tools/lib" \
    ./configure --prefix=/cross-tools --enable-shared --disable-static \
    --with-gmp-prefix=/cross-tools
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.25.2, “Contents of CLooG.”

# 5.14. Cross Binutils-2.23

The Binutils package contains a linker, an assembler, and other tools for handling object files.

## 5.14.1. Installation of Cross Binutils

It is important that Binutils be compiled before Glibc and GCC because both Glibc and GCC perform various tests on the available linker and assembler to determine which of their own features to enable.

The Binutils documentation recommends building Binutils outside of the source directory in a dedicated build directory:

```
mkdir -v ../binutils-build
cd ../binutils-build
```

Prepare Binutils for compilation:

```
AR=ar AS=as ../binutils-2.23/configure \
  --prefix=/cross-tools --host=${CLFS_HOST} --target=${CLFS_TARGET} \
  --with-sysroot=${CLFS} --with-lib-path=/tools/lib --disable-nls \
  --enable-shared --disable-static --enable-64-bit-bfd
```

**The meaning of the configure options:**

*`AR=ar AS=as`*
This prevents Binutils from compiling with ${CLFS_HOST}-ar and ${CLFS_HOST}-as as they are provided by this package and therefore not installed yet.

*`--host=${CLFS_HOST}`*
When used with --target, this creates a cross-architecture executable that creates files for ${CLFS_TARGET} but runs on ${CLFS_HOST}.

*`--target=${CLFS_TARGET}`*
When used with --host, this creates a cross-architecture executable that creates files for ${CLFS_TARGET} but runs on ${CLFS_HOST}.

*`--with-lib-path=/tools/lib`*
This tells the configure script to specify the library search path during the compilation of Binutils, resulting in `/tools/lib` being passed to the linker. This prevents the linker from searching through library directories on the host.

*`--disable-nls`*
This disables internationalization as i18n is not needed for the cross-compile tools.

*`--disable-multilib`*
This option disables the building of a multilib capable Binutils.

*`--enable-64-bit-bfd`*
This adds 64 bit support to Binutils.

Compile the package:

```
make configure-host
make
```

**The meaning of the make options:**

*`configure-host`*
: This checks the host environment and makes sure all the necessary tools are available to compile Binutils.

Install the package:

```
make install
```

Copy `libiberty.h` to `/tools/include` directory:

```
cp -v ../binutils-2.23/include/libiberty.h /tools/include
```

Details on this package are located in Section 10.28.2, “Contents of Binutils.”

# 5.15. Cross GCC-4.6.3 - Static

The GCC package contains the GNU compiler collection, which includes the C and C++ compilers.

## 5.15.1. Installation of Cross GCC Compiler with Static libgcc and no Threads

The following patch contains a number of updates to the 4.6.3 branch by the GCC developers:

```
patch -Np1 -i ../gcc-4.6.3-branch_update-2.patch
```

Make a couple of essential adjustments to the `specs` file to ensure GCC uses our build environment:

```
patch -Np1 -i ../gcc-4.6.3-specs-1.patch
```

The following patch fixes and issue that causes GCC to segfault when compilling for Mips.

```
patch -Np1 -i ../gcc-4.6.3-mips_fix-1.patch
```

Change the StartFile Spec and Standard Include Dir so that GCC looks in `/tools`:

```
echo -en '#undef STANDARD_INCLUDE_DIR\n#define STANDARD_INCLUDE_DIR "/tools/inclu
echo -en '\n#undef STANDARD_STARTFILE_PREFIX_1\n#define STANDARD_STARTFILE_PREFIX
echo -en '\n#undef STANDARD_STARTFILE_PREFIX_2\n#define STANDARD_STARTFILE_PREFIX
```

Now alter **gcc**'s c preprocessor's default include search path to use `/tools` only:

```
cp -v gcc/Makefile.in{,.orig}
sed -e "s@\(^CROSS_SYSTEM_HEADER_DIR =\).*@\1 /tools/include@g" \
    gcc/Makefile.in.orig > gcc/Makefile.in
```

We will create a dummy `limits.h` so the build will not use the one provided by the host distro:

```
touch /tools/include/limits.h
```

The GCC documentation recommends building GCC outside of the source directory in a dedicated build directory:

```
mkdir -v ../gcc-build
cd ../gcc-build
```

Prepare GCC for compilation:

```
AR=ar LDFLAGS="-Wl,-rpath,/cross-tools/lib" \
  ../gcc-4.6.3/configure --prefix=/cross-tools \
  --build=${CLFS_HOST} --host=${CLFS_HOST} --target=${CLFS_TARGET} \
  --with-sysroot=${CLFS} --with-local-prefix=/tools --disable-nls \
  --disable-shared --with-mpfr=/cross-tools \
  --with-gmp=/cross-tools --with-ppl=/cross-tools --with-cloog=/cross-tools \
  --without-headers --with-newlib --disable-decimal-float \
  --disable-libgomp --disable-libmudflap --disable-libssp \
  --disable-threads --enable-languages=c --enable-cloog-backend=isl
```

**The meaning of the new configure options:**

*`--with-sysroot=${CLFS}`*
Tells GCC to consider ${CLFS} as the root file system.

*`--with-local-prefix=/tools`*
The purpose of this switch is to remove `/usr/local/include` from **gcc**'s include search path. This is not absolutely essential, however, it helps to minimize the influence of the host system.

*`--disable-nls`*
This disables internationalization as i18n is not needed for the cross-compile tools.

*`--without-headers`*
Disables GCC from using the target's Libc when cross compiling.

*`--with-newlib`*
Tells GCC that the target libc will use 'newlib'.

*`--disable-decimal-float`*
Disables support for the C decimal floating point extension.

*`--disable-libgomp`*
Disables the creation of runtime libraries used by GOMP.

*`--disable-libmudflap`*
Disables the creation of runtime libaries used by libmudflap.

*`--disable-libssp`*
Disables the use of Stack Smashing Protection for runtime libraries.

*`--disable-threads`*
This will prevent GCC from looking for the multi-thread include files, since they haven't been created for this architecture yet. GCC will be able to find the multi-thread information after the Glibc headers are created.

*`--enable-languages=c`*
This option ensures that only the C compiler is built.

Continue with compiling the package:

```
make all-gcc all-target-libgcc
```

**The meaning of the new make options:**

*`all-gcc all-target-libgcc`*
Compiles only the parts of GCC that are needed at this time, rather than the full package.

Install the package:

```
make install-gcc install-target-libgcc
```

Details on this package are located in Section 10.29.2, “Contents of GCC.”

# 5.16. EGLIBC-2.15 32 Bit

The EGLIBC package contains the main C library. This library provides the basic routines for allocating memory, searching directories, opening and closing files, reading and writing files, string handling, pattern matching, arithmetic, and so on.

## 5.16.1. Installation of EGLIBC

It should be noted that compiling EGLIBC in any way other than the method suggested in this book puts the stability of the system at risk.

MIPS is not supported in the main EGLIBC tree, so we need the eglibc-ports tarball. Unpack `eglibc-ports-2.15-r21467`:

```
tar -xvf ../eglibc-ports-2.15-r21467.tar.xz
```

Disable linking to `libgcc_eh`:

```
cp -v Makeconfig{,.orig}
sed -e 's/-lgcc_eh//g' Makeconfig.orig > Makeconfig
```

The EGLIBC documentation recommends building EGLIBC outside of the source directory in a dedicated build directory:

```
mkdir -v ../eglibc-build
cd ../eglibc-build
```

The following lines need to be added to `config.cache` for EGLIBC to support NPTL:

```
cat > config.cache << "EOF"
libc_cv_forced_unwind=yes
libc_cv_c_cleanup=yes
libc_cv_gnu89_inline=yes
libc_cv_ssp=no
EOF
```

Prepare EGLIBC for compilation:

```
BUILD_CC="gcc" CC="${CLFS_TARGET}-gcc ${BUILD32}" \
    AR="${CLFS_TARGET}-ar" RANLIB="${CLFS_TARGET}-ranlib" \
    ../eglibc-2.15/configure --prefix=/tools \
    --host=${CLFS_TARGET32} --build=${CLFS_HOST} \
    --disable-profile --with-tls --enable-kernel=2.6.32 --with-__thread \
    --with-binutils=/cross-tools/bin --with-headers=/tools/include \
    --cache-file=config.cache
```

**The meaning of the new configure options:**

*`BUILD_CC="gcc"`*

This sets EGLIBC to use the current compiler on our system. This is used to create the tools EGLIBC uses during its build.

*`CC="${CLFS_TARGET}-gcc ${BUILD32}"`*
Forces EGLIBC to utilize our target architecture GCC utilizing the 32 Bit flags.

*`AR="${CLFS_TARGET}-ar"`*
This forces EGLIBC to use the **ar** utility we made for our target architecture.

*`RANLIB="${CLFS_TARGET}-ranlib"`*
This forces EGLIBC to use the **ranlib** utility we made for our target architecture.

*`--disable-profile`*
This builds the libraries without profiling information. Omit this option if profiling on the temporary tools is necessary.

*`--with-tls`*
This tells EGLIBC to use Thread Local Storage.

*`--enable-kernel=2.6.32`*
This tells EGLIBC to compile the library with support for 2.6.32 and later Linux kernels.

*`--with-__thread`*
This tells EGLIBC to use use the __thread for libc and libpthread builds.

*`--with-binutils=/cross-tools/bin`*
This tells EGLIBC to use the Binutils that are specific to our target architecture.

*`--with-headers=/tools/include`*
This tells EGLIBC to compile itself against the headers recently installed to the `/tools` directory, so that it knows exactly what features the kernel has and can optimize itself accordingly.

*`--cache-file=config.cache`*
This tells EGLIBC to utilize a premade cache file.

During this stage the following warning might appear:

```
configure: WARNING:
*** These auxiliary programs are missing or
*** incompatible versions: msgfmt
*** some features will be disabled.
*** Check the INSTALL file for required versions.
```

The missing or incompatible **msgfmt** program is generally harmless. This **msgfmt** program is part of the Gettext package which the host distribution should provide.

Compile the package:

```
make
```

Install the package:

```
make install inst_vardbdir=/tools/var/db
```

Details on this package are located in Section 10.9.5, “Contents of EGLIBC.”

# 5.17. EGLIBC-2.15 N32

The EGLIBC package contains the main C library. This library provides the basic routines for allocating memory, searching directories, opening and closing files, reading and writing files, string handling, pattern matching, arithmetic, and so on.

## 5.17.1. Installation of EGLIBC

It should be noted that compiling EGLIBC in any way other than the method suggested in this book puts the stability of the system at risk.

MIPS is not supported in the main EGLIBC tree, so we need the eglibc-ports tarball. Unpack `eglibc-ports-2.15-r21467`:

```
tar -xvf ../eglibc-ports-2.15-r21467.tar.xz
```

Disable linking to `libgcc_eh`:

```
cp -v Makeconfig{,.orig}
sed -e 's/-lgcc_eh//g' Makeconfig.orig > Makeconfig
```

The following will cause EGLIBC to use an absolute path to the ldd-rewrite-script instead of a relative path:

```
cp -v config.make.in{,.orig}
sed '/ldd-rewrite-script/s:@:${objdir}/&:' config.make.in.orig > config.make.in
```

The EGLIBC documentation recommends building EGLIBC outside of the source directory in a dedicated build directory:

```
mkdir -v ../eglibc-build
cd ../eglibc-build
```

The following lines need to be added to `config.cache` for EGLIBC to support NPTL:

```
cat > config.cache << "EOF"
libc_cv_forced_unwind=yes
libc_cv_c_cleanup=yes
libc_cv_gnu89_inline=yes
libc_cv_ssp=no
EOF
```

Tell EGLIBC to install its 32-bit libraries into `/tools/lib32`:

```
echo "slibdir=/tools/lib32" >> configparms
```

Prepare EGLIBC for compilation:

```
BUILD_CC="gcc" CC="${CLFS_TARGET}-gcc ${BUILDN32}" \
    AR="${CLFS_TARGET}-ar" RANLIB="${CLFS_TARGET}-ranlib" \
    ../eglibc-2.15/configure --prefix=/tools \
    --host=${CLFS_TARGET} --build=${CLFS_HOST} --libdir=/tools/lib32 \
    --disable-profile --with-tls --enable-kernel=2.6.32 --with-__thread \
    --with-binutils=/cross-tools/bin --with-headers=/tools/include \
    --cache-file=config.cache
```

**The meaning of the new configure options:**

*`CC="${CLFS_TARGET}-gcc ${BUILDN32}"`*
Forces EGLIBC to utilize our target architecture GCC utilizing the N32 flags.

*`--libdir=/tools/lib32`*
Installs EGLIBC into /tools/lib32 instead of /tools/lib.

During this stage the following warning might appear:

```
configure: WARNING:
*** These auxiliary programs are missing or
*** incompatible versions: msgfmt
*** some features will be disabled.
*** Check the INSTALL file for required versions.
```

The missing or incompatible **msgfmt** program is generally harmless. This **msgfmt** program is part of the Gettext package which the host distribution should provide.

Compile the package:

```
make
```

Install the package:

```
make install inst_vardbdir=/tools/var/db
```

Details on this package are located in Section 10.9.5, “Contents of EGLIBC.”

# 5.18. EGLIBC-2.15 64-Bit

The EGLIBC package contains the main C library. This library provides the basic routines for allocating memory, searching directories, opening and closing files, reading and writing files, string handling, pattern matching, arithmetic, and so on.

## 5.18.1. Installation of EGLIBC

It should be noted that compiling EGLIBC in any way other than the method suggested in this book puts the stability of the system at risk.

MIPS is not supported in the main EGLIBC tree, so we need the eglibc-ports tarball. Unpack `eglibc-ports-2.15-r21467`:

```
tar -xvf ../eglibc-ports-2.15-r21467.tar.xz
```

Disable linking to `libgcc_eh`:

```
cp -v Makeconfig{,.orig}
sed -e 's/-lgcc_eh//g' Makeconfig.orig > Makeconfig
```

The following will cause EGLIBC to use an absolute path to the ldd-rewrite-script instead of a relative path:

```
cp -v config.make.in{,.orig}
sed '/ldd-rewrite-script/s:@:${objdir}/&:' config.make.in.orig > config.make.in
```

The EGLIBC documentation recommends building EGLIBC outside of the source directory in a dedicated build directory:

```
mkdir -v ../eglibc-build
cd ../eglibc-build
```

The following lines need to be added to `config.cache` for EGLIBC to support NPTL:

```
cat > config.cache << "EOF"
libc_cv_forced_unwind=yes
libc_cv_c_cleanup=yes
libc_cv_gnu89_inline=yes
libc_cv_ssp=no
EOF
```

Tell EGLIBC to install its 64-bit libraries into `/tools/lib64`:

```
echo "slibdir=/tools/lib64" >> configparms
```

Prepare EGLIBC for compilation:

```
BUILD_CC="gcc" CC="${CLFS_TARGET}-gcc ${BUILD64}" \
    AR="${CLFS_TARGET}-ar" RANLIB="${CLFS_TARGET}-ranlib" \
    ../eglibc-2.15/configure --prefix=/tools \
    --host=${CLFS_TARGET} --build=${CLFS_HOST} --libdir=/tools/lib64 \
    --disable-profile --with-tls --enable-kernel=2.6.32 --with-__thread \
    --with-binutils=/cross-tools/bin --with-headers=/tools/include \
    --cache-file=config.cache
```

**The meaning of the new configure options:**

*`CC="${CLFS_TARGET}-gcc ${BUILD64}"`*
Forces EGLIBC to build using our target architecture GCC utilizing the 64 Bit flags.

*`--libdir=/tools/lib64`*
Puts EGLIBC into /tools/lib64 instead of /tools/lib.

During this stage the following warning might appear:

```
configure: WARNING:
*** These auxiliary programs are missing or
*** incompatible versions: msgfmt
*** some features will be disabled.
*** Check the INSTALL file for required versions.
```

The missing or incompatible **msgfmt** program is generally harmless. This **msgfmt** program is part of the Gettext package which the host distribution should provide.

Compile the package:

```
make
```

Install the package:

```
make install inst_vardbdir=/tools/var/db
```

Install NIS and RPC related headers that are not installed by default.

```
cp -v ../eglibc-2.15/sunrpc/rpc/*.h /tools/include/rpc
cp -v ../eglibc-2.15/sunrpc/rpcsvc/*.h /tools/include/rpcsvc
cp -v ../eglibc-2.15/nis/rpcsvc/*.h /tools/include/rpcsvc
```

Details on this package are located in Section 10.9.5, “Contents of EGLIBC.”

# 5.19. Cross GCC-4.6.3 - Final

The GCC package contains the GNU compiler collection, which includes the C and C++ compilers.

## 5.19.1. Installation of GCC Cross Compiler

The following patch contains a number of updates to the 4.6.3 branch by the GCC developers:

```
patch -Np1 -i ../gcc-4.6.3-branch_update-2.patch
```

Make a couple of essential adjustments to the `specs` file to ensure GCC uses our build environment:

```
patch -Np1 -i ../gcc-4.6.3-specs-1.patch
```

The following patch fixes and issue that causes GCC to segfault when compilling for Mips.

```
patch -Np1 -i ../gcc-4.6.3-mips_fix-1.patch
```

Change the StartFile Spec and Standard Include Dir so that GCC looks in `/tools`:

```
echo -en '#undef STANDARD_INCLUDE_DIR\n#define STANDARD_INCLUDE_DIR "/tools/inclu
echo -en '\n#undef STANDARD_STARTFILE_PREFIX_1\n#define STANDARD_STARTFILE_PREFIX
echo -en '\n#undef STANDARD_STARTFILE_PREFIX_2\n#define STANDARD_STARTFILE_PREFIX
```

Now alter **gcc**'s c preprocessor's default include search path to use `/tools` only:

```
cp -v gcc/Makefile.in{,.orig}
sed -e "s@\(^CROSS_SYSTEM_HEADER_DIR =\).*@\1 /tools/include@g" \
    gcc/Makefile.in.orig > gcc/Makefile.in
```

The GCC documentation recommends building GCC outside of the source directory in a dedicated build directory:

```
mkdir -v ../gcc-build
cd ../gcc-build
```

Prepare GCC for compilation:

```
AR=ar LDFLAGS="-Wl,-rpath,/cross-tools/lib" \
  ../gcc-4.6.3/configure --prefix=/cross-tools \
  --build=${CLFS_HOST} --target=${CLFS_TARGET} --host=${CLFS_HOST} \
  --with-sysroot=${CLFS} --with-local-prefix=/tools --disable-nls \
  --enable-shared --disable-static --enable-languages=c,c++ \
  --enable-__cxa_atexit --with-mpfr=/cross-tools --with-gmp=/cross-tools \
  --enable-c99 --with-ppl=/cross-tools --with-cloog=/cross-tools \
  --enable-long-long --enable-threads=posix --enable-cloog-backend=isl
```

**The meaning of the new configure options:**

*`--enable-languages=c,c++`*
This option ensures that only the C and C++ compilers are built.

*`--enable-__cxa_atexit`*
This option allows use of __cxa_atexit, rather than atexit, to register C++ destructors for local statics and global objects and is essential for fully standards-compliant handling of destructors. It also affects the C++ ABI and therefore results in C++ shared libraries and C++ programs that are interoperable with other Linux distributions.

*`--enable-c99`*
Enable C99 support for C programs.

*`--enable-long-long`*
Enables long long support in the compiler.

*`--enable-threads=posix`*
This enables C++ exception handling for multi-threaded code.

Continue with compiling the package:

```
make AS_FOR_TARGET="${CLFS_TARGET}-as" \
    LD_FOR_TARGET="${CLFS_TARGET}-ld"
```

Install the package:

```
make install
```

Details on this package are located in Section 10.29.2, “Contents of GCC.”

# Part IV. Building the Basic Tools

# Chapter 6. Constructing a Temporary System

## 6.1. Introduction

This chapter shows how to compile and install a minimal Linux system. This system will contain just enough tools to start constructing the final CLFS system in Installing Basic System Software and allow a working environment with more user convenience than a minimum environment would.

The tools in this chapter are cross-compiled using the toolchain in `/cross-tools` and will be installed under the `${CLFS}/tools` directory to keep them separate from the files installed in Installing Basic System Software and the host production directories. Since the packages compiled here are temporary, we do not want them to pollute the soon-to-be CLFS system.

Check one last time that the `CLFS` environment variable is set up properly:

```
echo ${CLFS}
```

Make sure the output shows the path to the CLFS partition's mount point, which is `/mnt/clfs`, using our example.

During this section of the build you will see several WARNING messages like the one below. It is safe to ignore these messages.

```
configure: WARNING: If you wanted to set the --build type, don't use --host.
    If a cross compiler is detected then cross compile mode will be used.
```

## 6.2. Build Variables

Setup target-specific variables for the compiler and linkers:

```
export CC="${CLFS_TARGET}-gcc"
export CXX="${CLFS_TARGET}-g++"
export AR="${CLFS_TARGET}-ar"
export AS="${CLFS_TARGET}-as"
export RANLIB="${CLFS_TARGET}-ranlib"
export LD="${CLFS_TARGET}-ld"
export STRIP="${CLFS_TARGET}-strip"
```

Then add the build variables to `~/.bashrc` to prevent issues if you stop and come back later:

```
echo export CC=\""${CC}\"" >> ~/.bashrc
echo export CXX=\""${CXX}\"" >> ~/.bashrc
echo export AR=\""${AR}\"" >> ~/.bashrc
echo export AS=\""${AS}\"" >> ~/.bashrc
echo export RANLIB=\""${RANLIB}\"" >> ~/.bashrc
echo export LD=\""${LD}\"" >> ~/.bashrc
echo export STRIP=\""${STRIP}\"" >> ~/.bashrc
```

# 6.3. GMP-5.0.5

GMP is a library for arithmetic on arbitrary precision integers, rational numbers, and floating-point numbers.

## 6.3.1. Installation of GMP

Prepare GMP for compilation:

```
HOST_CC=gcc CPPFLAGS=-fexceptions CC="${CC} \
    ${BUILD64}" CXX="${CXX} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --libdir=/tools/lib64 --enable-cxx
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.13.2, “Contents of GMP.”

# 6.4. MPFR-3.1.1

The MPFR library is a C library for multiple-precision floating-point computations with correct rounding.

## 6.4.1. Installation of MPFR

Prepare MPFR for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --libdir=/tools/lib64 --enable-shared
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.16.2, “Contents of MPFR.”

# 6.5. MPC-1.0.1

MPC is a C library for the arithmetic of complex numbers with arbitrarily high precision and correct rounding of the result.

## 6.5.1. Installation of MPC

Prepare MPC for compilation:

```
CC="${CC} ${BUILD64}" \
  ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --libdir=/tools/lib64
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.19.2, “Contents of MPC.”

# 6.6. PPL-0.12.1

The Parma Polyhedra Library (PPL) provides numerical abstractions especially targeted at applications in the field of analysis and verification of complex systems. CLooG-PPL requires this library.

## 6.6.1. Installation of PPL

Prepare PPL for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --enable-interfaces="c,cxx" --libdir=/tools/lib64 \
    --enable-shared --disable-optimization  \
    --with-gmp-include=/tools/include --with-gmp-lib=/tools/lib
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.22.2, “Contents of PPL.”

# 6.7. CLooG-0.16.3

CLooG is a library to generate code for scanning Z-polyhedra. In other words, it finds code that reaches each integral point of one or more parameterized polyhedra. GCC links with this library in order to enable the new loop generation code known as Graphite.

## 6.7.1. Installation of CLooG

The following prevents the configure script from setting `LD_LIBRARY_PATH` when it finds PPL. This will prevent any conflicts with libraries from the host system:

```
cp -v configure{,.orig}
sed -e "/LD_LIBRARY_PATH=/d" \
    configure.orig > configure
```

Prepare CLooG for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET}  --libdir=/tools/lib64 \
     --enable-shared --with-gmp-prefix=/tools
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.25.2, “Contents of CLooG.”

# 6.8. Zlib-1.2.7

The Zlib package contains compression and decompression routines used by some programs.

## 6.8.1. Installation of Zlib

Prepare Zlib for compilation:

```
CC="${CC} ${BUILD64}" \
   ./configure --prefix=/tools --libdir=/tools/lib64
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.65.2, “Contents of Zlib.”

# 6.9. Binutils-2.23

The Binutils package contains a linker, an assembler, and other tools for handling object files.

## 6.9.1. Installation of Binutils

The Binutils documentation recommends building Binutils outside of the source directory in a dedicated build directory:

```
mkdir -v ../binutils-build
cd ../binutils-build
```

Prepare Binutils for compilation:

```
CC="${CC} ${BUILD64}" ../binutils-2.23/configure \
    --prefix=/tools --libdir=/tools/lib64 --with-lib-path=/tools/lib64:/tools/lib
    --build=${CLFS_HOST} --host=${CLFS_TARGET} --target=${CLFS_TARGET} \
    --disable-nls --enable-shared --enable-64-bit-bfd
```

**The meaning of the new configure options:**

*`CC="${CC} ${BUILD64}"`*
Tells the compiler to use our 64-bit build flags.

Compile the package:

```
make configure-host
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.28.2, “Contents of Binutils.”

# 6.10. GCC-4.6.3

The GCC package contains the GNU compiler collection, which includes the C and C++ compilers.

## 6.10.1. Installation of GCC

The following patch contains a number of updates to the 4.6.3 branch by the GCC developers:

```
patch -Np1 -i ../gcc-4.6.3-branch_update-2.patch
```

Make a couple of essential adjustments to the `specs` file to ensure GCC uses our build environment:

```
patch -Np1 -i ../gcc-4.6.3-specs-1.patch
```

The following patch fixes and issue that causes GCC to segfault when compilling for Mips.

```
patch -Np1 -i ../gcc-4.6.3-mips_fix-1.patch
```

Change the StartFile Spec and Standard Include Dir so that GCC looks in `/tools`:

```
echo -en '#undef STANDARD_INCLUDE_DIR\n#define STANDARD_INCLUDE_DIR "/tools/inclu
echo -en '\n#undef STANDARD_STARTFILE_PREFIX_1\n#define STANDARD_STARTFILE_PREFIX
echo -en '\n#undef STANDARD_STARTFILE_PREFIX_2\n#define STANDARD_STARTFILE_PREFIX
```

Also, we need to set the directory searched by the fixincludes process for system headers, so it won't look at the host's headers:

```
cp -v gcc/Makefile.in{,.orig}
sed -e 's@\(^NATIVE_SYSTEM_HEADER_DIR =\).*@\1 /tools/include@g' \
    gcc/Makefile.in.orig > gcc/Makefile.in
```

The GCC documentation recommends building GCC outside of the source directory in a dedicated build directory:

```
mkdir -v ../gcc-build
cd ../gcc-build
```

Before starting to build GCC, remember to unset any environment variables that override the default optimization flags.

Prepare GCC for compilation:

```
CC="${CC} ${BUILD64}" CXX="${CXX} ${BUILD64}" \
  ../gcc-4.6.3/configure --prefix=/tools \
  --libdir=/tools/lib64 --build=${CLFS_HOST} --host=${CLFS_TARGET} \
  --target=${CLFS_TARGET} --with-local-prefix=/tools --enable-long-long \
  --enable-c99 --enable-shared --enable-threads=posix \
  --enable-__cxa_atexit --disable-nls --enable-languages=c,c++ \
  --disable-libstdcxx-pch --with-abi=64 --enable-cloog-backend=isl
```

**The meaning of the new configure options:**

*`CXX="${CXX} ${BUILD64}"`*
This forces the C++ compiler to use our 64 Bit flags.

*`--disable-libstdcxx-pch`*
Do not build the pre-compiled header (PCH) for `libstdc++`. It takes up a lot of space, and we have no use for it.

The following will prevent GCC from looking in the wrong directories for headers and libraries:

```
cp -v Makefile{,.orig}
sed "/^HOST_\(GMP\|PPL\|CLOOG\)\(LIBS\|INC\)/s:-[IL]/\(lib\|include\)::" \
    Makefile.orig > Makefile
```

Compile the package:

```
make AS_FOR_TARGET="${AS}" \
    LD_FOR_TARGET="${LD}"
```

Install the package:

```
make install
```

Details on this package are located in Section 10.29.2, “Contents of GCC.”

# 6.11. Ncurses-5.9

The Ncurses package contains libraries for terminal-independent handling of character screens.

## 6.11.1. Installation of Ncurses

The following patch fixes an issue with some Bash versions:

```
patch -Np1 -i ../ncurses-5.9-bash_fix-1.patch
```

Prepare Ncurses for compilation:

```
CC="${CC} ${BUILD64}" CXX="${CXX} ${BUILD64}" \
   ./configure --prefix=/tools --with-shared \
   --build=${CLFS_HOST} --host=${CLFS_TARGET} \
   --without-debug --without-ada \
   --enable-overwrite --with-build-cc=gcc \
   --libdir=/tools/lib64
```

**The meaning of the new configure options:**

*`--with-shared`*
This tells Ncurses to create a shared library.

*`--without-debug`*
This tells Ncurses not to build with debug information.

*`--without-ada`*
This ensures that Ncurses does not build support for the Ada compiler which may be present on the host but will not be available when building the final system.

*`--enable-overwrite`*
This tells Ncurses to install its header files into `/tools/include`, instead of `/tools/include/ncurses`, to ensure that other packages can find the Ncurses headers successfully.

*`--with-build-cc=gcc`*
This tells Ncurses what type of compiler we are using.

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.33.2, “Contents of Ncurses.”

# 6.12. Bash-4.2

The Bash package contains the Bourne-Again SHell.

## 6.12.1. Installation of Bash

The following patch contains updates from the maintainer. The maintainer of Bash only releases these patches to fix serious issues:

```
patch -Np1 -i ../bash-4.2-branch_update-6.patch
```

When Bash is cross-compiled, it cannot test for the presence of named pipes, among other things. If you used **su** to become an unprivileged user, this combination will cause Bash to build without *process substitution*, which will break one of the C++ test scripts in `eglibc`. The following prevents future problems by skipping the check for named pipes, as well as other tests that can not run while cross-compiling or that do not run properly:

```
cat > config.cache << "EOF"
ac_cv_func_mmap_fixed_mapped=yes
ac_cv_func_strcoll_works=yes
ac_cv_func_working_mktime=yes
bash_cv_func_sigsetjmp=present
bash_cv_getcwd_malloc=yes
bash_cv_job_control_missing=present
bash_cv_printf_a_format=yes
bash_cv_sys_named_pipes=present
bash_cv_ulimit_maxfds=yes
bash_cv_under_sys_siglist=yes
bash_cv_unusable_rtsigs=no
gt_cv_int_divbyzero_sigfpe=yes
EOF
```

Prepare Bash for compilation:

```
CC="${CC} ${BUILD64}" CXX="${CXX} ${BUILD64}" \
   ./configure --prefix=/tools \
   --build=${CLFS_HOST} --host=${CLFS_TARGET} \
   --without-bash-malloc --cache-file=config.cache
```

**The meaning of the configure option:**

*`--without-bash-malloc`*
: This option turns off the use of Bash's memory allocation (malloc) function which is known to cause segmentation faults. By turning this option off, Bash will use the malloc functions from Glibc which are more stable.

Compile the package:

```
make
```

Install the package:

```
make install
```

Make a link for programs that use **sh** for a shell:

```
ln -sv bash /tools/bin/sh
```

Details on this package are located in Section 10.68.2, “Contents of Bash.”

# 6.13. Bison-2.6.4

The Bison package contains a parser generator.

## 6.13.1. Installation of Bison

Prepare Bison for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET}
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.51.2, “Contents of Bison.”

# 6.14. Bzip2-1.0.6

The Bzip2 package contains programs for compressing and decompressing files. Compressing text files with **bzip2** yields a much better compression percentage than with the traditional **gzip**.

## 6.14.1. Installation of Bzip2

Bzip2's default Makefile target automatically runs the testsuite as well. We need to remove the tests since they won't work on a multi-architecture build, and change the default lib path to `lib64`:

```
cp -v Makefile{,.orig}
sed -e 's@^\(all:.*\) test@\1@g' \
    -e 's@/lib\(/\| \|$\)@/lib64\1@g' Makefile.orig > Makefile
```

The Bzip2 package does not contain a **configure** script. Compile it with:

```
make CC="${CC} ${BUILD64}" AR="${AR}" RANLIB="${RANLIB}"
```

Install the package:

```
make PREFIX=/tools install
```

Details on this package are located in Section 10.71.2, “Contents of Bzip2.”

# 6.15. Coreutils-8.20

The Coreutils package contains utilities for showing and setting the basic system characteristics.

## 6.15.1. Installation of Coreutils

The following command updates the timestamps on the uname and hostname man pages so that the Makefile does not attempt to regenerate them:

```
touch man/uname.1 man/hostname.1
```

Configure can not properly determine how to get free space when cross-compiling - as a result, the **df** program will not be built. Add the following entries to `config.cache` to correct this, and fix various cross-compiling issues:

```
cat > config.cache << EOF
fu_cv_sys_stat_statfs2_bsize=yes
gl_cv_func_working_mkstemp=yes
EOF
```

Prepare Coreutils for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --enable-install-program=hostname --cache-file=config.cache
```

**The meaning of the new configure option:**

*`--enable-install-program=hostname`*
Tells Coreutils to install **hostname**, which is needed for the Perl testsuite.

Coreutils does not build make-prime-list properly and the build host may not be able to execute the target binary. Build it using the host compiler so it can be ran for the generation of data required for the build.

```
cp -v Makefile{,.orig}
sed '/src_make_prime_list/d' Makefile.orig > Makefile
depbase=`echo src/make-prime-list.o | sed 's|[^/]*$|.deps/&|;s|\.o$||'`;\
    gcc -std=gnu99  -I. -I./lib  -Ilib -I./lib -Isrc -I./src  \
    -fdiagnostics-show-option -funit-at-a-time -g -O2 -MT \
    src/make-prime-list.o -MD -MP -MF $depbase.Tpo -c -o src/make-prime-list.o \
    src/make-prime-list.c &&
mv -f $depbase.Tpo $depbase.Po
gcc -std=gnu99 -fdiagnostics-show-option -funit-at-a-time -g -O2 \
    -Wl,--as-needed  -o src/make-prime-list src/make-prime-list.o
```

Remove the building of the hostname man page as it is affected by the previous commands.

```
cp -v Makefile{,.bak}
sed -e '/hostname.1/d' Makefile.bak > Makefile
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.46.2, “Contents of Coreutils.”

# 6.16. Diffutils-3.2

The Diffutils package contains programs that show the differences between files or directories.

## 6.16.1. Installation of Diffutils

Prepare Diffutils for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
  --build=${CLFS_HOST} --host=${CLFS_TARGET}
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.72.2, “Contents of Diffutils.”

# 6.17. Findutils-4.4.2

The Findutils package contains programs to find files. These programs are provided to recursively search through a directory tree and to create, maintain, and search a database (often faster than the recursive find, but unreliable if the database has not been recently updated).

## 6.17.1. Installation of Findutils

The following cache entries set the values for tests that do not run while cross-compiling:

```
echo "gl_cv_func_wcwidth_works=yes" > config.cache
echo "ac_cv_func_fnmatch_gnu=yes" >> config.cache
```

Prepare Findutils for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --cache-file=config.cache
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.77.2, “Contents of Findutils.”

# 6.18. File-5.11

The File package contains a utility for determining the type of a given file or files.

## 6.18.1. Installation of File

Prepare File for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
   --libdir=/tools/lib64 --build=${CLFS_HOST} --host=${CLFS_TARGET}
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.75.2, “Contents of File.”

# 6.19. Flex-2.5.37

The Flex package contains a utility for generating programs that recognize patterns in text.

## 6.19.1. Installation of Flex

When cross compiling, the **configure** script does not determine the correct values for the following. Set the values manually:

```
cat > config.cache << EOF
ac_cv_func_malloc_0_nonnull=yes
ac_cv_func_realloc_0_nonnull=yes
EOF
```

Prepare Flex for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --cache-file=config.cache
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.57.2, “Contents of Flex.”

# 6.20. Gawk-4.0.1

The Gawk package contains programs for manipulating text files.

## 6.20.1. Installation of Gawk

Prepare Gawk for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
   --build=${CLFS_HOST} --host=${CLFS_TARGET}
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.76.2, “Contents of Gawk.”

# 6.21. Gettext-0.18.1.1

The Gettext package contains utilities for internationalization and localization. These allow programs to be compiled with NLS (Native Language Support), enabling them to output messages in the user's native language.

## 6.21.1. Installation of Gettext

Only the programs in the `gettext-tools` directory need to be installed for the temp-system:

```
cd gettext-tools
```

When cross-compiling the Gettext configure script assumes we don't have a working wcwidth when we do. The following will fix possible compilation errors because of this assumption:

```
echo "gl_cv_func_wcwidth_works=yes" > config.cache
```

Prepare Gettext for compilation:

```
CC="${CC} ${BUILD64}" CXX="${CXX} ${BUILD64}" \
    ./configure --prefix=/tools --disable-shared \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --cache-file=config.cache
```

**The meaning of the configure options:**

*`--disable-shared`*
This tells Gettext not to create a shared library.

Compile the package:

```
make -C gnulib-lib
make -C src msgfmt
```

Install the **msgfmt** binary:

```
cp -v src/msgfmt /tools/bin
```

Details on this package are located in Section 10.80.2, “Contents of Gettext.”

# 6.22. Grep-2.14

The Grep package contains programs for searching through files.

## 6.22.1. Installation of Grep

When cross compiling, the **configure** script does not determine the correct values for the following. Set the values manually:

```
cat > config.cache << EOF
ac_cv_func_malloc_0_nonnull=yes
ac_cv_func_realloc_0_nonnull=yes
EOF
```

Prepare Grep for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --without-included-regex --cache-file=config.cache
```

**The meaning of the new configure option:**

*`--without-included-regex`*
When cross-compiling, Grep's **configure** assumes there is no usable `regex.h` installed and instead uses the one included with Grep. This switch forces the use of the regex functions from EGLIBC.

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.81.2, “Contents of Grep.”

# 6.23. Gzip-1.5

The Gzip package contains programs for compressing and decompressing files.

## 6.23.1. Installation of Gzip

Prepare Gzip for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
  --build=${CLFS_HOST} --host=${CLFS_TARGET}
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.84.2, “Contents of Gzip.”

# 6.24. M4-1.4.16

The M4 package contains a macro processor.

## 6.24.1. Installation of M4

Configure can not properly determine the results of the following tests:

```
cat > config.cache << EOF
gl_cv_func_btowc_eof=yes
gl_cv_func_mbrtowc_incomplete_state=yes
gl_cv_func_mbrtowc_sanitycheck=yes
gl_cv_func_mbrtowc_null_arg=yes
gl_cv_func_mbrtowc_retval=yes
gl_cv_func_mbrtowc_nul_retval=yes
gl_cv_func_wcrtomb_retval=yes
gl_cv_func_wctob_works=yes
EOF
```

Prepare M4 for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --cache-file=config.cache
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.48.2, “Contents of M4.”

# 6.25. Make-3.82

The Make package contains a program for compiling packages.

## 6.25.1. Installation of Make

Prepare Make for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
   --build=${CLFS_HOST} --host=${CLFS_TARGET}
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.87.2, “Contents of Make.”

# 6.26. Patch-2.7.1

The Patch package contains a program for modifying or creating files by applying a “patch” file typically created by the **diff** program.

## 6.26.1. Installation of Patch

When cross-compiling configure cannot properly detect the existance of certain features. Override this behaviour:

```
echo "ac_cv_func_strnlen_working=yes" > config.cache
```

Prepare Patch for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --cache-file=config.cache
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.95.2, “Contents of Patch.”

# 6.27. Sed-4.2.1

The Sed package contains a stream editor.

## 6.27.1. Installation of Sed

Prepare Sed for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
   --build=${CLFS_HOST} --host=${CLFS_TARGET}
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.30.2, “Contents of Sed.”

# 6.28. Tar-1.26

The Tar package contains an archiving program.

## 6.28.1. Installation of Tar

Configure can not properly determine the results of a few tests. Set them manually:

```
cat > config.cache << EOF
gl_cv_func_wcwidth_works=yes
gl_cv_func_btowc_eof=yes
ac_cv_func_malloc_0_nonnull=yes
ac_cv_func_realloc_0_nonnull=yes
gl_cv_func_mbrtowc_incomplete_state=yes
gl_cv_func_mbrtowc_nul_retval=yes
gl_cv_func_mbrtowc_null_arg=yes
gl_cv_func_mbrtowc_retval=yes
gl_cv_func_wcrtomb_retval=yes
EOF
```

Prepare Tar for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
   --build=${CLFS_HOST} --host=${CLFS_TARGET} \
   --cache-file=config.cache
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.105.2, “Contents of Tar.”

# 6.29. Texinfo-4.13a

The Texinfo package contains programs for reading, writing, and converting info pages.

## 6.29.1. Installation of Texinfo

Prepare Texinfo for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
   --build=${CLFS_HOST} --host=${CLFS_TARGET}
```

Compile the package:

```
make -C tools/gnulib/lib
make -C tools
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.106.2, “Contents of Texinfo.”

# 6.30. Vim-7.3

The Vim package contains a powerful text editor.

## 6.30.1. Installation of VIM

The following patch merges all updates from the 7.3 Branch from the Vim developers:

```
patch -Np1 -i ../vim-7.3-branch_update-6.patch
```

The configure script has a single hard coded test that cannot be bypassed with a cache entry. Disable this test with the following command:

```
cp -v src/auto/configure{,.orig}
sed "/using uint32_t/s/as_fn_error/#&/" src/auto/configure.orig > src/auto/config
```

The **configure** script is full of logic that aborts at the first sign of cross compiling. Work around this by setting the cached values of several tests with the following command:

```
cat > src/auto/config.cache << "EOF"
vim_cv_getcwd_broken=no
vim_cv_memmove_handles_overlap=yes
vim_cv_stat_ignores_slash=no
vim_cv_terminfo=yes
vim_cv_tgent=zero
vim_cv_toupper_broken=no
vim_cv_tty_group=world
ac_cv_sizeof_int=4
ac_cv_sizeof_long=4
ac_cv_sizeof_time_t=4
ac_cv_sizeof_off_t=4
EOF
```

Change the default location of the `vimrc` configuration file to `/tools/etc`:

```
echo '#define SYS_VIMRC_FILE "/tools/etc/vimrc"' >> src/feature.h
```

Prepare Vim for compilation:

```
CC="${CC} ${BUILD64}" CXX="${CXX} ${BUILD64}" \
  ./configure --build=${CLFS_HOST} --host=${CLFS_TARGET} \
  --prefix=/tools --enable-multibyte --enable-gui=no \
  --disable-gtktest --disable-xim --with-features=normal \
  --disable-gpm --without-x --disable-netbeans \
  --with-tlib=ncurses
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Many users are accustomed to using **vi** instead of **vim**. Some programs, such as **vigr** and **vipw**, also use **vi**. Create a symlink to permit execution of **vim** when users habitually enter **vi** and allow programs that use **vi** to work:

```
ln -sv vim /tools/bin/vi
```

Create a temporary vimrc to make it function more the way you may expect it to. This is explained more in the final system:

```
cat > /tools/etc/vimrc << "EOF"
" Begin /etc/vimrc

set nocompatible
set backspace=2
set ruler
syntax on

" End /etc/vimrc
EOF
```

Details on this package are located in Section 10.110.3, “Contents of Vim.”

# 6.31. XZ Utils-5.0.4

The XZ-Utils package contains programs for compressing and decompressing files. Compressing text files with **XZ-Utils** yields a much better compression percentage than with the traditional **gzip**.

## 6.31.1. Installation of XZ-Utils

Prepare XZ-Utils for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
     --build=${CLFS_HOST} --host=${CLFS_TARGET}\
     --libdir=/tools/lib64
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.90.2, “Contents of XZ-Utils.”

# 6.32. To Boot or to Chroot?

There are two different ways you can proceed from this point to build the final system. You can build a kernel, a bootloader, and a few other utilities, boot into the temporary system, and build the rest there. Alternatively, you can chroot into the temporary system.

The boot method is needed when you are building on a different architecture. For example, if you are building a PowerPC system from an x86, you can't chroot. The chroot method is for when you are building on the same architecture. If you are building on, and for, an x86 system, you can simply chroot. The rule of thumb here is if the architectures match and you are running the same series kernel you can just chroot. If you aren't running the same series kernel, or are wanting to run a different ABI, you will need to use the boot option.

If you are in any doubt about this, you can try the following commands to see if you can chroot:

```
/tools/lib/libc.so.6
/tools/lib32/libc.so.6
/tools/lib64/libc.so.6
/tools/bin/gcc -v
```

If any of these commands fail, you will have to follow the boot method.

To chroot, you will also need a Linux Kernel-2.6.32 or greater (having been compiled with GCC-4.1.2 or greater). The reason for the kernel version requirement is that eglibc is built to generate the library for the smallest version of the Linux kernel expected to be supported.

To check your kernel version, run **cat /proc/version** - if it does not say that you are running a 2.6.32 or later Linux kernel, compiled with GCC 4.1.2 or later, you cannot chroot.

For the boot method, follow If You Are Going to Boot.

For the chroot method, follow If You Are Going to Chroot.

# Chapter 7. If You Are Going to Boot

## 7.1. Introduction

This chapter shows how to complete the build of temporary tools to create a minimal system that will be used to boot the target machine and to build the final system packages.

There are a few additional packages that will need to be installed to allow you to boot the minimal system. Some of these packages will be installed onto root or in /usr on the CLFS partition (${CLFS}/bin, ${CLFS}/usr/bin, etc...), rather than /tools, using the "DESTDIR" option with make. This will require the `clfs` user to have write access to the rest of the CLFS partition, so you will need to temporarily change the ownership of ${CLFS} to the `clfs` user. Run the following command as `root`:

```
chown -v clfs ${CLFS}
```

## 7.2. Bootloaders

On MIPS based platforms, we have 2 different bootloaders - Colo for the Cobalt based MIPS machines and Arcload for the SGI machines. At this time, in the boot scenario, the only bootloader we can build and that is usable is Cobalt bootloader. On SGI machines that follow this build method, we recommend to do a netboot. Information about netbooting can be found at the link below.

*http://documents.jg555.com/netboot*

## 7.3. Creating Directories

It is time to create some structure in the CLFS file system. Create a standard directory tree by issuing the following commands:

```
mkdir -pv ${CLFS}/{bin,boot,dev,{etc/,}opt,home,lib{,32,64},mnt}
mkdir -pv ${CLFS}/{proc,media/{floppy,cdrom},run/{shm},sbin,srv,sys}
mkdir -pv ${CLFS}/var/{lock,log,mail,spool}
mkdir -pv ${CLFS}/var/{opt,cache,lib{,32,64}/{misc,locate},local}
install -dv ${CLFS}/root -m 0750
install -dv ${CLFS}{/var,}/tmp -m 1777
mkdir -pv ${CLFS}/usr/{,local/}{bin,include,lib{,32,64},sbin,src}
mkdir -pv ${CLFS}/usr/{,local/}share/{doc,info,locale,man}
mkdir -pv ${CLFS}/usr/{,local/}share/{misc,terminfo,zoneinfo}
mkdir -pv ${CLFS}/usr/{,local/}share/man/man{1,2,3,4,5,6,7,8}
for dir in ${CLFS}/usr{,/local}; do
  ln -sv share/{man,doc,info} $dir
done
install -dv ${CLFS}/usr/lib/locale
ln -sv ../lib/locale ${CLFS}/usr/lib32
ln -sv ../lib/locale ${CLFS}/usr/lib64
```

These entries are needed for the RaQ2 bootloader. Only use these if you are utilizing the Colo bootloader:

```
cd /${CLFS}/boot
ln -svf . boot
```

Directories are, by default, created with permission mode 755, but this is not desirable for all directories. In the commands above, two changes are made—one to the home directory of user `root`, and another to the directories for temporary files.

The first mode change ensures that not just anybody can enter the `/root` directory—the same as a normal user would do with his or her home directory. The second mode change makes sure that any user can write to the `/tmp` and `/var/tmp` directories, but cannot remove another user's files from them. The latter is prohibited by the so-called "sticky bit," the highest bit (1) in the 1777 bit mask.

### 7.3.1. FHS Compliance Note

The directory tree is based on the Filesystem Hierarchy Standard (FHS) (available at *http://www.pathname.com/fhs/*). In addition to the tree created above, this standard stipulates the existence of `/usr/local/games` and `/usr/share/games`. The FHS is not precise as to the structure of the `/usr/local/share` subdirectory, so we create only the directories that are needed. However, feel free to create these directories if you prefer to conform more strictly to the FHS.

## 7.4. Creating Essential Symlinks

Some programs use hard-wired paths to programs which do not exist yet. In order to satisfy these programs, create a number of symbolic links which will be replaced by real files throughout the course of the next chapter after the software has been installed.

```
ln -sv /tools/bin/{bash,cat,echo,grep,login,passwd,pwd,sleep,stty} ${CLFS}/bin
ln -sv /tools/bin/file ${CLFS}/usr/bin
ln -sv /tools/sbin/{agetty,blkid} ${CLFS}/sbin
ln -sv /tools/lib/libgcc_s.so{,.1} ${CLFS}/usr/lib
ln -sv /tools/lib32/libgcc_s.so{,.1} ${CLFS}/usr/lib32
ln -sv /tools/lib64/libgcc_s.so{,.1} ${CLFS}/usr/lib64
ln -sv /tools/lib/libstd*so* ${CLFS}/usr/lib
ln -sv /tools/lib32/libstd*so* ${CLFS}/usr/lib32
ln -sv /tools/lib64/libstd*so* ${CLFS}/usr/lib64
ln -sv bash ${CLFS}/bin/sh
ln -sv ../run ${CLFS}/var/run
```

# 7.5. Util-linux-2.22.1

The Util-linux package contains miscellaneous utility programs. Among them are utilities for handling file systems, consoles, partitions, and messages.

## 7.5.1. Installation of Util-linux

Prepare Util-linux for compilation:

```
CC="${CC} ${BUILD64}" PKG_CONFIG=true ./configure \
    --prefix=/tools --exec-prefix="" --build=${CLFS_HOST} \
    --host=${CLFS_TARGET} --libdir=/tools/lib64 --bindir=/tools/bin \
    --sbindir=/tools/sbin --disable-makeinstall-chown --disable-login \
    --disable-su --config-cache
```

Compile the package:

```
make
```

Install the package:

```
make usrsbin_execdir=/tools/sbin usrbin_execdir=/tools/bin install
```

Details on this package are located in Section 10.37.3, “Contents of Util-linux.”

# 7.6. Shadow-4.1.5.1

The Shadow package contains programs for handling passwords in a secure way.

## 7.6.1. Installation of Shadow

Disable the installation of the **groups** program, as Coreutils provides a better version:

```
cp -v src/Makefile.in{,.orig}
sed -e 's/groups$(EXEEXT) //' src/Makefile.in.orig > src/Makefile.in
```

The following cache entries set the values for tests that do not run while cross-compiling:

```
echo "ac_cv_func_setpgrp_void=yes" > config.cache
```

Prepare Shadow for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} --sysconfdir=/etc \
    --cache-file=config.cache
```

The meaning of the configure options:

*`--sysconfdir=/etc`*
: Tells Shadow to install its configuration files into `/etc`, rather than `/tools/etc`.

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make DESTDIR=${CLFS} install
```

Details on this package are located in Section 10.45.4, “Contents of Shadow.”

# 7.7. E2fsprogs-1.42.6

The E2fsprogs package contains the utilities for handling the `ext2` file system. It also supports the `ext3` and `ext4` journaling file systems.

## 7.7.1. Installation of E2fsprogs

Make sure the libraries get installed to `/tools/lib64`:

```
cp -v configure{,.orig}
sed -e "/libdir=.*\/lib/s@/lib@/lib64@g" configure.orig > configure
```

The E2fsprogs documentation recommends that the package be built in a subdirectory of the source tree:

```
mkdir -v build
cd build
```

Prepare E2fsprogs for compilation:

```
CC="${CC} ${BUILD64}" PKG_CONFIG=true \
  ../configure --prefix=/tools --enable-elf-shlibs \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --disable-libblkid --disable-libuuid --disable-fsck \
    --disable-uuidd
```

**The meaning of the configure options:**

*`--enable-elf-shlibs`*
This creates the shared libraries which some programs in this package use.

Compile the package:

```
make LIBUUID="-luuid" STATIC_LIBUUID="-luuid" \
    LIBBLKID="-lblkid" STATIC_LIBBLKID="-lblkid" \
    LDFLAGS="-Wl,-rpath,/tools/lib64"
```

Install the binaries, documentation and shared libraries:

```
make install
```

Install the static libraries and headers:

```
make install-libs
```

Create needed symlinks for a bootable system:

```
ln -sv /tools/sbin/{fsck.ext2,fsck.ext3,fsck.ext4,e2fsck} ${CLFS}/sbin
```

Details on this package are located in Section 10.43.2, “Contents of E2fsprogs.”

# 7.8. Sysvinit-2.88dsf

The Sysvinit package contains programs for controlling the startup, running, and shutdown of the system.

## 7.8.1. Installation of Sysvinit

The following modifications help locate files specific to this particular build:

```
cp -v src/Makefile{,.orig}
sed -e 's,/usr/lib,/tools/lib,g' \
    src/Makefile.orig > src/Makefile
```

Compile the package:

```
make -C src clobber
make -C src CC="${CC} ${BUILD64}"
```

Install the package:

```
make -C src ROOT=${CLFS} install
```

## 7.8.2. Configuring Sysvinit

Create a new file `${CLFS}/etc/inittab` by running the following:

```
cat > ${CLFS}/etc/inittab << "EOF"
# Begin /etc/inittab

id:3:initdefault:

si::sysinit:/etc/rc.d/init.d/rc sysinit

l0:0:wait:/etc/rc.d/init.d/rc 0
l1:S1:wait:/etc/rc.d/init.d/rc 1
l2:2:wait:/etc/rc.d/init.d/rc 2
l3:3:wait:/etc/rc.d/init.d/rc 3
l4:4:wait:/etc/rc.d/init.d/rc 4
l5:5:wait:/etc/rc.d/init.d/rc 5
l6:6:wait:/etc/rc.d/init.d/rc 6

ca:12345:ctrlaltdel:/sbin/shutdown -t1 -a -r now

su:S016:once:/sbin/sulogin

EOF
```

The following command adds the standard virtual terminals to `${CLFS}/etc/inittab`. If your system only has a serial console skip the following command:

```
cat >> ${CLFS}/etc/inittab << "EOF"
1:2345:respawn:/sbin/agetty -I '\033(K' tty1 9600
2:2345:respawn:/sbin/agetty -I '\033(K' tty2 9600
3:2345:respawn:/sbin/agetty -I '\033(K' tty3 9600
4:2345:respawn:/sbin/agetty -I '\033(K' tty4 9600
5:2345:respawn:/sbin/agetty -I '\033(K' tty5 9600
6:2345:respawn:/sbin/agetty -I '\033(K' tty6 9600

EOF
```

If your system has a serial console, run the following command to add the entry to `${CLFS}/etc/inittab`.

```
cat >> ${CLFS}/etc/inittab << "EOF"
c0:12345:respawn:/sbin/agetty 115200 ttyS0 vt100

EOF
```

Finally, add the end line to `${CLFS}/etc/inittab`.

```
cat >> ${CLFS}/etc/inittab << "EOF"
# End /etc/inittab
EOF
```

Details on this package are located in Section 10.104.3, “Contents of Sysvinit.”

# 7.9. Kmod-10

The Kmod package contains programs for loading, inserting and removing kernel modules for Linux. Kmod replaces the Module-Init-tools package.

## 7.9.1. Installation of Kmod

Prepare Kmod for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --bindir=/bin --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --libdir=/tools/lib64
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=${CLFS} install
```

Create symbolic links for programs that expect Module-Init-Tools.

```
ln -sv kmod ${CLFS}/bin/lsmod
ln -sv ../bin/kmod ${CLFS}/sbin/depmod
ln -sv ../bin/kmod ${CLFS}/sbin/insmod
ln -sv ../bin/kmod ${CLFS}/sbin/modprobe
ln -sv ../bin/kmod ${CLFS}/sbin/modinfo
ln -sv ../bin/kmod ${CLFS}/sbin/rmmod
```

Details on this package are located in Section 10.94.2, “Contents of Kmod.”

# 7.10. Udev-182

The Udev package contains programs for dynamic creation of device nodes.

## 7.10.1. Installation of Udev

Prepare Udev for compilation:

```
CC="${CC} ${BUILD64}" LIBS="-lpthread" \
    BLKID_CFLAGS="-I/tools/include/blkid" BLKID_LIBS="-L/tools/lib64 -lblkid" \
    KMOD_CFLAGS="-I/tools/include" KMOD_LIBS="-L${CLFS}/lib64 -lkmod" \
    ./configure --prefix=/usr --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --with-rootprefix='' --bindir=/sbin --sysconfdir=/etc --libexecdir=/lib \
    --libdir=/usr/lib64 --disable-introspection \
    --with-usb-ids-path=no --with-pci-ids-path=no \
    --disable-gtk-doc-html --disable-gudev --disable-keymap --disable-logging \
    --with-firmware-path=/lib/firmware
```

Compile the package:

```
make
```

Install the package:

```
make DESTDIR=${CLFS} install
```

Details on this package are located in Section 10.109.2, “Contents of Udev.”

# 7.11. Creating the passwd, group, and log Files

In order for user `root` to be able to login and for the name “root” to be recognized, there must be relevant entries in the `/etc/passwd` and `/etc/group` files.

Create the `${CLFS}/etc/passwd` file by running the following command:

```
cat > ${CLFS}/etc/passwd << "EOF"
root::0:0:root:/root:/bin/bash
EOF
```

The actual password for `root` (the “::” used here is just a placeholder and allows you to login with no password) will be set later.

**Additional users you may want to add:**

`bin:x:1:1:bin:/bin:/bin/false`
: Can be useful for compatibility with legacy applications.

`daemon:x:2:6:daemon:/sbin:/bin/false`
: It is often recommended to use an unprivileged User ID/Group ID for daemons to run as, in order to limit their access to the system.

`adm:x:3:16:adm:/var/adm:/bin/false`
: Was used for programs that performed administrative tasks.

`lp:x:10:9:lp:/var/spool/lp:/bin/false`
: Used by programs for printing

`mail:x:30:30:mail:/var/mail:/bin/false`
: Often used by email programs

`news:x:31:31:news:/var/spool/news:/bin/false`
: Often used for network news servers

`operator:x:50:0:operator:/root:/bin/bash`
: Often used to allow system operators to access the system

`postmaster:x:51:30:postmaster:/var/spool/mail:/bin/false`
: Generally used as an account that receives all the information of troubles with the mail server

`nobody:x:65534:65534:nobody:/:/bin/false`
: Used by NFS

Create the `${CLFS}/etc/group` file by running the following command:

```
cat > ${CLFS}/etc/group << "EOF"
root:x:0:
bin:x:1:
sys:x:2:
kmem:x:3:
tty:x:4:
tape:x:5:
daemon:x:6:
floppy:x:7:
disk:x:8:
lp:x:9:
dialout:x:10:
audio:x:11:
video:x:12:
utmp:x:13:
usb:x:14:
cdrom:x:15:
EOF
```

**Additional groups you may want to add**

`adm:x:16:root,adm,daemon`
: All users in this group are allowed to do administrative tasks

`console:x:17:`
: This group has direct access to the console

`cdrw:x:18:`
: This group is allowed to use the CDRW drive

`mail:x:30:mail`
: Used by MTAs (Mail Transport Agents)

`news:x:31:news`
: Used by Network News Servers

`users:x:1000:`
: The default GID used by shadow for new users

`nogroup:x:65533:`
: This is a default group used by some programs that do not require a group

`nobody:x:65534:`
: This is used by NFS

The created groups are not part of any standard—they are groups decided on in part by the requirements of the Udev configuration in the final system, and in part by common convention employed by a number of existing Linux distributions. The Linux Standard Base (LSB, available at *http://www.linuxbase.org*) recommends only that, besides the group “root” with a Group ID (GID) of 0, a group “bin” with a GID of 1 be present. All other group names and GIDs can be chosen freely by the system administrator since well-written programs do not depend on GID numbers, but rather use the group's name.

The **login**, **agetty**, and **init** programs (and others) use a number of log files to record information such as who was logged into the system and when. However, these programs will not write to the log files if they do not already exist. Initialize the log files and give them proper permissions:

```
touch ${CLFS}/var/run/utmp ${CLFS}/var/log/{btmp,lastlog,wtmp}
chmod -v 664 ${CLFS}/var/run/utmp ${CLFS}/var/log/lastlog
chmod -v 600 ${CLFS}/var/log/btmp
```

The `/var/run/utmp` file records the users that are currently logged in. The `/var/log/wtmp` file records all logins and logouts. The `/var/log/lastlog` file records when each user last logged in. The `/var/log/btmp` file records the bad login attempts.

# 7.12. Linux-3.4.17

The Linux package contains the Linux kernel.

## 7.12.1. Installation of the kernel

**Warning**

Here a temporary cross-compiled kernel will be built. When configuring it, select the minimal amount of options required to boot the target machine and build the final system. I.e., no support for sound, printers, etc. will be needed.

Also, try to avoid the use of modules if possible, and don't use the resulting kernel image for production systems.

Building the kernel involves a few steps—configuration, compilation, and installation. Read the `README` file in the kernel source tree for alternative methods to the way this book configures the kernel.

To ensure that your system boots and you can properly run both 32 bit and 64 bit binaries, please make sure that you enable support for ELF and emulations for 32bit ELF into the kernel.

Prepare for compilation by running the following command:

```
make mrproper
```

This ensures that the kernel tree is absolutely clean. The kernel team recommends that this command be issued prior to each kernel compilation. Do not rely on the source tree being clean after un-tarring.

Configure the kernel via a menu-driven interface:

```
make ARCH=mips CROSS_COMPILE=${CLFS_TARGET}- menuconfig
```

Compile the kernel image and modules:

```
make ARCH=mips CROSS_COMPILE=${CLFS_TARGET}-
```

If the use of kernel modules can't be avoided, an `/etc/modprobe.conf` file may be needed. Information pertaining to modules and kernel configuration is located in the kernel documentation in the `Documentation` directory of the kernel sources tree. The `modprobe.conf` man page may also be of interest.

Be very careful when reading other documentation relating to kernel modules because it usually applies to 2.4.x kernels only. As far as we know, kernel configuration issues specific to Hotplug and Udev are not documented. The problem is that Udev will create a device node only if Hotplug or a user-written script inserts the corresponding module into the kernel, and not all modules are detectable by Hotplug. Note that statements like the one below in the `/etc/modprobe.conf` file do not work with Udev:

```
alias char-major-XXX some-module
```

Install the modules, if the kernel configuration uses them:

```
make ARCH=mips CROSS_COMPILE=${CLFS_TARGET}- \
   INSTALL_MOD_PATH=${CLFS} modules_install
```

After kernel compilation is complete, additional steps are required to complete the installation. Some files need to be copied to the `${CLFS}/boot` directory.

Issue the following command to install the kernel:

```
cp -v vmlinux ${CLFS}/boot/vmlinux-3.4.17
gzip -9 ${CLFS}/boot/vmlinux-3.4.17
```

`System.map` is a symbol file for the kernel. It maps the function entry points of every function in the kernel API, as well as the addresses of the kernel data structures for the running kernel. Issue the following command to install the map file:

```
cp -v System.map ${CLFS}/boot/System.map-3.4.17
```

The kernel configuration file `.config` produced by the **make menuconfig** step above contains all the configuration selections for the kernel that was just compiled. It is a good idea to keep this file for future reference:

```
cp -v .config ${CLFS}/boot/config-3.4.17
```

Details on this package are located in Section 13.3.2, “Contents of Linux.”

# 7.13. Colo-1.22

The Colo package contains the Cobalt Boot Loader.

## 7.13.1. Installation of Colo

This patch updates the Colo bootloader to build under 64 bit:

```
patch -Np1 -i ../colo-1.22-make_fix-1.patch
```

This patch fixes a relocation error when linking with Binutils:

```
patch -Np1 -i ../colo-1.22-relocation_fix-1.patch
```

**Note**

This bootloader is for the MIPS based cobalt servers RaQ, RaQ2, Qube, or the Qube2.

```
cd tools/elf2rfx
make CC=gcc
cd ../..
make CC="${CC} ${BUILD64}" CROSS_COMPILE="${CLFS_TARGET}-" binary
```

Compile the Colo package:

```
cp -v chain/colo-chain.elf ${CLFS}/boot/vmlinux
gzip -9 ${CLFS}/boot/vmlinux
```

Details on this package are located in Section 10.111.2, “Contents of Colo.”

# 7.14. Setting Up the Environment

The new instance of the shell that will start when the system is booted is a *login* shell, which will read `.bash_profile` file. Create the `.bash_profile` file now:

```
cat > ${CLFS}/root/.bash_profile << "EOF"
set +h
PS1='\u:\w\$ '
LC_ALL=POSIX
PATH=/bin:/usr/bin:/sbin:/usr/sbin:/tools/bin:/tools/sbin
export LC_ALL PATH PS1
EOF
```

The `LC_ALL` variable controls the localization of certain programs, making their messages follow the conventions of a specified country. Setting `LC_ALL` to "POSIX" or "C" (the two are equivalent) ensures that everything will work as expected on your temporary system.

By putting `/tools/bin` and `/tools/sbin` at the end of the standard `PATH`, all the programs installed in Constructing a Temporary System are only picked up by the shell if they have not yet been built on the target system. This configuration forces use of the final system binaries as they are built over the temp-system, minimising the chance of final system programs being built against the temp-system.

# 7.15. Build Flags

We will need to copy our build variables into our new system:

```
cat >> ${CLFS}/root/.bash_profile << EOF
export BUILD32="${BUILD32}"
export BUILDN32="${BUILDN32}"
export BUILD64="${BUILD64}"
export CLFS_TARGET32="${CLFS_TARGET32}"
EOF
```

# 7.16. Creating the /etc/fstab File

The `/etc/fstab` file is used by some programs to determine where file systems are to be mounted by default, which must be checked, and in which order. Create a new file systems table like this:

```
cat > ${CLFS}/etc/fstab << "EOF"
# Begin /etc/fstab

# file system  mount-point  type   options          dump  fsck
#                                                        order

/dev/[xxx]     /            [fff]  defaults         1     1
/dev/[yyy]     swap         swap   pri=1            0     0
proc           /proc        proc   defaults         0     0
sysfs          /sys         sysfs  defaults         0     0
devpts         /dev/pts     devpts gid=4,mode=620   0     0
shm            /dev/shm     tmpfs  defaults         0     0
tmpfs          /run            tmpfs       defaults          0     0
devtmpfs       /dev            devtmpfs    mode=0755,nosuid 0     0

# End /etc/fstab
EOF
```

Replace *[xxx]*, *[yyy]*, and *[fff]* with the values appropriate for the system, for example, `hda2`, `hda5`, and `ext2`. For details on the six fields in this file, see **man 5 fstab**.

The `/dev/shm` mount point for `tmpfs` is included to allow enabling POSIX-shared memory. The kernel must have the required support built into it for this to work (more about this is in the next section). Please note that very little software currently uses POSIX-shared memory. Therefore, consider the `/dev/shm` mount point optional. For more information, see `Documentation/filesystems/tmpfs.txt` in the kernel source tree.

# 7.17. Bootscripts for CLFS 2.0.0

The Bootscripts package contains a set of scripts to start/stop the CLFS system at bootup/shutdown.

## 7.17.1. Installation of Bootscripts

Install the package:

```
make DESTDIR=${CLFS} install-minimal
```

The **setclock** script reads the time from the hardware clock, also known as the BIOS or the Complementary Metal Oxide Semiconductor (CMOS) clock. If the hardware clock is set to UTC, this script will convert the hardware clock's time to the local time using the `/etc/localtime` file (which tells the **hwclock** program which timezone the user is in). There is no way to detect whether or not the hardware clock is set to UTC, so this needs to be configured manually.

If you do not know whether or not the hardware clock is set to UTC, you can find out after you have booted the new machine by running the **`hwclock --localtime --show`** command, and if necessary editing the `/etc/sysconfig/clock` script. The worst that will happen if you make a wrong guess here is that the time displayed will be wrong.

Change the value of the `UTC` variable below to a value of `0` (zero) if the hardware clock is *not* set to UTC time.

```
cat > ${CLFS}/etc/sysconfig/clock << "EOF"
# Begin /etc/sysconfig/clock

UTC=1

# End /etc/sysconfig/clock
EOF
```

Details on this package are located in Section 11.2.2, “Contents of Bootscripts.”

# 7.18. Populating /dev

## 7.18.1. Creating Initial Device Nodes

**Note**

The commands in the remainder of the book should be run as the `root` user. Check that ${CLFS} is set in the `root` user's environment before proceeding.

When the kernel boots the system, it requires the presence of a few device nodes, in particular the `console` and `null` devices. The device nodes will be created on the hard disk so that they are available before **udev** has been started, and additionally when Linux is started in single user mode (hence the restrictive permissions on `console`). Create these by running the following commands:

```
mknod -m 600 ${CLFS}/dev/console c 5 1
mknod -m 666 ${CLFS}/dev/null c 1 3
```

Before udev starts, a tmpfs filesystem is mounted over `/dev` and the previous entries are no longer available. The following command creates files that are copied over by the udev bootscript:

```
mknod -m 600 ${CLFS}/lib/udev/devices/console c 5 1
mknod -m 666 ${CLFS}/lib/udev/devices/null c 1 3
```

# 7.19. Changing Ownership

Currently, the `${CLFS}` directory and all of its subdirectories are owned by the user `clfs`, a user that exists only on the host system. For security reasons, the ${CLFS} root directory and all of its subdirectories should be owned by `root`. Change the ownership for ${CLFS} and its subdirectories by running this command:

```
chown -Rv 0:0 ${CLFS}
```

The following files are to be owned by the group `utmp` not by `root`.

```
chgrp -v 13 ${CLFS}/var/run/utmp ${CLFS}/var/log/lastlog
```

# 7.20. Making the Temporary System Bootable

**Note**

This bootloader is for the MIPS based cobalt servers RaQ, RaQ2, Qube, or the Qube2.

Boot loading can be a complex area, so a few cautionary words are in order. Be familiar with the current boot loader and any other operating systems present on the hard drive(s) that need to be bootable. Make sure that an emergency boot disk is ready to "rescue" the computer if the computer becomes unusable (un-bootable).

Earlier, we compiled and installed the Cobalt boot loader software in preparation for this step. Now we will configure our system to boot using Colo. Here is a simple `default.colo` to use.

```
cat > ${CLFS}/boot/default.colo << "EOF"
#:CoLo:#
#
# load linux
#
lcd 'Booting 3.4.17...'
load vmlinux-3.4.17.gz
execute root=/dev/hda2 console=ttyS0,115200 ide1=noprobe
EOF
```

# 7.21. What to do next

Now you're at the point to get your `${CLFS}` directory copied over to your target machine. The easiest method would be to tar it up and copy the file.

```
tar -jcvf ${CLFS}.tar.bz2 ${CLFS}
```

# Chapter 8. If You Are Going to Chroot

## 8.1. Introduction

This chapter shows how to prepare a **chroot** jail to build the final system packages into.

# 8.2. Util-linux-2.22.1

The Util-linux package contains miscellaneous utility programs. Among them are utilities for handling file systems, consoles, partitions, and messages.

## 8.2.1. Installation of Util-linux

Prepare Util-linux for compilation:

```
CC="${CC} ${BUILD64}" ./configure --prefix=/tools \
    --build=${CLFS_HOST} --host=${CLFS_TARGET} \
    --disable-makeinstall-chown --disable-login --disable-su \
    --config-cache
```

Compile the package:

```
make
```

Install the package:

```
make install
```

Details on this package are located in Section 10.37.3, “Contents of Util-linux.”

# 8.3. Mounting Virtual Kernel File Systems

**Note**

The commands in the remainder of the book should be run as the `root` user. Check that ${CLFS} is set in the `root` user's environment before proceeding.

Various file systems exported by the kernel are used to communicate to and from the kernel itself. These file systems are virtual in that no disk space is used for them. The content of the file systems resides in memory.

Begin by creating directories onto which the file systems will be mounted:

```
mkdir -pv ${CLFS}/{dev,proc,sys}
```

Now mount the file systems:

```
mount -vt proc proc ${CLFS}/proc
mount -vt sysfs sysfs ${CLFS}/sys
```

Remember that if for any reason you stop working on the CLFS system and start again later, it is important to check that these file systems are mounted again before entering the chroot environment.

Two device nodes, /dev/console and /dev/null, are required to be present on the filesystem. These are needed by the kernel even before starting Udev early in the boot process, so we create them here:

```
mknod -m 600 ${CLFS}/dev/console c 5 1
mknod -m 666 ${CLFS}/dev/null c 1 3
```

Once the system is complete and booting, the rest of our device nodes are created by the Udev package. Since this package is not available to us right now, we must take other steps to provide device nodes under on the CLFS filesystem. We will use the "bind" option in the mount command to make our host system's /dev structure appear in the new CLFS filesystem:

```
mount -v -o bind /dev ${CLFS}/dev
```

Additional file systems will soon be mounted from within the chroot environment. To keep the host up to date, perform a "fake mount" for each of these now:

```
mount -f -vt tmpfs tmpfs ${CLFS}/dev/shm
mount -f -vt devpts -o gid=4,mode=620 devpts ${CLFS}/dev/pts
```

# 8.4. Entering the Chroot Environment

It is time to enter the chroot environment to begin building and installing the final CLFS system. As user `root`, run the following command to enter the realm that is, at the moment, populated with only the temporary tools:

```
chroot "${CLFS}" /tools/bin/env -i \
    HOME=/root TERM="${TERM}" PS1='\u:\w\$ ' \
    PATH=/bin:/usr/bin:/sbin:/usr/sbin:/tools/bin \
    /tools/bin/bash --login +h
```

The *-i* option given to the **env** command will clear all variables of the chroot environment. After that, only the HOME, TERM, PS1, and PATH variables are set again. The *TERM=${TERM}* construct will set the TERM variable inside chroot to the same value as outside chroot. This variable is needed for programs like **vim** and **less** to operate properly. If other variables are needed, such as CFLAGS or CXXFLAGS, this is a good place to set them again.

From this point on, there is no need to use the CLFS variable anymore, because all work will be restricted to the CLFS file system. This is because the Bash shell is told that ${CLFS} is now the root (/) directory.

Notice that /tools/bin comes last in the PATH. This means that a temporary tool will no longer be used once its final version is installed. This occurs when the shell does not "remember" the locations of executed binaries—for this reason, hashing is switched off by passing the *+h* option to **bash**.

It is important that all the commands throughout the remainder of this chapter and the following chapters are run from within the chroot environment. If you leave this environment for any reason (rebooting for example), remember to first mount the proc and devpts file systems (discussed in the previous section) and enter chroot again before continuing with the installations.

Note that the **bash** prompt will say I have no name! This is normal because the /etc/passwd file has not been created yet.

# 8.5. Changing Ownership

**Note**

This step is not optional as some of the binaries in /tools are set u+s. leaving the permissions as is could cause some commands, mount in particular, to fail later.

Currently, the /tools and /cross-tools directories are owned by the user *clfs*, a user that exists only on the host system. Although the /tools and /cross-tools directories can be deleted once the CLFS system has been finished, they can be retained to build additional CLFS systems. If the /tools and /cross-tools directories are kept as is, the files are owned by a user ID without a corresponding account. This is dangerous because a user account created later could get this same user ID and would own the /tools directory and all the files therein, thus exposing these files to possible malicious manipulation.

To avoid this issue, add the clfs user to the new CLFS system later when creating the /etc/passwd file, taking care to assign it the same user and group IDs as on the host system. Alternatively, assign the contents of the /tools and /cross-tools directories to user root by running the following commands:

```
chown -Rv 0:0 /tools
chown -Rv 0:0 /cross-tools
```

The commands use *0:0* instead of *root:root*, because **chown** is unable to resolve the name "root" until the passwd file has been created.

# 8.6. Creating Directories

It is time to create some structure in the CLFS file system. Create a standard directory tree by issuing the following commands:

```
mkdir -pv /{bin,boot,dev,{etc/,}opt,home,lib{,32,64},mnt}
mkdir -pv /{proc,media/{floppy,cdrom},run/{,shm},sbin,srv,sys}
mkdir -pv /var/{lock,log,mail,spool}
mkdir -pv /var/{opt,cache,lib{,32,64}/{misc,locate},local}
install -dv /root -m 0750
install -dv {/var,}/tmp -m 1777
mkdir -pv /usr/{,local/}{bin,include,lib{,32,64},sbin,src}
mkdir -pv /usr/{,local/}share/{doc,info,locale,man}
mkdir -pv /usr/{,local/}share/{misc,terminfo,zoneinfo}
mkdir -pv /usr/{,local/}share/man/man{1..8}
for dir in /usr{,/local}; do
  ln -sv share/{man,doc,info} $dir
done
install -dv /usr/lib/locale
ln -sv ../lib/locale /usr/lib32
ln -sv ../lib/locale /usr/lib64
```

These entries are needed for the RaQ2 bootloader. Only use these if you are utilizing the Colo bootloader:

```
cd /boot
ln -svf . boot
```

Directories are, by default, created with permission mode 755, but this is not desirable for all directories. In the commands above, two changes are made—one to the home directory of user `root`, and another to the directories for temporary files.

The first mode change ensures that not just anybody can enter the `/root` directory—the same as a normal user would do with his or her home directory. The second mode change makes sure that any user can write to the `/tmp` and `/var/tmp` directories, but cannot remove another user's files from them. The latter is prohibited by the so-called “sticky bit,” the highest bit (1) in the 1777 bit mask.

## 8.6.1. FHS Compliance Note

The directory tree is based on the Filesystem Hierarchy Standard (FHS) (available at *http://www.pathname.com/fhs/*). In addition to the tree created above, this standard stipulates the existence of `/usr/local/games` and `/usr/share/games`. The FHS is not precise as to the structure of the `/usr/local/share` subdirectory, so we create only the directories that are needed. However, feel free to create these directories if you prefer to conform more strictly to the FHS.

# 8.7. Creating Essential Symlinks

Some programs use hard-wired paths to programs which do not exist yet. In order to satisfy these programs, create a number of symbolic links which will be replaced by real files throughout the course of the next chapter after the software has been installed.

```
ln -sv /tools/bin/{bash,cat,echo,grep,pwd,stty} /bin
ln -sv /tools/bin/file /usr/bin
ln -sv /tools/lib/libgcc_s.so{,.1} /usr/lib
ln -sv /tools/lib32/libgcc_s.so{,.1} /usr/lib32
ln -sv /tools/lib64/libgcc_s.so{,.1} /usr/lib64
ln -sv /tools/lib/libstd* /usr/lib
ln -sv /tools/lib32/libstd* /usr/lib32
ln -sv /tools/lib64/libstd* /usr/lib64
ln -sv bash /bin/sh
ln -sv /run /var/run
```

# 8.8. Build Flags

We will need to setup target specific flags for the compiler and linkers.

```
export BUILD32="-mabi=32"
export BUILDN32="-mabi=n32"
export BUILD64="-mabi=64"
```

You will need to set your host target triplet for o32 bit:

```
export CLFS_TARGET32="$(echo ${MACH_TYPE}| sed -e 's/64//g')"
```

To prevent errors when you come back to your build, we will export these variables to prevent any build issues in the future:

```
cat >> ${CLFS}/root/.bash_profile << EOF
export BUILD32="${BUILD32}"
export BUILDN32="${BUILDN32}"
export BUILD64="${BUILD64}"
export CLFS_TARGET32="${CLFS_TARGET32}"
EOF
```

# 8.9. Creating the passwd, group, and log Files

In order for user `root` to be able to login and for the name “root” to be recognized, there must be relevant entries in the `/etc/passwd` and `/etc/group` files.

Create the `/etc/passwd` file by running the following command:

```
cat > /etc/passwd << "EOF"
root:x:0:0:root:/root:/bin/bash
EOF
```

The actual password for `root` (the "x" used here is just a placeholder) will be set later.

**Additional users you may want to add:**

`bin:x:1:1:bin:/bin:/bin/false`
Can be useful for compatibility with legacy applications.

`daemon:x:2:6:daemon:/sbin:/bin/false`
It is often recommended to use an unprivileged User ID/Group ID for daemons to run as, in order to limit their access to the system.

`adm:x:3:16:adm:/var/adm:/bin/false`
Was used for programs that performed administrative tasks.

`lp:x:10:9:lp:/var/spool/lp:/bin/false`
Used by programs for printing

`mail:x:30:30:mail:/var/mail:/bin/false`
Often used by email programs

`news:x:31:31:news:/var/spool/news:/bin/false`
Often used for network news servers

`operator:x:50:0:operator:/root:/bin/bash`
Often used to allow system operators to access the system

`postmaster:x:51:30:postmaster:/var/spool/mail:/bin/false`
Generally used as an account that receives all the information of troubles with the mail server

`nobody:x:65534:65534:nobody:/:/bin/false`
Used by NFS

Create the `/etc/group` file by running the following command:

```
cat > /etc/group << "EOF"
root:x:0:
bin:x:1:
sys:x:2:
kmem:x:3:
tty:x:4:
tape:x:5:
daemon:x:6:
floppy:x:7:
disk:x:8:
lp:x:9:
dialout:x:10:
audio:x:11:
video:x:12:
utmp:x:13:
usb:x:14:
cdrom:x:15:
EOF
```

**Additional groups you may want to add**

`adm:x:16:root,adm,daemon`
All users in this group are allowed to do administrative tasks

`console:x:17:`
This group has direct access to the console

`cdrw:x:18:`
This group is allowed to use the CDRW drive

`mail:x:30:mail`
Used by MTAs (Mail Transport Agents)

`news:x:31:news`
Used by Network News Servers

`users:x:1000:`
The default GID used by shadow for new users

`nogroup:x:65533:`
This is a default group used by some programs that do not require a group

`nobody:x:65534:`
This is used by NFS

The created groups are not part of any standard—they are groups decided on in part by the requirements of the Udev configuration in the final system, and in part by common convention employed by a number of existing Linux distributions. The Linux Standard Base (LSB, available at *http://www.linuxbase.org*) recommends only that, besides the group “root” with a Group ID (GID) of 0, a group “bin” with a GID of 1 be present. All other group names and GIDs can be chosen freely by the system administrator since well-written programs do not depend on GID numbers, but rather use the group's name.

To remove the “I have no name!” prompt, start a new shell. Since a full Glibc was installed in Constructing Cross-Compile Tools and the `/etc/passwd` and `/etc/group` files have been created, user name and group name resolution will now work.

```
exec /tools/bin/bash --login +h
```

Note the use of the *+h* directive. This tells **bash** not to use its internal path hashing. Without this directive, **bash** would remember the paths to binaries it has executed. To ensure the use of the newly compiled binaries as soon as they are installed, the *+h* directive will be used for the duration of the next chapters.

The **login**, **agetty**, and **init** programs (and others) use a number of log files to record information such as who was logged into the system and when. However, these programs will not write to the log files if they do not already exist. Initialize the log files and give them proper permissions:

```
touch /var/run/utmp /var/log/{btmp,lastlog,wtmp}
chgrp -v utmp /var/run/utmp /var/log/lastlog
chmod -v 664 /var/run/utmp /var/log/lastlog
chmod -v 600 /var/log/btmp
```

The `/var/run/utmp` file records the users that are currently logged in. The `/var/log/wtmp` file records all logins and logouts. The `/var/log/lastlog` file records when each user last logged in. The `/var/log/btmp` file records the bad login attempts.

# 8.10. Mounting Kernel Filesystems

## 8.10.1. Mounting Additional Kernel Filesystems

Mount the proper virtual (kernel) file systems on the newly-created directories:

```
mount -vt devpts -o gid=4,mode=620 none /dev/pts
mount -vt tmpfs none /dev/shm
```

The **mount** commands executed above may result in the following warning message:

```
can't open /etc/fstab: No such file or directory.
```

This file—`/etc/fstab`—has not been created yet but is also not required for the file systems to be properly mounted. As such, the warning can be safely ignored.

# Part V. Building the CLFS System

# Chapter 9. Constructing Testsuite Tools

## 9.1. Introduction

This chapter builds the tools needed by some packages to run the tests that they have. I.e., **make check**. Tcl, Expect, and DejaGNU are needed for the GCC and Binutils testsuites. Installing three packages for testing purposes may seem excessive, but it is very reassuring, if not essential, to know that the most important tools are working properly.

# 9.2. Tcl-8.5.12

The Tcl package contains the Tool Command Language.

## 9.2.1. Installation of Tcl

Prepare Tcl for compilation:

```
cd unix
CC="gcc ${BUILD64}" ./configure --prefix=/tools --libdir=/tools/lib64
```

Build the package:

```
make
```

Install the package:

```
make install
```

Tcl's private header files are needed for the next package, Expect. Install them into /tools:

```
make install-private-headers
```

Now make a necessary symbolic link:

```
ln -sv tclsh8.5 /tools/bin/tclsh
```

## 9.2.2. Contents of Tcl

**Installed programs:** tclsh (link to tclsh8.5) and tclsh8.5
**Installed libraries:** libtcl8.5.so, libtclstub8.5.a

### Short Descriptions

| | |
|---|---|
| **tclsh8.5** | The Tcl command shell |
| **tclsh** | A link to tclsh8.5 |
| `libtcl8.5.so` | The Tcl library |
| `libtclstub8.5.a` | The Tcl Stub library |

# 9.3. Expect-5.45

The Expect package contains a program for carrying out scripted dialogues with other interactive programs.

## 9.3.1. Installation of Expect

Now prepare Expect for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/tools \
   --with-tcl=/tools/lib64 --with-tclinclude=/tools/include  \
   --libdir=/tools/lib64
```

**The meaning of the configure options:**

*`--with-tcl=/tools/lib64`*
This ensures that the configure script finds the Tcl installation in the temporary tools location.

*`--with-tclinclude=/tools/include`*
This explicitly tells Expect where to find Tcl's internal headers. Using this option avoids conditions where **configure** fails because it cannot automatically discover the location of the Tcl source directory.

Build the package:

```
make
```

Install the package:

```
make SCRIPTS="" install
```

**The meaning of the make parameter:**

*`SCRIPTS=""`*
This prevents installation of the supplementary expect scripts, which are not needed.

## 9.3.2. Contents of Expect

**Installed program:** expect
**Installed library:** libexpect-5.43.a

### Short Descriptions

| | |
|---|---|
| **expect** | Communicates with other interactive programs according to a script |
| `libexpect-5.43.a` | Contains functions that allow Expect to be used as a Tcl extension or to be used directly from C or C++ (without Tcl) |

# 9.4. DejaGNU-1.5

The DejaGNU package contains a framework for testing other programs.

## 9.4.1. Installation of DejaGNU

Prepare DejaGNU for compilation:

```
./configure --prefix=/tools
```

Build and install the package:

```
make install
```

## 9.4.2. Contents of DejaGNU

**Installed program:** runtest

### Short Descriptions

**runtest** A wrapper script that locates the proper **expect** shell and then runs DejaGNU

# Chapter 10. Installing Basic System Software

## 10.1. Introduction

In this chapter, we enter the building site and start constructing the CLFS system in earnest. The installation of this software is straightforward. Although in many cases the installation instructions could be made shorter and more generic, we have opted to provide the full instructions for every package to minimize the possibilities for mistakes. The key to learning what makes a Linux system work is to know what each package is used for and why the user (or the system) needs it. For every installed package, a summary of its contents is given, followed by concise descriptions of each program and library the package installed.

If using compiler optimizations, please review the optimization hint at *http://hints.cross-lfs.org/index.php/Optimization*. Compiler optimizations can make a program run slightly faster, but they may also cause compilation difficulties and problems when running the program. If a package refuses to compile when using optimization, try to compile it without optimization and see if that fixes the problem. Even if the package does compile when using optimization, there is the risk it may have been compiled incorrectly because of the complex interactions between the code and build tools. Also note that the `-march` and `-mtune` options may cause problems with the toolchain packages (Binutils, GCC and Glibc). The small potential gains achieved in using compiler optimizations are often outweighed by the risks. First-time builders of CLFS are encouraged to build without custom optimizations. The subsequent system will still run very fast and be stable at the same time.

The order that packages are installed in this chapter needs to be strictly followed to ensure that no program accidentally acquires a path referring to `/tools` hard-wired into it. For the same reason, do not compile packages in parallel. Compiling in parallel may save time (especially on dual-CPU machines), but it could result in a program containing a hard-wired path to `/tools`, which will cause the program to stop working when that directory is removed.

To keep track of which package installs particular files, a package manager can be used. For a general overview of different styles of package managers, please take a look at the next page.

## 10.2. Package Management

Package Management is an often-requested addition to the CLFS Book. A Package Manager allows tracking the installation of files making it easy to remove and upgrade packages. Before you begin to wonder, NO—this section will not talk about nor recommend any particular package manager. What it provides is a roundup of the more popular techniques and how they work. The perfect package manager for you may be among these techniques or may be a combination of two or more of these techniques. This section briefly mentions issues that may arise when upgrading packages.

Some reasons why no specific package manager is recommended in CLFS or CBLFS include:

- Dealing with package management takes the focus away from the goals of these books—teaching how a Linux system is built.
- There are multiple solutions for package management, each having its strengths and drawbacks. Including one that satisfies all audiences is difficult.

There are some hints written on the topic of package management. Visit the *Hints subproject* and see if one of them fits your need.

## 10.2.1. Upgrade Issues

A Package Manager makes it easy to upgrade to newer versions when they are released. Generally the instructions in CLFS and CBLFS can be used to upgrade to the newer versions. Here are some points that you should be aware of when upgrading packages, especially on a running system.

- If one of the toolchain packages (Glibc, GCC or Binutils) needs to be upgraded to a newer minor version, it is safer to rebuild CLFS. Though you *may* be able to get by rebuilding all the packages in their dependency order, we do not recommend it. For example, if glibc-2.2.x needs to be updated to glibc-2.3.x, it is safer to rebuild. For micro version updates, a simple reinstallation usually works, but is not guaranteed. For example, upgrading from glibc-2.3.4 to glibc-2.3.5 will not usually cause any problems.
- If a package containing a shared library is updated, and if the name of the library changes, then all the packages dynamically linked to the library need to be recompiled to link against the newer library. (Note that there is no correlation between the package version and the name of the library.) For example, consider a package foo-1.2.3 that installs a shared library with name `libfoo.so.1`. Say you upgrade the package to a newer version foo-1.2.4 that installs a shared library with name `libfoo.so.2`. In this case, all packages that are dynamically linked to `libfoo.so.1` need to be recompiled to link against `libfoo.so.2`. Note that you should not remove the previous libraries until the dependent packages are recompiled.
- If you are upgrading a running system, be on the lookout for packages that use **cp** instead of **install** to install files. The latter command is usually safer if the executable or library is already loaded in memory.

## 10.2.2. Package Management Techniques

The following are some common package management techniques. Before making a decision on a package manager, do some research on the various techniques, particularly the drawbacks of the particular scheme.

### 10.2.2.1. It is All in My Head!

Yes, this is a package management technique. Some folks do not find the need for a package manager because they know the packages intimately and know what files are installed by each package. Some users also do not need any package management because they plan on rebuilding the entire system when a package is changed.

### 10.2.2.2. Install in Separate Directories

This is a simplistic package management that does not need any extra package to manage the installations. Each package is installed in a separate directory. For example, package foo-1.1 is installed in `/usr/pkg/foo-1.1` and a symlink is made from `/usr/pkg/foo` to `/usr/pkg/foo-1.1`. When installing a new version foo-1.2, it is installed in `/usr/pkg/foo-1.2` and the previous symlink is replaced by a symlink to the new version.

Environment variables such as `PATH`, `LD_LIBRARY_PATH`, `MANPATH`, `INFOPATH` and `CPPFLAGS` need to be expanded to include `/usr/pkg/foo`. For more than a few packages, this scheme becomes unmanageable.

### 10.2.2.3. Symlink Style Package Management

This is a variation of the previous package management technique. Each package is installed similar to the previous scheme. But instead of making the symlink, each file is symlinked into the `/usr` hierarchy. This removes the need to expand the environment variables. Though the symlinks can be created by the user to automate the creation, many package managers have been written using this approach. A few of the popular ones include Stow, Epkg, Graft, and Depot.

The installation needs to be faked, so that the package thinks that it is installed in `/usr` though in reality it is installed in the `/usr/pkg` hierarchy. Installing in this manner is not usually a trivial task. For example, consider that you are installing a package libfoo-1.1. The following instructions may not install the package properly:

```
./configure --prefix=/usr/pkg/libfoo/1.1
make
make install
```

The installation will work, but the dependent packages may not link to libfoo as you would expect. If you compile a package that links against libfoo, you may notice that it is linked to `/usr/pkg/libfoo/1.1/lib/libfoo.so.1` instead of `/usr/lib/libfoo.so.1` as you would expect. The correct approach is to use the `DESTDIR` strategy to fake installation of the package. This approach works as follows:

```
./configure --prefix=/usr
make
make DESTDIR=/usr/pkg/libfoo/1.1 install
```

Most packages support this approach, but there are some which do not. For the non-compliant packages, you may either need to manually install the package, or you may find that it is easier to install some problematic packages into `/opt`.

### 10.2.2.4. Timestamp Based

In this technique, a file is timestamped before the installation of the package. After the installation, a simple use of the **find** command with the appropriate options can generate a log of all the files installed after the timestamp file was created. A package manager written with this approach is install-log.

Though this scheme has the advantage of being simple, it has two drawbacks. If, during installation, the files are installed with any timestamp other than the current time, those files will not be tracked by the package manager. Also, this scheme can only be used when one package is installed at a time. The logs are not reliable if two packages are being installed on two different consoles.

### 10.2.2.5. LD_PRELOAD Based

In this approach, a library is preloaded before installation. During installation, this library tracks the packages that are being installed by attaching itself to various executables such as **cp**, **install**, **mv** and tracking the system calls that modify the filesystem. For this approach to work, all the executables need to be dynamically linked without the suid or sgid bit. Preloading the library may cause some unwanted side-effects during installation. Therefore, it is advised that one performs some tests to ensure that the package manager does not break anything and logs all the appropriate files.

### 10.2.2.6. Creating Package Archives

In this scheme, the package installation is faked into a separate tree as described in the Symlink style package management. After the installation, a package archive is created using the installed files. This archive is then used to install the package either on the local machine or can even be used to install the package on other machines.

This approach is used by most of the package managers found in the commercial distributions. Examples of package managers that follow this approach are RPM (which, incidentally, is required by the *Linux Standard Base Specification*), pkg-utils, Debian's apt, and Gentoo's Portage system. A hint describing how to adopt this style of package management for CLFS systems is located at *http://hints.cross-lfs.org/index.php/Fakeroot*.

# 10.3. About Test Suites, Again

In the final-system build, you are no longer cross-compiling so it is possible to run package testsuites. Some test suites are more important than others. For example, the test suites for the core toolchain packages—GCC, Binutils, and Glibc—are of the utmost importance due to their central role in a properly functioning system. The test suites for GCC and Glibc can take a very long time to complete, especially on slower hardware, but are strongly recommended.

A common issue with running the test suites for Binutils and GCC is running out of pseudo terminals (PTYs). This can result in a high number of failing tests. This may happen for several reasons, but the most likely cause (if you chrooted) is that the host system does not have the `devpts` file system set up correctly. This issue is discussed in greater detail at *http://trac.cross-lfs.org/wiki/faq#no-ptys*.

Sometimes package test suites will fail, but for reasons which the developers are aware of and have deemed non-critical. Consult the logs located at *http://cross-lfs.org/testsuite-logs/2.0.0/* to verify whether or not these failures are expected. This site is valid for all tests throughout this book.

# 10.4. Temporary Perl-5.16.2

The Perl package contains the Practical Extraction and Report Language.

## 10.4.1. Installation of Perl

First adapt some hard-wired paths to the C library by applying the following patch:

```
patch -Np1 -i ../perl-5.16.2-libc-1.patch
```

Change a hardcoded path from `/usr/include` to `/tools/include`:

```
sed -i 's@/usr/include@/tools/include@g' ext/Errno/Errno_pm.PL
```

Prepare Temporary Perl for compilation:

```
./configure.gnu --prefix=/tools  -Dcc="gcc ${BUILD32}"
```

**The meaning of the configure option:**

*`-Dcc="gcc"`*
Tells Perl to use **gcc** instead of the default **cc**.

Compile the package:

```
make
```

Although Perl comes with a test suite, it is not recommended to run it at this point, as this Perl installation is only temporary. The test suite can be run later in this chapter if desired.

Install the package:

```
make install
```

Finally, create a necessary symlink:

```
ln -sfv /tools/bin/perl /usr/bin
```

Details on this package are located in Section 10.61.2, “Contents of Perl.”

# 10.5. Linux-Headers-3.4.17

The Linux Kernel contains a make target that installs “sanitized” kernel headers.

## 10.5.1. Installation of Linux-Headers

For this step you will need the kernel tarball.

Install the kernel header files:

```
make mrproper
make headers_check
make INSTALL_HDR_PATH=dest headers_install
cp -rv dest/include/* /usr/include
find /usr/include -name .install -or -name ..install.cmd | xargs rm -fv
```

**The meaning of the make commands:**

*`make mrproper`*
Ensures that the kernel source dir is clean.

*`make headers_check`*
Sanitizes the raw kernel headers so that they can be used by userspace programs.

*`make INSTALL_HDR_PATH=dest headers_install`*
Normally the headers_install target removes the entire destination directory (default `/usr/include`) before installing the headers. To prevent this, we tell the kernel to install the headers to a directory inside the source dir.

*`find /usr/include -name .install -or -name ..install.cmd | xargs rm -fv`*
Removes a number of unneeded debugging files that were installed.

## 10.5.2. Contents of Linux-Headers

**Installed headers:** /usr/include/{asm,asm-generic,drm,linux,mtd,rdma,scsi,sound,video,xen}/*.h
**Installed directories:** /usr/include/asm, /usr/include/asm-generic, /usr/include/drm, /usr/include/linux, /usr/include/mtd, /usr/include/rdma, /usr/include/scsi, /usr/include/sound, /usr/include/video, /usr/include/xen

### Short Descriptions

`/usr/include/{asm,asm-generic,drm,linux,mtd,rdma,sound,video}/*.h` The Linux API headers

# 10.6. Man-pages-3.43

The Man-pages package contains over 1,200 man pages.

## 10.6.1. Installation of Man-pages

Install Man-pages by running:

```
make install
```

## 10.6.2. Contents of Man-pages

**Installed files:** various man pages

### Short Descriptions

`man pages` This package contains man pages that describe the following: POSIX headers (section 0p), POSIX utilities (section 1p), POSIX functions (section 3p), user commands (section 1), system calls (section 2), libc calls (section 3), device information (section 4), file formats (section 5), games (section 6), conventions and macro packages (section 7), system administration (section 8), and kernel (section 9).

# 10.7. EGLIBC-2.15 32 Bit Libraries

The EGLIBC package contains the main C library. This library provides the basic routines for allocating memory, searching directories, opening and closing files, reading and writing files, string handling, pattern matching, arithmetic, and so on.

## 10.7.1. Installation of Glibc

**Note**

Some packages outside of CLFS suggest installing GNU libiconv in order to translate data from one encoding to another. The project's home page (*http://www.gnu.org/software/libiconv/*) says “This library provides an `iconv()` implementation, for use on systems which don't have one, or whose implementation cannot convert from/to Unicode.” EGLIBC provides an `iconv()` implementation and can convert from/to Unicode, therefore libiconv is not required on a CLFS system.

At the end of the installation, the build system will run a sanity test to make sure everything installed properly. This script will attempt to test for a library that is only used in the test suite and is never installed. Prevent the script from testing for this library with the following command:

```
sed -i 's/\(&& $name ne\) "db1"/ & \1 "nss_test1"/' scripts/test-installation.pl
```

This same script performs its tests by attempting to compile test programs against certain libraries. However it does not specify the ld.so, and our toolchain is still configured to use the one in /tools. The following set of commands will force the script to use the complete path of the new ld.so that was just installed:

```
LINKER=$(readelf -l /tools/bin/bash | sed -n 's@.*interpret.*/tools\(.*\)]$@\1@p'
sed -i "s|libs -o|libs -L/usr/lib -Wl,-dynamic-linker=${LINKER} -o|" \
  scripts/test-installation.pl
unset LINKER
```

The following patch fixes an issue that can cause ALSA to crash:

```
patch -Np1 -i ../eglibc-2.15-fixes-1.patch
```

The EGLIBC build system is self-contained and will install perfectly, even though the compiler specs file and linker are still pointing at `/tools`. The specs and linker cannot be adjusted before the EGLIBC install because the EGLIBC Autoconf tests would give false results and defeat the goal of achieving a clean build.

MIPS is not supported in the main EGLIBC tree, so we need the eglibc-ports tarball. Unpack `eglibc-ports-2.15-r21467`:

```
tar -xvf ../eglibc-ports-2.15-r21467.tar.xz
```

The EGLIBC documentation recommends building EGLIBC outside of the source directory in a dedicated build directory:

```
mkdir -v ../eglibc-build
cd ../eglibc-build
```

Prepare EGLIBC for compilation:

```
CC="gcc ${BUILD32}" CXX="g++ ${BUILD32}" \
    ../eglibc-2.15/configure --prefix=/usr \
    --disable-profile --enable-kernel=2.6.32 \
    --libexecdir=/usr/lib/eglibc --host=${CLFS_TARGET32}
```

**The meaning of the new configure option:**

*`--libexecdir=/usr/lib/eglibc`*
This changes the location of the **pt_chown** program from its default of `/usr/libexec` to `/usr/lib/eglibc`.

Compile the package:

```
make
```

### Important

The test suite for EGLIBC is considered critical. Do not skip it under any circumstance.

In multilib, we tend to think that compiling for `${CLFS_TARGET32}` is *not* cross-compiling. EGLIBC takes the traditional view that if you are building for a different host then you are cross-compiling, so you won't be running the tests and therefore you don't need the locale files. When we run the tests, many will fail if the locale files are missing. The following sed allows these tests to succeed:

```
sed -i '/cross-compiling/s@ifeq@ifneq@g' ../eglibc-2.15/localedata/Makefile
```

Before running the tests, copy a file from the source tree into our build tree to prevent a couple of test failures, then run the tests:

```
cp -v ../eglibc-2.15/iconvdata/gconv-modules iconvdata
make -k check 2>&1 | tee eglibc-check-log; grep Error eglibc-check-log
```

The EGLIBC test suite is highly dependent on certain functions of the host system, in particular the kernel. The posix/annexc test normally fails and you should see `Error 1 (ignored)` in the output. Apart from this, the EGLIBC test suite is always expected to pass. However, in certain circumstances, some failures are unavoidable. If a test fails because of a missing program (or missing symbolic link), or a segfault, you will see an error code greater than 127 and the details will be in the log. More commonly, tests will fail with `Error 2` - for these, the contents of the corresponding `.out` file, e.g. `posix/annexc.out` may be informative. Here is a list of the most common issues:

- The *math* tests sometimes fail. Certain optimization settings are known to be a factor here.
- If you have mounted the CLFS partition with the *`noatime`* option, the *atime* test will fail. As mentioned in Section 2.4, “Mounting the New Partition”, do not use the *`noatime`* option while building CLFS.
- When running on older and slower hardware, some tests can fail because of test timeouts being exceeded.

Though it is a harmless message, the install stage of EGLIBC will complain about the absence of `/etc/ld.so.conf`. Prevent this warning with:

```
touch /etc/ld.so.conf
```

Install the package:

```
make install
```

Details on this package are located in Section 10.9.5, “Contents of EGLIBC.”

# 10.8. EGLIBC-2.15 N32

The EGLIBC package contains the main C library. This library provides the basic routines for allocating memory, searching directories, opening and closing files, reading and writing files, string handling, pattern matching, arithmetic, and so on.

## 10.8.1. Installation of EGLIBC

At the end of the installation, the build system will run a sanity test to make sure everything installed properly. This script will attempt to test for a library that is only used in the test suite and is never installed. Prevent the script from testing for this library with the following command:

```
sed -i 's/\(&& $name ne\) "db1"/ & \1 "nss_test1"/' scripts/test-installation.pl
```

This same script performs its tests by attempting to compile test programs against certain libraries. However it does not specify the ld.so, and our toolchain is still configured to use the one in /tools. The following set of commands will force the script to use the complete path of the new ld.so that was just installed:

```
LINKER=$(readelf -l /tools/bin/bash | sed -n 's@.*interpret.*/tools\(.*\)]$@\1@p'
sed -i "s|libs -o|libs -L/usr/lib32 -Wl,-dynamic-linker=${LINKER} -o|" \
  scripts/test-installation.pl
unset LINKER
```

The following patch fixes an issue that can cause ALSA to crash:

```
patch -Np1 -i ../eglibc-2.15-fixes-1.patch
```

The EGLIBC build system is self-contained and will install perfectly, even though the compiler specs file and linker are still pointing at `/tools`. The specs and linker cannot be adjusted before the EGLIBC install because the EGLIBC Autoconf tests would give false results and defeat the goal of achieving a clean build.

MIPS is not supported in the main EGLIBC tree, so we need the eglibc-ports tarball. Unpack `eglibc-ports-2.15-r21467`:

```
tar -xvf ../eglibc-ports-2.15-r21467.tar.xz
```

The following will cause EGLIBC to use an absolute path to the ldd-rewrite-script instead of a relative path:

```
cp -v config.make.in{,.orig}
sed '/ldd-rewrite-script/s:@:${objdir}/&:' config.make.in.orig > config.make.in
```

The EGLIBC documentation recommends building EGLIBC outside of the source directory in a dedicated build directory:

```
mkdir -v ../eglibc-build
cd ../eglibc-build
```

Tell EGLIBC to install its 32-bit libraries into `/lib32`:

```
echo "slibdir=/lib32" >> configparms
```

Prepare EGLIBC for compilation:

```
CC="gcc ${BUILDN32}" CXX="g++ ${BUILDN32}" \
    ../eglibc-2.15/configure --prefix=/usr \
    --disable-profile --enable-kernel=2.6.32 \
    --libexecdir=/usr/lib32/eglibc --libdir=/usr/lib32
```

**The meaning of the new configure option:**

*`--libexecdir=/usr/lib32/eglibc`*
This changes the location of the **pt_chown** program from its default of `/usr/libexec` to `/usr/lib32/eglibc`.

Compile the package:

```
make
```

### Important

The test suite for EGLIBC is considered critical. Do not skip it under any circumstance.

Before running the tests, copy a file from the source tree into our build tree to prevent a couple of test failures, then run the tests:

```
cp -v ../eglibc-2.15/iconvdata/gconv-modules iconvdata
make -k check 2>&1 | tee eglibc-check-log; grep Error eglibc-check-log
```

The EGLIBC test suite is highly dependent on certain functions of the host system, in particular the kernel. The posix/annexc test normally fails and you should see `Error 1 (ignored)` in the output. Apart from this, the EGLIBC test suite is always expected to pass. However, in certain circumstances, some failures are unavoidable. If a test fails because of a missing program (or missing symbolic link), or a segfault, you will see an error code greater than 127 and the details will be in the log. More commonly, tests will fail with `Error 2` - for these, the contents of the corresponding `.out` file, e.g. `posix/annexc.out` may be informative. Here is a list of the most common issues:

- The *math* tests sometimes fail. Certain optimization settings are known to be a factor here.
- If you have mounted the CLFS partition with the *`noatime`* option, the *atime* test will fail. As mentioned in Section 2.4, “Mounting the New Partition”, do not use the *`noatime`* option while building CLFS.
- When running on older and slower hardware, some tests can fail because of test timeouts being exceeded.

Install the package:

```
make install
```

Details on this package are located in Section 10.9.5, “Contents of EGLIBC.”

# 10.9. EGLIBC-2.15 64-Bit

The EGLIBC package contains the main C library. This library provides the basic routines for allocating memory, searching directories, opening and closing files, reading and writing files, string handling, pattern matching, arithmetic, and so on.

## 10.9.1. Installation of EGLIBC

This same script performs its tests by attempting to compile test programs against certain libraries. However it does not specify the ld.so, and our toolchain is still configured to use the one in /tools. The following set of commands will force the script to use the complete path of the new ld.so that was just installed:

At the end of the installation, the build system will run a sanity test to make sure everything installed properly. This script will attempt to test for a library that is only used in the test suite and is never installed. Prevent the script from testing for this library with the following command:

```
sed -i 's/\(&& $name ne\) "db1"/ & \1 "nss_test1"/' scripts/test-installation.pl
```

```
LINKER=$(readelf -l /tools/bin/bash | sed -n 's@.*interpret.*/tools\(.*\)]$@\1@p'
sed -i "s|libs -o|libs -L/usr/lib64 -Wl,-dynamic-linker=${LINKER} -o|" \
  scripts/test-installation.pl
unset LINKER
```

The following patch fixes an issue that can cause ALSA to crash:

```
patch -Np1 -i ../eglibc-2.15-fixes-1.patch
```

The EGLIBC build system is self-contained and will install perfectly, even though the compiler specs file and linker are still pointing at `/tools`. The specs and linker cannot be adjusted before the EGLIBC install because the EGLIBC Autoconf tests would give false results and defeat the goal of achieving a clean build.

MIPS is not supported in the main EGLIBC tree, so we need the eglibc-ports tarball. Unpack `eglibc-ports-2.15-r21467`:

```
tar -xvf ../eglibc-ports-2.15-r21467.tar.xz
```

The following will cause EGLIBC to use an absolute path to the ldd-rewrite-script instead of a relative path:

```
cp -v config.make.in{,.orig}
sed '/ldd-rewrite-script/s:@:${objdir}/&:' config.make.in.orig > config.make.in
```

The EGLIBC documentation recommends building EGLIBC outside of the source directory in a dedicated build directory:

```
mkdir -v ../eglibc-build
cd ../eglibc-build
```

Tell EGLIBC to install its 64-bit libraries into `/lib64`:

```
echo "slibdir=/lib64" >> configparms
```

Prepare EGLIBC for compilation:

```
CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}" \
    ../eglibc-2.15/configure --prefix=/usr \
    --disable-profile --enable-kernel=2.6.32 \
    --libexecdir=/usr/lib64/glibc --libdir=/usr/lib64
```

**The meaning of the new configure option:**

*`--libexecdir=/usr/lib64/glibc`*
This changes the location of the **pt_chown** program from its default of `/usr/libexec` to `/usr/lib64/glibc`.

Compile the package:

```
make
```

**Important**

The test suite for EGLIBC is considered critical. Do not skip it under any circumstance.

Before running the tests, copy a file from the source tree into our build tree to prevent a couple of test failures, then run the tests:

```
cp -v ../eglibc-2.15/iconvdata/gconv-modules iconvdata
make -k check 2>&1 | tee eglibc-check-log; grep Error eglibc-check-log
```

The EGLIBC test suite is highly dependent on certain functions of the host system, in particular the kernel. The posix/annexc test normally fails and you should see `Error 1 (ignored)` in the output. Apart from this, the EGLIBC test suite is always expected to pass. However, in certain circumstances, some failures are unavoidable. If a test fails because of a missing program (or missing symbolic link), or a segfault, you will see an error code greater than 127 and the details will be in the log. More commonly, tests will fail with `Error 2` - for these, the contents of the corresponding `.out` file, e.g. `posix/annexc.out` may be informative. Here is a list of the most common issues:

- The *math* tests sometimes fail. Certain optimization settings are known to be a factor here.
- If you have mounted the CLFS partition with the *`noatime`* option, the *atime* test will fail. As mentioned in Section 2.4, “Mounting the New Partition”, do not use the *`noatime`* option while building CLFS.
- When running on older and slower hardware, some tests can fail because of test timeouts being exceeded.

Install the package:

```
make install
```

Install NIS and RPC related headers that are not installed by default.

```
cp -v ../eglibc-2.15/sunrpc/rpc/*.h /usr/include/rpc
cp -v ../eglibc-2.15/sunrpc/rpcsvc/*.h /usr/include/rpcsvc
cp -v ../eglibc-2.15/nis/rpcsvc/*.h /usr/include/rpcsvc
```

## 10.9.2. Internationalization

The locales that can make the system respond in a different language were not installed by the above command. Install them with:

```
make localedata/install-locales
```

To save time, an alternative to running the previous command (which generates and installs every locale listed in the `eglibc-2.15/localedata/SUPPORTED` file) is to install only those locales that are wanted and needed. This can be achieved by using the **localedef** command. Information on this command is located in the `INSTALL` file in the EGLIBC source. However, there are a number of locales that are essential in order for the tests of future packages to pass, in particular, the *libstdc++* tests from GCC. The following instructions, instead of the *`install-locales`* target used above, will install the minimum set of locales necessary for the tests to run successfully:

```
mkdir -pv /usr/lib/locale
localedef -i cs_CZ -f UTF-8 cs_CZ.UTF-8
localedef -i de_DE -f ISO-8859-1 de_DE
localedef -i de_DE@euro -f ISO-8859-15 de_DE@euro
localedef -i en_HK -f ISO-8859-1 en_HK
localedef -i en_PH -f ISO-8859-1 en_PH
localedef -i en_US -f ISO-8859-1 en_US
localedef -i es_MX -f ISO-8859-1 es_MX
localedef -i fa_IR -f UTF-8 fa_IR
localedef -i fr_FR -f ISO-8859-1 fr_FR
localedef -i fr_FR@euro -f ISO-8859-15 fr_FR@euro
localedef -i it_IT -f ISO-8859-1 it_IT
localedef -i ja_JP -f EUC-JP ja_JP
```

Some locales installed by the **make localedata/install-locales** command above are not properly supported by some applications that are in CLFS and CBLFS. Because of the various problems that arise due to application programmers making assumptions that break in such locales, CLFS should not be used in locales that utilize multibyte character sets (including UTF-8) or right-to-left writing order. Numerous unofficial and unstable patches are required to fix these problems, and it has been decided by the CLFS developers not to support such complex locales at this time. This applies to the ja_JP and fa_IR locales as well—they have been installed only for GCC and Gettext tests to pass, and the **watch** program (part of the Procps package) does not work properly in them. Various attempts to circumvent these restrictions are documented in internationalization-related hints.

## 10.9.3. Configuring EGLIBC

The `/etc/nsswitch.conf` file needs to be created because, although EGLIBC provides defaults when this file is missing or corrupt, the EGLIBC defaults do not work well in a networked environment. The time zone also needs to be configured.

Create a new file `/etc/nsswitch.conf` by running the following:

```
cat > /etc/nsswitch.conf << "EOF"
# Begin /etc/nsswitch.conf

passwd: files
group: files
shadow: files

hosts: files dns
networks: files

protocols: files
services: files
ethers: files
rpc: files

# End /etc/nsswitch.conf
EOF
```

To determine the local time zone, run the following script:

```
tzselect
```

After answering a few questions about the location, the script will output the name of the time zone (e.g., *EST5EDT* or *Canada/Eastern*). Then create the `/etc/localtime` file by running:

```
cp -v --remove-destination /usr/share/zoneinfo/[xxx] \
    /etc/localtime
```

Replace *[xxx]* with the name of the time zone that **tzselect** provided (e.g., Canada/Eastern).

**The meaning of the cp option:**

*--remove-destination*

This is needed to force removal of the already existing symbolic link. The reason for copying the file instead of using a symlink is to cover the situation where `/usr` is on a separate partition. This could be important when booted into single user mode.

## 10.9.4. Configuring Dynamic Loader

By default, the dynamic loader (`/lib/ld.so.1` for 32bit executables `/lib32/ld.so.1` for n32 executables and `/lib64/ld.so.1` for 64bit executables) searches through `/lib` and `/usr/lib` for dynamic libraries that are needed by programs as they are run. However, if there are libraries in directories other than `/lib` and `/usr/lib`, these need to be added to the `/etc/ld.so.conf` file in order for the dynamic loader to find them. Some directories that are commonly known to contain additional libraries are `/usr/local/lib`, `/usr/local/lib32`, `/usr/local/lib64`, `/opt/lib`, `/opt/lib32`, and `/opt/lib64`, so add those directories to the dynamic loader's search path.

Create a new file `/etc/ld.so.conf` by running the following:

```
cat > /etc/ld.so.conf << "EOF"
# Begin /etc/ld.so.conf

/usr/local/lib
/usr/local/lib32
/usr/local/lib64
/opt/lib
/opt/lib32
/opt/lib64

# End /etc/ld.so.conf
EOF
```

## 10.9.5. Contents of EGLIBC

| | |
|---|---|
| **Installed programs:** | catchsegv, gencat, getconf, getent, iconv, iconvconfig, ldconfig, ldd, lddlibc4, locale, localedef, makedb, mtrace, nscd, pcprofiledump, pldd, pt_chown, rpcgen, sln, sprof, tzselect, xtrace,zdump, and zic |
| **Installed libraries:** | ld.so, libBrokenLocale.[a,so], libSegFault.so, libanl.[a,so], libbsd-compat.a, libc.[a,so], libc_nonshared.a, libcidn.[a,so], libcrypt.[a,so], libdl.[a,so], libg.a, libieee.a, libm.[a,so], libmcheck.a, libmemusage.so, libnsl.a, libnss_compat.so, libnss_dns.so, libnss_files.so, libnss_hesiod.so, libnss_nis.so, libnss_nisplus.so, libpcprofile.so, libpthread.[a,so], libpthread_nonshared.a, libresolv.[a,so], librpcsvc.a, librt.[a,so], libthread_db.so, and libutil.[a,so] |
| **Installed directories:** | /usr/include/arpa, /usr/include/bits, /usr/include/gnu, /usr/include/net, /usr/include/netash, /usr/include/netatalk, /usr/include/netax25, /usr/include/neteconet, /usr/include/netinet, /usr/include/netipx, /usr/include/netiucv, /usr/include/netpacket, /usr/include/netrom, /usr/include/netrose, /usr/include/nfs, /usr/include/protocols, /usr/include/rpc, /usr/include/rpcsvc, /usr/include/sys, /usr/lib/gconv, /usr/lib/eglibc, /usr/lib/locale, /usr/share/i18n, /usr/share/zoneinfo, /var/cache/ldconfig |

### Short Descriptions

| | |
|---|---|
| **catchsegv** | Can be used to create a stack trace when a program terminates with a segmentation fault |
| **gencat** | Generates message catalogues |
| **getconf** | Displays the system configuration values for file system specific variables |
| **getent** | Gets entries from an administrative database |
| **iconv** | Performs character set conversion |
| **iconvconfig** | Creates fastloading **iconv** module configuration files |
| **ldconfig** | Configures the dynamic linker runtime bindings |
| **ldd** | Reports which shared libraries are required by each given program or shared library |
| **lddlibc4** | Assists **ldd** with object files |
| **locale** | Tells the compiler to enable or disable the use of POSIX locales for built-in operations |
| **localedef** | Compiles locale specifications |

| | |
|---|---|
| **makedb** | Creates a simple database from textual input |
| **mtrace** | Reads and interprets a memory trace file and displays a summary in human-readable format |
| **nscd** | A daemon that provides a cache for the most common name service requests |
| **pcprofiledump** | Dumps information generated by PC profiling |
| **pldd** | Lists dynamic shared objects used by running processes |
| **pt_chown** | A helper program for **grantpt** to set the owner, group and access permissions of a slave pseudo terminal |
| **rpcgen** | Generates C code to implement the Remote Procecure Call (RPC) protocol |
| **sln** | A statically linked program that creates symbolic links |
| **sotruss** | Traces shared library procedure calls of a specified command |
| **sprof** | Reads and displays shared object profiling data |
| **tzselect** | Asks the user about the location of the system and reports the corresponding time zone description |
| **xtrace** | Traces the execution of a program by printing the currently executed function |
| **zdump** | The time zone dumper |
| **zic** | The time zone compiler |
| `ld.so` | The helper program for shared library executables |
| `libBrokenLocale` | Used by programs, such as Mozilla, to solve broken locales |
| `libSegFault` | The segmentation fault signal handler |
| `libanl` | An asynchronous name lookup library |
| `libbsd-compat` | Provides the portability needed in order to run certain Berkey Software Distribution (BSD) programs under Linux |
| `libc` | The main C library |
| `libcidn` | Used internally by EGLIBC for handling internationalized domain names in the `getaddrinfo()` function |
| `libcrypt` | The cryptography library |
| `libdl` | The dynamic linking interface library |
| `libg` | A runtime library for **g++** |
| `libieee` | The Institute of Electrical and Electronic Engineers (IEEE) floating point library |
| `libm` | The mathematical library |
| `libmcheck` | Contains code run at boot |
| `libmemusage` | Used by **memusage** (included in EGLIBC, but not built in a base CLFS system as it has additional dependencies) to help collect information about the memory usage of a program |
| `libnsl` | The network services library |
| `libnss` | The Name Service Switch libraries, containing functions for resolving host names, user names, group names, aliases, services, protocols, etc. |
| `libpcprofile` | Contains profiling functions used to track the amount of CPU time spent in specific source code lines |

| | |
|---|---|
| `libpthread` | The POSIX threads library |
| `libresolv` | Contains functions for creating, sending, and interpreting packets to the Internet domain name servers |
| `librpcsvc` | Contains functions providing miscellaneous RPC services |
| `librt` | Contains functions providing most of the interfaces specified by the POSIX.1b Realtime Extension |
| `libthread_db` | Contains functions useful for building debuggers for multi-threaded programs |
| `libutil` | Contains code for “standard” functions used in many different Unix utilities |

# 10.10. Adjusting the Toolchain

Now we amend the GCC specs file so that it points to the new dynamic linker. A **perl** command accomplishes this:

```
gcc -dumpspecs | \
perl -p -e 's@/tools/lib/ld@/lib/ld@g;' \
     -e 's@/tools/lib32/ld@/lib32/ld@g;' \
     -e 's@/tools/lib64/ld@/lib64/ld@g;' \
     -e 's@\*startfile_prefix_spec:\n@$_/usr/lib/ @g;' > \
     $(dirname $(gcc --print-libgcc-file-name))/specs
```

It is a good idea to visually inspect the specs file to verify the intended change was actually made.

Note that `/lib`, `/lib32`, or `/lib64` is now the prefix of our dynamic linker.

### Caution

It is imperative at this point to stop and ensure that the basic functions (compiling and linking) of the adjusted toolchain are working as expected. To do this, perform a sanity check:

For 32 bit ABI:

```
echo 'main(){}' > dummy.c
gcc ${BUILD32} dummy.c
readelf -l a.out | grep ': /lib'
```

If everything is working correctly, there should be no errors, and the output of the last command will be:

```
[Requesting program interpreter: /lib/ld.so.1]
```

For N32 ABI:

```
echo 'main(){}' > dummy.c
gcc ${BUILDN32} dummy.c
readelf -l a.out | grep ': /lib'
```

If everything is working correctly, there should be no errors, and the output of the last command will be:

```
[Requesting program interpreter: /lib32/ld.so.1]
```

For 64 bit ABI:

```
echo 'main(){}' > dummy.c
gcc ${BUILD64} dummy.c
readelf -l a.out | grep ': /lib'
```

If everything is working correctly, there should be no errors, and the output of the last command will be:

```
[Requesting program interpreter: /lib64/ld.so.1]
```

Note that `/lib`, `/lib32` or `/lib64` is now the prefix of our dynamic linker.

If the output does not appear as shown above or is not received at all, then something is seriously wrong. Investigate and retrace the steps to find out where the problem is and correct it. The most likely reason is that something went wrong with the specs file amendment above. Any issues will need to be resolved before continuing on with the process.

Once everything is working correctly, clean up the test files:

```
rm -v dummy.c a.out
```

# 10.11. GMP-5.0.5 32 Bit Libraries

GMP is a library for arithmetic on arbitrary precision integers, rational numbers, and floating-point numbers.

## 10.11.1. Installation of GMP

**Note**

If you are compiling this package on a different CPU than you plan to run the CLFS system on, you must replace GMP's `config.guess` and `config.sub` wrappers with the originals. This will prevent GMP from optimizing for the wrong CPU. You can make this change with the following command:

```
mv -v config{fsf,}.guess
mv -v config{fsf,}.sub
```

Prepare GMP for compilation:

```
CPPFLAGS=-fexceptions CC="gcc -isystem /usr/include ${BUILD32}" \
CXX="g++ -isystem /usr/include ${BUILD32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib:/lib ${BUILD32}" \
  ABI=32 ./configure --prefix=/usr \
    --enable-cxx --enable-mpbsd
```

Compile the package:

```
make
```

**Important**

The test suite for GMP is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

The header installed by GMP is architecture specific. Programs compiled as 32bit will require the header provided by the 32bit installation of GMP. The same applies for 64bit programs. Move the header so a wrapper can be put in its place later:

```
mv -v /usr/include/gmp{,-32}.h
```

Details on this package are located in Section 10.13.2, “Contents of GMP.”

# 10.12. GMP-5.0.5 N32 Libraries

GMP is a library for arithmetic on arbitrary precision integers, rational numbers, and floating-point numbers.

## 10.12.1. Installation of GMP

**Note**

If you are compiling this package on a different CPU than you plan to run the CLFS system on, you must replace GMP's `config.guess` and `config.sub` wrappers with the originals. This will prevent GMP from optimizing for the wrong CPU. You can make this change with the following command:

```
mv -v config{fsf,}.guess
mv -v config{fsf,}.sub
```

Prepare GMP for compilation:

```
CPPFLAGS=-fexceptions CC="gcc -isystem /usr/include ${BUILDN32}" \
CXX="g++ -isystem /usr/include ${BUILDN32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib32:/lib32 ${BUILDN32}" \
  ABI=n32 ./configure --prefix=/usr \
    --libdir=/usr/lib32 --enable-cxx --enable-mpbsd
```

Compile the package:

```
make
```

**Important**

The test suite for GMP is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Create the N32 header file:

```
mv -v /usr/include/gmp{,-n32}.h
```

Details on this package are located in Section 10.13.2, “Contents of GMP.”

# 10.13. GMP-5.0.5 64 Bit

GMP is a library for arithmetic on arbitrary precision integers, rational numbers, and floating-point numbers.

## 10.13.1. Installation of GMP

**Note**

If you are compiling this package on a different CPU than you plan to run the CLFS system on, you must replace GMP's `config.guess` and `config.sub` wrappers with the originals. This will prevent GMP from optimizing for the wrong CPU. You can make this change with the following command:

```
mv -v config{fsf,}.guess
mv -v config{fsf,}.sub
```

Prepare GMP for compilation:

```
CPPFLAGS=-fexceptions CC="gcc -isystem /usr/include ${BUILD64}" \
CXX="g++ -isystem /usr/include ${BUILD64}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib64:/lib64 ${BUILD64}" \
  ./configure --prefix=/usr \
    --libdir=/usr/lib64 --enable-cxx --enable-mpbsd
```

Compile the package:

```
make
```

**Important**

The test suite for GMP is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Create the 64bit header file:

```
mv -v /usr/include/gmp{,-64}.h
```

Finally, create a stub header in the place of the originals:

```
cat > /usr/include/gmp.h << "EOF"
/* gmp.h - Stub Header  */
#ifndef __STUB__GMP_H__
#define __STUB__GMP_H__

#include <sgidefs.h>

#if (_MIPS_SIM == _ABIO32)
# include "gmp-32.h"
#elif (_MIPS_SIM == _ABIN32)
# include "gmp-n32.h"
#elif (_MIPS_SIM == _ABI64)
# include "gmp-64.h"
#endif

#endif /* __STUB__GMP_H__ */
EOF
```

## 10.13.2. Contents of GMP

**Installed libraries:** libgmp.[a,so], libgmpxx.[a,so], libmp.[a,so]

### Short Descriptions

| | |
|---|---|
| `libgmp` | Contains the definitions for GNU multiple precision functions. |
| `libgmpxx` | Contains a C++ class wrapper for GMP types. |
| `libmp` | Contains the Berkeley MP compatibility library. |

# 10.14. MPFR-3.1.1 32 Bit Libraries

The MPFR library is a C library for multiple-precision floating-point computations with correct rounding.

## 10.14.1. Installation of MPFR

Prepare MPFR for compilation:

```
CC="gcc -isystem /usr/include ${BUILD32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib:/lib ${BUILD32}" \
  ./configure --prefix=/usr --host=${CLFS_TARGET32} --enable-shared
```

Compile the package:

```
make
```

**Important**

The test suite for MPFR is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Details on this package are located in Section 10.16.2, “Contents of MPFR.”

# 10.15. MPFR-3.1.1 N32 Libraries

The MPFR library is a C library for multiple-precision floating-point computations with correct rounding.

## 10.15.1. Installation of MPFR

Prepare MPFR for compilation:

```
CC="gcc -isystem /usr/include ${BUILDN32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib32:/lib32 ${BUILDN32}" \
  ./configure --prefix=/usr --libdir=/usr/lib32 --enable-shared
```

Compile the package:

```
make
```

**Important**

The test suite for MPFR is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Details on this package are located in Section 10.16.2, “Contents of MPFR.”

# 10.16. MPFR-3.1.1 64 Bit

The MPFR library is a C library for multiple-precision floating-point computations with correct rounding.

## 10.16.1. Installation of MPFR

Prepare MPFR for compilation:

```
CC="gcc -isystem /usr/include ${BUILD64}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib64:/lib64 ${BUILD64}" \
  ./configure --prefix=/usr --libdir=/usr/lib64 --enable-shared
```

Compile the package:

```
make
```

**Important**

The test suite for MPFR is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

## 10.16.2. Contents of MPFR

**Installed libraries:** libmpfr.[a,so]
**Installed directory:** /usr/share/doc/mpfr

### Short Descriptions

`libmpfr` The Multiple Precision Floating-Point Reliable Library.

# 10.17. MPC-1.0.1 32 Bit Libraries

MPC is a C library for the arithmetic of complex numbers with arbitrarily high precision and correct rounding of the result.

## 10.17.1. Installation of MPC

Prepare MPC for compilation:

```
CC="gcc -isystem /usr/include ${BUILD32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib:/lib ${BUILD32}" \
  ./configure --prefix=/usr --host=${CLFS_TARGET32}
```

Compile the package:

```
make
```

**Important**

The test suite for MPC is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Details on this package are located in Section 10.19.2, “Contents of MPC.”

# 10.18. MPC-1.0.1 N32 Libraries

MPC is a C library for the arithmetic of complex numbers with arbitrarily high precision and correct rounding of the result.

## 10.18.1. Installation of MPC

Prepare MPC for compilation:

```
CC="gcc -isystem /usr/include ${BUILDN32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib32:/lib32 ${BUILDN32}" \
  ./configure --prefix=/usr --libdir=/usr/lib32
```

Compile the package:

```
make
```

**Important**

The test suite for MPC is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Details on this package are located in Section 10.19.2, “Contents of MPC.”

# 10.19. MPC-1.0.1 64 Bit

MPC is a C library for the arithmetic of complex numbers with arbitrarily high precision and correct rounding of the result.

## 10.19.1. Installation of MPC

Prepare MPC for compilation:

```
CC="gcc -isystem /usr/include ${BUILD64}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib64:/lib64 ${BUILD64}" \
  ./configure --prefix=/usr --libdir=/usr/lib64
```

Compile the package:

```
make
```

**Important**

The test suite for MPC is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

## 10.19.2. Contents of MPC

**Installed libraries:** libmpc.[a,so]

### Short Descriptions

`libmpc` The Multiple Precision Complex Library.

# 10.20. PPL-0.12.1 32 Bit Libraries

The Parma Polyhedra Library (PPL) provides numerical abstractions especially targeted at applications in the field of analysis and verification of complex systems. CLooG-PPL requires this library.

## 10.20.1. Installation of PPL

Prepare PPL for compilation:

```
CPPFLAGS=-fexceptions CC="gcc -isystem /usr/include ${BUILD32}" \
CXX="g++ -isystem /usr/include ${BUILD32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib:/lib ${BUILD32}" \
  ./configure --prefix=/usr --host=${CLFS_TARGET32} \
    --enable-shared --disable-optimization
```

Compile the package:

```
make
```

**Important**

The test suite for PPL is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Prepare `ppl-config` to be wrapped by the multiarch wrapper:

```
mv -v /usr/bin/ppl-config{,-32}
```

One of the headers installed by PPL is architecture specific. Programs compiled as 32bit will require the header provided by the 32bit installation of PPL. The same applies for 64bit programs. Move the header so a wrapper can be put in its place later:

```
mv -v /usr/include/ppl{,-32}.hh
```

Details on this package are located in Section 10.22.2, “Contents of PPL.”

# 10.21. PPL-0.12.1 N32 Libraries

The Parma Polyhedra Library (PPL) provides numerical abstractions especially targeted at applications in the field of analysis and verification of complex systems. CLooG-PPL requires this library.

## 10.21.1. Installation of PPL

Prepare PPL for compilation:

```
CPPFLAGS=-fexceptions CC="gcc -isystem /usr/include ${BUILDN32}" \
CXX="g++ -isystem /usr/include ${BUILDN32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib32:/lib32 ${BUILDN32}" \
  ./configure --prefix=/usr --libdir=/usr/lib32 \
    --enable-shared --disable-optimization
```

Compile the package:

```
make
```

**Important**

The test suite for PPL is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Prepare `ppl-config` to be wrapped by the multiarch wrapper:

```
mv -v /usr/bin/ppl-config{,-n32}
```

Create the N32 header file:

```
mv -v /usr/include/ppl{,-n32}.hh
```

Details on this package are located in Section 10.22.2, “Contents of PPL.”

# 10.22. PPL-0.12.1 64 Bit

The Parma Polyhedra Library (PPL) provides numerical abstractions especially targeted at applications in the field of analysis and verification of complex systems. CLooG-PPL requires this library.

## 10.22.1. Installation of PPL

Prepare PPL for compilation:

```
CPPFLAGS=-fexceptions CC="gcc -isystem /usr/include ${BUILD64}" \
CXX="g++ -isystem /usr/include ${BUILD64}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib64:/lib64 ${BUILD64}" \
  ./configure --prefix=/usr --libdir=/usr/lib64 \
    --enable-shared --disable-optimization
```

Compile the package:

```
make
```

**Important**

The test suite for PPL is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Prepare `ppl-config` to be wrapped by the multiarch wrapper and then wrap it:

```
mv -v /usr/bin/ppl-config{,-64}
ln -svf multiarch_wrapper /usr/bin/ppl-config
```

Create the 64bit header file:

```
mv -v /usr/include/ppl{,-64}.hh
```

Finally, create a stub header in the place of the originals:

```
cat > /usr/include/ppl.h << "EOF"
/* ppl.hh - Stub Header  */
#ifndef __STUB__PPL_HH__
#define __STUB__PPL_HH__

#include <sgidefs.h>

#if (_MIPS_SIM == _ABIO32)
# include "ppl-32.hh"
#elif (_MIPS_SIM == _ABIN32)
# include "ppl-n32.hh"
#elif (_MIPS_SIM == _ABI64)
# include "ppl-64.hh"
#endif

#endif /* __STUB__PPL_HH__ */
EOF
```

## 10.22.2. Contents of PPL

**Installed programs:** ppl-config, ppl_lcdd, ppl_pips
**Installed libraries:** libppl.[a,so], libppl_c.[a,so]
**Installed directories:** /usr/share/doc/ppl

### Short Descriptions

| | |
|---|---|
| **ppl-config** | Outputs information about the PPL installation |
| **ppl_lcdd** | Reads an H-representation of a polyhedron and generates a V-representation of the same polyhedron |
| **ppl_pips** | A PPL-based parametric integer programming problem solver |
| `libppl` | The Parma Polyhedra Library (PPL). |
| `libppl_c` | The Parma Polyhedra Library bindings for C. |
| `libpwl` | The Parma Watchdog Library |

# 10.23. CLooG-0.16.3 32 Bit Libraries

CLooG is a library to generate code for scanning Z-polyhedra. In other words, it finds code that reaches each integral point of one or more parameterized polyhedra. GCC links with this library in order to enable the new loop generation code known as Graphite.

## 10.23.1. Installation of CLooG

Prepare CLooG for compilation:

```
CC="gcc -isystem /usr/include ${BUILD32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib:/lib ${BUILD32}" \
  ./configure --prefix=/usr \
    --host=${CLFS_TARGET32} --enable-shared
```

Compile the package:

```
make
```

**Important**

The test suite for CLooG is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Details on this package are located in Section 10.25.2, “Contents of CLooG.”

# 10.24. CLooG-0.16.3 N32 Libraries

CLooG is a library to generate code for scanning Z-polyhedra. In other words, it finds code that reaches each integral point of one or more parameterized polyhedra. GCC links with this library in order to enable the new loop generation code known as Graphite.

## 10.24.1. Installation of CLooG

Prepare CLooG for compilation:

```
CC="gcc -isystem /usr/include ${BUILDN32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib32:/lib32 ${BUILDN32}" \
  ./configure --prefix=/usr \
    --libdir=/usr/lib32 --enable-shared
```

Compile the package:

```
make
```

**Important**

The test suite for CLooG is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

Details on this package are located in Section 10.25.2, “Contents of CLooG.”

# 10.25. CLooG-0.16.3 64 Bit

CLooG is a library to generate code for scanning Z-polyhedra. In other words, it finds code that reaches each integral point of one or more parameterized polyhedra. GCC links with this library in order to enable the new loop generation code known as Graphite.

## 10.25.1. Installation of CLooG

Prepare CLooG for compilation:

```
CC="gcc -isystem /usr/include ${BUILD64}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib64:/lib64 ${BUILD64}" \
  ./configure --prefix=/usr \
    --libdir=/usr/lib64 --enable-shared
```

Compile the package:

```
make
```

**Important**

The test suite for CLooG is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make install
```

## 10.25.2. Contents of CLooG

**Installed program:** cloog
**Installed libraries:** libcloog-isl.[a,so], libisl.[a,so]
**Installed directories:** /usr/include/cloog, /usr/include/isl

### Short Descriptions

**cloog** Loop generator for scanning Z-polyhedra

`libcloog-isl` Isl backend for CLooG.

`libisl` The Integer Set Library.

# 10.26. Zlib-1.2.7 32 Bit Libraries

The Zlib package contains compression and decompression routines used by some programs.

## 10.26.1. Installation of Zlib

Prepare Zlib for compilation:

```
CC="gcc -isystem /usr/include ${BUILD32}" \
CXX="g++ -isystem /usr/include ${BUILD32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib:/lib ${BUILD32}" \
  ./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

The previous command installed two `.so` files into `/usr/lib`. We will move it into `/lib` and then relink it to `/usr/lib`:

```
mv -v /usr/lib/libz.so.* /lib
ln -svf ../../lib/libz.so.1 /usr/lib/libz.so
```

Details on this package are located in Section 10.65.2, “Contents of Zlib.”

# 10.27. Zlib-1.2.7 N32 Libraries

The Zlib package contains compression and decompression routines used by some programs.

## 10.27.1. Installation of Zlib

Prepare Zlib for compilation:

```
CC="gcc -isystem /usr/include ${BUILDN32}" \
CXX="g++ -isystem /usr/include ${BUILDN32}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib32:/lib32 ${BUILDN32}" \
 ./configure --prefix=/usr --libdir=/usr/lib32
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

The previous command installed two `.so` files into `/usr/lib32`. We will remove itinto `/lib32` and then relink it to `/usr/lib32`:

```
mv -v /usr/lib32/libz.so.* /lib32
ln -svf ../../lib32/libz.so.1 /usr/lib32/libz.so
```

Details on this package are located in Section 10.65.2, “Contents of Zlib.”

# 10.28. Binutils-2.23

The Binutils package contains a linker, an assembler, and other tools for handling object files.

## 10.28.1. Installation of Binutils

Verify that the PTYs are working properly inside the build environment. Check that everything is set up correctly by performing a simple test:

```
expect -c "spawn ls"
```

This command should give the following output:

```
spawn ls
```

If, instead, it gives a message saying to create more ptys, then the environment is not set up for proper PTY operation. This issue needs to be resolved before running the test suites for Binutils and GCC.

The Binutils documentation recommends building Binutils outside of the source directory in a dedicated build directory:

```
mkdir -v ../binutils-build
cd ../binutils-build
```

Prepare Binutils for compilation:

```
CC="gcc -isystem /usr/include ${BUILD64}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib64:/lib64:/usr/lib32:/lib32:/usr/lib:/lib ${BUI
  ../binutils-2.23/configure --prefix=/usr \
    --enable-shared --enable-64-bit-bfd --libdir=/usr/lib64
```

Compile the package:

```
make configure-host
```

**Important**

During **make configure-host** you may receive the following error message. It is safe to ignore.

```
WARNING: `flex' is missing on your system. You should only
need it if you modified a `.l' file. You may need the `Flex'
package in order for those modifications to take effect. You
can get `Flex' from any GNU archive site.
```

```
make tooldir=/usr
```

**The meaning of the make parameter:**

*`tooldir=/usr`*

Normally, the tooldir (the directory where the executables will ultimately be located) is set to `$(exec_prefix)/$(target_alias)`. Because this is a custom system, this target-specific directory in `/usr` is not required.

**Important**

The test suite for Binutils is considered critical. Do not skip it under any circumstance.

Test the results:

```
make check
```

Install the package:

```
make tooldir=/usr install
```

Install the `libiberty` header file that is needed by some packages:

```
cp -v ../binutils-2.23/include/libiberty.h /usr/include
```

## 10.28.2. Contents of Binutils

| | |
|---|---|
| **Installed programs:** | addr2line, ar, as, c++filt, elfedit, gprof, ld, ld.bfd, nm, objcopy, objdump, ranlib, readelf, size, strings, and strip |
| **Installed libraries:** | libiberty.a, libbfd.[a,so], and libopcodes.[a,so] |
| **Installed directory:** | /usr/lib/ldscripts |

### Short Descriptions

| | |
|---|---|
| **addr2line** | Translates program addresses to file names and line numbers; given an address and the name of an executable, it uses the debugging information in the executable to determine which source file and line number are associated with the address |
| **ar** | Creates, modifies, and extracts from archives |
| **as** | An assembler that assembles the output of **gcc** into object files |
| **c++filt** | Used by the linker to de-mangle C++ and Java symbols and to keep overloaded functions from clashing |
| **elfedit** | Updates the ELF header of ELF files |
| **gprof** | Displays call graph profile data |
| **ld** | A linker that combines a number of object and archive files into a single file, relocating their data and tying up symbol references |
| **ld.bfd** | Hard link to **ld** |
| **nm** | Lists the symbols occurring in a given object file |
| **objcopy** | Translates one type of object file into another |
| **objdump** | Displays information about the given object file, with options controlling the particular information to display; the information shown is useful to programmers who are working on the compilation tools |
| **ranlib** | Generates an index of the contents of an archive and stores it in the archive; the index lists all of the symbols defined by archive members that are relocatable object files |
| **readelf** | Displays information about ELF type binaries |
| **size** | Lists the section sizes and the total size for the given object files |

| | |
|---|---|
| **strings** | Outputs, for each given file, the sequences of printable characters that are of at least the specified length (defaulting to four); for object files, it prints, by default, only the strings from the initializing and loading sections while for other types of files, it scans the entire file |
| **strip** | Discards symbols from object files |
| `libiberty` | Contains routines used by various GNU programs, including **getopt**, **obstack**, **strerror**, **strtol**, and **strtoul** |
| `libbfd` | The Binary File Descriptor library |
| `libopcodes` | A library for dealing with opcodes—the “readable text” versions of instructions for the processor; it is used for building utilities like **objdump**. |

# 10.29. GCC-4.6.3

The GCC package contains the GNU compiler collection, which includes the C and C++ compilers.

## 10.29.1. Installation of GCC

The following patch contains a number of updates to the 4.6.3 branch by the GCC developers:

```
patch -Np1 -i ../gcc-4.6.3-branch_update-2.patch
```

The following patch fixes and issue that causes GCC to segfault when compilling for Mips.

```
patch -Np1 -i ../gcc-4.6.3-mips_fix-1.patch
```

Apply a **sed** substitution that will suppress the installation of `libiberty.a`. The version of `libiberty.a` provided by Binutils will be used instead:

```
sed -i 's/install_to_$(INSTALL_DEST) //' libiberty/Makefile.in
```

The GCC documentation recommends building GCC outside of the source directory in a dedicated build directory:

```
mkdir -v ../gcc-build
cd ../gcc-build
```

Prepare GCC for compilation:

```
CC="gcc -isystem /usr/include ${BUILD64}" \
CXX="g++ -isystem /usr/include ${BUILD64}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib64:/lib64:/usr/lib32:/lib32:/usr/lib:/lib" \
  ../gcc-4.6.3/configure --prefix=/usr --libdir=/usr/lib64 \
    --libexecdir=/usr/lib64 --enable-shared --enable-threads=posix \
    --enable-__cxa_atexit --enable-c99 --enable-long-long --with-abi=64 \
    --enable-clocale=gnu --enable-languages=c,c++ --disable-libstdcxx-pch \
    --enable-cloog-backend=isl
```

Compile the package:

```
make
```

**Important**

The test suite for GCC is considered critical. Do not skip it under any circumstance.

Test the results, but do not stop at errors:

```
make -k check
```

The *-k* flag is used to make the test suite run through to completion and not stop at the first failure. The GCC test suite is very comprehensive and is almost guaranteed to generate a few failures. To receive a summary of the test suite results, run:

```
../gcc-4.6.3/contrib/test_summary
```

For only the summaries, pipe the output through **`grep -A7 Summ`**.

A few unexpected failures cannot always be avoided. The GCC developers are usually aware of these issues, but have not resolved them yet.

Install the package:

```
make install
```

Some packages expect the C preprocessor to be installed in the `/lib` directory. To support those packages, create this symlink:

```
ln -sv ../usr/bin/cpp /lib
```

Many packages use the name **cc** to call the C compiler. To satisfy those packages, create a symlink:

```
ln -sv gcc /usr/bin/cc
```

## 10.29.2. Contents of GCC

**Installed programs:** c++, cc (link to gcc), cpp, g++, gcc, and gcov
**Installed libraries:** libgcc.a, libgcc_eh.a, libgcc_s.so, libgcov.a, libgomp.[a,so], libmudflap.[a,so], libmudflapth.[a,so], libssp.[a,so], libssp_nonshared.a, libstdc++.[a,so], and libsupc++.a
**Installed directories:** /usr/include/c++, /usr/lib/gcc, /usr/share/gcc-4.6.3

### Short Descriptions

| | |
|---|---|
| **cc** | The C compiler |
| **cpp** | The C preprocessor; it is used by the compiler to expand the #include, #define, and similar statements in the source files |
| **c++** | The C++ compiler |
| **g++** | The C++ compiler |
| **gcc** | The C compiler |
| **gcov** | A coverage testing tool; it is used to analyze programs to determine where optimizations will have the most effect |
| `libgcc` | Contains run-time support for **gcc** |
| `libgcov` | Library that is linked into a program when **gcc** is instructed to enable profiling |
| `libgomp` | GNU implementation of the OpenMP API for multi-platform shared-memory parallel programming in C/C++ and Fortran |
| `libmudflap` | The libmudflap libraries are used by GCC for instrumenting pointer and array dereferencing operations. |
| `libssp` | Contains routines supporting GCC's stack-smashing protection functionality |
| `libstdc++` | The standard C++ library |
| `libsupc++` | Provides supporting routines for the C++ programming language |

# 10.30. Sed-4.2.1

The Sed package contains a stream editor.

## 10.30.1. Installation of Sed

Prepare Sed for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
   --bindir=/bin
```

Compile the package:

```
make
```

Build the HTML documentation:

```
make html
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

Install the HTML documentation:

```
make -C doc install-html
```

## 10.30.2. Contents of Sed

**Installed program:** sed
**Installed directory:** /usr/share/doc/sed

### Short Descriptions

**sed** Filters and transforms text files in a single pass

# 10.31. Ncurses-5.9 32 Bit Libraries

The Ncurses package contains libraries for terminal-independent handling of character screens.

## 10.31.1. Installation of Ncurses

The following patch contains updates from the 5.9 branch by the Ncurses developers:

```
patch -Np1 -i ../ncurses-5.9-branch_update-4.patch
```

Prepare Ncurses for compilation:

```
CC="gcc ${BUILD32}" CXX="g++ ${BUILD32}" \
   ./configure --prefix=/usr --libdir=/lib \
   --with-shared --without-debug --enable-widec \
   --with-manpage-format=normal \
   --with-default-terminfo-dir=/usr/share/terminfo
```

Compile the package:

```
make
```

This package has a test suite, and can be ran after the package is installed. The tests are in the `test/` directory. See the `README` file in that directory for details.

Install the package:

```
make install
```

Prepare `ncursesw5-config` to be wrapped by the multiarch wrapper:

```
mv -v /usr/bin/ncursesw5-config{,-32}
```

Move the Ncurses static libraries to the proper location:

```
mv -v /lib/lib{panelw,menuw,formw,ncursesw,ncurses++w}.a /usr/lib
```

Create symlinks in `/usr/lib`:

```
rm -v /lib/lib{ncursesw,menuw,panelw,formw}.so
ln -svf ../../lib/libncursesw.so.5 /usr/lib/libncursesw.so
ln -svf ../../lib/libmenuw.so.5 /usr/lib/libmenuw.so
ln -svf ../../lib/libpanelw.so.5 /usr/lib/libpanelw.so
ln -svf ../../lib/libformw.so.5 /usr/lib/libformw.so
```

Now we will make our Ncurses compatible for older and non-widec compatible programs can build properly:

```
for lib in curses ncurses form panel menu ; do
        echo "INPUT(-l${lib}w)" > /usr/lib/lib${lib}.so
        ln -sfv lib${lib}w.a /usr/lib/lib${lib}.a
done
ln -sfv libcurses.so /usr/lib/libcursesw.so
ln -sfv libncurses.so /usr/lib/libcurses.so
ln -sfv libncursesw.a /usr/lib/libcursesw.a
ln -sfv libncurses.a /usr/lib/libcurses.a
ln -sfv libncurses++w.a /usr/lib/libncurses++.a
ln -sfv ncursesw5-config-32 /usr/bin/ncurses5-config-32
```

Now we will create a symlink for /usr/share/terminfo in `/usr/lib` for compatibility:

```
ln -sfv ../share/terminfo /usr/lib/terminfo
```

Details on this package are located in Section 10.33.2, “Contents of Ncurses.”

# 10.32. Ncurses-5.9 N32 Libraries

The Ncurses package contains libraries for terminal-independent handling of character screens.

## 10.32.1. Installation of Ncurses

The following patch contains updates from the 5.9 branch by the Ncurses developers:

```
patch -Np1 -i ../ncurses-5.9-branch_update-4.patch
```

Prepare Ncurses for compilation:

```
CC="gcc ${BUILDN32}" CXX="g++ ${BUILDN32}" \
   ./configure --prefix=/usr --libdir=/lib32 \
   --with-shared --without-debug --enable-widec \
   --with-manpage-format=normal \
   --with-default-terminfo-dir=/usr/share/terminfo
```

Compile the package:

```
make
```

This package has a test suite, and can be ran after the package is installed. The tests are in the `test/` directory. See the `README` file in that directory for details.

Install the package:

```
make install
```

Prepare `ncursesw5-config` to be wrapped by the multiarch wrapper:

```
mv -v /usr/bin/ncursesw5-config{,-n32}
```

Move the Ncurses static libraries to the proper location:

```
mv -v /lib32/lib{panelw,menuw,formw,ncursesw,ncurses++w}.a /usr/lib32
```

Create symlinks in `/usr/lib32`:

```
rm -v /lib32/lib{ncursesw,menuw,panelw,formw}.so
ln -svf ../../lib32/libncursesw.so.5 /usr/lib32/libncursesw.so
ln -svf ../../lib32/libmenuw.so.5 /usr/lib32/libmenuw.so
ln -svf ../../lib32/libpanelw.so.5 /usr/lib32/libpanelw.so
ln -svf ../../lib32/libformw.so.5 /usr/lib32/libformw.so
```

Now we will make our Ncurses compatible for older and non-widec compatible programs can build properly:

```
for lib in curses ncurses form panel menu ; do
        echo "INPUT(-l${lib}w)" > /usr/lib32/lib${lib}.so
        ln -sfv lib${lib}w.a /usr/lib32/lib${lib}.a
done
ln -sfv libcurses.so /usr/lib32/libcursesw.so
ln -sfv libncurses.so /usr/lib32/libcurses.so
ln -sfv libncursesw.a /usr/lib32/libcursesw.a
ln -sfv libncurses.a /usr/lib32/libcurses.a
ln -sfv libncurses++w.a /usr/lib32/libncurses++.a
ln -sfv ncurses5w-config-32 /usr/bin/ncurses5-config-32
```

Now we will create a symlink for /usr/share/terminfo in `/usr/lib32` for compatibility:

```
ln -sfv ../share/terminfo /usr/lib32/terminfo
```

Details on this package are located in Section 10.33.2, “Contents of Ncurses.”

# 10.33. Ncurses-5.9 64 Bit

The Ncurses package contains libraries for terminal-independent handling of character screens.

## 10.33.1. Installation of Ncurses

The following patch contains updates from the 5.9 branch by the Ncurses developers:

```
patch -Np1 -i ../ncurses-5.9-branch_update-4.patch
```

Prepare Ncurses for compilation:

```
CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}" \
   ./configure --prefix=/usr --libdir=/lib64 \
   --with-shared --without-debug --enable-widec \
   --with-manpage-format=normal \
   --with-default-terminfo-dir=/usr/share/terminfo
```

Compile the package:

```
make
```

This package has a test suite, and can be ran after the package is installed. The tests are in the `test/` directory. See the `README` file in that directory for details.

Install the package:

```
make install
```

Prepare `ncursesw5-config` to be wrapped by the multiarch wrapper and then wrap it:

```
mv -v /usr/bin/ncursesw5-config{,-64}
ln -svf multiarch_wrapper /usr/bin/ncursesw5-config
```

Move the Ncurses static libraries to the proper location:

```
mv -v /lib64/lib{panelw,menuw,formw,ncursesw,ncurses++w}.a /usr/lib64
```

Create symlinks in `/usr/lib64`:

```
rm -v /lib64/lib{ncursesw,menuw,panelw,formw}.so
ln -svf ../../lib64/libncursesw.so.5 /usr/lib64/libncursesw.so
ln -svf ../../lib64/libmenuw.so.5 /usr/lib64/libmenuw.so
ln -svf ../../lib64/libpanelw.so.5 /usr/lib64/libpanelw.so
ln -svf ../../lib64/libformw.so.5 /usr/lib64/libformw.so
```

Now we will make our Ncurses compatible for older and non-widec compatible programs can build properly:

```
for lib in curses ncurses form panel menu ; do
        echo "INPUT(-l${lib}w)" > /usr/lib64/lib${lib}.so
        ln -sfv lib${lib}w.a /usr/lib64/lib${lib}.a
done
ln -sfv libcurses.so /usr/lib64/libcursesw.so
ln -sfv libncurses.so /usr/lib64/libcurses.so
ln -sfv libncursesw.a /usr/lib64/libcursesw.a
ln -sfv libncurses.a /usr/lib64/libcurses.a
ln -sfv libncurses++w.a /usr/lib64/libncurses++.a
ln -sfv ncursesw5-config-64 /usr/bin/ncurses5-config-64
ln -sfv ncursesw5-config /usr/bin/ncurses5-config
```

Now we will create a symlink for /usr/share/terminfo in `/usr/lib64` for compatibility:

```
ln -sfv ../share/terminfo /usr/lib64/terminfo
```

## 10.33.2. Contents of Ncurses

| | |
|---|---|
| **Installed programs:** | captoinfo (link to tic), clear, infocmp, infotocap (link to tic), ncursesw5-config, reset (link to tset), tabs, tic, toe, tput, and tset |
| **Installed libraries:** | libcursesw.so (link to libncursesw.so), libformw.[a,so], libmenuw.[a,so], libncurses++w.a, libncursesw.[a,so], and libpanelw.[a,so] |
| **Installed directories:** | /usr/share/tabset, /usr/share/terminfo |

### Short Descriptions

| | |
|---|---|
| **captoinfo** | Converts a termcap description into a terminfo description |
| **clear** | Clears the screen, if possible |
| **infocmp** | Compares or prints out terminfo descriptions |
| **infotocap** | Converts a terminfo description into a termcap description |
| **ncursesw5-config** | Provides configuration information for ncurses |
| **reset** | Reinitializes a terminal to its default values |
| **tabs** | Sets and clears tab stops on a terminal |
| **tic** | The terminfo entry-description compiler that translates a terminfo file from source format into the binary format needed for the ncurses library routines. A terminfo file contains information on the capabilities of a certain terminal |
| **toe** | Lists all available terminal types, giving the primary name and description for each |
| **tput** | Makes the values of terminal-dependent capabilities available to the shell; it can also be used to reset or initialize a terminal or report its long name |
| **tset** | Can be used to initialize terminals |
| `libcursesw` | A link to `libncursesw` |
| `libncursesw` | Contains functions to display text in many complex ways on a terminal screen; a good example of the use of these functions is the menu displayed during the kernel's **make menuconfig** |

| | |
|---|---|
| `libformw` | Contains functions to implement forms |
| `libmenuw` | Contains functions to implement menus |
| `libpanelw` | Contains functions to implement panels |

# 10.34. Pkg-config-lite-0.27.1-1

Pkg-config is a tool to help you insert the correct compiler options on the command line when compiling applications and libraries.

## 10.34.1. Installation of Pkg-config

Prepare Pkg-config for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
    --with-pc-path=/usr/share/pkgconfig
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

On multilib builds the library direcory has been removed from the default search path of **pkg-config**. Set some environment variables to help set the path correctly in the future:

```
export PKG_CONFIG_PATH32="/usr/lib/pkgconfig"
export PKG_CONFIG_PATHN32="/usr/lib32/pkgconfig"
export PKG_CONFIG_PATH64="/usr/lib64/pkgconfig"
```

Export these variables to prevent any issues in the future.

```
cat >> ${CLFS}/root/.bash_profile << EOF
export PKG_CONFIG_PATH32="${PKG_CONFIG_PATH32}"
export PKG_CONFIG_PATHN32="${PKG_CONFIG_PATHN32}"
export PKG_CONFIG_PATH64="${PKG_CONFIG_PATH64}"
EOF
```

## 10.34.2. Contents of Pkg-config

**Installed programs:** pkg-config
**Installed directory:** /usr/share/doc/pkg-config

### Short Descriptions

**pkg-config** The **pkg-config** program is used to retrieve information about installed libraries in the system. It is typically used to compile and link against one or more libraries.

# 10.35. Util-linux-2.22.1 32 Bit

The Util-linux package contains miscellaneous utility programs. Among them are utilities for handling file systems, consoles, partitions, and messages.

## 10.35.1. Installation of Util-linux

Prepare Util-linux for compilation:

```
CC="gcc ${BUILD32}" ./configure --libdir=/lib \
    --enable-arch --enable-write --disable-login --disable-su
```

**The meaning of the configure options:**

*`--enable-arch`*
This option allows the **arch** program to be installed.

*`--enable-write`*
This option allows the **write** program to be installed.

*`--disable-login --disable-su`*
Disables building the **login** and **su** programs, as the Shadow package installs its own versions.

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

Details on this package are located in Section 10.37.3, “Contents of Util-linux.”

# 10.36. Util-linux-2.22.1 N32 Libraries

The Util-linux package contains miscellaneous utility programs. Among them are utilities for handling file systems, consoles, partitions, and messages.

## 10.36.1. Installation of Util-linux

Prepare Util-linux for compilation:

```
CC="gcc ${BUILDN32}" ./configure --libdir=/lib32 \
    --enable-arch --enable-write --disable-login --disable-su
```

**The meaning of the configure options:**

*`--enable-arch`*
This option allows the **arch** program to be installed.

*`--enable-write`*
This option allows the **write** program to be installed.

*`--disable-login --disable-su`*
Disables building the **login** and **su** programs, as the Shadow package installs its own versions.

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

Move the **logger** binary to `/bin` as it is needed by the CLFS-Bootscripts package:

```
mv -v /usr/bin/logger /bin
```

Details on this package are located in Section 10.37.3, “Contents of Util-linux.”

# 10.37. Util-linux-2.22.1 64 Bit

The Util-linux package contains miscellaneous utility programs. Among them are utilities for handling file systems, consoles, partitions, and messages.

## 10.37.1. FHS compliance notes

The FHS recommends using the `/var/lib/hwclock` directory instead of the usual `/etc` directory as the location for the `adjtime` file. To make the **hwclock** program FHS-compliant, run the following:

```
sed -i -e 's@etc/adjtime@var/lib/hwclock/adjtime@g' \
    $(grep -rl '/etc/adjtime' .)
mkdir -pv /var/lib/hwclock
```

## 10.37.2. Installation of Util-linux

Prepare Util-linux for compilation:

```
CC="gcc ${BUILD64}" ./configure --libdir=/lib64 \
    --enable-arch --enable-write --disable-login --disable-su
```

**The meaning of the configure options:**

*`--enable-arch`*
This option allows the **arch** program to be installed.

*`--enable-write`*
This option allows the **write** program to be installed.

*`--disable-login --disable-su`*
Disables building the **login** and **su** programs, as the Shadow package installs its own versions.

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

Move the **logger** binary to `/bin` as it is needed by the CLFS-Bootscripts package:

```
mv -v /usr/bin/logger /bin
```

## 10.37.3. Contents of Util-linux

**Installed programs:** addpart, agetty, arch, blkid, blockdev, cal, cfdisk, chcpu, chrt, col, colcrt, colrm, column, ctrlaltdel, cytune, delpart, dmesg, eject, fallocate, fdformat, fdisk, findfs, findmnt, flock, fsck, fsck.cramfs, fsck.minix, fsfreeze, fstrim, getopt, hexdump, hwclock, ionice, ipcmk, ipcrm, ipcs, isosize, kill, ldattach, logger, look, losetup, lsblk, lscpu, lslocks, mcookie, mkfs, mkfs.bfs, mkfs.cramfs, mkfs.minix, mkswap, more, mount, mountpoint, namei, partx, pg, pivot_root, prlimit, raw, readprofile, rename, renice, resizepart, rev, rtcwake, script, scriptreplay, setarch, setsid, setterm, sfdisk, sulogin, swaplabel, swapoff (link to swapon), swapon, switch_root, tailf, taskset, tunelp, ul, umount, unshare, utmpdump, uuidd, uuidgen, wall, wdctl, whereis, wipefs, and write

**Installed libraries:** libblkid.[a,so], libmount.[a,so], and libuuid.[a,so]

**Installed directories:** /usr/include/blkid, /usr/include/libmount, /usr/include/uuid, /usr/share/getopt, /var/lib/hwclock

### Short Descriptions

**addpart** Informs the kernel of a new partition

**agetty** Opens a tty port, prompts for a login name, and then invokes the **login** program

**arch** Reports the machine's architecture

**blkid** A command line utility to locate and print block device attributes

**blockdev** Allows users to call block device ioctls from the command line

**cal** Displays a simple calendar

**cfdisk** Manipulates the partition table of the given device

**chcpu** Utility to configure CPUs

**chrt** Manipulates real-time attributes of a process

**col** Filters out reverse line feeds

**colcrt** Filters **nroff** output for terminals that lack some capabilities, such as overstriking and half-lines

**colrm** Filters out the given columns

**column** Formats a given file into multiple columns

**ctrlaltdel** Sets the function of the Ctrl+Alt+Del key combination to a hard or a soft reset

**cytune** Tunes the parameters of the serial line drivers for Cyclades cards

**ddate** Gives the Discordian date or converts the given Gregorian date to a Discordian one

**delpart** Asks the kernel to remove a partition

**dmesg** Dumps the kernel boot messages

**eject** Eject removable media

**fallocate** Preallocates space to a file

**fdformat** Low-level formats a floppy disk

**fdisk** Manipulates the partition table of the given device

**findfs** Finds a file system by label or Universally Unique Identifier (UUID)

| | |
|---|---|
| **findmnt** | Lists mounted filesystems or searches for a filesystem |
| **flock** | Acquires a file lock and then executes a command with the lock held |
| **fsck** | Is used to check, and optionally repair, file systems |
| **fsck.cramfs** | Performs a consistency check on the Cramfs file system on the given device |
| **fsck.minix** | Performs a consistency check on the Minix file system on the given device |
| **fsfreeze** | Suspends and resumes access to a filesystem |
| **fstrim** | Discards unused blocks on a mounted filesystem |
| **getopt** | Parses options in the given command line |
| **hexdump** | Dumps the given file in hexadecimal or in another given format |
| **hwclock** | Reads or sets the system's hardware clock, also called the Real-Time Clock (RTC) or Basic Input-Output System (BIOS) clock |
| **ionice** | Gives and sets program I/O scheduling class and priority |
| **ipcmk** | Creates various IPC resources |
| **ipcrm** | Removes the given Inter-Process Communication (IPC) resource |
| **ipcs** | Provides IPC status information |
| **isosize** | Reports the size of an iso9660 file system |
| **kill** | Send a signal to a process |
| **ldattach** | Attaches a line discipline to a serial line |
| **logger** | Enters the given message into the system log |
| **look** | Displays lines that begin with the given string |
| **losetup** | Sets up and controls loop devices |
| **lsblk** | Prints information about block devices |
| **lscpu** | Prints CPU architechture information |
| **lslocks** | Lists local system locks |
| **mcookie** | Generates magic cookies (128-bit random hexadecimal numbers) for **xauth** |
| **mkfs** | Builds a file system on a device (usually a hard disk partition) |
| **mkfs.bfs** | Creates a Santa Cruz Operations (SCO) bfs file system |
| **mkfs.cramfs** | Creates a cramfs file system |
| **mkfs.minix** | Creates a Minix file system |
| **mkswap** | Initializes the given device or file to be used as a swap area |
| **more** | A filter for paging through text one screen at a time |
| **mount** | Attaches the file system on the given device to a specified directory in the file-system tree |
| **mountpoint** | Tells you whether or not a directory is a mount point. |
| **namei** | Shows the symbolic links in the given pathnames |
| **partx** | Tells the kernel about the presence and numbering of on-disk partitions |
| **pg** | Displays a text file one screen full at a time |

| | |
|---|---|
| **pivot_root** | Makes the given file system the new root file system of the current process |
| **prlimit** | Gets and sets a process' resource limits |
| **raw** | Binds a Linux raw character device to a block device |
| **readprofile** | Reads kernel profiling information |
| **rename** | Renames the given files, replacing a given string with another |
| **renice** | Alters the priority of running processes |
| **resizepart** | Asks the Linux kernel to resize a partition |
| **rev** | Reverses the lines of a given file |
| **rtcwake** | Enters a system sleep state until a specified wakeup time |
| **script** | Makes a typescript of a terminal session |
| **scriptreplay** | Plays back typescripts created by **script** |
| **setarch** | Changes reported architecture in new program environment and sets personality flags |
| **setsid** | Runs the given program in a new session |
| **setterm** | Sets terminal attributes |
| **sfdisk** | A disk partition table manipulator |
| **sulogin** | Allows *root* to log in; it is normally invoked by **init** when the system goes into single user mode |
| **swaplabel** | Prints or changes the label or UUID of a swap area |
| **swapoff** | Disables devices and files for paging and swapping |
| **swapon** | Enables devices and files for paging and swapping and lists the devices and files currently in use |
| **switch_root** | Switches to another filesystem as the root of the mount tree |
| **tailf** | Tracks the growth of a log file. Displays the last 10 lines of a log file, then continues displaying any new entries in the log file as they are created |
| **taskset** | Retrieves or sets a process's CPU affinity |
| **tunelp** | Tunes the parameters of the line printer |
| **ul** | A filter for translating underscores into escape sequences indicating underlining for the terminal in use |
| **umount** | Disconnects a file system from the system's file tree |
| **unshare** | Runs a program with some namespaces unshared from parent |
| **utmpdump** | Displays the content of the given login file in a more user-friendly format |
| **uuidd** | A daemon used by the UUID library to generate time-based UUIDs in a secure and guranteed-unique fashion. |
| **uuidgen** | Creates new UUIDs. Each new UUID can reasonably be considered unique among all UUIDs created, on the local system and on other systems, in the past and in the future |
| **wall** | Writes a message to all logged-in users |
| **wdctl** | Show hardware watchdog status |
| **whereis** | Reports the location of the binary, source, and man page for the given command |
| **wipefs** | Wipes a filesystem signature from a device |

| | |
|---|---|
| **write** | Sends a message to the given user *if* that user has not disabled receipt of such messages |
| `libblkid` | Contains routines for device identification and token extraction |
| `libmount` | Contains routines for parsing the `/etc/fstab`, `/etc/mtab`, and `/proc/self/mountinfo` files, managing `/etc/mtab`, and configuring various mount options |
| `libuuid` | Contains routines for generating unique identifiers for objects that may be accessible beyond the local system |

# 10.38. Procps-3.2.8 32 Bit Libraries

The Procps package contains programs for monitoring processes.

## 10.38.1. Installation of Procps

The following patch adds process control group support to ps:

```
patch -Np1 -i ../procps-3.2.8-ps_cgroup-1.patch
```

The following patch fixes an issue where some procps utils print an error on the screen if the monitor isn't running at 60Hz:

```
patch -Np1 -i ../procps-3.2.8-fix_HZ_errors-1.patch
```

The following fixes an issue with Make 3.82:

```
sed -i -r '/^-include/s/\*(.*)/proc\1 ps\1/' Makefile
```

Compile the package:

```
make CC="gcc ${BUILD32}" m64=""
```

This package does not come with a test suite.

Install the package:

```
make SKIP='/bin/kill /usr/share/man/man1/kill.1' install lib64=lib
```

**The meaning of the make and install options:**

*`CC="gcc ${BUILD32}"`*
: This allows us to compile using our gcc with our options lists in ${BUILD32} variable.

*`m64=""`*
: The `Makefile` for this package goes to some lengths to build as 64-bit if at all possible. In CLFS we build each library for each available ABI. Overriding the m64 option enables us ignore this completely.

*`lib64=lib`*
: The `Makefile` also attempts to install into lib64 on multilib, so again we choose to override it.

Details on this package are located in Section 10.40.2, “Contents of Procps.”

# 10.39. Procps-3.2.8 N32 Libraries

The Procps package contains programs for monitoring processes.

## 10.39.1. Installation of Procps

The following patch adds process control group support to ps:

```
patch -Np1 -i ../procps-3.2.8-ps_cgroup-1.patch
```

The following patch fixes an issue where some procps utils print an error on the screen if the monitor isn't running at 60Hz:

```
patch -Np1 -i ../procps-3.2.8-fix_HZ_errors-1.patch
```

The following fixes an issue with Make 3.82:

```
sed -i -r '/^-include/s/\*(.*)/proc\1 ps\1/' Makefile
```

Compile the package:

```
make CC="gcc ${BUILDN32}" m64=""
```

This package does not come with a test suite.

Install the package:

```
make SKIP='/bin/kill /usr/share/man/man1/kill.1' install lib64=lib32
```

**The meaning of the make and install options:**

*CC="gcc ${BUILDN32}"*
: This allows us to compile using our gcc with our options lists in ${BUILDN32} variable.

*m64=""*
: The `Makefile` for this package goes to some lengths to build as 64-bit if at all possible. In CLFS we build each library for each available ABI. Overriding the m64 option enables us ignore this completely.

*lib64=lib32*
: The `Makefile` also attempts to install into lib64 on multilib, so again we choose to override it.

Details on this package are located in Section 10.75.2, “Contents of File.”

# 10.40. Procps-3.2.8 64 Bit

The Procps package contains programs for monitoring processes.

## 10.40.1. Installation of Procps

The following patch adds process control group support to ps:

```
patch -Np1 -i ../procps-3.2.8-ps_cgroup-1.patch
```

The following patch fixes an issue where some procps utils print an error on the screen if the monitor isn't running at 60Hz:

```
patch -Np1 -i ../procps-3.2.8-fix_HZ_errors-1.patch
```

The following fixes an issue with Make 3.82:

```
sed -i -r '/^-include/s/\*(.*)/proc\1 ps\1/' Makefile
```

Compile the package:

```
make CC="gcc ${BUILD64}" m64=""
```

This package does not come with a test suite.

Install the package:

```
make SKIP='/bin/kill /usr/share/man/man1/kill.1' install lib64=lib64
```

**The meaning of the make and install options:**

*CC="gcc ${BUILD64}"*
: This allows us to compile using our gcc with our options lists in ${BUILD64} variable.

*m64=""*
: The `Makefile` for this package goes to some lengths to build as 64-bit if at all possible. In CLFS we build each library for each available ABI. Overriding the m64 option enables us ignore this completely.

*lib64=lib64*
: The `Makefile` also attempts to install into lib64 on multilib, so again we choose to override it.

## 10.40.2. Contents of Procps

| | |
|---|---|
| **Installed programs:** | free, pgrep, pkill, pmap, ps, pwdx, skill, slabtop, snice, sysctl, tload, top, uptime, vmstat, w, and watch |
| **Installed library:** | libproc.so |

### Short Descriptions

| | |
|---|---|
| **free** | Reports the amount of free and used memory (both physical and swap memory) in the system |
| **pgrep** | Looks up processes based on their name and other attributes |
| **pkill** | Signals processes based on their name and other attributes |
| **pmap** | Reports the memory map of the given process |

**ps** Lists the current running processes

**pwdx** Reports the current working directory of a process

**skill** Sends signals to processes matching the given criteria

**slabtop** Displays detailed kernel slab cache information in real time

**snice** Changes the scheduling priority of processes matching the given criteria

**sysctl** Modifies kernel parameters at run time

**tload** Prints a graph of the current system load average

**top** Displays a list of the most CPU intensive processes; it provides an ongoing look at processor activity in real time

**uptime** Reports how long the system has been running, how many users are logged on, and the system load averages

**vmstat** Reports virtual memory statistics, giving information about processes, memory, paging, block Input/Output (IO), traps, and CPU activity

**w** Shows which users are currently logged on, where, and since when

**watch** Runs a given command repeatedly, displaying the first screen-full of its output; this allows a user to watch the output change over time

`libproc` Contains the functions used by most programs in this package

# 10.41. E2fsprogs-1.42.6 32 Bit Libraries

The E2fsprogs package contains the utilities for handling the `ext2` file system. It also supports the `ext3` and `ext4` journaling file systems.

## 10.41.1. Installation of E2fsprogs

The E2fsprogs documentation recommends that the package be built in a subdirectory of the source tree:

```
mkdir -v build
cd build
```

Prepare E2fsprogs for compilation:

```
CC="gcc ${BUILD32}" PKG_CONFIG_PATH="${PKG_CONFIG_PATH32}" \
  ../configure --prefix=/usr --with-root-prefix="" \
    --enable-elf-shlibs --disable-libblkid \
    --disable-libuuid --disable-fsck \
    --disable-uuidd
```

**The meaning of the configure options:**

*`--with-root-prefix=""`*
Certain programs (such as the **e2fsck** program) are considered essential programs. When, for example, `/usr` is not mounted, these programs still need to be available. They belong in directories like `/lib` and `/sbin`. If this option is not passed to E2fsprogs' configure, the programs are installed into the `/usr` directory.

*`--enable-elf-shlibs`*
This creates the shared libraries which some programs in this package use.

Compile the libraries:

```
make libs
```

Install the static libraries and headers:

```
make install-libs
```

Details on this package are located in Section 10.43.2, “Contents of E2fsprogs.”

# 10.42. E2fsprogs-1.42.6 N32 Libraries

The E2fsprogs package contains the utilities for handling the `ext2` file system. It also supports the `ext3` and `ext4` journaling file systems.

## 10.42.1. Installation of E2fsprogs

Change the library directory to `lib32`:

```
sed -i '/libdir.*=.*\/lib/s@/lib@/lib32@g' configure
```

The E2fsprogs documentation recommends that the package be built in a subdirectory of the source tree:

```
mkdir -v build
cd build
```

Prepare E2fsprogs for compilation:

```
CC="gcc ${BUILDN32}" PKG_CONFIG_PATH="${PKG_CONFIG_PATHN32}" \
  ../configure --prefix=/usr --with-root-prefix="" \
    --enable-elf-shlibs --disable-libblkid \
    --disable-libuuid --disable-fsck \
    --disable-uuidd
```

Compile the libraries:

```
make libs
```

Install the static libraries and headers:

```
make install-libs
```

Details on this package are located in Section 10.43.2, “Contents of E2fsprogs.”

# 10.43. E2fsprogs-1.42.6 64 Bit

The E2fsprogs package contains the utilities for handling the `ext2` file system. It also supports the `ext3` and `ext4` journaling file systems.

## 10.43.1. Installation of E2fsprogs

Change the library directory to `lib64`:

```
sed -i '/libdir.*=.*\/lib/s@/lib@/lib64@g' configure
```

The E2fsprogs documentation recommends that the package be built in a subdirectory of the source tree:

```
mkdir -v build
cd build
```

Prepare E2fsprogs for compilation:

```
CC="gcc ${BUILD64}" PKG_CONFIG_PATH="${PKG_CONFIG_PATH64}" \
  ../configure --prefix=/usr --with-root-prefix="" \
    --enable-elf-shlibs --disable-libblkid \
    --disable-libuuid --disable-fsck \
    --disable-uuidd
```

**The meaning of the configure options:**

*`--with-root-prefix=""`*
Certain programs (such as the **e2fsck** program) are considered essential programs. When, for example, `/usr` is not mounted, these programs still need to be available. They belong in directories like `/lib` and `/sbin`. If this option is not passed to E2fsprogs' configure, the programs are installed into the `/usr` directory.

*`--enable-elf-shlibs`*
This creates the shared libraries which some programs in this package use.

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the binaries, documentation and shared libraries:

```
make install
```

Install the static libraries and headers:

```
make install-libs
```

## 10.43.2. Contents of E2fsprogs

| | |
|---|---|
| **Installed programs:** | badblocks, chattr, compile_et, debugfs, dumpe2fs, e2freefrag, e2fsck, e2image, e2initrd_helper, e2label, e2undo, e4defrag, filefrag, fsck.ext2, fsck.ext3, fsck.ext4, fsck.ext4dev, logsave, lsattr, mk_cmds, mke2fs, mkfs.ext2, mkfs.ext3, mkfs.ext4, mkfs.ext4dev, mklost+found, resize2fs, and tune2fs |
| **Installed libraries:** | libcom_err.[a,so], libe2p.[a,so], libext2fs.[a,so], libss.[a,so], and libquota.a |
| **Installed directories:** | /usr/include/e2p, /usr/include/et, /usr/include/ext2fs, /usr/include/quota, /usr/include/ss, /usr/share/et, /usr/share/ss |

## Short Descriptions

| | |
|---|---|
| **badblocks** | Searches a device (usually a disk partition) for bad blocks |
| **chattr** | Changes the attributes on a Linux file system |
| **compile_et** | An error table compiler; it converts a table of error-code names and messages into a C source file suitable for use with the `com_err` library |
| **debugfs** | A file system debugger; it can be used to examine and change the state of an `ext2` file system |
| **dumpe2fs** | Prints the super block and blocks group information for the file system present on a given device |
| **e2freefrag** | Reports free space fragmentation information |
| **e2fsck** | Is used to check, and optionally repair `ext2`, `ext3` and `ext4`file systems |
| **e2image** | Is used to save critical `ext2` file system data to a file |
| **e2initrd_helper** | Prints the FS type of a given filesystem, given either a device name or label |
| **e2label** | Displays or changes the file system label on the `ext2` file system present on a given device |
| **e2undo** | Replays an undo log for an ext2/ext3/ext4 filesystem |
| **e4defrag** | Online defragmenter for ext4 filesystems |
| **filefrag** | Reports on how badly fragmented a particular file might be |
| **fsck.ext2** | By default checks `ext2` file systems |
| **fsck.ext3** | By default checks `ext3` file systems |
| **fsck.ext4** | By default checks `ext4` file systems |
| **fsck.ext4dev** | By default checks `ext4dev` file systems |
| **logsave** | Saves the output of a command in a log file |
| **lsattr** | Lists the attributes of files on a second extended file system |
| **mk_cmds** | Converts a table of command names and help messages into a C source file suitable for use with the `libss` subsystem library |
| **mke2fs** | Creates an `ext2`, `ext3` or `ext4` file system on the given device |
| **mkfs.ext2** | By default creates `ext2` file systems |
| **mkfs.ext3** | By default creates `ext3` file systems |
| **mkfs.ext4** | By default creates `ext4` file systems |
| **mkfs.ext4dev** | By default creates `ext4dev` file systems |
| **mklost+found** | Used to create a `lost+found` directory on an `ext2` file system; it pre-allocates disk blocks to this directory to lighten the task of **e2fsck** |
| **resize2fs** | Can be used to enlarge or shrink an `ext2` file system |
| **tune2fs** | Adjusts tunable file system parameters on an `ext2` file system |
| `libcom_err` | The common error display routine |
| `libe2p` | Used by **dumpe2fs**, **chattr**, and **lsattr** |
| `libext2fs` | Contains routines to enable user-level programs to manipulate an `ext2` file system |

| | |
|---|---|
| `libquota` | Provides an interface for creating and updating quota files and ext4 superblock fields |
| `libss` | Used by **debugfs** |

# 10.44. Creating a Multiarch Wrapper

The Multiarch Wrapper is used to wrap certain binaries that have hardcoded paths to libraries or are architecture specific.

```
cat > multiarch_wrapper.c << "EOF"
#define _GNU_SOURCE

#include <errno.h>
#include <stdio.h>
#include <stdlib.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>

#ifndef DEF_SUFFIX
#  define DEF_SUFFIX "64"
#endif

int main(int argc, char **argv)
{
  char *filename;
  char *suffix;

  if(!(suffix = getenv("USE_ARCH")))
    if(!(suffix = getenv("BUILDENV")))
      suffix = DEF_SUFFIX;

  if (asprintf(&filename, "%s-%s", argv[0], suffix) < 0) {
    perror(argv[0]);
    return -1;
  }

  int status = EXIT_FAILURE;
  pid_t pid = fork();

  if (pid == 0) {
    execvp(filename, argv);
    perror(filename);
  } else if (pid < 0) {
    perror(argv[0]);
  } else {
    if (waitpid(pid, &status, 0) != pid) {
      status = EXIT_FAILURE;
      perror(argv[0]);
    } else {
      status = WEXITSTATUS(status);
    }
  }

  free(filename);

  return status;
}

EOF
```

Compile and Install the Multiarch Wrapper:

```
gcc ${BUILD64} multiarch_wrapper.c -o /usr/bin/multiarch_wrapper
```

This multiarch wrapper is going to be used later on in the book with Perl. It will also be very useful outside of the base CLFS system.

Create a testcase:

```
echo 'echo "32bit Version"' > test-32
echo 'echo "64bit Version"' > test-64
chmod -v 755 test-32 test-64
ln -sv /usr/bin/multiarch_wrapper test
```

Test the wrapper:

```
USE_ARCH=32 ./test
USE_ARCH=64 ./test
```

The output of the above command should be:

```
32bit Version
64bit Version
```

Remove the testcase source, binaries, and link:

```
rm -v multiarch_wrapper.c test{,-32,-64}
```

## 10.44.2. Contents of The Multiarch Wrapper

**Installed programs:** multiarch_wrapper

### Short Descriptions

**multiarch_wrapper** Will execute a different program based on the `USE_ARCH` variable. The `USE_ARCH` variable will be the suffix of the executed program.

# 10.45. Shadow-4.1.5.1

The Shadow package contains programs for handling passwords in a secure way.

## 10.45.1. Installation of Shadow

**Note**

If you would like to enforce the use of strong passwords, refer to *http://cblfs.cross-lfs.org/index.php/Cracklib* for installing Cracklib prior to building Shadow. Then add *--with-libcrack* to the **configure** command below.

Disable the installation of the **groups** program and its man pages, as Coreutils provides a better version:

```
sed -i 's/groups$(EXEEXT) //' src/Makefile.in
find man -name Makefile.in -exec sed -i '/groups\.1\.xml/d' '{}' \;
find man -name Makefile.in -exec sed -i 's/groups\.1 / /' {} \;
```

Prepare Shadow for compilation:

```
CC="gcc ${BUILD64}" ./configure --sysconfdir=/etc
```

The meaning of the configure options:

*--sysconfdir=/etc*
Tells Shadow to install its configuration files into `/etc`, rather than `/usr/etc`.

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Instead of using the default *crypt* method, use the more secure *SHA512* method of password encryption, which also allows passwords longer than 8 characters. It is also necessary to change the obsolete `/var/spool/mail` location for user mailboxes that Shadow uses by default to the `/var/mail` location used currently. Use the following sed command to make these changes to the appropriate configuration file:

```
sed -i /etc/login.defs \
    -e 's@#\(ENCRYPT_METHOD \).*@\1SHA512@' \
    -e 's@/var/spool/mail@/var/mail@'
```

**Note**

If you built Shadow with Cracklib support, execute this **sed** to correct the path to the Cracklib dictionary:

```
sed -i 's@DICTPATH.*@DICTPATH\t/lib/cracklib/pw_dict@' /etc/login.defs
```

Move a misplaced program to its proper location:

```
mv -v /usr/bin/passwd /bin
```

## 10.45.2. Configuring Shadow

This package contains utilities to add, modify, and delete users and groups; set and change their passwords; and perform other administrative tasks. For a full explanation of what *password shadowing* means, see the `doc/HOWTO` file within the unpacked source tree. If using Shadow support, keep in mind that programs which need to verify passwords (display managers, FTP programs, pop3 daemons, etc.) must be Shadow-compliant. That is, they need to be able to work with shadowed passwords.

To enable shadowed passwords, run the following command:

```
pwconv
```

To enable shadowed group passwords, run:

```
grpconv
```

To view or change the default settings for new user accounts that you create, you can edit `/etc/default/useradd`. See **man useradd** or *http://cblfs.cross-lfs.org/index.php/Configuring_for_Adding_Users* for more information.

## 10.45.3. Setting the root password

Choose a password for user `root` and set it by running:

```
passwd root
```

## 10.45.4. Contents of Shadow

**Installed programs:** chage, chfn, chpasswd, chgpasswd, chsh, expiry, faillog, gpasswd, groupadd, groupdel, groupmems, groupmod, grpck, grpconv, grpunconv, lastlog, login, logoutd, newgrp, newusers, nologin, passwd, pwck, pwconv, pwunconv, sg (link to newgrp), su, useradd, userdel, usermod, vigr (link to vipw), and vipw

**Installed directory:** /etc/default

### Short Descriptions

**chage** Used to change the maximum number of days between obligatory password changes

**chfn** Used to change a user's full name and other information

**chgpasswd** Used to update group passwords in batch mode

**chpasswd** Used to update the passwords of an entire series of user accounts

**chsh** Used to change a user's default login shell

**expiry** Checks and enforces the current password expiration policy

**faillog** Is used to examine the log of login failures, to set a maximum number of failures before an account is blocked, or to reset the failure count

**gpasswd** Is used to add and delete members and administrators to groups

| | |
|---|---|
| **groupadd** | Creates a group with the given name |
| **groupdel** | Deletes the group with the given name |
| **groupmems** | Allows a user to administer his/her own group membership list without the requirement of superuser privileges |
| **groupmod** | Is used to modify the given group's name or GID |
| **grpck** | Verifies the integrity of the group files `/etc/group` and `/etc/gshadow` |
| **grpconv** | Creates or updates the shadow group file from the normal group file |
| **grpunconv** | Updates `/etc/group` from `/etc/gshadow` and then deletes the latter |
| **lastlog** | Reports the most recent login of all users or of a given user |
| **login** | Is used by the system to let users sign on |
| **logoutd** | Is a daemon used to enforce restrictions on log-on time and ports |
| **newgrp** | Is used to change the current GID during a login session |
| **newusers** | Is used to create or update an entire series of user accounts |
| **nologin** | Displays a message that an account is not available. Designed to be used as the default shell for accounts that have been disabled |
| **passwd** | Is used to change the password for a user or group account |
| **pwck** | Verifies the integrity of the password files `/etc/passwd` and `/etc/shadow` |
| **pwconv** | Creates or updates the shadow password file from the normal password file |
| **pwunconv** | Updates `/etc/passwd` from `/etc/shadow` and then deletes the latter |
| **sg** | Executes a given command while the user's GID is set to that of the given group |
| **su** | Runs a shell with substitute user and group IDs |
| **useradd** | Creates a new user with the given name, or updates the default new-user information |
| **userdel** | Deletes the given user account |
| **usermod** | Is used to modify the given user's login name, User Identification (UID), shell, initial group, home directory, etc. |
| **vigr** | Edits the `/etc/group` or `/etc/gshadow` files |
| **vipw** | Edits the `/etc/passwd` or `/etc/shadow` files |

# 10.46. Coreutils-8.20

The Coreutils package contains utilities for showing and setting the basic system characteristics.

## 10.46.1. Installation of Coreutils

A known issue with the **uname** program from this package is that the `-p` switch always returns `unknown`. The following patch fixes this behavior for all architectures:

```
patch -Np1 -i ../coreutils-8.20-uname-1.patch
```

Now prepare Coreutils for compilation:

```
FORCE_UNSAFE_CONFIGURE=1 CC="gcc ${BUILD64}" \
   ./configure --prefix=/usr \
    --enable-no-install-program=kill,uptime \
    --enable-install-program=hostname
```

**The meaning of the configure options:**

*FORCE_UNSAFE_CONFIGURE=1*
Forces Coreutils to compile when using the root user.

Compile the package:

```
make
```

The test suite of Coreutils makes several assumptions about the presence of system users and groups that are not valid within the minimal environment that exists at the moment. Therefore, additional items need to be set up before running the tests. Skip down to “Install the package” if not running the test suite.

Create two `dummy` groups and a `dummy` user:

```
echo "dummy1:x:1000:" >> /etc/group
echo "dummy2:x:1001:dummy" >> /etc/group
echo "dummy:x:1000:1000::/root:/bin/bash" >> /etc/passwd
```

Now the test suite is ready to be run. First, run the tests that are meant to be run as user `root`:

```
make NON_ROOT_USERNAME=dummy SUBDIRS= check-root
```

The testsuite will now be run as the `dummy` user. Fix the permissions for a few files to allow this:

```
chown -Rv dummy .
```

Then run the remainder of the tests as the `dummy` user:

```
su dummy -s /bin/bash \
    -c "PATH=$PATH make RUN_EXPENSIVE_TESTS=yes -k check || true"
```

When testing is complete, remove the `dummy` user and groups:

```
sed -i '/dummy/d' /etc/passwd /etc/group
```

Install the package:

```
make install
```

Move programs to the locations specified by the FHS:

```
mv -v /usr/bin/{cat,chgrp,chmod,chown,cp,date} /bin
mv -v /usr/bin/{dd,df,echo,false,hostname,ln,ls,mkdir,mknod} /bin
mv -v /usr/bin/{mv,pwd,rm,rmdir,stty,true,uname} /bin
mv -v /usr/bin/chroot /usr/sbin
```

Other Coreutils programs are used by some of the scripts in the CLFS-Bootscripts package. As `/usr` may not be available during the early stages of booting, those binaries need to be on the root partition:

```
mv -v /usr/bin/{[,basename,head,install,nice} /bin
mv -v /usr/bin/{readlink,sleep,sync,test,touch} /bin
ln -svf ../../bin/install /usr/bin
```

## 10.46.2. Contents of Coreutils

**Installed programs:** [, base64, basename, cat, chcon, chgrp, chmod, chown, chroot, cksum, comm, cp, csplit, cut, date, dd, df, dir, dircolors, dirname, du, echo, env, expand, expr, factor, false, fmt, fold, groups, head, hostid, hostname, id, install, join, link, ln, logname, ls, md5sum, mkdir, mkfifo, mknod, mktemp, mv, nice, nl, nohup, nproc, od, paste, pathchk, pinky, pr, printenv, printf, ptx, pwd, readlink, realpath, rm, rmdir, runcon, seq, sha1sum, sha224sum, sha256sum, sha384sum, sha512sum, shred, shuf, sleep, sort, split, stat, stdbuf, stty, sum, sync, tac, tail, tee, test, timeout, touch, tr, true, truncate, tsort, tty, uname, unexpand, uniq, unlink, users, vdir, wc, who, whoami, and yes

**Installed library:** libstdbuf.so

**Installed directory:** /usr/lib/coreutils

### Short Descriptions

**base64** Base64 encode/decode data and print to standard output

**basename** Strips any path and a given suffix from a file name

**cat** Concatenates files to standard output

**chcon** Changes security context for files and directories

**chgrp** Changes the group ownership of files and directories

**chmod** Changes the permissions of each file to the given mode; the mode can be either a symbolic representation of the changes to make or an octal number representing the new permissions

**chown** Changes the user and/or group ownership of files and directories

**chroot** Runs a command with the specified directory as the `/` directory

**cksum** Prints the Cyclic Redundancy Check (CRC) checksum and the byte counts of each specified file

**comm** Compares two sorted files, outputting in three columns the lines that are unique and the lines that are common

**cp** Copies files

**csplit** Splits a given file into several new files, separating them according to given patterns or line numbers and outputting the byte count of each new file

**cut** Prints sections of lines, selecting the parts according to given fields or positions

**date** Displays the current time in the given format, or sets the system date

**dd** Copies a file using the given block size and count, while optionally performing conversions on it

**df** Reports the amount of disk space available (and used) on all mounted file systems, or only on the file systems holding the selected files

**dir** Lists the contents of each given directory (the same as the **ls** command)

**dircolors** Outputs commands to set the `LS_COLOR` environment variable to change the color scheme used by **ls**

**dirname** Strips the non-directory suffix from a file name

**du** Reports the amount of disk space used by the current directory, by each of the given directories (including all subdirectories) or by each of the given files

**echo** Displays the given strings

**env** Runs a command in a modified environment

**expand** Converts tabs to spaces

**expr** Evaluates expressions

**factor** Prints the prime factors of all specified integer numbers

**false** Does nothing, unsuccessfully; it always exits with a status code indicating failure

**fmt** Reformats the paragraphs in the given files

**fold** Wraps the lines in the given files

**groups** Reports a user's group memberships

**head** Prints the first ten lines (or the given number of lines) of each given file

**hostid** Reports the numeric identifier (in hexadecimal) of the host

**hostname** Reports or sets the name of the host

**id** Reports the effective user ID, group ID, and group memberships of the current user or specified user

**install** Copies files while setting their permission modes and, if possible, their owner and group

**join** Joins the lines that have identical join fields from two separate files

**link** Creates a hard link with the given name to a file

**ln** Makes hard links or soft (symbolic) links between files

**logname** Reports the current user's login name

**ls** Lists the contents of each given directory

**md5sum** Reports or checks Message Digest 5 (MD5) checksums

**mkdir** Creates directories with the given names

**mkfifo** Creates First-In, First-Outs (FIFOs), a “named pipe” in UNIX parlance, with the given names

**mknod** Creates device nodes with the given names; a device node is a character special file, a block special file, or a FIFO

**mktemp** Creates temporary files in a secure manner; it is used in scripts

| | |
|---|---|
| **mv** | Moves or renames files or directories |
| **nice** | Runs a program with modified scheduling priority |
| **nl** | Numbers the lines from the given files |
| **nohup** | Runs a command immune to hangups, with its output redirected to a log file |
| **nproc** | Prints the number of processing units available to the current process |
| **od** | Dumps files in octal and other formats |
| **paste** | Merges the given files, joining sequentially corresponding lines side by side, separated by tab characters |
| **pathchk** | Checks if file names are valid or portable |
| **pinky** | Is a lightweight finger client; it reports some information about the given users |
| **pr** | Paginates and columnates files for printing |
| **printenv** | Prints the environment |
| **printf** | Prints the given arguments according to the given format, much like the C printf function |
| **ptx** | Produces a permuted index from the contents of the given files, with each keyword in its context |
| **pwd** | Reports the name of the current working directory |
| **readlink** | Reports the value of the given symbolic link |
| **realpath** | Prints the resolved path |
| **rm** | Removes files or directories |
| **rmdir** | Removes directories if they are empty |
| **runcon** | Runs a command with specified security context |
| **seq** | Prints a sequence of numbers within a given range and with a given increment |
| **sha1sum** | Prints or checks 160-bit Secure Hash Algorithm 1 (SHA1) checksums |
| **sha224sum** | Prints or checks SHA224 checksums |
| **sha256sum** | Prints or checks SHA256 checksums |
| **sha384sum** | Prints or checks SHA384 checksums |
| **sha512sum** | Prints or checks SHA512 checksums |
| **shred** | Overwrites the given files repeatedly with complex patterns, making it difficult to recover the data |
| **shuf** | Write a random permutation of the input lines to standard output or a file |
| **sleep** | Pauses for the given amount of time |
| **sort** | Sorts the lines from the given files |
| **split** | Splits the given file into pieces, by size or by number of lines |
| **stat** | Displays file or filesystem status |
| **stdbuf** | Runs a command with modified buffering operations for its standard streams |
| **stty** | Sets or reports terminal line settings |
| **sum** | Prints checksum and block counts for each given file |
| **sync** | Flushes file system buffers; it forces changed blocks to disk and updates the super block |

| | |
|---|---|
| **tac** | Concatenates the given files in reverse |
| **tail** | Prints the last ten lines (or the given number of lines) of each given file |
| **tee** | Reads from standard input while writing both to standard output and to the given files |
| **test** or **[** | Compares values and checks file types |
| **timeout** | Runs a command with a time limit |
| **touch** | Changes file timestamps, setting the access and modification times of the given files to the current time; files that do not exist are created with zero length |
| **tr** | Translates, squeezes, and deletes the given characters from standard input |
| **true** | Does nothing, successfully; it always exits with a status code indicating success |
| **truncate** | Shrinks or expands a file to the specified size |
| **tsort** | Performs a topological sort; it writes a completely ordered list according to the partial ordering in a given file |
| **tty** | Reports the file name of the terminal connected to standard input |
| **uname** | Reports system information |
| **unexpand** | Converts spaces to tabs |
| **uniq** | Discards all but one of successive identical lines |
| **unlink** | Removes the given file |
| **users** | Reports the names of the users currently logged on |
| **vdir** | Is the same as **ls -l** |
| **wc** | Reports the number of lines, words, and bytes for each given file, as well as a total line when more than one file is given |
| **who** | Reports who is logged on |
| **whoami** | Reports the user name associated with the current effective user ID |
| **yes** | Repeatedly outputs “y” or a given string until killed |
| `libstdbuf` | Library used by **stdbuf** |

# 10.47. Iana-Etc-2.30

The Iana-Etc package provides data for network services and protocols.

## 10.47.1. Installation of Iana-Etc

**Note**

This package has the option of downloading updated data when internet access is available. If /etc/resolv.conf has a nameserver entry and internet access is available at this step, then apply the IANA get patch and get the updated data:

```
patch -Np1 -i ../iana-etc-2.30-get_fix-1.patch
```

```
make get
```

Do not apply the following patch.

The following patch updates the services and protocol files:

```
patch -Np1 -i ../iana-etc-2.30-numbers_update-20120610-2.patch
```

The following command converts the raw data provided by IANA into the correct formats for the `/etc/protocols` and `/etc/services` data files:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

## 10.47.2. Contents of Iana-Etc

**Installed files:** /etc/protocols and /etc/services

### Short Descriptions

`/etc/protocols` Describes the various DARPA Internet protocols that are available from the TCP/IP subsystem

`/etc/services` Provides a mapping between friendly textual names for internet services, and their underlying assigned port numbers and protocol types

# 10.48. M4-1.4.16

The M4 package contains a macro processor.

## 10.48.1. Installation of M4

Prepare M4 for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

## 10.48.2. Contents of M4

**Installed program:** m4

### Short Descriptions

**m4** copies the given files while expanding the macros that they contain. These macros are either built-in or user-defined and can take any number of arguments. Besides performing macro expansion, **m4** has built-in functions for including named files, running Unix commands, performing integer arithmetic, manipulating text, recursion, etc. The **m4** program can be used either as a front-end to a compiler or as a macro processor in its own right.

# 10.49. Bison-2.6.4 32 Bit Libraries

The Bison package contains a parser generator.

## 10.49.1. Installation of Bison

The **configure** script does not determine the correct value for the following. Set the value manually:

```
echo "ac_cv_prog_lex_is_flex=yes" > config.cache
```

Prepare Bison for compilation:

```
CC="gcc ${BUILD32}" ./configure --prefix=/usr  --cache-file=config.cache
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

Details on this package are located in Section 10.51.2, “Contents of Bison.”

# 10.50. Bison-2.6.4 N32 Libraries

The Bison package contains a parser generator.

## 10.50.1. Installation of Bison

The **configure** script does not determine the correct value for the following. Set the value manually:

```
echo "ac_cv_prog_lex_is_flex=yes" > config.cache
```

Prepare Bison for compilation:

```
CC="gcc ${BUILDN32}" ./configure --prefix=/usr --libdir=/usr/lib32  --cache-file=
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

Details on this package are located in Section 10.51.2, “Contents of Bison.”

# 10.51. Bison-2.6.4 64Bit

The Bison package contains a parser generator.

## 10.51.1. Installation of Bison

The **configure** script does not determine the correct value for the following. Set the value manually:

```
echo "ac_cv_prog_lex_is_flex=yes" > config.cache
```

Prepare Bison for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr --libdir=/usr/lib64  --cache-file=c
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

## 10.51.2. Contents of Bison

| | |
|---|---|
| **Installed programs:** | bison and yacc |
| **Installed library:** | liby.a |
| **Installed directory:** | /usr/share/bison |

### Short Descriptions

| | |
|---|---|
| **bison** | Generates, from a series of rules, a program for analyzing the structure of text files; Bison is a replacement for Yacc (Yet Another Compiler Compiler) |
| **yacc** | A wrapper for **bison**, meant for programs that still call **yacc** instead of **bison**; it calls **bison** with the `-y` option |
| `liby.a` | The Yacc library containing implementations of Yacc-compatible *yyerror* and *main* functions; this library is normally not very useful, but POSIX requires it |

# 10.52. Libtool-2.4.2 32 Bit Libraries

The Libtool package contains the GNU generic library support script. It wraps the complexity of using shared libraries in a consistent, portable interface.

## 10.52.1. Installation of Libtool

The following `config.cache` entry overrides the default search path, which does not take multilib into account:

```
echo "lt_cv_sys_dlsearch_path='/lib /usr/lib /usr/local/lib /opt/lib'" > config.c
```

Prepare Libtool for compilation:

```
CC="gcc ${BUILD32}" ./configure --prefix=/usr \
    --cache-file=config.cache
```

Compile the package:

```
make
```

To test the results, first identify whether you are on a big- or little-endian machine. SGI machines are usually big-endian, Cobalt are usually little-endian. If in doubt you can **echo ${MACHTYPE} | grep 'el-'** - this will match a little-endian machine.

To test on a little-endian machine issue: **`make LDEMULATION=elf32ltsmip check`**.

To test on a big-endian machine issue: **`make LDEMULATION=elf32btsmip check`**.

**The meaning of the override on make check:**

*`LDEMULATION=[emulation]`*

Libtool tends to do the wrong thing when building for multilib, at least on the non-default size(s) of architecture. The causes of these errors are not well understood and they can appear, or disappear, as a result of apparently innocuous other changes in the build. In this version of the book, one of the tests (pdemo-make) fails to link because it tries to link the 32-bit objects against 64-bit system libraries. This option enables the test to succeed without impacting the other tests (compare the common alternative fixes of `LD="gcc ${BUILD32}"` which causes far fewer tests to be executed, and configuring with `LDFLAGS='-L/lib -L/usr/lib'` which in this case causes other tests to fail.)

Install the package:

```
make install
```

Prepare `libtool` to be wrapped by the multiarch wrapper. Libtool by itself is not multilib aware:

```
mv -v /usr/bin/libtool{,-32}
```

Details on this package are located in Section 10.54.2, “Contents of Libtool.”

# 10.53. Libtool-2.4.2 N32 Libraries

The Libtool package contains the GNU generic library support script. It wraps the complexity of using shared libraries in a consistent, portable interface.

## 10.53.1. Installation of Libtool

The following `config.cache` entry overrides the default search path, which does not take multilib into account:

```
echo "lt_cv_sys_dlsearch_path='/lib32 /usr/lib32 /usr/local/lib32 /opt/lib32'" >
```

Prepare Libtool for compilation:

```
CC="gcc ${BUILDN32}" ./configure --prefix=/usr \
   --libdir=/usr/lib32 --cache-file=config.cache
```

Compile the package:

```
make
```

To test the results, identify the correct emulation, then issue: **`make LDEMULATION=[emulation] check`**. The correct emulation will be elf32btsmipn32 for a big-endian machine and elf32ltsmipn32 for a little-endian machine.

Install the package:

```
make install
```

Prepare `libtool` to be wrapped by the multiarch wrapper. Libtool by itself is not multilib aware:

```
mv -v /usr/bin/libtool{,-n32}
```

Details on this package are located in Section 10.54.2, “Contents of Libtool.”

# 10.54. Libtool-2.4.2 64 Bit

The Libtool package contains the GNU generic library support script. It wraps the complexity of using shared libraries in a consistent, portable interface.

## 10.54.1. Installation of Libtool

The following `config.cache` entry overrides the default search path, which does not take multilib into account:

```
echo "lt_cv_sys_dlsearch_path='/lib64 /usr/lib64 /usr/local/lib64 /opt/lib64'" >
```

Prepare Libtool for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
   --libdir=/usr/lib64 --cache-file=config.cache
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

Prepare `libtool` to be wrapped by the multiarch wrapper. Libtool by itself is not multilib aware:

```
mv -v /usr/bin/libtool{,-64}
ln -sv multiarch_wrapper /usr/bin/libtool
```

## 10.54.2. Contents of Libtool

| | |
|---|---|
| **Installed programs:** | libtool and libtoolize |
| **Installed libraries:** | libltdl.[a,so] |
| **Installed directories:** | /usr/include/libltdl, /usr/share/libtool |

### Short Descriptions

| | |
|---|---|
| **libtool** | Provides generalized library-building support services |
| **libtoolize** | Provides a standard way to add **libtool** support to a package |
| `libltdl` | Hides the various difficulties of dlopening libraries |

# 10.55. Flex-2.5.37 32 Bit Libraries

The Flex package contains a utility for generating programs that recognize patterns in text.

## 10.55.1. Installation of Flex

Prepare Flex for compilation:

```
CC="gcc ${BUILD32}" ./configure --prefix=/usr
```

Compile the package:

```
make libfl.a libfl_pic.a
```

Install the package:

```
make install-libLIBRARIES
```

There are some packages that expect to find the `lex` library in `/usr/lib`. Create a symlink to account for this:

```
ln -sv libfl.a /usr/lib/libl.a
```

Details on this package are located in Section 10.57.2, “Contents of Flex.”

# 10.56. Flex-2.5.37 N32 Libraries

The Flex package contains a utility for generating programs that recognize patterns in text.

## 10.56.1. Installation of Flex

Prepare Flex for compilation:

```
CC="gcc ${BUILDN32}" ./configure --prefix=/usr \
   --libdir=/usr/lib32
```

Compile the package:

```
make libfl.a libfl_pic.a
```

Install the package:

```
make install-libLIBRARIES
```

There are some packages that expect to find the `lex` library in `/usr/lib32`. Create a symlink to account for this:

```
ln -sv libfl.a /usr/lib32/libl.a
```

Details on this package are located in Section 10.57.2, “Contents of Flex.”

# 10.57. Flex-2.5.37 64 Bit

The Flex package contains a utility for generating programs that recognize patterns in text.

## 10.57.1. Installation of Flex

Prepare Flex for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
    --libdir=/usr/lib64
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

There are some packages that expect to find the `lex` library in `/usr/lib64`. Create a symlink to account for this:

```
ln -sv libfl.a /usr/lib64/libl.a
```

A few programs do not know about **flex** yet and try to run its predecessor, **lex**. To support those programs, create a wrapper script named `lex` that calls `flex` in **lex** emulation mode:

```
cat > /usr/bin/lex << "EOF"
#!/bin/sh
# Begin /usr/bin/lex

exec /usr/bin/flex -l "$@"

# End /usr/bin/lex
EOF
chmod -v 755 /usr/bin/lex
```

## 10.57.2. Contents of Flex

**Installed programs:** flex and lex
**Installed libraries:** libfl.a and libfl_pic.a

### Short Descriptions

| | |
|---|---|
| **flex** | A tool for generating programs that recognize patterns in text; it allows for the versatility to specify the rules for pattern-finding, eradicating the need to develop a specialized program |
| **flex++** | Link to **flex** which makes it generate C++ scanner classes |
| **lex** | A script that runs **flex** in **lex** emulation mode |
| `libfl.a` | The `flex` library |
| `libfl_pic.a` | The `flex` library |

# 10.58. IPRoute2-3.4.0

The IPRoute2 package contains programs for basic and advanced IPV4-based networking.

## 10.58.1. Installation of IPRoute2

By default, this package builds the **arpd** program, which is dependent on Berkeley DB. Because **arpd** is not a very common requirement on a base Linux system, remove the dependency on Berkeley DB by using the commands below. If the **arpd** binary is needed, instructions for compiling Berkeley DB can be found in CBLFS at *http://cblfs.cross-lfs.org/index.php/Berkeley_DB*.

```
sed -i '/^TARGETS/s@arpd@@g' misc/Makefile
sed -i '/ARPD/d' Makefile
rm -v man/man8/arpd.8
```

Remove unused libnl headers:

```
sed -i '/netlink\//d' ip/ipl2tp.c
```

This patch adds the ability to update the LIBDIR path:

```
patch -Np1 -i ../iproute2-3.4.0-libdir-1.patch
```

Compile the package:

```
make CC="gcc ${BUILD64}" DESTDIR= LIBDIR=/usr/lib64 \
    DOCDIR=/usr/share/doc/iproute2 MANDIR=/usr/share/man
```

**The meaning of the make option:**

*DESTDIR=*

This option overrides the default DESTDIR of /usr, so that that the IPRoute2 binaries will be installed into `/sbin`. This is the correct location according to the FHS, because some of the IPRoute2 binaries are used by the CLFS-Bootscripts package.

*DOCDIR=/usr/share/doc/iproute2 MANDIR=/usr/share/man*

The DESTDIR=/ parameter would cause documentation to be installed into `/share/doc` and `/share/man`. These options ensure the docs are installed to the correct locations.

This package does not come with a test suite.

Install the package:

```
make DESTDIR= LIBDIR=/usr/lib64 \
    DOCDIR=/usr/share/doc/iproute2 \
    MANDIR=/usr/share/man install
```

## 10.58.2. Contents of IPRoute2

| | |
|---|---|
| **Installed programs:** | ctstat (link to lnstat), genl, ifcfg, ifstat, ip, lnstat, nstat, routef, routel, rtacct, rtmon, rtpr, rtstat (link to lnstat), ss, and tc |
| **Installed directories:** | /etc/iproute2, /lib/tc, /usr/lib/tc, /usr/share/doc/iproute2 |

## Short Descriptions

**ctstat** Connection status utility

**genl** Needs description

**ifcfg** A shell script wrapper for the **ip** command

**ifstat** Shows the interface statistics, including the amount of transmitted and received packets by interface

**ip** The main executable. It has several different functions:
**ip link *[device]*** allows users to look at the state of devices and to make changes
**ip addr** allows users to look at addresses and their properties, add new addresses, and delete old ones
**ip neighbor** allows users to look at neighbor bindings and their properties, add new neighbor entries, and delete old ones
**ip rule** allows users to look at the routing policies and change them
**ip route** allows users to look at the routing table and change routing table rules
**ip tunnel** allows users to look at the IP tunnels and their properties, and change them
**ip maddr** allows users to look at the multicast addresses and their properties, and change them
**ip mroute** allows users to set, change, or delete the multicast routing
**ip monitor** allows users to continously monitor the state of devices, addresses and routes

**lnstat** Provides Linux network statistics. It is a generalized and more feature-complete replacement for the old **rtstat** program

**nstat** Shows network statistics

**routef** A component of **ip route**. This is for flushing the routing tables

**routel** A component of **ip route**. This is for listing the routing tables

**rtacct** Displays the contents of `/proc/net/rt_acct`

**rtmon** Route monitoring utility

**rtpr** Converts the output of **ip -o** back into a readable form

**rtstat** Route status utility

**ss** Similar to the **netstat** command; shows active connections

**tc** Traffic Controlling Executable; this is for Quality Of Service (QOS) and Class Of Service (COS) implementations
**tc qdisc** allows users to setup the queueing discipline
**tc class** allows users to setup classes based on the queuing discipline scheduling
**tc estimator** allows users to estimate the network flow into a network
**tc filter** allows users to setup the QOS/COS packet filtering
**tc policy** allows users to setup the QOS/COS policies

# 10.59. Perl-5.16.2 32 Bit Libraries

The Perl package contains the Practical Extraction and Report Language.

## 10.59.1. Installation of Perl

By default, Perl's Compress::Raw::Zlib module builds and links against its own internal copy of Zlib. The following command will tell it to use the system-installed Zlib:

```
sed -i -e '/^BUILD_ZLIB/s/True/False/' \
       -e '/^INCLUDE/s,\./zlib-src,/usr/include,' \
       -e '/^LIB/s,\./zlib-src,/usr/lib,' \
       cpan/Compress-Raw-Zlib/config.in
```

**Note**

If you are following the boot method you will need to enable the loopback device as well as set a hostname for some of the tests:

```
ip link set lo up
hostname clfs
```

Before starting to configure, create a basic `/etc/hosts` file which will be referenced by one of Perl's configuration files as well as used by the testsuite:

```
echo "127.0.0.1 localhost $(hostname)" > /etc/hosts
```

To have full control over the way Perl is set up, you can run the interactive **Configure** script and hand-pick the way this package is built. If you prefer instead to use the defaults that Perl auto-detects, prepare Perl for compilation with:

```
./configure.gnu --prefix=/usr \
   -Dvendorprefix=/usr \
   -Dman1dir=/usr/share/man/man1 \
   -Dman3dir=/usr/share/man/man3 \
   -Dpager="/bin/less -isR" \
   -Dcc="gcc ${BUILD32}" \
   -Dusethreads -Duseshrplib
```

**The meaning of the configure option:**

*`-Dpager="/bin/less -isR"`*
This corrects an error in the way that **perldoc** invokes the **less** program.

*`-Dman1dir=/usr/share/man/man1 -Dman3dir=/usr/share/man/man3`*
Since Groff is not installed yet, **configure.gnu** thinks that we do not want man pages for Perl. Issuing these parameters overrides this decision.

*`-Dusethreads`*
This tells Perl to use threads.

*`-Duseshrplib`*
This tells Perl to build a shared libperl.

Compile the package:

```
make
```

To test the results, issue: **make test**.

Install the package:

```
make install
```

Add a suffix to the **perl** binary which will be used by the multiarch wrapper:

```
mv -v /usr/bin/perl{,-32}
mv -v /usr/bin/perl5.16.2{,-32}
```

Details on this package are located in Section 10.61.2, “Contents of Perl.”

# 10.60. Perl-5.16.2 N32 Libraries

The Perl package contains the Practical Extraction and Report Language.

## 10.60.1. Installation of Perl

By default, Perl's Compress::Raw::Zlib module builds and links against its own internal copy of Zlib. The following command will tell it to use the system-installed Zlib:

```
sed -i -e '/^BUILD_ZLIB/s/True/False/' \
       -e '/^INCLUDE/s,\./zlib-src,/usr/include,' \
       -e '/^LIB/s,\./zlib-src,/usr/lib32,' \
       cpan/Compress-Raw-Zlib/config.in
```

Perl does not, by default, know about library directories with names other than lib, The following patch will allow it to install to other directories:

```
patch -Np1 -i ../perl-5.16.2-Configure_multilib-1.patch
```

There is a further (possibly cosmetic) anomaly - if we install perl and then run **perl -V** it will claim that libc is in /lib. The following sed fixes this, but only takes effect when **make install** is run:

```
sed -i "/libc/s@/lib@/lib32@" hints/linux.sh
```

We still need to tell perl to actually use lib32:

```
echo 'installstyle="lib32/perl5"' >>hints/linux.sh
```

To have full control over the way Perl is set up, you can run the interactive **Configure** script and hand-pick the way this package is built. If you prefer instead to use the defaults that Perl auto-detects, prepare Perl for compilation with:

```
./configure.gnu --prefix=/usr \
   -Dvendorprefix=/usr \
   -Dman1dir=/usr/share/man/man1 \
   -Dman3dir=/usr/share/man/man3 \
   -Dpager="/bin/less -isR" \
   -Dlibpth="/usr/local/lib32 /lib32 /usr/lib32" \
   -Dcc="gcc ${BUILDN32}" \
   -Dusethreads -Duseshrplib
```

**The meaning of the new configure option:**

*`-Dlibpth="/usr/local/lib32 /lib32 /usr/lib32"`*
This tells Perl to link against the N32 libraries.

*`-Dpager="/bin/less -isR"`*
This corrects an error in the way that **perldoc** invokes the **less** program.

*`-Dman1dir=/usr/share/man/man1 -Dman3dir=/usr/share/man/man3`*
Since Groff is not installed yet, **configure.gnu** thinks that we do not want man pages for Perl. Issuing these parameters overrides this decision.

*`-Dusethreads`*
This tells Perl to use threads.

*-Duseshrplib*
This tells Perl to build a shared libperl.

Compile the package:

```
make
```

To test the results, issue: **make test**.

Install the package:

```
make install
```

Add a suffix to the **perl** binary which will be used by the multiarch wrapper:

```
mv -v /usr/bin/perl{,-n32}
mv -v /usr/bin/perl5.16.2{,-n32}
```

Details on this package are located in Section 10.61.2, “Contents of Perl.”

# 10.61. Perl-5.16.2 64 Bit

The Perl package contains the Practical Extraction and Report Language.

## 10.61.1. Installation of Perl

By default, Perl's Compress::Raw::Zlib module builds and links against its own internal copy of Zlib. The following command will tell it to use the system-installed Zlib:

```
sed -i -e '/^BUILD_ZLIB/s/True/False/' \
       -e '/^INCLUDE/s,\./zlib-src,/usr/include,' \
       -e '/^LIB/s,\./zlib-src,/usr/lib64,' \
       cpan/Compress-Raw-Zlib/config.in
```

Perl does not, by default, know about library directories with names other than lib, The following patch will allow it to install to other directories:

```
patch -Np1 -i ../perl-5.16.2-Configure_multilib-1.patch
```

There is a further (possibly cosmetic) anomaly - if we install perl and then run **perl -V** it will claim that libc is in /lib. The following sed fixes this, but only takes effect when **make install** is run:

```
sed -i "/libc/s@/lib@/lib64@" hints/linux.sh
```

We still need to tell perl to actually use lib64:

```
echo 'installstyle="lib64/perl5"' >>hints/linux.sh
```

To have full control over the way Perl is set up, you can run the interactive **Configure** script and hand-pick the way this package is built. If you prefer instead to use the defaults that Perl auto-detects, prepare Perl for compilation with:

```
./configure.gnu --prefix=/usr \
   -Dvendorprefix=/usr \
   -Dman1dir=/usr/share/man/man1 \
   -Dman3dir=/usr/share/man/man3 \
   -Dpager="/bin/less -isR" \
   -Dlibpth="/usr/local/lib64 /lib64 /usr/lib64" \
   -Dcc="gcc ${BUILD64}" \
   -Dusethreads -Duseshrplib
```

**The meaning of the new configure option:**

*`-Dlibpth="/usr/local/lib64 /lib64 /usr/lib64"`*
This tells Perl to link against the 64-bit libraries.

*`-Dpager="/bin/less -isR"`*
This corrects an error in the way that **perldoc** invokes the **less** program.

*`-Dman1dir=/usr/share/man/man1 -Dman3dir=/usr/share/man/man3`*
Since Groff is not installed yet, **configure.gnu** thinks that we do not want man pages for Perl. Issuing these parameters overrides this decision.

*`-Dusethreads`*
This tells Perl to use threads.

*-Duseshrplib*
This tells Perl to build a shared libperl.

Compile the package:

```
make
```

To test the results, issue: **make test**.

Install the package:

```
make install
```

Add a suffix to the **perl** binary which will be used by the multiarch wrapper:

```
mv -v /usr/bin/perl{,-64}
mv -v /usr/bin/perl5.16.2{,-64}
```

Now we need to create a link to the multiarch wrapper that lets us choose which perl installation to use:

```
ln -sv multiarch_wrapper /usr/bin/perl
ln -sv multiarch_wrapper /usr/bin/perl5.16.2
```

The value of the USE_ARCH environment variable will decide which perl binary to execute. **USE_ARCH=32 perl -V:cc** will give the value of CC used to build the 32bit perl. The multiarch_wrapper will help later with building perl extensions and bindings. Without the multiarch_wrapper it is very hard to setup a 32bit extension or binding.

## 10.61.2. Contents of Perl

| | |
|---|---|
| **Installed programs:** | a2p, c2ph, config_data, corelist, cpan, cpan2dist, cpanp, cpanp-run-perl, enc2xs, find2perl, h2ph, h2xs, instmodsh, json_pp, libnetcfg, perl, perl5.16.2 (link to perl), perlbug, perldoc, perlivp, perlthanks (link to perlbug), piconv, pl2pm, pod2html, pod2latex, pod2man, pod2text, pod2usage, podchecker, podselect, prove, psed (link to s2p), pstruct (link to c2ph), ptar, ptardiff, ptargrep, s2p, shasum, splain, xsubpp, and zipdetails |
| **Installed libraries:** | Several hundred which cannot all be listed here |
| **Installed directory:** | /usr/lib/perl5 |

### Short Descriptions

| | |
|---|---|
| **a2p** | Translates awk to Perl |
| **c2ph** | Dumps C structures as generated from **cc -g -S** |
| **config_data** | Queries or changes configuration of Perl modules |
| **corelist** | A commandline frontend to Module::CoreList |
| **cpan** | Shell script that provides a command interface to CPAN.pm |
| **cpan2dist** | The CPANPLUS distribution creator |
| **cpanp** | The CPANPLUS launcher |
| **cpanp-run-perl** | Perl script that (description needed) |
| **enc2xs** | Builds a Perl extension for the Encode module from either Unicode Character Mappings or Tcl Encoding Files |

| | |
|---|---|
| **find2perl** | Translates **find** commands to Perl |
| **h2ph** | Converts `.h` C header files to `.ph` Perl header files |
| **h2xs** | Converts `.h` C header files to Perl extensions |
| **instmodsh** | A shell script for examining installed Perl modules, and can even create a tarball from an installed module |
| **json_pp** | Converts data between certain input and output formats |
| **libnetcfg** | Can be used to configure the `libnet` |
| **perl** | Combines some of the best features of C, **sed**, **awk** and **sh** into a single swiss-army-knife language |
| **perl5.16.2** | A hard link to **perl** |
| **perlbug** | Used to generate bug reports about Perl, or the modules that come with it, and mail them |
| **perldoc** | Displays a piece of documentation in pod format that is embedded in the Perl installation tree or in a Perl script |
| **perlivp** | The Perl Installation Verification Procedure; it can be used to verify that Perl and its libraries have been installed correctly |
| **perlthanks** | Used to generate thank you messages to mail to the Perl developers |
| **piconv** | A Perl version of the character encoding converter **iconv** |
| **pl2pm** | A rough tool for converting Perl4 `.pl` files to Perl5 `.pm` modules |
| **pod2html** | Converts files from pod format to HTML format |
| **pod2latex** | Converts files from pod format to LaTeX format |
| **pod2man** | Converts pod data to formatted *roff input |
| **pod2text** | Converts pod data to formatted ASCII text |
| **pod2usage** | Prints usage messages from embedded pod docs in files |
| **podchecker** | Checks the syntax of pod format documentation files |
| **podselect** | Displays selected sections of pod documentation |
| **prove** | A command-line tool for running tests against Test::Harness |
| **psed** | A Perl version of the stream editor **sed** |
| **pstruct** | Dumps C structures as generated from **cc -g -S** stabs |
| **ptar** | A **tar**-like program written in Perl |
| **ptardiff** | A Perl program that compares an extracted archive with an unextracted one |
| **ptargrep** | A Perl program that applies pattern matching to the contents of files in a tar archive |
| **s2p** | Translates **sed** to Perl |
| **shasum** | Prints or checks SHA checksums |
| **splain** | Is used to force verbose warning diagnostics in Perl |
| **xsubpp** | Converts Perl XS code into C code |
| **zipdetails** | Displays details about the internal structure of a Zip file |

# 10.62. Readline-6.2 32 Bit Libraries

The Readline package is a set of libraries that offers command-line editing and history capabilities.

## 10.62.1. Installation of Readline

The following patch contains updates from the maintainer. The maintainer of Readline only releases these patches to fix serious issues:

```
patch -Np1 -i ../readline-6.2-branch_update-3.patch
```

Prepare Readline for compilation:

```
CC="gcc ${BUILD32}" CXX="g++ ${BUILD32}" \
   ./configure --prefix=/usr --libdir=/lib
```

Compile the package:

```
make SHLIB_LIBS=-lncurses
```

This package does not come with a test suite.

Install the package:

```
make install
```

Install the documentation:

```
make install-doc
```

Now move the static libraries to a more appropriate location:

```
mv -v /lib/lib{readline,history}.a /usr/lib
```

Next, remove the `.so` files in `/lib` and relink them into `/usr/lib`.

```
rm -v /lib/lib{readline,history}.so
ln -svf ../../lib/libreadline.so.6 /usr/lib/libreadline.so
ln -svf ../../lib/libhistory.so.6 /usr/lib/libhistory.so
```

Details on this package are located in Section 10.64.2, “Contents of Readline.”

# 10.63. Readline-6.2 N32 Libraries

The Readline package is a set of libraries that offers command-line editing and history capabilities.

## 10.63.1. Installation of Readline

The following patch contains updates from the maintainer. The maintainer of Readline only releases these patches to fix serious issues:

```
patch -Np1 -i ../readline-6.2-branch_update-3.patch
```

Prepare Readline for compilation:

```
CC="gcc ${BUILDN32}" CXX="g++ ${BUILDN32}" \
   ./configure --prefix=/usr --libdir=/lib32
```

Compile the package:

```
make SHLIB_LIBS=-lncurses
```

This package does not come with a test suite.

Install the package:

```
make install
```

Install the documentation:

```
make install-doc
```

Now move the static libraries to a more appropriate location:

```
mv -v /lib32/lib{readline,history}.a /usr/lib32
```

Next, remove the `.so` files in `/lib32` and relink them into `/usr/lib32`.

```
rm -v /lib32/lib{readline,history}.so
ln -svf ../../lib32/libreadline.so.6 /usr/lib32/libreadline.so
ln -svf ../../lib32/libhistory.so.6 /usr/lib32/libhistory.so
```

Details on this package are located in Section 10.75.2, “Contents of File.”

# 10.64. Readline-6.2 64 Bit

The Readline package is a set of libraries that offers command-line editing and history capabilities.

## 10.64.1. Installation of Readline

The following patch contains updates from the maintainer. The maintainer of Readline only releases these patches to fix serious issues:

```
patch -Np1 -i ../readline-6.2-branch_update-3.patch
```

Prepare Readline for compilation:

```
CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}" \
   ./configure --prefix=/usr --libdir=/lib64
```

Compile the package:

```
make SHLIB_LIBS=-lncurses
```

This package does not come with a test suite.

Install the package:

```
make install
```

Install the documentation:

```
make install-doc
```

Now move the static libraries to a more appropriate location:

```
mv -v /lib64/lib{readline,history}.a /usr/lib64
```

Next, remove the `.so` files in `/lib64` and relink them into `/usr/lib64`.

```
rm -v /lib64/lib{readline,history}.so
ln -svf ../../lib64/libreadline.so.6 /usr/lib64/libreadline.so
ln -svf ../../lib64/libhistory.so.6 /usr/lib64/libhistory.so
```

## 10.64.2. Contents of Readline

**Installed libraries:** libhistory.[a,so], and libreadline.[a,so]
**Installed directories:** /usr/include/readline, /usr/share/readline

### Short Descriptions

`libhistory` Provides a consistent user interface for recalling lines of history

`libreadline` Aids in the consistency of user interface across discrete programs that need to provide a command line interface

# 10.65. Zlib-1.2.7 64 Bit

The Zlib package contains compression and decompression routines used by some programs.

## 10.65.1. Installation of Zlib

Prepare Zlib for compilation:

```
CC="gcc -isystem /usr/include ${BUILD64}" \
CXX="g++ -isystem /usr/include ${BUILD64}" \
LDFLAGS="-Wl,-rpath-link,/usr/lib64:/lib64 ${BUILD64}" \
  ./configure --prefix=/usr --libdir=/usr/lib64
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

The previous command installed two `.so` files into `/usr/lib64`. We will move it into `/lib64` and then relink it to `/usr/lib64`:

```
mv -v /usr/lib64/libz.so.* /lib64
ln -svf ../../lib64/libz.so.1 /usr/lib64/libz.so
```

## 10.65.2. Contents of Zlib

**Installed libraries:** libz.[a,so]

### Short Descriptions

`libz` Contains compression and decompression functions used by some programs

# 10.66. Autoconf-2.69

The Autoconf package contains programs for producing shell scripts that can automatically configure source code.

## 10.66.1. Installation of Autoconf

Prepare Autoconf for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue: **`make check VERBOSE=yes`**. 17 tests are skipped that use Automake and different GCC languages. For full test coverage, Autoconf can be re-tested after Automake has been installed.

Install the package:

```
make install
```

## 10.66.2. Contents of Autoconf

**Installed programs:** autoconf, autoheader, autom4te, autoreconf, autoscan, autoupdate, and ifnames
**Installed directory:** /usr/share/autoconf

### Short Descriptions

**autoconf** Produces shell scripts that automatically configure software source code packages to adapt to many kinds of Unix-like systems. The configuration scripts it produces are independent—running them does not require the **autoconf** program.

**autoheader** A tool for creating template files of C *#define* statements for configure to use

**autom4te** A wrapper for the M4 macro processor

**autoreconf** Automatically runs **autoconf**, **autoheader**, **aclocal**, **automake**, **gettextize**, and **libtoolize** in the correct order to save time when changes are made to **autoconf** and **automake** template files

**autoscan** Helps to create a `configure.in` file for a software package; it examines the source files in a directory tree, searching them for common portability issues, and creates a `configure.scan` file that serves as as a preliminary `configure.in` file for the package

**autoupdate** Modifies a `configure.in` file that still calls **autoconf** macros by their old names to use the current macro names

**ifnames** Helps when writing `configure.in` files for a software package; it prints the identifiers that the package uses in C preprocessor conditionals. If a package has already been set up to have some portability, this program can help determine what **configure** needs to check for. It can also fill in gaps in a `configure.in` file generated by **autoscan**

# 10.67. Automake-1.12.4

The Automake package contains programs for generating Makefiles for use with Autoconf.

## 10.67.1. Installation of Automake

Prepare Automake for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

## 10.67.2. Contents of Automake

**Installed programs:** acinstall, aclocal, aclocal-1.12, automake, automake-1.12, compile, config.guess, config.sub, depcomp, elisp-comp, install-sh, mdate-sh, missing, mkinstalldirs, py-compile, symlink-tree, and ylwrap

**Installed directories:** /usr/share/aclocal-1.12, /usr/share/automake-1.12, /usr/share/doc/automake

### Short Descriptions

**acinstall** A script that installs aclocal-style M4 files

**aclocal** Generates `aclocal.m4` files based on the contents of `configure.in` files

**aclocal-1.12** A hard link to **aclocal**

**automake** A tool for automatically generating `Makefile.in` files from `Makefile.am` files. To create all the `Makefile.in` files for a package, run this program in the top-level directory. By scanning the `configure.in` file, it automatically finds each appropriate `Makefile.am` file and generates the corresponding `Makefile.in` file

**automake-1.12** A hard link to **automake**

**compile** A wrapper for compilers

**config.guess** A script that attempts to guess the canonical triplet for the given build, host, or target architecture

**config.sub** A configuration validation subroutine script

**depcomp** A script for compiling a program so that dependency information is generated in addition to the desired output

**elisp-comp** Byte-compiles Emacs Lisp code

**install-sh** A script that installs a program, script, or data file

**mdate-sh** A script that prints the modification time of a file or directory

**missing** A script acting as a common stub for missing GNU programs during an installation

| | |
|---|---|
| **mkinstalldirs** | A script that creates a directory tree |
| **py-compile** | Compiles a Python program |
| **symlink-tree** | A script to create a symlink tree of a directory tree |
| **ylwrap** | A wrapper for **lex** and **yacc** |

# 10.68. Bash-4.2

The Bash package contains the Bourne-Again SHell.

## 10.68.1. Installation of Bash

The following patch contains updates from the maintainer. The maintainer of Bash only releases these patches to fix serious issues:

```
patch -Np1 -i ../bash-4.2-branch_update-6.patch
```

The following sed points configure towards the correct library directory while searching for Readline:

```
sed -i "/ac_cv_rl_libdir/s@/lib@&64@" configure
```

Prepare Bash for compilation:

```
CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}" \
    ./configure --prefix=/usr --bindir=/bin \
    --without-bash-malloc --with-installed-readline
```

**The meaning of the configure option:**

*`--with-installed-readline`*
This option tells Bash to use the `readline` library that is already installed on the system rather than using its own readline version.

Compile the package:

```
make
```

To test the results, issue: **`make tests`**.

Install the package:

```
make htmldir=/usr/share/doc/bash-4.2 install
```

Run the newly compiled **bash** program (replacing the one that is currently being executed):

```
exec /bin/bash --login +h
```

**Note**

The parameters used make the **bash** process an interactive login shell and continue to disable hashing so that new programs are found as they become available.

## 10.68.2. Contents of Bash

**Installed programs:** bash, bashbug, and sh (link to bash)
**Installed directory:** /usr/share/doc/bash-4.2

### Short Descriptions

**bash** A widely-used command interpreter; it performs many types of expansions and substitutions on a given command line before executing it, thus making this interpreter a powerful tool

| | |
|---|---|
| **bashbug** | A shell script to help the user compose and mail standard formatted bug reports concerning **bash** |
| **sh** | A symlink to the **bash** program; when invoked as **sh**, **bash** tries to mimic the startup behavior of historical versions of **sh** as closely as possible, while conforming to the POSIX standard as well |

# 10.69. Bzip2-1.0.6 32 Bit Libraries

The Bzip2 package contains programs for compressing and decompressing files. Compressing text files with **bzip2** yields a much better compression percentage than with the traditional **gzip**.

## 10.69.1. Installation of Bzip2

By default Bzip2 creates some symlinks that use absolute pathnames. The following sed will cause them to be created with relative paths instead:

```
sed -i -e 's:ln -s -f $(PREFIX)/bin/:ln -s :' Makefile
```

The Bzip2 package does not contain a **configure** script. Compile it with:

```
make -f Makefile-libbz2_so CC="gcc ${BUILD32}" CXX="g++ ${BUILD32}"
make clean
```

The *-f* flag will cause Bzip2 to be built using a different `Makefile` file, in this case the `Makefile-libbz2_so` file, which creates a dynamic `libbz2.so` library and links the Bzip2 utilities against it.

Recompile the package using a non-shared library:

```
make CC="gcc ${BUILD32}" CXX="g++ ${BUILD32}" libbz2.a
```

To test the results, issue: **`make CC="gcc ${BUILD32}" CXX="g++ ${BUILD32}" check`** .

Install the libraries and make a necessary symbolic link:

```
cp -v libbz2.a /usr/lib
cp -av libbz2.so* /lib
ln -sv ../../lib/libbz2.so.1.0 /usr/lib/libbz2.so
```

Details on this package are located in Section 10.71.2, “Contents of Bzip2.”

# 10.70. Bzip2-1.0.6 N32 Libraries

The Bzip2 package contains programs for compressing and decompressing files. Compressing text files with **bzip2** yields a much better compression percentage than with the traditional **gzip**.

## 10.70.1. Installation of Bzip2

By default Bzip2 creates some symlinks that use absolute pathnames. The following sed will cause them to be created with relative paths instead:

```
sed -i -e 's:ln -s -f $(PREFIX)/bin/:ln -s :' Makefile
```

We need to change the default lib path to `lib32`:

```
sed -i 's@/lib\(/\| \|$\)@/lib32\1@g' Makefile
```

The Bzip2 package does not contain a **configure** script. Compile it with:

```
make -f Makefile-libbz2_so CC="gcc ${BUILDN32}" CXX="g++ ${BUILDN32}"
make clean
```

The *-f* flag will cause Bzip2 to be built using a different `Makefile` file, in this case the `Makefile-libbz2_so` file, which creates a dynamic `libbz2.so` library and links the Bzip2 utilities against it.

Recompile the package using a non-shared library:

```
make CC="gcc ${BUILDN32}" CXX="g++ ${BUILDN32}" libbz2.a
```

To test the results, issue: **`make CC="gcc ${BUILDN32}" CXX="g++ ${BUILDN32}" check`**.

Install the libraries and make a necessary symbolic link:

```
cp -v libbz2.a /usr/lib32
cp -av libbz2.so* /lib32
ln -sv ../../lib32/libbz2.so.1.0 /usr/lib32/libbz2.so
```

Details on this package are located in Section 10.71.2, “Contents of Bzip2.”

# 10.71. Bzip2-1.0.6 64 Bit

The Bzip2 package contains programs for compressing and decompressing files. Compressing text files with **bzip2** yields a much better compression percentage than with the traditional **gzip**.

## 10.71.1. Installation of Bzip2

By default Bzip2 creates some symlinks that use absolute pathnames. The following sed will cause them to be created with relative paths instead:

```
sed -i -e 's:ln -s -f $(PREFIX)/bin/:ln -s :' Makefile
```

We need to change the default lib path to `lib64`:

```
sed -i 's@/lib\(/\| \|$\)@/lib64\1@g' Makefile
```

The Bzip2 package does not contain a **configure** script. Compile it with:

```
make -f Makefile-libbz2_so CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}"
make clean
```

The *-f* flag will cause Bzip2 to be built using a different `Makefile` file, in this case the `Makefile-libbz2_so` file, which creates a dynamic `libbz2.so` library and links the Bzip2 utilities against it.

Recompile the package using a non-shared library and test it:

```
make CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}"
```

Install the programs:

```
make CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}" PREFIX=/usr install
```

Install the shared **bzip2** binary into the `/bin` directory, make some necessary symbolic links, and clean up:

```
cp -v bzip2-shared /bin/bzip2
cp -av libbz2.so* /lib64
ln -sv ../../lib64/libbz2.so.1.0 /usr/lib64/libbz2.so
rm -v /usr/bin/{bunzip2,bzcat,bzip2}
ln -sv bzip2 /bin/bunzip2
ln -sv bzip2 /bin/bzcat
```

## 10.71.2. Contents of Bzip2

**Installed programs:** bunzip2 (link to bzip2), bzcat (link to bzip2), bzcmp (link to bzdiff), bzdiff, bzegrep (link to bzgrep), bzfgrep (link to bzgrep), bzgrep, bzip2, bzip2recover, bzless (link to bzmore), and bzmore

**Installed libraries:** libbz2.a, libbz2.so (link to libbz2.so.1.0), libbz2.so.1.0 (link to libbz2.so.1.0.6), and libbz2.so.1.0.6

### Short Descriptions

**bunzip2** Decompresses bzipped files

**bzcat** Decompresses to standard output

| | |
|---|---|
| **bzcmp** | Runs **cmp** on bzipped files |
| **bzdiff** | Runs **diff** on bzipped files |
| **bzegrep** | Runs **egrep** on bzipped files |
| **bzfgrep** | Runs **fgrep** on bzipped files |
| **bzgrep** | Runs **grep** on bzipped files |
| **bzip2** | Compresses files using the Burrows-Wheeler block sorting text compression algorithm with Huffman coding; the compression rate is better than that achieved by more conventional compressors using “Lempel-Ziv” algorithms, like **gzip** |
| **bzip2recover** | Tries to recover data from damaged bzipped files |
| **bzless** | Runs **less** on bzipped files |
| **bzmore** | Runs **more** on bzipped files |
| `libbz2*` | The library implementing lossless, block-sorting data compression, using the Burrows-Wheeler algorithm |

# 10.72. Diffutils-3.2

The Diffutils package contains programs that show the differences between files or directories.

## 10.72.1. Installation of Diffutils

Prepare Diffutils for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Diffutils wants **ed** as the default editor. The following sed will change the default to **vim**:

```
sed -i 's@\(^#define DEFAULT_EDITOR_PROGRAM \).*@\1"vi"@' lib/config.h
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

## 10.72.2. Contents of Diffutils

**Installed programs:** cmp, diff, diff3, and sdiff

### Short Descriptions

**cmp** Compares two files and reports whether or in which bytes they differ

**diff** Compares two files or directories and reports which lines in the files differ

**diff3** Compares three files line by line

**sdiff** Merges two files and interactively outputs the results

# 10.73. File-5.11 32 Bit Libraries

The File package contains a utility for determining the type of a given file or files.

## 10.73.1. Installation of File

Prepare File for compilation:

```
CC="gcc ${BUILD32}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Details on this package are located in Section 10.75.2, “Contents of File.”

# 10.74. File-5.11 N32 Libraries

The File package contains a utility for determining the type of a given file or files.

## 10.74.1. Installation of File

Prepare File for compilation:

```
CC="gcc ${BUILDN32}" ./configure --prefix=/usr \
   --libdir=/usr/lib32
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Details on this package are located in Section 10.75.2, “Contents of File.”

# 10.75. File-5.11 64 Bit

The File package contains a utility for determining the type of a given file or files.

## 10.75.1. Installation of File

Prepare File for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
   --libdir=/usr/lib64
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

## 10.75.2. Contents of File

**Installed programs:** file
**Installed library:** libmagic.[a,so]

### Short Descriptions

**file** Tries to classify each given file; it does this by performing several tests—file system tests, magic number tests, and language tests

`libmagic` Contains routines for magic number recognition, used by the **file** program

# 10.76. Gawk-4.0.1

The Gawk package contains programs for manipulating text files.

## 10.76.1. Installation of Gawk

Prepare Gawk for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
   --libexecdir=/usr/lib64
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

## 10.76.2. Contents of Gawk

**Installed programs:** awk (link to gawk), gawk, gawk-4.0.1, grcat, igawk, pgawk, pgawk-4.0.1, and pwcat
**Installed directories:** /usr/lib/awk, /usr/share/awk

### Short Descriptions

**awk** A link to **gawk**

**gawk** A program for manipulating text files; it is the GNU implementation of **awk**

**gawk-4.0.1** A hard link to **gawk**

**grcat** Dumps the group database `/etc/group`

**igawk** Gives **gawk** the ability to include files

**pgawk** The profiling version of **gawk**

**pgawk-4.0.1** Hard link to **pgawk**

**pwcat** Dumps the password database `/etc/passwd`

# 10.77. Findutils-4.4.2

The Findutils package contains programs to find files. These programs are provided to recursively search through a directory tree and to create, maintain, and search a database (often faster than the recursive find, but unreliable if the database has not been recently updated).

## 10.77.1. Installation of Findutils

Prepare Findutils for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
    --libexecdir=/usr/lib64/locate --localstatedir=/var/lib64/locate
```

**The meaning of the configure options:**

*`--localstatedir`*
This option changes the location of the **locate** database to be in `/var/lib64/locate`, which is FHS-compliant.

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

The **find** program is used by some of the scripts in the CLFS-Bootscripts package. As `/usr` may not be available during the early stages of booting, the **find** binary needs to be on the root partition:

```
mv -v /usr/bin/find /bin
```

The **updatedb** script needs to be modified to point to the new location for **find**:

```
sed -i 's@find:=${BINDIR}@find:=/bin@' /usr/bin/updatedb
```

## 10.77.2. Contents of Findutils

**Installed programs:** bigram, code, find, frcode, locate, updatedb, and xargs

### Short Descriptions

**bigram** Was formerly used to produce **locate** databases

**code** Was formerly used to produce **locate** databases; it is the ancestor of **frcode**.

**find** Searches given directory trees for files matching the specified criteria

**frcode** Is called by **updatedb** to compress the list of file names; it uses front-compression, reducing the database size by a factor of four to five.

**locate** Searches through a database of file names and reports the names that contain a given string or match a given pattern

**updatedb** Updates the **locate** database; it scans the entire file system (including other file systems that are currently mounted, unless told not to) and puts every file name it finds into the database

**xargs** Can be used to apply a given command to a list of files

# 10.78. Gettext-0.18.1.1 32 Bit Libraries

The Gettext package contains utilities for internationalization and localization. These allow programs to be compiled with NLS (Native Language Support), enabling them to output messages in the user's native language.

## 10.78.1. Installation of Gettext

Prepare Gettext for compilation:

```
CC="gcc ${BUILD32}" CXX="g++ ${BUILD32}" \
   ./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

Details on this package are located in Section 10.80.2, “Contents of Gettext.”

# 10.79. Gettext-0.18.1.1 N32 Libraries

The Gettext package contains utilities for internationalization and localization. These allow programs to be compiled with NLS (Native Language Support), enabling them to output messages in the user's native language.

## 10.79.1. Installation of Gettext

Prepare Gettext for compilation:

```
CC="gcc ${BUILDN32}" CXX="g++ ${BUILDN32}" \
   ./configure --prefix=/usr --libdir=/usr/lib32
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

Details on this package are located in Section 10.80.2, “Contents of Gettext.”

# 10.80. Gettext-0.18.1.1 64 Bit

The Gettext package contains utilities for internationalization and localization. These allow programs to be compiled with NLS (Native Language Support), enabling them to output messages in the user's native language.

## 10.80.1. Installation of Gettext

Prepare Gettext for compilation:

```
CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}" \
   ./configure --prefix=/usr --libdir=/usr/lib64
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

## 10.80.2. Contents of Gettext

| | |
|---|---|
| **Installed programs:** | autopoint, config.charset, config.rpath, envsubst, gettext, gettext.sh, gettextize, hostname, msgattrib, msgcat, msgcmp, msgcomm, msgconv, msgen, msgexec, msgfilter, msgfmt, msggrep, msginit, msgmerge, msgunfmt, msguniq, ngettext, recode-sr-latin, and xgettext |
| **Installed libraries:** | libasprintf.[a,so], libgettextlib.so, libgettextpo.[a,so], libgettextsrc.so, and preloadable_libintl.so |
| **Installed directories:** | /usr/lib/gettext, /usr/share/doc/gettext, /usr/share/gettext |

### Short Descriptions

| | |
|---|---|
| **autopoint** | Copies standard Gettext infrastructure files into a source package |
| **config.charset** | Outputs a system-dependent table of character encoding aliases |
| **config.rpath** | Outputs a system-dependent set of variables, describing how to set the runtime search path of shared libraries in an executable |
| **envsubst** | Substitutes environment variables in shell format strings |
| **gettext** | Translates a natural language message into the user's language by looking up the translation in a message catalog |
| **gettext.sh** | Primarily serves as a shell function library for gettext |
| **gettextize** | Copies all standard Gettext files into the given top-level directory of a package to begin internationalizing it |
| **hostname** | Displays a network hostname in various forms |
| **msgattrib** | Filters the messages of a translation catalog according to their attributes and manipulates the attributes |
| **msgcat** | Concatenates and merges the given `.po` files |

| | |
|---|---|
| **msgcmp** | Compares two `.po` files to check that both contain the same set of msgid strings |
| **msgcomm** | Finds the messages that are common to to the given `.po` files |
| **msgconv** | Converts a translation catalog to a different character encoding |
| **msgen** | Creates an English translation catalog |
| **msgexec** | Applies a command to all translations of a translation catalog |
| **msgfilter** | Applies a filter to all translations of a translation catalog |
| **msgfmt** | Generates a binary message catalog from a translation catalog |
| **msggrep** | Extracts all messages of a translation catalog that match a given pattern or belong to some given source files |
| **msginit** | Creates a new `.po` file, initializing the meta information with values from the user's environment |
| **msgmerge** | Combines two raw translations into a single file |
| **msgunfmt** | Decompiles a binary message catalog into raw translation text |
| **msguniq** | Unifies duplicate translations in a translation catalog |
| **ngettext** | Displays native language translations of a textual message whose grammatical form depends on a number |
| **recode-sr-latin** | Recode Serbian text from Cyrillic to Latin script. |
| **xgettext** | Extracts the translatable message lines from the given source files to make the first translation template |
| `libasprintf` | defines the *autosprintf* class, which makes C formatted output routines usable in C++ programs, for use with the <*string*> strings and the <*iostream*> streams |
| `libgettextlib` | a private library containing common routines used by the various Gettext programs; these are not intended for general use |
| `libgettextpo` | Used to write specialized programs that process `.po` files; this library is used when the standard applications shipped with Gettext (such as **msgcomm**, **msgcmp**, **msgattrib**, and **msgen**) will not suffice |
| `libgettextsrc` | A private library containing common routines used by the various Gettext programs; these are not intended for general use |
| `preloadable_libintl.so` | A library, intended to be used by LD_PRELOAD, that assists `libintl` in logging untranslated messages. |

# 10.81. Grep-2.14

The Grep package contains programs for searching through files.

## 10.81.1. Installation of Grep

Prepare Grep for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
   --bindir=/bin
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

## 10.81.2. Contents of Grep

**Installed programs:** egrep, fgrep, and grep

### Short Descriptions

**egrep** Prints lines matching an extended regular expression

**fgrep** Prints lines matching a list of fixed strings

**grep** Prints lines matching a basic regular expression

# 10.82. Groff-1.21

The Groff package contains programs for processing and formatting text.

## 10.82.1. Installation of Groff

Groff expects the environment variable PAGE to contain the default paper size. For users in the United States, *PAGE=letter* is appropriate. Elsewhere, *PAGE=A4* may be more suitable.

Prepare Groff for compilation:

```
PAGE=[paper_size] CC="gcc ${BUILD64}" \
   CXX="g++ ${BUILD64}" ./configure --prefix=/usr --libdir=/usr/lib64
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Some documentation programs, such as **xman**, will not work properly without the following symlinks:

```
ln -sv soelim /usr/bin/zsoelim
ln -sv eqn /usr/bin/geqn
ln -sv tbl /usr/bin/gtbl
```

## 10.82.2. Contents of Groff

**Installed programs:** addftinfo, afmtodit, chem, eqn, eqn2graph, gdiffmk, geqn (link to eqn), grap2graph, grn, grodvi, groff, groffer, grog, grolbp, grolj4, grops, grotty, gtbl (link to tbl), hpftodit, indxbib, lkbib, lookbib, mmroff, neqn, nroff, pdfroff, pfbtops, pic, pic2graph, post-grohtml, pre-grohtml, preconv, refer, roff2dvi, roff2html, roff2pdf, roff2ps, roff2text, roff2x, soelim, tbl, tfmtodit, troff, and zsoelim (link to soelim)

**Installed directories:** /usr/lib/groff, /usr/share/doc/groff-1.21, /usr/share/groff

### Short Descriptions

**addftinfo** Reads a troff font file and adds some additional font-metric information that is used by the **groff** system

**afmtodit** Creates a font file for use with **groff** and **grops**

**chem** Groff preprocessor for producing chemical structure diagrams

**eqn** Compiles descriptions of equations embedded within troff input files into commands that are understood by **troff**

**eqn2graph** Converts a troff EQN (equation) into a cropped image

**gdiffmk** Marks differences between groff/nroff/troff files

**geqn** A link to **eqn**

| | |
|---|---|
| **grap2graph** | Converts a grap diagram into a cropped bitmap image |
| **grn** | A **groff** preprocessor for gremlin files |
| **grodvi** | A driver for **groff** that produces TeX dvi format |
| **groff** | A front-end to the groff document formatting system; normally, it runs the **troff** program and a post-processor appropriate for the selected device |
| **groffer** | Displays groff files and man pages on X and tty terminals |
| **grog** | Reads files and guesses which of the **groff** options `-e`, `-man`, `-me`, `-mm`, `-ms`, `-p`, `-s`, and `-t` are required for printing files, and reports the **groff** command including those options |
| **grolbp** | Is a **groff** driver for Canon CAPSL printers (LBP-4 and LBP-8 series laser printers) |
| **grolj4** | Is a driver for **groff** that produces output in PCL5 format suitable for an HP LaserJet 4 printer |
| **grops** | Translates the output of GNU **troff** to PostScript |
| **grotty** | Translates the output of GNU **troff** into a form suitable for typewriter-like devices |
| **gtbl** | A link to **tbl** |
| **hpftodit** | Creates a font file for use with **groff -Tlj4** from an HP-tagged font metric file |
| **indxbib** | Creates an inverted index for the bibliographic databases with a specified file for use with **refer**, **lookbib**, and **lkbib** |
| **lkbib** | Searches bibliographic databases for references that contain specified keys and reports any references found |
| **lookbib** | Prints a prompt on the standard error (unless the standard input is not a terminal), reads a line containing a set of keywords from the standard input, searches the bibliographic databases in a specified file for references containing those keywords, prints any references found on the standard output, and repeats this process until the end of input |
| **mmroff** | A simple preprocessor for **groff** |
| **neqn** | Formats equations for American Standard Code for Information Interchange (ASCII) output |
| **nroff** | A script that emulates the **nroff** command using **groff** |
| **pdfroff** | Creates pdf documents using groff |
| **pfbtops** | Translates a PostScript font in `.pfb` format to ASCII |
| **pic** | Compiles descriptions of pictures embedded within troff or TeX input files into commands understood by TeX or **troff** |
| **pic2graph** | Converts a PIC diagram into a cropped image |
| **post-grohtml** | Translates the output of GNU **troff** to HTML |
| **pre-grohtml** | Translates the output of GNU **troff** to HTML |
| **preconv** | Converts encoding of input files to something GNU **troff** understands |
| **refer** | Copies the contents of a file to the standard output, except that lines between *.[* and *.]* are interpreted as citations, and lines between *.R1* and *.R2* are interpreted as commands for how citations are to be processed |
| **roff2dvi** | Transforms roff files into other formats |
| **roff2html** | Transforms roff files into other formats |

| | |
|---|---|
| **roff2pdf** | Transforms roff files into other formats |
| **roff2ps** | Transforms roff files into other formats |
| **roff2text** | Transforms roff files into other formats |
| **roff2x** | Transforms roff files into other formats |
| **soelim** | Reads files and replaces lines of the form *.so file* by the contents of the mentioned *file* |
| **tbl** | Compiles descriptions of tables embedded within troff input files into commands that are understood by **troff** |
| **tfmtodit** | Creates a font file for use with **groff -Tdvi** |
| **troff** | Is highly compatible with Unix **troff**; it should usually be invoked using the **groff** command, which will also run preprocessors and post-processors in the appropriate order and with the appropriate options |
| **zsoelim** | A link to **soelim** |

# 10.83. Less-451

The Less package contains a text file viewer.

## 10.83.1. Installation of Less

Prepare Less for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
    --sysconfdir=/etc
```

**The meaning of the configure option:**

*`--sysconfdir=/etc`*
This option tells the programs created by the package to look in `/etc` for the configuration files.

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Move **less** to `/bin`:

```
mv -v /usr/bin/less /bin
```

## 10.83.2. Contents of Less

**Installed programs:** less, lessecho, and lesskey

### Short Descriptions

**less** A file viewer or pager; it displays the contents of the given file, letting the user scroll, find strings, and jump to marks

**lessecho** Needed to expand meta-characters, such as * and *?*, in filenames on Unix systems

**lesskey** Used to specify the key bindings for **less**

# 10.84. Gzip-1.5

The Gzip package contains programs for compressing and decompressing files.

## 10.84.1. Installation of Gzip

Prepare Gzip for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr --bindir=/bin
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

Now we will move some of the utilities to `/usr/bin` to meet FHS compliance:

```
mv -v /bin/z{egrep,cmp,diff,fgrep,force,grep,less,more,new} /usr/bin
```

## 10.84.2. Contents of Gzip

**Installed programs:** gunzip, gzexe, gzip, uncompress, zcat, zcmp, zdiff, zegrep, zfgrep, zforce, zgrep, zless, zmore, and znew

### Short Descriptions

**gunzip** Decompresses gzipped files

**gzexe** Creates self-decompressing executable files

**gzip** Compresses the given files using Lempel-Ziv (LZ77) coding

**uncompress** Decompresses compressed files

**zcat** Decompresses the given gzipped files to standard output

**zcmp** Runs **cmp** on gzipped files

**zdiff** Runs **diff** on gzipped files

**zegrep** Runs **egrep** on gzipped files

**zfgrep** Runs **fgrep** on gzipped files

**zforce** Forces a `.gz` extension on all given files that are gzipped files, so that **gzip** will not compress them again; this can be useful when file names were truncated during a file transfer

**zgrep** Runs **grep** on gzipped files

**zless** Runs **less** on gzipped files

**zmore** Runs **more** on gzipped files

**znew** Re-compresses files from **compress** format to **gzip** format—`.Z` to `.gz`

# 10.85. IPutils-s20101006

The IPutils package contains programs for basic networking.

## 10.85.1. Installation of IPutils

IPutils has various issues addressed by the following patch:

```
patch -Np1 -i ../iputils-s20101006-fixes-1.patch
```

The following patch contains pregenerated documentation for IPutils:

```
patch -Np1 -i ../iputils-s20101006-doc-1.patch
```

Compile the package:

```
make CC="gcc ${BUILD64}" IPV4_TARGETS="tracepath ping clockdiff rdisc" \
    IPV6_TARGETS="tracepath6 traceroute6"
```

This package does not come with a test suite.

Install the package:

```
install -v -m755 ping /bin
install -v -m755 clockdiff /usr/bin
install -v -m755 rdisc /usr/bin
install -v -m755 tracepath /usr/bin
install -v -m755 trace{path,route}6 /usr/bin
install -v -m644 doc/*.8 /usr/share/man/man8
```

## 10.85.2. Contents of iputils

**Installed programs:** clockdiff, ping, rdisc, tracepath, tracepath6, and traceroute6

### Short Descriptions

| | |
|---|---|
| **clockdiff** | Measures the clock difference between hosts |
| **ping** | Sends echo-request packets and reports how long the replies take. This is the IPV4 version |
| **rdisc** | Network router discovery daemon |
| **tracepath** | Traces the path to a network host discovering MTU along the path. This is the IPV4 version. |
| **tracepath6** | Traces the path to a network host discovering MTU along the path. This is the IPV6 version. |
| **traceroute6** | Traces the path to a network host on an IPV6 network |

# 10.86. Kbd-1.15.3

The Kbd package contains key-table files and keyboard utilities.

## 10.86.1. Installation of Kbd

Apply the following patch to fix a typo in es.po:

```
patch -Np1 -i ../kbd-1.15.3-es.po_fix-1.patch
```

Prepare Kbd for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Compile the package:

```
make CC="gcc ${BUILD64}"
```

This package does not come with a test suite.

Install the package:

```
make install
```

Some of the programs from Kbd are used by scripts in the CLFS-Bootscripts package. As `/usr` may not be available during the early stages of booting, those binaries need to be on the root partition:

```
mv -v /usr/bin/{kbd_mode,dumpkeys,loadkeys,openvt,setfont,setvtrgb} /bin
```

## 10.86.2. Contents of Kbd

| | |
|---|---|
| **Installed programs:** | chvt, deallocvt, dumpkeys, fgconsole, getkeycodes, kbdinfo, kbd_mode, kbdrate, loadkeys, loadunimap, mapscrn, openvt, psfaddtable (link to psfxtable), psfgettable (link to psfxtable), psfstriptable (link to psfxtable), psfxtable, resizecons, setfont, setkeycodes, setleds, setmetamode, setvtrgb, showconsolefont, showkey, unicode_start, and unicode_stop |
| **Installed directories:** | /usr/share/consolefonts, /usr/share/consoletrans, /usr/share/keymaps, /usr/share/unimaps |

### Short Descriptions

| | |
|---|---|
| **chvt** | Changes the foreground virtual terminal |
| **deallocvt** | Deallocates unused virtual terminals |
| **dumpkeys** | Dumps the keyboard translation tables |
| **fgconsole** | Prints the number of the active virtual terminal |
| **getkeycodes** | Prints the kernel scancode-to-keycode mapping table |
| **kbdinfo** | Obtains information about the console |
| **kbd_mode** | Reports or sets the keyboard mode |
| **kbdrate** | Sets the keyboard repeat and delay rates |
| **loadkeys** | Loads the keyboard translation tables |

| | |
|---|---|
| **loadunimap** | Loads the kernel unicode-to-font mapping table |
| **mapscrn** | An obsolete program that used to load a user-defined output character mapping table into the console driver; this is now done by **setfont** |
| **openvt** | Starts a program on a new virtual terminal (VT) |
| **psfaddtable** | A link to **psfxtable** |
| **psfgettable** | A link to **psfxtable** |
| **psfstriptable** | A link to **psfxtable** |
| **psfxtable** | Handle Unicode character tables for console fonts |
| **resizecons** | Changes the kernel idea of the console size |
| **setfont** | Changes the Enhanced Graphic Adapter (EGA) and Video Graphics Array (VGA) fonts on the console |
| **setkeycodes** | Loads kernel scancode-to-keycode mapping table entries; this is useful if there are unusual keys on the keyboard |
| **setleds** | Sets the keyboard flags and Light Emitting Diodes (LEDs) |
| **setmetamode** | Defines the keyboard meta-key handling |
| **setvtrgb** | Sets the virtal terminal RGB colors |
| **showconsolefont** | Shows the current EGA/VGA console screen font |
| **showkey** | Reports the scancodes, keycodes, and ASCII codes of the keys pressed on the keyboard |
| **unicode_start** | Puts the keyboard and console in UNICODE mode. Never use it on CLFS, because applications are not configured to support UNICODE. |
| **unicode_stop** | Reverts keyboard and console from UNICODE mode |

# 10.87. Make-3.82

The Make package contains a program for compiling packages.

## 10.87.1. Installation of Make

Prepare Make for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

## 10.87.2. Contents of Make

**Installed program:** make

### Short Descriptions

**make** Automatically determines which pieces of a package need to be (re)compiled and then issues the relevant commands

# 10.88. XZ Utils-5.0.4 32 Bit Libraries

The XZ-Utils package contains programs for compressing and decompressing files. Compressing text files with **XZ-Utils** yields a much better compression percentage than with the traditional **gzip**.

## 10.88.1. Installation of XZ Utils

Prepare XZ-Utils for compilation:

```
CC="gcc ${BUILD32}" ./configure --prefix=/usr --libdir=/lib
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the programs:

```
make pkgconfigdir=/usr/lib/pkgconfig install
```

Move the xz binary, and several symlinks that point to it, into the /bin directory:

```
mv -v /usr/bin/{xz,lzma,lzcat,unlzma,unxz,xzcat} /bin
```

Move the static libraries to the proper location:

```
mv -v /lib/liblzma.a /usr/lib
```

Details on this package are located in Section 10.90.2, “Contents of XZ-Utils.”

# 10.89. XZ Utils-5.0.4 N32 Libraries

The XZ-Utils package contains programs for compressing and decompressing files. Compressing text files with **XZ-Utils** yields a much better compression percentage than with the traditional **gzip**.

## 10.89.1. Installation of XZ Utils

Prepare XZ-Utils for compilation:

```
CC="gcc ${BUILDN32}" ./configure --prefix=/usr --libdir=/lib32
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the programs:

```
make pkgconfigdir=/usr/lib32/pkgconfig install
```

Move the xz binary, and several symlinks that point to it, into the /bin directory:

```
mv -v /usr/bin/{xz,lzma,lzcat,unlzma,unxz,xzcat} /bin
```

Move the static libraries to the proper location:

```
mv -v /lib32/liblzma.a /usr/lib32
```

Details on this package are located in Section 10.90.2, “Contents of XZ-Utils.”

# 10.90. XZ Utils-5.0.4 64 Bit

The XZ-Utils package contains programs for compressing and decompressing files. Compressing text files with **XZ-Utils** yields a much better compression percentage than with the traditional **gzip**.

## 10.90.1. Installation of XZ-Utils

Prepare XZ-Utils for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr --libdir=/lib64
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the programs:

```
make pkgconfigdir=/usr/lib64/pkgconfig install
```

Move the xz binary, and several symlinks that point to it, into the /bin directory:

```
mv -v /usr/bin/{xz,lzma,lzcat,unlzma,unxz,xzcat} /bin
```

Move the static libraries to the proper location:

```
mv -v /lib64/liblzma.a /usr/lib64
```

## 10.90.2. Contents of XZ-Utils

| | |
|---|---|
| **Installed programs:** | lzcat (link to xz), lzcmp (link to lzdiff), lzdiff, lzegrep (link to lzgrep), lzfgrep (link to lzgrep), lzgrep, lzless (link to lzmore), lzma (link to xz), lzmadec, lzmore, unlzma (link to xz), unxz (link to xz), xz, xzcat (link to xz), and xzdec |
| **Installed libraries:** | liblzma.[a,so] |
| **Installed directories:** | /usr/include/lzma, /usr/share/doc/xz |

### Short Descriptions

| | |
|---|---|
| **lzcat** | Decompresses LZMA and xz files |
| **lzcmp** | Compares lzma compressed files |
| **lzdiff** | Compares lzma compressed files |
| **lzegrep** | Runs **egrep** on lzma compressed files |
| **lzfgrep** | Runs **fgrep** on lzma compressed files |
| **lzgrep** | Runs **grep** on lzma compressed files |
| **lzless** | Runs **less** on lzma files |
| **lzma** | Compresses lzma files |
| **lzmadec** | Decompresses lzma files |
| **lzmore** | Runs **more** on lzma files |

| | |
|---|---|
| **unlzma** | Uncompresses lzma files |
| **unxz** | Uncompresses xz files |
| **xz** | Creates xz compressed files |
| **xzcat** | Decompresses xz files |
| **xzdec** | Decompresses to standard output |
| `liblzma` | The LZMA library |

# 10.91. Man-1.6g

The Man package contains programs for finding and viewing man pages.

## 10.91.1. Installation of Man

This patch adds support for Internationalization:

```
patch -Np1 -i ../man-1.6g-i18n-1.patch
```

A few adjustments need to be made to the sources of Man.

First, a **sed** substitution is needed to add the `-R` switch to the `PAGER` variable so that escape sequences are properly handled by Less:

```
sed -i 's@-is@&R@g' configure
```

Another couple of **sed** substitutions comment out the "MANPATH /usr/man" and "MANPATH /usr/local/man" lines in the `man.conf` file to prevent redundant results when using programs such as **whatis**:

```
sed -i 's@MANPATH./usr/man@#&@g' src/man.conf.in
sed -i 's@MANPATH./usr/local/man@#&@g' src/man.conf.in
```

Prepare Man for compilation:

```
CC="gcc ${BUILD64}" ./configure -confdir=/etc
```

**The meaning of the configure options:**

*`-confdir=/etc`*
: This tells the **man** program to look for the `man.conf` configuration file in the `/etc` directory.

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

**Note**

If you will be working on a terminal that does not support text attributes such as color and bold, you can disable Select Graphic Rendition (SGR) escape sequences by editing the `man.conf` file and adding the `-c` option to the `NROFF` variable. If you use multiple terminal types for one computer it may be better to selectively add the `GROFF_NO_SGR` environment variable for the terminals that do not support SGR.

If the character set of the locale uses 8-bit characters, search for the line beginning with "NROFF" in `/etc/man.conf`, and verify that it matches the following:

```
NROFF /usr/bin/nroff -Tlatin1 -mandoc
```

Note that “latin1” should be used even if it is not the character set of the locale. The reason is that, according to the specification, **groff** has no means of typesetting characters outside International Organization for Standards (ISO) 8859-1 without some strange escape codes. When formatting man pages, **groff** thinks that they are in the ISO 8859-1 encoding and this `-Tlatin1` switch tells **groff** to use the same encoding for output. Since **groff** does no recoding of input characters, the f ormatted result is really in the same encoding as input, and therefore it is usable as the input for a pager.

This does not solve the problem of a non-working **man2dvi** program for localized man pages in non-ISO 8859-1 locales. Also, it does not work with multibyte character sets. The first problem does not currently have a solution. The second issue is not of concern because the CLFS installation does not support multibyte character sets.

## 10.91.2. Contents of Man

**Installed programs:** apropos, makewhatis, man, man2dvi, man2html, and whatis

### Short Descriptions

**apropos** Searches the **whatis** database and displays the short descriptions of system commands that contain a given string

**makewhatis** Builds the **whatis** database; it reads all the man pages in the `MANPATH` and writes the name and a short description in the **whatis** database for each page

**man** Formats and displays the requested on-line man page

**man2dvi** Converts a man page into dvi format

**man2html** Converts a man page into HTML

**whatis** Searches the **whatis** database and displays the short descriptions of system commands that contain the given keyword as a separate word

# 10.92. Kmod-10 32 Bit Libraries

The Kmod package contains programs for loading, inserting and removing kernel modules for Linux. Kmod replaces the Module-Init-tools package.

## 10.92.1. Installation of Kmod

Prepare Kmod for compilation:

```
PKG_CONFIG_PATH=${PKG_CONFIG_PATH32} CC="gcc ${BUILD32}" \
        ./configure --prefix=/usr \
        --bindir=/bin --sysconfdir=/etc \
        --with-rootlibdir=/lib --libdir=/usr/lib \
        --with-zlib --with-xz
```

**The meaning of the configure option:**

*`--with-rootlibdir=/lib`*
Install location for shared libraries.

*`--with-zlib --with-xz`*
This allows the Kmod package to handle zlib and XZ compressed kernel modules.

Compile the package:

```
make
```

To test the results, issue: **`make check`**

Install the package:

```
make install
```

Details on this package are located in Section 10.94.2, “Contents of Kmod.”

# 10.93. Kmod-10 N32 Libraries

The Kmod package contains programs for loading, inserting and removing kernel modules for Linux. Kmod replaces the Module-Init-tools package.

## 10.93.1. Installation of Kmod N32 Libraries

Prepare Kmod for compilation:

```
PKG_CONFIG_PATH=${PKG_CONFIG_PATH32} CC="gcc ${BUILD32}" \
            ./configure --prefix=/usr \
            --bindir=/bin --sysconfdir=/etc \
            --with-rootlibdir=/lib32 --libdir=/usr/lib32 \
            --with-zlib --with-xz
```

**The meaning of the configure option:**

*`--with-rootlibdir=/lib`*
Install location for shared libraries.

*`--with-zlib --with-xz`*
This allows the Kmod package to handle zlib and XZ compressed kernel modules.

Compile the package:

```
make
```

To test the results, issue: **`make check`**

Install the package:

```
make install
```

Details on this package are located in Section 10.94.2, “Contents of Kmod.”

# 10.94. Kmod-10 64 Bit

The Kmod package contains programs for loading, inserting and removing kernel modules for Linux. Kmod replaces the Module-Init-tools package.

## 10.94.1. Installation of Kmod

Prepare Kmod for compilation:

```
PKG_CONFIG_PATH=${PKG_CONFIG_PATH64} CC="gcc ${BUILD64}" \
        ./configure --prefix=/usr \
        --bindir=/bin --sysconfdir=/etc \
        --with-rootlibdir=/lib64 --libdir=/usr/lib64 \
        --with-zlib --with-xz
```

**The meaning of the configure option:**

*`--with-rootlibdir=/lib`*
Install location for shared libraries.

*`--with-zlib --with-xz`*
This allows the Kmod package to handle zlib and XZ compressed kernel modules.

Compile the package:

```
make
```

To test the results, issue: **`make check`**

Install the package:

```
make install
```

Create symbolic links for programs that expect Module-Init-Tools.

```
ln -sv kmod /bin/lsmod
ln -sv ../bin/kmod /sbin/depmod
ln -sv ../bin/kmod /sbin/insmod
ln -sv ../bin/kmod /sbin/modprobe
ln -sv ../bin/kmod /sbin/modinfo
ln -sv ../bin/kmod /sbin/rmmod
```

## 10.94.2. Contents of Kmod

**Installed programs:** depmod, insmod, kmod, lsmod, modinfo, modprobe, and rmmod

### Short Descriptions

**depmod** Creates a dependency file based on the symbols it finds in the existing set of modules; this dependency file is used by **modprobe** to automatically load the required modules

**insmod** Installs a loadable module in the running kernel

**kmod** Loads and unloads kernel modules

| | |
|---|---|
| **lsmod** | Lists currently loaded modules |
| **modinfo** | Examines an object file associated with a kernel module and displays any information that it can glean |
| **modprobe** | Uses a dependency file, created by **depmod**, to automatically load relevant modules |
| **rmmod** | Unloads modules from the running kernel |

# 10.95. Patch-2.7.1

The Patch package contains a program for modifying or creating files by applying a “patch” file typically created by the **diff** program.

## 10.95.1. Installation of Patch

Prepare Patch for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

## 10.95.2. Contents of Patch

**Installed program:** patch

### Short Descriptions

**patch** Modifies files according to a patch file. A patch file is normally a difference listing created with the **diff** program. By applying these differences to the original files, **patch** creates the patched versions.

# 10.96. Psmisc-22.20

The Psmisc package contains programs for displaying information about running processes.

## 10.96.1. Installation of Psmisc

Prepare Psmisc for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
   --exec-prefix=""
```

**The meaning of the configure option:**

*`--exec-prefix=""`*
This ensures that the Psmisc binaries will install into `/bin` instead of `/usr/bin`. This is the correct location according to the FHS, because some of the Psmisc binaries are used by the CLFS-Bootscripts package.

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

There is no reason for the **pstree** and **pstree.x11** programs to reside in `/bin`. Therefore, move them to `/usr/bin`:

```
mv -v /bin/pstree* /usr/bin
```

By default, Psmisc's **pidof** program is not installed. This usually is not a problem because it is installed later in the Sysvinit package, which provides a better **pidof** program. If Sysvinit will not be used for a particular system, complete the installation of Psmisc by creating the following symlink:

```
ln -sv killall /bin/pidof
```

## 10.96.2. Contents of Psmisc

**Installed programs:** fuser, killall, peekfd, prtstat, pstree, and pstree.x11 (link to pstree)

### Short Descriptions

| | |
|---|---|
| **fuser** | Reports the Process IDs (PIDs) of processes that use the given files or file systems |
| **killall** | Kills processes by name; it sends a signal to all processes running any of the given commands |
| **peekfd** | Peeks at file descriptors of running processes |
| **prtstat** | Prints information about a process |
| **pstree** | Displays running processes as a tree |
| **pstree.x11** | Same as **pstree**, except that it waits for confirmation before exiting |

# 10.97. Libestr-0.1.0 32 Bit Libraries

The Libestr package is a library for some string essentials.

## 10.97.1. Installation of Libestr

Prepare Libestr for compilation:

```
CC="gcc ${BUILD32}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Details on this package are located in Section 10.99.2, “Contents of Libestr.”

# 10.98. Libestr-0.1.0 N32 Libraries

The Libestr package is a library for some string essentials.

## 10.98.1. Installation of Libestr

Prepare Libestr for compilation:

```
CC="gcc ${BUILDN32}" ./configure --prefix=/usr \
    --libdir=/usr/lib32
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Details on this package are located in Section 10.99.2, “Contents of Libestr.”

# 10.99. Libestr-0.1.0 64 Bit

The Libestr package is a library for some string essentials.

## 10.99.1. Installation of Libestr

Prepare Libestr for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr \
    --libdir=/usr/lib64
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

## 10.99.2. Contents of Libestr

**Installed libraries:** libestr.[a,so]

### Short Descriptions

`libestr` contains functions for aiding in string functions

# 10.100. Libee-0.4.1 32 Bit Libraries

The Libee is an event expression library.

## 10.100.1. Installation of Libee

Prepare Libee for compilation:

```
CC="gcc ${BUILD32}" PKG_CONFIG_PATH="${PKG_CONFIG_PATH32}" \
  ./configure --prefix=/usr
```

Compile the package:

**Note**

Libee will fail to compile if using multiple jobs with make. Append "**-j 1**" to the following make command:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Details on this package are located in Section 10.102.2, “Contents of Libee.”

# 10.101. Libee-0.4.1 N32 Libraries

The Libee is an event expression library.

## 10.101.1. Installation of Libee

Prepare Libee for compilation:

```
CC="gcc ${BUILDN32}" PKG_CONFIG_PATH="${PKG_CONFIG_PATHN32}" \
  ./configure --prefix=/usr \
    --libdir=/usr/lib32
```

Compile the package:

**Note**

Libee will fail to compile if using multiple jobs with make. Append "**-j 1**" to the following make command:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

Details on this package are located in Section 10.102.2, “Contents of Libee.”

# 10.102. Libee-0.4.1 64 Bit

The Libee is an event expression library.

## 10.102.1. Installation of Libee

Prepare Libee for compilation:

```
CC="gcc ${BUILD64}" PKG_CONFIG_PATH="${PKG_CONFIG_PATH64}" \
  ./configure --prefix=/usr \
    --libdir=/usr/lib64
```

Compile the package:

**Note**

Libee will fail to compile if using multiple jobs with make. Append "**-j 1**" to the following make command:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

## 10.102.2. Contents of Libee

| | |
|---|---|
| **Installed Program:** | libee-convert |
| **Installed libraries:** | libee.[a,so] |
| **Installed directory:** | /usr/include/libee |

### Short Descriptions

| | |
|---|---|
| **libee-convert** | todo |
| `libee` | is the event expression library |

# 10.103. Rsyslog-6.2.2

The rsyslog package contains programs for logging system messages, such as those given by the kernel when unusual things happen.

## 10.103.1. Installation of Rsyslog

Prepare Rsyslog for compilation:

```
CC="gcc ${BUILD64}" PKG_CONFIG_PATH="${PKG_CONFIG_PATH64}" \
  ./configure --prefix=/usr --libdir=/usr/lib64
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

Create a directory for expansion snippets:

```
install -dv /etc/rsyslog.d
```

```
$ModLoad imklog.so

#############################################################################
# Global Options
1
# Use traditional timestamp format.
$ActionFileDefaultTemplate RSYSLOG_TraditionalFileFormat

# Set the default permissions for all log files.
$FileOwner root
$FileGroup root
$FileCreateMode 0640
$DirCreateMode 0755

# Provides UDP reception
$ModLoad imudp
$UDPServerRun 514

# Disable Repeating of Entries
$RepeatedMsgReduction on

#############################################################################
# Include Rsyslog Config Snippets

$IncludeConfig /etc/rsyslog.d/*.conf

#############################################################################
# Standard Log Files

auth,authpriv.*   /var/log/auth.log
*.*;auth,authpriv.none  -/var/log/syslog
daemon.*   -/var/log/daemon.log
kern.*    -/var/log/kern.log
lpr.*    -/var/log/lpr.log
mail.*    -/var/log/mail.log
user.*    -/var/log/user.log

# Catch All Logs
*.=debug;\
 auth,authpriv.none;\
 news.none;mail.none -/var/log/debug
*.=info;*.=notice;*.=warn;\
 auth,authpriv.none;\
 cron,daemon.none;\
 mail,news.none  -/var/log/messages

# Emergencies are shown to everyone
*.emerg    *

# End /etc/rsyslog.conf
EOF
```

## 10.103.3. Contents of rsyslog

**Installed programs:** rsyslogd
**Installed directory:** /usr/lib/rsyslog

### Short Descriptions

**rsyslogd** Logs the messages that system programs offer for logging. Every logged message contains at least a date stamp and a hostname, and normally the program's name too, but that depends on how trusting the logging daemon is told to be.

# 10.104. Sysvinit-2.88dsf

The Sysvinit package contains programs for controlling the startup, running, and shutdown of the system.

## 10.104.1. Installation of Sysvinit

Apply a sed which disables sulogin, mountpoint, wall, and utmpdump from being built and installed as they are provided by Util-linux:

```
sed -i -e 's/\ sulogin[^ ]*//' \
    -e '/utmpdump/d' -e '/mountpoint/d' src/Makefile
```

Compile the package:

```
make -C src clobber
make -C src CC="gcc ${BUILD64}"
```

Install the package:

```
make -C src install
```

## 10.104.2. Configuring Sysvinit

Create a new file `/etc/inittab` by running the following:

```
cat > /etc/inittab << "EOF"
# Begin /etc/inittab

id:3:initdefault:

si::sysinit:/etc/rc.d/init.d/rc sysinit

l0:0:wait:/etc/rc.d/init.d/rc 0
l1:S1:wait:/etc/rc.d/init.d/rc 1
l2:2:wait:/etc/rc.d/init.d/rc 2
l3:3:wait:/etc/rc.d/init.d/rc 3
l4:4:wait:/etc/rc.d/init.d/rc 4
l5:5:wait:/etc/rc.d/init.d/rc 5
l6:6:wait:/etc/rc.d/init.d/rc 6

ca:12345:ctrlaltdel:/sbin/shutdown -t1 -a -r now

su:S016:once:/sbin/sulogin

EOF
```

The following command adds the standard virtual terminals to `/etc/inittab`. If your system only has a serial console skip the following command:

```
cat >> /etc/inittab << "EOF"
1:2345:respawn:/sbin/agetty -I '\033(K' tty1 9600
2:2345:respawn:/sbin/agetty -I '\033(K' tty2 9600
3:2345:respawn:/sbin/agetty -I '\033(K' tty3 9600
4:2345:respawn:/sbin/agetty -I '\033(K' tty4 9600
5:2345:respawn:/sbin/agetty -I '\033(K' tty5 9600
6:2345:respawn:/sbin/agetty -I '\033(K' tty6 9600

EOF
```

If your system has a serial console run the following command to add the entry to `/etc/inittab`:

```
cat >> /etc/inittab << "EOF"
c0:12345:respawn:/sbin/agetty 115200 ttyS0 vt100

EOF
```

Finally, add the end line to `/etc/inittab`:

```
cat >> /etc/inittab << "EOF"
# End /etc/inittab
EOF
```

The *`-I '\033(K'`* option tells **agetty** to send this escape sequence to the terminal before doing anything else. This escape sequence switches the console character set to a user-defined one, which can be modified by running the **setfont** program. The **console** initscript from the CLFS-Bootscripts package calls the **setfont** program during system startup. Sending this escape sequence is necessary for people who use non-ISO 8859-1 screen fonts, but it does not affect native English speakers.

## 10.104.3. Contents of Sysvinit

**Installed programs:** bootlogd, fstab-decode, halt, init, killall5, last, lastb (link to last), mesg, pidof (link to killall5), poweroff (link to halt), reboot (link to halt), runlevel, shutdown, and telinit (link to init)

### Short Descriptions

**bootlogd** Logs boot messages to a log file

**fstab-decode** Runs a command with fstab-encoded arguments

**halt** Normally invokes **shutdown** with the *`-h`* option, except when already in run-level 0, then it tells the kernel to halt the system; it notes in the file `/var/log/wtmp` that the system is being brought down

**init** The first process to be started when the kernel has initialized the hardware which takes over the boot process and starts all the proceses it is instructed to

**killall5** Sends a signal to all processes, except the processes in its own session so it will not kill the shell running the script that called it

| | |
|---|---|
| **last** | Shows which users last logged in (and out), searching back through the `/var/log/wtmp` file; it also shows system boots, shutdowns, and run-level changes |
| **lastb** | Shows the failed login attempts, as logged in `/var/log/btmp` |
| **mesg** | Controls whether other users can send messages to the current user's terminal |
| **pidof** | Reports the PIDs of the given programs |
| **poweroff** | Tells the kernel to halt the system and switch off the computer (see **halt**) |
| **reboot** | Tells the kernel to reboot the system (see **halt**) |
| **runlevel** | Reports the previous and the current run-level, as noted in the last run-level record in `/var/run/utmp` |
| **shutdown** | Brings the system down in a secure way, signaling all processes and notifying all logged-in users |
| **telinit** | Tells **init** which run-level to change to |

# 10.105. Tar-1.26

The Tar package contains an archiving program.

## 10.105.1. Installation of Tar

The following patch adds a man page for **tar**:

```
patch -Np1 -i ../tar-1.26-man-1.patch
```

Prepare Tar for compilation:

```
FORCE_UNSAFE_CONFIGURE=1 CC="gcc ${BUILD64}" \
  ./configure --prefix=/usr \
    --bindir=/bin --libexecdir=/usr/sbin
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

## 10.105.2. Contents of Tar

**Installed programs:** rmt and tar

### Short Descriptions

**rmt** Remotely manipulates a magnetic tape drive through an interprocess communication connection

**tar** Creates, extracts files from, and lists the contents of archives, also known as tarballs

# 10.106. Texinfo-4.13a

The Texinfo package contains programs for reading, writing, and converting info pages.

## 10.106.1. Installation of Texinfo

The following patch will add support for new compressors like XZ Utils:

```
patch -Np1 -i ../texinfo-4.13a-new_compressors-1.patch
```

Prepare Texinfo for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

The Info documentation system uses a plain text file to hold its list of menu entries. The file is located at `/usr/share/info/dir`. Unfortunately, due to occasional problems in the Makefiles of various packages, it can sometimes get out of sync with the info pages installed on the system. If the `/usr/share/info/dir` file ever needs to be recreated, the following optional commands will accomplish the task:

```
pushd /usr/share/info
rm dir
for f in *
do install-info $f dir 2>/dev/null
done
popd
```

## 10.106.2. Contents of Texinfo

**Installed programs:** info, infokey, install-info, makeinfo, pdftexi2dvi, texi2dvi, texi2pdf, and texindex
**Installed directory:** /usr/share/texinfo

### Short Descriptions

**info** Used to read info pages which are similar to man pages, but often go much deeper than just explaining all the command line options. For example, compare **man bison** and **info bison**.

**infokey** Compiles a source file containing Info customizations into a binary format

**install-info** Used to install info pages; it updates entries in the **info** index file

**makeinfo** Translates the given Texinfo source documents into info pages, plain text, or HTML

**pdftexi2dvi** Shell script that run **texi2dvi --pdf**

**texi2dvi** Used to format the given Texinfo document into a device-independent file that can be printed

| | |
|---|---|
| **texi2pdf** | Used to format the given Texinfo document into a Portable Document Format (PDF) file |
| **texindex** | Used to sort Texinfo index files |

# 10.107. Udev-182 32 Bit Libraries

The Udev package contains programs for dynamic creation of device nodes.

## 10.107.1. Installation of Udev

Prepare Udev for compilation:

```
PKG_CONFIG_PATH=${PKG_CONFIG_PATH32} CC="gcc ${BUILD32}" \
  ./configure --prefix=/usr --sysconfdir=/etc --with-rootprefix="" \
  --libexecdir=/lib --bindir=/sbin \
  --with-usb-ids-path=no --with-pci-ids-path=no \
  --enable-rule_generator --disable-introspection --disable-keymap \
  --disable-gudev
```

Compile the package:

```
make
```

To test the results, issue: **make check**.

Install the package:

```
make install
```

Details on this package are located in Section 10.109.2, “Contents of Udev.”

# 10.108. Udev-182 N32 Libraries

The Udev package contains programs for dynamic creation of device nodes.

## 10.108.1. Installation of Udev

Prepare Udev for compilation:

```
PKG_CONFIG_PATH=${PKG_CONFIG_PATHN32} CC="gcc ${BUILDN32}" \
  ./configure --prefix=/usr --sysconfdir=/etc --with-rootprefix="" \
  --libexecdir=/lib32 --libdir=/usr/lib32 --bindir=/sbin \
  --with-usb-ids-path=no --with-pci-ids-path=no \
  --enable-rule_generator --disable-introspection --disable-keymap \
  --disable-gudev --with-firmware-path=/lib/firmware
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

Details on this package are located in Section 10.109.2, “Contents of Udev.”

# 10.109. Udev-182 64 Bit

The Udev package contains programs for dynamic creation of device nodes.

## 10.109.1. Installation of Udev

Prepare Udev for compilation:

```
PKG_CONFIG_PATH=${PKG_CONFIG_PATH64} CC="gcc ${BUILD64}" \
  ./configure --prefix=/usr --sysconfdir=/etc --with-rootprefix="" \
  --libexecdir=/lib64 --libdir=/usr/lib64 --bindir=/sbin \
  --with-usb-ids-path=no --with-pci-ids-path=no \
  --enable-rule_generator --disable-introspection --disable-keymap \
  --disable-gudev --with-firmware-path=/lib/firmware
```

Compile the package:

```
make
```

To test the results, issue: **`make check`**.

Install the package:

```
make install
```

Create a directory for storing firmware that can be loaded by **udev**:

```
install -dv /lib/firmware
```

## 10.109.2. Contents of Udev

| | |
|---|---|
| **Installed programs:** | ata_id, cdrom_id, collect, create_floppy_devices, edd_id, firmware.sh, fstab_import, path_id, scsi_id, udevadm, udevd, usb_id, v4l_id, write_cd_rules, write_net_rules |
| **Installed library:** | libudev |
| **Installed directories:** | /etc/udev, /lib/firmware, /lib/udev, /usr/share/doc/udev |

### Short Descriptions

| | |
|---|---|
| **udevadm** | Controls the runtime behavior of Udev, requests kernel events, manages the event queue, and provides simple debugging. |
| **udevd** | A daemon that reorders hotplug events before submitting them to **udev**, thus avoiding various race conditions |
| **ata_id** | Provides Udev with a unique string and additional information (uuid, label) for an ATA drive |
| **cdrom_id** | Prints the capabilities of a CDROM or DVDROM drive. |
| **collect** | DESCRIPTION REQUIRED |
| **create_floppy_devices** | Creates all possible floppy devices based on the CMOS type |
| **edd_id** | Identifies x86 disk drives from Enhanced Disk Drive calls |
| **firmware.sh** | Script to load firmware for a device |

| | |
|---|---|
| **fstab_import** | DESCRIPTION REQUIRED |
| **path_id** | Provides the shortest possible unique hardware path to a device |
| **scsi_id** | Retrieves or generates a unique SCSI identifier. |
| **usb_id** | Identifies a USB block device. |
| **v4l_id** | DESCRIPTION REQUIRED |
| **write_cd_rules** | DESCRIPTION REQUIRED |
| **write_net_rules** | DESCRIPTION REQUIRED |
| `libudev` | DESCRIPTION REQUIRED |
| `/etc/udev` | Contains **udev** configuration files, device permissions, and rules for device naming |
| `/lib/udev` | Contains **udev** helper programs and static devices which get copied to /dev when booted. |

# 10.110. Vim-7.3

The Vim package contains a powerful text editor.

## 10.110.1. Installation of Vim

### Alternatives to Vim

If you prefer another editor—such as Emacs, Joe, or Nano—please refer to *http://cblfs.cross-lfs.org/index.php/Category:Text_Editors* for suggested installation instructions.

The following patch merges all updates from the 7.3 Branch from the Vim developers:

```
patch -Np1 -i ../vim-7.3-branch_update-6.patch
```

Change the default location of the `vimrc` configuration file to `/etc`:

```
echo '#define SYS_VIMRC_FILE "/etc/vimrc"' >> src/feature.h
```

Prepare Vim for compilation:

```
CC="gcc ${BUILD64}" CXX="g++ ${BUILD64}" \
  ./configure --prefix=/usr \
    --enable-multibyte
```

**The meaning of the configure options:**

*`--enable-multibyte`*
: This optional but highly recommended switch enables support for editing files in multibyte character encodings. This is needed if using a locale with a multibyte character set. This switch is also helpful to be able to edit text files initially created in Linux distributions like Fedora that use UTF-8 as a default character set.

Compile the package:

```
make
```

To test the results, issue: **`make test`**. However, this test suite outputs a lot of binary data to the screen, which can cause issues with the settings of the current terminal. This can be resolved by redirecting the output to a log file.

Install the package:

```
make install
```

Many users are accustomed to using **vi** instead of **vim**. Some programs, such as **vigr** and **vipw**, also use **vi**. Create a symlink to permit execution of **vim** when users habitually enter **vi** and allow programs that use **vi** to work:

```
ln -sv vim /usr/bin/vi
```

By default, Vim's documentation is installed in `/usr/share/vim`. The following symlink allows the documentation to be accessed via `/usr/share/doc/vim-7.3`, making it consistent with the location of documentation for other packages:

```
ln -sv ../vim/vim73/doc /usr/share/doc/vim-7.3
```

If an X Window System is going to be installed on the CLFS system, you may want to recompile Vim after installing X. Vim comes with a GUI version of the editor that requires X and some additional libraries to be installed. For more information, refer to the Vim documentation and the Vim installation page in CBLFS at *http://cblfs.cross-lfs.org/index.php/Vim*.

## 10.110.2. Configuring Vim

By default, **vim** runs in vi-incompatible mode. This may be new to users who have used other editors in the past. The "nocompatible" setting is included below to highlight the fact that a new behavior is being used. It also reminds those who would change to "compatible" mode that it should be the first setting in the configuration file. This is necessary because it changes other settings, and overrides must come after this setting. Create a default **vim** configuration file by running the following:

```
cat > /etc/vimrc << "EOF"
" Begin /etc/vimrc

set nocompatible
set backspace=2
set ruler
syntax on
if (&term == "iterm") || (&term == "putty")
  set background=dark
endif

" End /etc/vimrc
EOF
```

The *set nocompatible* makes **vim** behave in a more useful way (the default) than the vi-compatible manner. Remove the "no" to keep the old **vi** behavior. The *set backspace=2* allows backspacing over line breaks, autoindents, and the start of insert. The *syntax on* enables vim's syntax highlighting. Finally, the *if* statement with the *set background=dark* corrects **vim**'s guess about the background color of some terminal emulators. This gives the highlighting a better color scheme for use on the black background of these programs.

Documentation for other available options can be obtained by running the following command:

```
vim -c ':options'
```

## 10.110.3. Contents of Vim

| | |
|---|---|
| **Installed programs:** | efm_filter.pl, efm_perl.pl, ex (link to vim), less.sh, mve.awk, pltags.pl, ref, rview (link to vim), rvim (link to vim), shtags.pl, tcltags, vi (link to vim), view (link to vim), vim, vim132, vim2html.pl, vimdiff (link to vim), vimm, vimspell.sh, vimtutor, and xxd |
| **Installed directory:** | /usr/share/vim |

### Short Descriptions

| | |
|---|---|
| **efm_filter.pl** | A filter for creating an error file that can be read by **vim** |
| **efm_perl.pl** | Reformats the error messages of the Perl interpreter for use with the "quickfix" mode of **vim** |
| **ex** | Starts **vim** in ex mode |

| | |
|---|---|
| **less.sh** | A script that starts **vim** with less.vim |
| **mve.awk** | Processes **vim** errors |
| **pltags.pl** | Creates a tags file for Perl code for use by **vim** |
| **ref** | Checks the spelling of arguments |
| **rview** | Is a restricted version of **view**; no shell commands can be started and **view** cannot be suspended |
| **rvim** | Is a restricted version of **vim**; no shell commands can be started and **vim** cannot be suspended |
| **shtags.pl** | Generates a tags file for Perl scripts |
| **tcltags** | Generates a tags file for TCL code |
| **view** | Starts **vim** in read-only mode |
| **vi** | Link to **vim** |
| **vim** | Is the editor |
| **vim132** | Starts **vim** with the terminal in 132-column mode |
| **vim2html.pl** | Converts Vim documentation to HypterText Markup Language (HTML) |
| **vimdiff** | Edits two or three versions of a file with **vim** and show differences |
| **vimm** | Enables the DEC locator input model on a remote terminal |
| **vimspell.sh** | Spell checks a file and generates the syntax statements necessary to highlight in **vim**. This script requires the old Unix **spell** command, which is provided neither in CLFS nor in CBLFS |
| **vimtutor** | Teaches the basic keys and commands of **vim** |
| **xxd** | Creates a hex dump of the given file; it can also do the reverse, so it can be used for binary patching |

# 10.111. Colo-1.22

The Colo package contains the Cobalt Boot Loader.

## 10.111.1. Installation of Colo

This patch updates the Colo bootloader to build under 64 bit:

```
patch -Np1 -i ../colo-1.22-make_fix-1.patch
```

This patch fixes a relocation error when linking with Binutils:

```
patch -Np1 -i ../colo-1.22-relocation_fix-1.patch
```

**Note**

This bootloader is for the MIPS based cobalt servers RaQ, RaQ2, Qube, or the Qube2.

Compile the Colo package:

```
make binary
make CC="gcc ${BUILD64}" tooldirs
```

Install the package:

```
install -dv  /usr/lib/colo/examples
install -v chain/colo-chain.elf /usr/lib/colo
install -v tools/lcdtools/e2fsck-lcd/e2fsck-lcd /sbin
install -v tools/lcdtools/e2fsck-lcd/e2fsck-lcd.8 /usr/man/man8
install -v tools/lcdtools/paneld/paneld /sbin
install -v tools/lcdtools/paneld/paneld.8 /usr/man/man8
install -v tools/lcdtools/putlcd/putlcd /sbin
install -v tools/lcdtools/putlcd/putlcd.8 /usr/man/man8
install -v examples/menu.colo /usr/lib/colo/examples
install -v examples/simple.colo /usr/lib/colo/examples
cp -v chain/colo-chain.elf /boot/vmlinux
gzip -9 /boot/vmlinux
```

## 10.111.2. Contents of Colo

**Installed programs:** colo-chain.elf, e2fsck-lcd, paneld and putlcd

### Short Descriptions

**colo** Is the Cobalt Bootloader's chain mode executeable. This file gets gzipped and renamed to `vmlinux.gz`, so it can be booted automatically by the Cobalt's existing firmware

**e2fsck-lcd** Will output file system check progress information on the Cobalt LCD

**paneld** Is an admin tool for the LCD panel of Cobalt machines. By default, it will display the current time and optionally a message. When you hold the enter or select button for a couple of seconds you will get an admin menu. The menu will allow you to either halt or reboot your Cobalt machine

| | |
|---|---|
| **putlcd** | Is a tool to display text on the LCD display of Cobalt machines |
| **md5rom** | Will output the MD5 checksum of a Cobalt's ROM |

# 10.112. Dvhtool-1.0.1

The Dvhtool package is used to manipulate volume headers of devices using sgi disk labels.

## 10.112.1. Installation of Dvhtool

**Note**

This program is required for the Arcload bootloader, which is for SGI Workstations and SGI Servers based on MIPS Processors.

This patch fixes build issues with Dvhtool and adds support for LVM and Linux partitions:

```
patch -Np1 -i ../dvhtool-1.0.1-fixes-1.patch
```

Prepare Dvhtool for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr
```

Compile the package:

```
make
```

Install the package:

```
make install
```

# 10.113. Arcload-0.5

The Arcload package contains a SGI Bootloader.

## 10.113.1. Installation of Arcload

**Note**

This program is the Arcload bootloader, which is for SGI Workstations and SGI Servers based on MIPS Processors.

Compile the package:

```
make MODE=M64 clean
make CC="gcc" LD="ld" MODE=M64
```

Install the package:

```
install -dv /usr/lib64/arcload
cp -v arcload /usr/lib64/arcload/sash64
```

# 10.114. About Debugging Symbols

Most programs and libraries are, by default, compiled with debugging symbols included (with **gcc**'s `-g` option). This means that when debugging a program or library that was compiled with debugging information included, the debugger can provide not only memory addresses, but also the names of the routines and variables.

However, the inclusion of these debugging symbols enlarges a program or library significantly. The following is an example of the amount of space these symbols occupy:

- a bash binary with debugging symbols: 1200 KB
- a bash binary without debugging symbols: 480 KB
- Glibc and GCC files (`/lib`, `/lib32,`, `/lib64,`, `/usr/lib`, `/usr/lib32`, and `/usr/lib64`) with debugging symbols: 87 MB
- Glibc and GCC files without debugging symbols: 16 MB

Sizes may vary depending on which compiler and C library were used, but when comparing programs with and without debugging symbols, the difference will usually be a factor between two and five.

Because most users will never use a debugger on their system software, a lot of disk space can be regained by removing these symbols. The next section shows how to strip all debugging symbols from the programs and libraries.

# 10.115. Stripping

If the intended user is not a programmer and does not plan to do any debugging on the system software, the system size can be decreased by about 200 MB by removing the debugging symbols from binaries and libraries. This causes no inconvenience other than not being able to debug the software fully anymore.

Most people who use the command mentioned below do not experience any difficulties. However, it is easy to make a typo and render the new system unusable, so before running the **strip** command, it is a good idea to make a backup of the current situation.

Before performing the stripping, take special care to ensure that none of the binaries that are about to be stripped are running. If unsure whether the user entered chroot with the command given in If You Are Going to Chroot first exit from chroot:

```
logout
```

Then reenter it with:

```
chroot ${CLFS} /tools/bin/env -i \
    HOME=/root TERM=${TERM} PS1='\u:\w\$ ' \
    PATH=/bin:/usr/bin:/sbin:/usr/sbin \
    /tools/bin/bash --login
```

Now the binaries and libraries can be safely stripped:

```
/tools/bin/find /{,usr/}{bin,lib,lib32,lib64,sbin} -type f \
   -exec /tools/bin/strip --strip-debug '{}' ';'
```

A large number of files will be reported as having their file format not recognized. These warnings can be safely ignored. These warnings indicate that those files are scripts instead of binaries.

If disk space is very tight, the `--strip-all` option can be used on the binaries in `/{,usr/}{bin,sbin}` to gain several more megabytes. Do not use this option on libraries—they will be destroyed.

# Chapter 11. Setting Up System Bootscripts

## 11.1. Introduction

This chapter details how to install and configure the CLFS-Bootscripts package. Most of these scripts will work without modification, but a few require additional configuration files because they deal with hardware-dependent information.

System-V style init scripts are employed in this book because they are widely used. For additional options, a hint detailing the BSD style init setup is available at *http://hints.cross-lfs.org/index.php/BSD-Init*. Searching the LFS mailing lists for “depinit” will also offer additional choices.

If using an alternative style of init scripts, skip this chapter and move on to Making the CLFS System Bootable.

# 11.2. Bootscripts for CLFS 2.0.0

The Bootscripts package contains a set of scripts to start/stop the CLFS system at bootup/shutdown.

## 11.2.1. Installation of Bootscripts

Install the package:

```
make install-bootscripts
```

You can will need to run the following command to install support for Networking:

```
make install-network
```

## 11.2.2. Contents of Bootscripts

**Installed scripts:** checkfs, cleanfs, console, functions, halt, ifdown, ifup, localnet, mountfs, mountkernfs, network, rc, reboot, sendsignals, setclock, static, swap, sysklogd, template, and udev.

### Short Descriptions

**checkfs** Checks the integrity of the file systems before they are mounted (with the exception of journal and network based file systems)

**cleanfs** Removes files that should not be preserved between reboots, such as those in `/var/run/` and `/var/lock/`; it re-creates `/var/run/utmp` and removes the possibly present `/etc/nologin`, `/fastboot`, and `/forcefsck` files

**console** Loads the correct keymap table for the desired keyboard layout; it also sets the screen font

**functions** Contains common functions, such as error and status checking, that are used by several bootscripts

**halt** Halts the system

**ifdown** Assists the network script with stopping network devices

**ifup** Assists the network script with starting network devices

**localnet** Sets up the system's hostname and local loopback device

**mountfs** Mounts all file systems, except ones that are marked *noauto* or are network based

**mountkernfs** Mounts virtual kernel file systems, such as `proc`

**network** Sets up network interfaces, such as network cards, and sets up the default gateway (where applicable)

**rc** The master run-level control script; it is responsible for running all the other bootscripts one-by-one, in a sequence determined by the name of the symbolic links being processed

**reboot** Reboots the system

**sendsignals** Makes sure every process is terminated before the system reboots or halts

**setclock** Resets the kernel clock to local time in case the hardware clock is not set to UTC time

**static** Provides the functionality needed to assign a static Internet Protocol (IP) address to a network interface

**swap** Enables and disables swap files and partitions

| | |
|---|---|
| **sysklogd** | Starts and stops the system and kernel log daemons |
| **template** | A template to create custom bootscripts for other daemons |
| **udev** | Starts and stops the Udev daemon |

# 11.3. How Do These Bootscripts Work?

Linux uses a special booting facility named SysVinit that is based on a concept of *run-levels*. It can be quite different from one system to another, so it cannot be assumed that because things worked in one particular Linux distribution, they should work the same in CLFS too. CLFS has its own way of doing things, but it respects generally accepted standards.

SysVinit (which will be referred to as "init" from now on) works using a run-levels scheme. There are seven (numbered 0 to 6) run-levels (actually, there are more run-levels, but they are for special cases and are generally not used. See `init(8)` for more details), and each one of those corresponds to the actions the computer is supposed to perform when it starts up. The default run-level is 3. Here are the descriptions of the different run-levels as they are implemented:

```
0: halt the computer
1: single-user mode
2: multi-user mode without networking
3: multi-user mode with networking
4: reserved for customization, otherwise does the same as 3
5: same as 4, it is usually used for GUI login (like X's xdm or KDE's kdm)
6: reboot the computer
```

The command used to change run-levels is **init *[runlevel]***, where *[runlevel]* is the target run-level. For example, to reboot the computer, a user could issue the **init 6** command, which is an alias for the **reboot** command. Likewise, **init 0** is an alias for the **halt** command.

There are a number of directories under `/etc/rc.d` that look like `rc?.d` (where ? is the number of the run-level) and `rcsysinit.d`, all containing a number of symbolic links. Some begin with a *K*, the others begin with an *S*, and all of them have two numbers following the initial letter. The K means to stop (kill) a service and the S means to start a service. The numbers determine the order in which the scripts are run, from 00 to 99—the lower the number the earlier it gets executed. When **init** switches to another run-level, the appropriate services are either started or stopped, depending on the runlevel chosen.

The real scripts are in `/etc/rc.d/init.d`. They do the actual work, and the symlinks all point to them. Killing links and starting links point to the same script in `/etc/rc.d/init.d`. This is because the scripts can be called with different parameters like `start`, `stop`, `restart`, `reload`, and `status`. When a K link is encountered, the appropriate script is run with the `stop` argument. When an S link is encountered, the appropriate script is run with the `start` argument.

There is one exception to this explanation. Links that start with an *S* in the `rc0.d` and `rc6.d` directories will not cause anything to be started. They will be called with the parameter `stop` to stop something. The logic behind this is that when a user is going to reboot or halt the system, nothing needs to be started. The system only needs to be stopped.

These are descriptions of what the arguments make the scripts do:

`start`
: The service is started.

`stop`
: The service is stopped.

`restart`
: The service is stopped and then started again.

`reload`
The configuration of the service is updated. This is used after the configuration file of a service was modified, when the service does not need to be restarted.

`status`
Tells if the service is running and with which PIDs.

Feel free to modify the way the boot process works (after all, it is your own CLFS system). The files given here are an example of how it can be done.

# 11.4. Configuring the setclock Script

The **setclock** script reads the time from the hardware clock, also known as the BIOS or the Complementary Metal Oxide Semiconductor (CMOS) clock. If the hardware clock is set to UTC, this script will convert the hardware clock's time to the local time using the `/etc/localtime` file (which tells the **hwclock** program which timezone the user is in). There is no way to detect whether or not the hardware clock is set to UTC, so this needs to be configured manually.

If you cannot remember whether or not the hardware clock is set to UTC, find out by running the **`hwclock --localtime --show`** command. This will display what the current time is according to the hardware clock. If this time matches whatever your watch says, then the hardware clock is set to local time. If the output from **hwclock** is not local time, chances are it is set to UTC time. Verify this by adding or subtracting the proper amount of hours for the timezone to the time shown by **hwclock**. For example, if you are currently in the MST timezone, which is also known as GMT -0700, add seven hours to the local time.

Change the value of the `UTC` variable below to a value of `0` (zero) if the hardware clock is *not* set to UTC time.

Create a new file `/etc/sysconfig/clock` by running the following:

```
cat > /etc/sysconfig/clock << "EOF"
# Begin /etc/sysconfig/clock

UTC=1

# End /etc/sysconfig/clock
EOF
```

A good hint explaining how to deal with time on CLFS is available at *http://hints.cross-lfs.org/index.php/time.txt*. It explains issues such as time zones, UTC, and the `TZ` environment variable.

# 11.5. Configuring the Linux Console

This section discusses how to configure the **i18n** bootscript that sets up the keyboard map and the console font. If non-ASCII characters (e.g., the British pound sign and Euro character) will not be used and the keyboard is a U.S. one, skip this section. Without the configuration file, the **console** bootscript will do nothing.

The **i18n** script reads the `/etc/sysconfig/i18n` file for configuration information. Decide which keymap and screen font will be used. Various language-specific HOWTO's can also help with this (see *http://www.tldp.org/HOWTO/HOWTO-INDEX/other-lang.html*. A pre-made `/etc/sysconfig/i18n` file with known settings for several countries was installed with the CLFS-Bootscripts package, so the relevant section can be uncommented if the country is supported. If still in doubt, look in the `/usr/share/consolefonts` for valid screen fonts and `/usr/share/keymaps` for valid keymaps.

The default `/etc/sysconfig/i18n` is set up for UTF-8 using the us keymap. You will need to edit the file to your specific needs. The `/etc/sysconfig/i18n` file has additional information in it to help you to assist in configuring.

# 11.6. Device and Module Handling on a CLFS System

In Installing Basic System Software, we installed the Udev package. Before we go into the details regarding how this works, a brief history of previous methods of handling devices is in order.

Linux systems in general traditionally use a static device creation method, whereby a great many device nodes are created under `/dev` (sometimes literally thousands of nodes), regardless of whether the corresponding hardware devices actually exist. This is typically done via a **MAKEDEV** script, which contains a number of calls to the **mknod** program with the relevant major and minor device numbers for every possible device that might exist in the world.

Using the Udev method, only those devices which are detected by the kernel get device nodes created for them. Because these device nodes will be created each time the system boots, they will be stored on a `tmpfs` file system (a virtual file system that resides entirely in system memory). Device nodes do not require much space, so the memory that is used is negligible.

## 11.6.1. History

In February 2000, a new filesystem called `devfs` was merged into the 2.3.46 kernel and was made available during the 2.4 series of stable kernels. Although it was present in the kernel source itself, this method of creating devices dynamically never received overwhelming support from the core kernel developers.

The main problem with the approach adopted by `devfs` was the way it handled device detection, creation, and naming. The latter issue, that of device node naming, was perhaps the most critical. It is generally accepted that if device names are allowed to be configurable, then the device naming policy should be up to a system administrator, not imposed on them by any particular developer(s). The `devfs` file system also suffers from race conditions that are inherent in its design and cannot be fixed without a substantial revision to the kernel. It has also been marked as deprecated due to a lack of recent maintenance.

With the development of the unstable 2.5 kernel tree, later released as the 2.6 series of stable kernels, a new virtual filesystem called `sysfs` came to be. The job of `sysfs` is to export a view of the system's hardware configuration to userspace processes. With this userspace-visible representation, the possibility of seeing a userspace replacement for `devfs` became much more realistic.

## 11.6.2. Udev Implementation

### 11.6.2.1. Sysfs

The `sysfs` filesystem was mentioned briefly above. One may wonder how `sysfs` knows about the devices present on a system and what device numbers should be used for them. Drivers that have been compiled into the kernel directly register their objects with `sysfs` as they are detected by the kernel. For drivers compiled as modules, this registration will happen when the module is loaded. Once the `sysfs` filesystem is mounted (on `/sys`), data which the built-in drivers registered with `sysfs` are available to userspace processes and to **udevd** for device node creation.

### 11.6.2.2. Udev Bootscript

The **S10udev** initscript takes care of creating device nodes when Linux is booted. The script unsets the uevent handler from the default of **/sbin/hotplug**. This is done because the kernel no longer needs to call out to an external binary. Instead **udevd** will listen on a netlink socket for uevents that the kernel raises. Next, the bootscript copies any static

device nodes that exist in `/lib/udev/devices` to `/dev`. This is necessary because some devices, directories, and symlinks are needed before the dynamic device handling processes are available during the early stages of booting a system. Creating static device nodes in `/lib/udev/devices` also provides an easy workaround for devices that are not supported by the dynamic device handling infrastructure. The bootscript then starts the Udev daemon, **udevd**, which will act on any uevents it receives. Finally, the bootscript forces the kernel to replay uevents for any devices that have already been registered and then waits for **udevd** to handle them.

#### 11.6.2.3. Device Node Creation

To obtain the right major and minor number for a device, Udev relies on the information provided by `sysfs` in `/sys`. For example, `/sys/class/tty/vcs/dev` contains the string "7:0". This string is used by **udevd** to create a device node with major number *7* and minor *0*. The names and permissions of the nodes created under the `/dev` directory are determined by rules specified in the files within the `/etc/udev/rules.d/` directory. These are numbered in a similar fashion to the CLFS-Bootscripts package. If **udevd** can't find a rule for the device it is creating, it will default permissions to *660* and ownership to *root:root*. Documentation on the syntax of the Udev rules configuration files is available in `/usr/share/doc/udev/writing_udev_rules/index.html`

#### 11.6.2.4. Module Loading

Device drivers compiled as modules may have aliases built into them. Aliases are visible in the output of the **modinfo** program and are usually related to the bus-specific identifiers of devices supported by a module. For example, the *snd-fm801* driver supports PCI devices with vendor ID 0x1319 and device ID 0x0801, and has an alias of "pci:v00001319d00000801sv*sd*bc04sc01i*". For most devices, the bus driver exports the alias of the driver that would handle the device via `sysfs`. E.g., the `/sys/bus/pci/devices/0000:00:0d.0/modalias` file might contain the string "pci:v00001319d00000801sv00001319sd00001319bc04sc01i00". The default rules provided by Udev will cause **udevd** to call out to **/sbin/modprobe** with the contents of the `MODALIAS` uevent environment variable (that should be the same as the contents of the `modalias` file in sysfs), thus loading all modules whose aliases match this string after wildcard expansion.

In this example, this means that, in addition to *snd-fm801*, the obsolete (and unwanted) *forte* driver will be loaded if it is available. See below for ways in which the loading of unwanted drivers can be prevented.

The kernel itself is also able to load modules for network protocols, filesystems and NLS support on demand.

#### 11.6.2.5. Handling Hotpluggable/Dynamic Devices

When you plug in a device, such as a Universal Serial Bus (USB) MP3 player, the kernel recognizes that the device is now connected and generates a uevent. This uevent is then handled by **udevd** as described above.

### 11.6.3. Problems with Loading Modules and Creating Devices

There are a few possible problems when it comes to automatically creating device nodes.

#### 11.6.3.1. A kernel module is not loaded automatically

Udev will only load a module if it has a bus-specific alias and the bus driver properly exports the necessary aliases to `sysfs`. In other cases, one should arrange module loading by other means. With Linux-3.4.17, Udev is known to load properly-written drivers for INPUT, IDE, PCI, USB, SCSI, SERIO and FireWire devices.

To determine if the device driver you require has the necessary support for Udev, run **modinfo** with the module name as the argument. Now try locating the device directory under `/sys/bus` and check whether there is a `modalias` file there.

If the `modalias` file exists in `sysfs`, the driver supports the device and can talk to it directly, but doesn't have the alias, it is a bug in the driver. Load the driver without the help from Udev and expect the issue to be fixed later.

If there is no `modalias` file in the relevant directory under `/sys/bus`, this means that the kernel developers have not yet added modalias support to this bus type. With Linux-3.4.17, this is the case with ISA busses. Expect this issue to be fixed in later kernel versions.

Udev is not intended to load "wrapper" drivers such as *snd-pcm-oss* and non-hardware drivers such as *loop* at all.

#### 11.6.3.2. A kernel module is not loaded automatically, and Udev is not intended to load it

If the "wrapper" module only enhances the functionality provided by some other module (e.g., *snd-pcm-oss* enhances the functionality of *snd-pcm* by making the sound cards available to OSS applications), configure **modprobe** to load the wrapper after Udev loads the wrapped module. To do this, add an "install" line in `/etc/modprobe.conf`. For example:

```
install snd-pcm /sbin/modprobe -i snd-pcm ; \
    /sbin/modprobe snd-pcm-oss ; true
```

If the module in question is not a wrapper and is useful by itself, configure the **S05modules** bootscript to load this module on system boot. To do this, add the module name to the `/etc/sysconfig/modules` file on a separate line. This works for wrapper modules too, but is suboptimal in that case.

#### 11.6.3.3. Udev loads some unwanted module

Either don't build the module, or blacklist it in `/etc/modprobe.conf` file as done with the *forte* module in the example below:

```
blacklist forte
```

Blacklisted modules can still be loaded manually with the explicit **modprobe** command.

#### 11.6.3.4. Udev creates a device incorrectly, or makes a wrong symlink

This usually happens if a rule unexpectedly matches a device. For example, a poorly-writen rule can match both a SCSI disk (as desired) and the corresponding SCSI generic device (incorrectly) by vendor. Find the offending rule and make it more specific, with the help of **udevadm info**.

#### 11.6.3.5. Udev rule works unreliably

This may be another manifestation of the previous problem. If not, and your rule uses `sysfs` attributes, it may be a kernel timing issue, to be fixed in later kernels. For now, you can work around it by creating a rule that waits for the used `sysfs` attribute and appending it to the `/etc/udev/rules.d/10-wait_for_sysfs.rules` file. Please notify the CLFS Development list if you do so and it helps.

#### 11.6.3.6. Udev does not create a device

Further text assumes that the driver is built statically into the kernel or already loaded as a module, and that you have already checked that Udev doesn't create a misnamed device.

Udev has no information needed to create a device node if a kernel driver does not export its data to `sysfs`. This is most common with third party drivers from outside the kernel tree. Create a static device node in `/lib/udev/devices` with the appropriate major/minor numbers (see the file `devices.txt` inside the kernel documentation or the documentation provided by the third party driver vendor). The static device node will be copied to `/dev` by the **S10udev** bootscript.

#### 11.6.3.7. Device naming order changes randomly after rebooting

This is due to the fact that Udev, by design, handles uevents and loads modules in parallel, and thus in an unpredictable order. This will never be “fixed”. You should not rely upon the kernel device names being stable. Instead, create your own rules that make symlinks with stable names based on some stable attributes of the device, such as a serial number or the output of various *_id utilities installed by Udev. See Section 11.7, “Creating custom symlinks to devices” and Networking Configuration for examples.

### 11.6.4. Useful Reading

Additional helpful documentation is available at the following sites:

- A Userspace Implementation of `devfs`
  *http://www.kroah.com/linux/talks/ols_2003_udev_paper/Reprint-Kroah-Hartman-OLS2003.pdf*
- The `sysfs` Filesystem
  *http://www.kernel.org/pub/linux/kernel/people/mochel/doc/papers/ols-2005/mochel.pdf*

## 11.7. Creating custom symlinks to devices

### 11.7.1. CD-ROM symlinks

Some software that you may want to install later (e.g., various media players) expect the /dev/cdrom and /dev/dvd symlinks to exist. Also, it may be convenient to put references to those symlinks into `/etc/fstab`. For each of your CD-ROM devices, find the corresponding directory under `/sys` (e.g., this can be `/sys/block/hdd`) and run a command similar to the following:

```
udevadm test /sys/block/hdd
```

Look at the lines containing the output of various *_id programs.

There are two approaches to creating symlinks. The first one is to use the model name and the serial number, the second one is based on the location of the device on the bus. If you are going to use the first approach, create a file similar to the following:

```
cat >/etc/udev/rules.d/82-cdrom.rules << EOF

# Custom CD-ROM symlinks
SUBSYSTEM=="block", ENV{ID_MODEL}=="SAMSUNG_CD-ROM_SC-148F", \
    ENV{ID_REVISION}=="PS05", SYMLINK+="cdrom"
SUBSYSTEM=="block", ENV{ID_MODEL}=="PHILIPS_CDD5301", \
    ENV{ID_SERIAL}=="5VO1306DM00190", SYMLINK+="cdrom1 dvd"

EOF
```

**Note**

Although the examples in this book work properly, be aware that Udev does not recognize the backslash for line continuation. If modifying Udev rules with an editor, be sure to leave each rule on one physical line.

This way, the symlinks will stay correct even if you move the drives to different positions on the IDE bus, but the `/dev/cdrom` symlink won't be created if you replace the old SAMSUNG CD-ROM with a new drive.

The SUBSYSTEM=="block" key is needed in order to avoid matching SCSI generic devices. Without it, in the case with SCSI CD-ROMs, the symlinks will sometimes point to the correct `/dev/srX` devices, and sometimes to `/dev/sgX`, which is wrong.

The second approach yields:

```
cat >/etc/udev/rules.d/82-cdrom.rules << EOF

# Custom CD-ROM symlinks
SUBSYSTEM=="block", ENV{ID_TYPE}=="cd", \
    ENV{ID_PATH}=="pci-0000:00:07.1-ide-0:1", SYMLINK+="cdrom"
SUBSYSTEM=="block", ENV{ID_TYPE}=="cd", \
    ENV{ID_PATH}=="pci-0000:00:07.1-ide-1:1", SYMLINK+="cdrom1 dvd"

EOF
```

This way, the symlinks will stay correct even if you replace drives with different models, but place them to the old positions on the IDE bus. The ENV{ID_TYPE}=="cd" key makes sure that the symlink disappears if you put something other than a CD-ROM in that position on the bus.

Of course, it is possible to mix the two approaches.

## 11.7.2. Dealing with duplicate devices

As explained in Section 11.6, “Device and Module Handling on a CLFS System”, the order in which devices with the same function appear in `/dev` is essentially random. E.g., if you have a USB web camera and a TV tuner, sometimes `/dev/video0` refers to the camera and `/dev/video1` refers to the tuner, and sometimes after a reboot the order changes to the opposite one. For all classes of hardware except sound cards and network cards, this is fixable by creating udev rules for custom persistent symlinks. The case of network cards is covered separately in Networking Configuration, and sound card configuration can be found in *CBLFS*.

For each of your devices that is likely to have this problem (even if the problem doesn't exist in your current Linux distribution), find the corresponding directory under `/sys/class` or `/sys/block`. For video devices, this may be `/sys/class/video4linux/videoX`. Figure out the attributes that identify the device uniquely (usually, vendor and product IDs and/or serial numbers work):

```
udevadm info -a -p /sys/class/video4linux/video0
```

Then write rules that create the symlinks, e.g.:

```
cat >/etc/udev/rules.d/83-duplicate_devs.rules << EOF

# Persistent symlinks for webcam and tuner
KERNEL=="video*", SYSFS{idProduct}=="1910", SYSFS{idVendor}=="0d81", \
    SYMLINK+="webcam"
KERNEL=="video*", SYSFS{device}=="0x036f", SYSFS{vendor}=="0x109e", \
    SYMLINK+="tvtuner"

EOF
```

The result is that `/dev/video0` and `/dev/video1` devices still refer randomly to the tuner and the web camera (and thus should never be used directly), but there are symlinks `/dev/tvtuner` and `/dev/webcam` that always point to the correct device.

More information on writing Udev rules can be found in `/usr/share/doc/udev/writing_udev_rules/index.html`.

# 11.8. The Bash Shell Startup Files

The shell program **/bin/bash** (hereafter referred to as "the shell") uses a collection of startup files to help create an environment to run in. Each file has a specific use and may affect login and interactive environments differently. The files in the `/etc` directory provide global settings. If an equivalent file exists in the home directory, it may override the global settings.

An interactive login shell is started after a successful login, using **/bin/login**, by reading the `/etc/passwd` file. An interactive non-login shell is started at the command-line (e.g., `[prompt]$` **/bin/bash**). A non-interactive shell is usually present when a shell script is running. It is non-interactive because it is processing a script and not waiting for user input between commands.

For more information, see **info bash** under the *Bash Startup Files and Interactive Shells* section, and *Bash Startup Files* in CBLFS.

The files `/etc/profile` and `~/.bash_profile` are read when the shell is invoked as an interactive login shell. In the next section, a base `/etc/profile` will be created to set up locale information.

# 11.9. Setting Up Locale Information

The base `/etc/profile` below sets some environment variables necessary for native language support. Setting them properly results in:

- The output of programs translated into the native language
- Correct classification of characters into letters, digits and other classes. This is necessary for **bash** to properly accept non-ASCII characters in command lines in non-English locales
- The correct alphabetical sorting order for the country
- Appropriate default paper size
- Correct formatting of monetary, time, and date values

This script also sets the `INPUTRC` environment variable that makes Bash and Readline use the `/etc/inputrc` file created earlier.

Replace *`[ll]`* below with the two-letter code for the desired language (e.g., "en") and *`[CC]`* with the two-letter code for the appropriate country (e.g., "GB"). *`[charmap]`* should be replaced with the canonical charmap for your chosen locale.

The list of all locales supported by Glibc can be obtained by running the following command:

```
locale -a
```

Locales can have a number of synonyms, e.g. "ISO-8859-1" is also referred to as "iso8859-1" and "iso88591". Some applications cannot handle the various synonyms correctly, so it is safest to choose the canonical name for a particular locale. To determine the canonical name, run the following command, where *`[locale name]`* is the output given by **locale -a** for your preferred locale ("en_US.utf8" in our example).

```
LC_ALL=[locale name] locale charmap
```

For the “en_US.utf8” locale, the above command will print:

```
UTF-8
```

This results in a final locale setting of “en_US.UTF-8”. It is important that the locale found using the heuristic above is tested prior to it being added to the Bash startup files:

```
LC_ALL=[locale name] locale territory
LC_ALL=[locale name] locale language
LC_ALL=[locale name] locale charmap
LC_ALL=[locale name] locale int_curr_symbol
LC_ALL=[locale name] locale int_prefix
```

The above commands should print the language name, the character encoding used by the locale, the local currency, and the prefix to dial before the telephone number in order to get into the country. If any of the commands above fail with a message similar to the one shown below, this means that your locale was either not installed in Chapter 10 or is not supported by the default installation of Glibc.

```
locale: Cannot set LC_* to default locale: No such file or directory
```

If this happens, you should either install the desired locale using the **localedef** command, or consider choosing a different locale. Further instructions assume that there are no such error messages from Glibc.

Some packages beyond CLFS may also lack support for your chosen locale. One example is the X library (part of the X Window System), which outputs the following error message:

```
Warning: locale not supported by Xlib, locale set to C
```

Sometimes it is possible to fix this by removing the charmap part of the locale specification, as long as that does not change the character map that Glibc associates with the locale (this can be checked by running the **locale charmap** command in both locales). For example, one would have to change "de_DE.ISO-8859-15@euro" to "de_DE@euro" in order to get this locale recognized by Xlib.

Other packages can also function incorrectly (but may not necessarily display any error messages) if the locale name does not meet their expectations. In those cases, investigating how other Linux distributions support your locale might provide some useful information.

Once the proper locale settings have been determined, create the `/etc/profile` file:

```
cat > /etc/profile << "EOF"
# Begin /etc/profile

export LANG=[ll]_[CC].[charmap]
export INPUTRC=/etc/inputrc

# End /etc/profile
EOF
```

Setting the keyboard layout, screen font, and locale-related environment variables are the only internationalization steps needed to support locales that use ordinary single-byte encodings and left-to-right writing direction. UTF-8 has been tested on the English, French, German, Italian, and Spanish locales. All other locales are untested. If you discover issues with any other locale please open a ticket in our Trac system.

Some locales need additional programs and support. CLFS will not be supporting these locales in the book. We welcome the support for these other locales via *http://cblfs.cross-lfs.org/*.

## 11.10. Creating the /etc/inputrc File

The `/etc/inputrc` file deals with mapping the keyboard for specific situations. This file is the start-up file used by Readline — the input-related library — used by Bash and most other shells.

Most people do not need user-specific keyboard mappings so the command below creates a global `/etc/inputrc` used by everyone who logs in. If you later decide you need to override the defaults on a per-user basis, you can create a `.inputrc` file in the user's home directory with the modified mappings.

For more information on how to edit the `inputrc` file, see **info bash** under the *Readline Init File* section. **info readline** is also a good source of information.

Below is a generic global `inputrc` along with comments to explain what the various options do. Note that comments cannot be on the same line as commands. Create the file using the following command:

```
cat > /etc/inputrc << "EOF"
# Begin /etc/inputrc
# Modified by Chris Lynn <roryo@roryo.dynup.net>

# Allow the command prompt to wrap to the next line
set horizontal-scroll-mode Off

# Enable 8bit input
set meta-flag On
set input-meta On

# Turns off 8th bit stripping
set convert-meta Off

# Keep the 8th bit for display
set output-meta On

# none, visible or audible
set bell-style none

# All of the following map the escape sequence of the
# value contained inside the 1st argument to the
# readline specific functions

"\eOd": backward-word
"\eOc": forward-word

# for linux console
"\e[1~": beginning-of-line
"\e[4~": end-of-line
"\e[5~": beginning-of-history
```

```
"\e[6~": end-of-history
"\e[3~": delete-char
"\e[2~": quoted-insert

# for xterm
"\eOH": beginning-of-line
"\eOF": end-of-line

# for Konsole
"\e[H": beginning-of-line
"\e[F": end-of-line

# End /etc/inputrc
EOF
```

# Chapter 12. Networking Configuration

## 12.1. Configuring the localnet Script

Part of the job of the **localnet** script is setting the system's hostname. This needs to be configured in the `/etc/sysconfig/network` file.

Create the `/etc/sysconfig/network` file and enter a hostname by running:

```
echo "HOSTNAME=[clfs]" > /etc/sysconfig/network
```

*`[clfs]`* needs to be replaced with the name given to the computer. Do not enter the Fully Qualified Domain Name (FQDN) here. That information will be put in the `/etc/hosts` file in the next section.

## 12.2. Customizing the /etc/hosts File

If a network card is to be configured, decide on the IP address, FQDN, and possible aliases for use in the `/etc/hosts` file. The syntax is:

```
<IP address> myhost.example.org aliases
```

Unless the computer is to be visible to the Internet (i.e., there is a registered domain and a valid block of assigned IP addresses—most users do not have this), make sure that the IP address is in the private network IP address range. Valid ranges are:

```
  Class Networks
  A     10.0.0.0
  B     172.16.0.0 through 172.31.0.255
  C     192.168.0.0 through 192.168.255.255
```

A valid IP address could be 192.168.1.1. A valid FQDN for this IP could be `www.linuxfromscratch.org` (not recommended because this is a valid registered domain address and could cause domain name server issues).

Even if not using a network card, an FQDN is still required. This is necessary for certain programs to operate correctly.

Create the `/etc/hosts` file by running:

```
cat > /etc/hosts << "EOF"
# Begin /etc/hosts (network card version)

127.0.0.1 localhost
[192.168.1.1] [<HOSTNAME>.example.org] [HOSTNAME]

# End /etc/hosts (network card version)
EOF
```

The *`[192.168.1.1]`* and *`[<HOSTNAME>.example.org]`* values need to be changed for specific users or requirements (if assigned an IP address by a network/system administrator and the machine will be connected to an existing network).

If a network card is not going to be configured, create the `/etc/hosts` file by running:

```
cat > /etc/hosts << "EOF"
# Begin /etc/hosts (no network card version)

127.0.0.1 [<HOSTNAME>.example.org] [HOSTNAME] localhost

# End /etc/hosts (no network card version)
EOF
```

# 12.3. Creating the /etc/resolv.conf File

## 12.3.1. Creating the /etc/resolv.conf File

If the system is going to be connected to the Internet, it will need some means of Domain Name Service (DNS) name resolution to resolve Internet domain names to IP addresses, and vice versa. This is best achieved by placing the IP address of the DNS server, available from the ISP or network administrator, into `/etc/resolv.conf`. If at least one of your network interfaces is going to be configured by DHCP then you may not need to create this file. By default DHCPCD will overwrite this file when it gets a new lease from the DHCP server. If you wish to manually configure your network interfaces or manually set your DNS using DHCP then create the file by running the following:

```
cat > /etc/resolv.conf << "EOF"
# Begin /etc/resolv.conf

domain [Your Domain Name]
nameserver [IP address of your primary nameserver]
nameserver [IP address of your secondary nameserver]

# End /etc/resolv.conf
EOF
```

Replace *`[IP address of the nameserver]`* with the IP address of the DNS most appropriate for the setup. There will often be more than one entry (requirements demand secondary servers for fallback capability). If you only need or want one DNS server, remove the second *nameserver* line from the file. The IP address may also be a router on the local network.

# 12.4. DHCP or Static Networking?

This section only applies if a network card is to be configured. If you do not need to configure a network interface you can skip on to Making the CLFS System Bootable.

There are two different ways you can proceed from this point to configure your network. Dynamic will allow you to take advantage of a DHCP server to get all your configuration information. Static you become responsible for setting up your options.

To configure a Static Interface, Follow Section 12.5, “Static Networking Configuration”.

To configure a DHCP Interface, Follow Section 12.6, “DHCPCD-5.5.6”.

# 12.5. Static Networking Configuration

## 12.5.1. Creating the Static Network Interface Configuration Files

Which interfaces are brought up and down by the network script depends on the files and directories in the `/etc/sysconfig/network-devices` hierarchy. This directory should contain a sub-directory for each interface to be configured, such as `ifconfig.xyz`, where "xyz" is a network interface name. Inside this directory would be files defining the attributes to this interface, such as its IP address(es), subnet masks, and so forth.

The following command creates a sample `ipv4` file for the *eth0* device:

```
cd /etc/sysconfig/network-devices &&
mkdir -v ifconfig.eth0 &&
cat > ifconfig.eth0/ipv4 << "EOF"
ONBOOT=yes
SERVICE=ipv4-static
IP=192.168.1.1
GATEWAY=192.168.1.2
PREFIX=24
BROADCAST=192.168.1.255
EOF
```

The values of these variables must be changed in every file to match the proper setup. If the `ONBOOT` variable is set to "yes" the network script will bring up the Network Interface Card (NIC) during booting of the system. If set to anything but "yes" the NIC will be ignored by the network script and not be brought up.

The `SERVICE` variable defines the method used for obtaining the IP address. The CLFS-Bootscripts package has a modular IP assignment format, and creating additional files in the `/etc/sysconfig/network-devices/services` directory allows other IP assignment methods.

The `GATEWAY` variable should contain the default gateway IP address, if one is present. If not, then comment out the variable entirely.

The `PREFIX` variable needs to contain the number of bits used in the subnet. Each octet in an IP address is 8 bits. If the subnet's netmask is 255.255.255.0, then it is using the first three octets (24 bits) to specify the network number. If the netmask is 255.255.255.240, it would be using the first 28 bits. Prefixes longer than 24 bits are commonly used by DSL and cable-based Internet Service Providers (ISPs). In this example (PREFIX=24), the netmask is 255.255.255.0. Adjust the `PREFIX` variable according to your specific subnet.

To configure another DHCP Interface, Follow Section 12.7, "DHCP Networking Configuration".

# 12.6. DHCPCD-5.5.6

The DHCPCD package provides a DHCP Client for network configuration.

## 12.6.1. Installation of DHCPCD

If you wish to configure your network to connect to a DHCP server, you will first need to install a DHCP client. CLFS uses the DHCPCD package for this.

Prepare DHCPCD for compilation:

```
CC="gcc ${BUILD64}" ./configure --prefix=/usr --sbindir=/sbin \
    --sysconfdir=/etc --dbdir=/var/lib/dhcpcd --libexecdir=/usr/lib/dhcpcd
```

Compile the package:

```
make
```

This package does not come with a test suite.

Install the package:

```
make install
```

## 12.6.2. Contents of dhcpcd

**Installed files:** dhcpcd

### Short Descriptions

**dhcpcd** dhcpcd is an implementation of the DHCP client specified in RFC 2131. It gets the host information from a DHCP server and configures the network interface automatically.

# 12.7. DHCP Networking Configuration

## 12.7.1. Creating the DHCP Network Interface Configuration Files

First install the service from the CLFS Bootscripts package:

```
tar -xvf bootscripts-cross-lfs-2.0.0.tar.xz
cd bootscripts-cross-lfs-2.0.0
make install-service-dhcpcd
```

Finally, create the `/etc/sysconfig/network-devices/ifconfig.eth0/dhcpcd` configuration file using the following commands. Adjust appropriately for additional interfaces:

```
cd /etc/sysconfig/network-devices &&
mkdir -v ifconfig.eth0 &&
cat > ifconfig.eth0/dhcpcd << "EOF"
ONBOOT="yes"
SERVICE="dhcpcd"

# Start Command for DHCPCD
DHCP_START="-q"

# Stop Command for DHCPCD
DHCP_STOP="-k"
EOF
```

The values of these variables must be changed in every file to match the proper setup. If the `ONBOOT` variable is set to “yes” the network script will bring up the Network Interface Card (NIC) during booting of the system. If set to anything but “yes” the NIC will be ignored by the network script and not be brought up.

The `SERVICE` variable defines the method used for obtaining the IP address. The CLFS-Bootscripts package has a modular IP assignment format, and creating additional files in the `/etc/sysconfig/network-devices/services` directory allows other IP assignment methods.

The `DHCP_START` and `DHCP_STOP` variables arguments that are passed onto `dhcpcd` when starting and stoppping the service. More information about what can be passed can be found in the `dhcpcd(8)` man page.

To configure another Static Interface, Follow Section 12.5, “Static Networking Configuration”.

# Chapter 13. Making the CLFS System Bootable

## 13.1. Introduction

It is time to make the CLFS system bootable. This chapter discusses creating an `fstab` file, building a kernel for the new CLFS system, and installing the boot loader so that the CLFS system can be selected for booting at startup.

## 13.2. Creating the /etc/fstab File

The `/etc/fstab` file is used by some programs to determine where file systems are to be mounted by default, in which order, and which must be checked (for integrity errors) prior to mounting. Create a new file systems table like this:

```
cat > /etc/fstab << "EOF"
# Begin /etc/fstab

# file system  mount-point  type   options          dump  fsck
#                                                        order

/dev/[xxx]     /            [fff]  defaults         1     1
/dev/[yyy]     swap         swap   pri=1            0     0
proc           /proc        proc   defaults         0     0
sysfs          /sys         sysfs  defaults         0     0
devpts         /dev/pts     devpts gid=4,mode=620   0     0
shm            /dev/shm     tmpfs  defaults         0     0
tmpfs          /run            tmpfs       defaults         0     0
devtmpfs       /dev            devtmpfs    mode=0755,nosuid 0     0

# End /etc/fstab
EOF
```

Replace *[xxx]*, *[yyy]*, and *[fff]* with the values appropriate for the system, for example, `hda2`, `hda5`, and `ext2`. For details on the six fields in this file, see **man 5 fstab**.

The `/dev/shm` mount point for `tmpfs` is included to allow enabling POSIX-shared memory. The kernel must have the required support built into it for this to work (more about this is in the next section). Please note that very little software currently uses POSIX-shared memory. Therefore, consider the `/dev/shm` mount point optional. For more information, see `Documentation/filesystems/tmpfs.txt` in the kernel source tree.

# 13.3. Linux-3.4.17

The Linux package contains the Linux kernel.

## 13.3.1. Installation of the kernel

Building the kernel involves a few steps—configuration, compilation, and installation. Read the `README` file in the kernel source tree for alternative methods to the way this book configures the kernel.

Prepare for compilation by running the following command:

```
make mrproper
```

This ensures that the kernel tree is absolutely clean. The kernel team recommends that this command be issued prior to each kernel compilation. Do not rely on the source tree being clean after un-tarring.

Configure the kernel via a menu-driven interface. Please note that the udev bootscript requires "rtc", "tmpfs" and "devtmpfs" to be enabled and built into the kernel, not as modules. CBLFS has some information regarding particular kernel configuration requirements of packages outside of CLFS at *http://cblfs.cross-lfs.org/*:

```
make menuconfig
```

If desired, skip kernel configuration by copying the kernel config file, `.config`, from the host system (assuming it is available) to the root directory of the unpacked kernel sources. However, we do not recommend this option. It is often better to explore all the configuration menus and create the kernel configuration from scratch.

Compile the kernel image and modules:

```
make
```

If using kernel modules, an `/etc/modprobe.conf` file may be needed. Information pertaining to modules and kernel configuration is located in the kernel documentation in the `Documentation` directory of the kernel sources tree. Also, `modprobe.conf(5)` may be of interest.

Be very careful when reading other documentation relating to kernel modules because it usually applies to 2.4.x kernels only. As far as we know, kernel configuration issues specific to Hotplug and Udev are not documented. The problem is that Udev will create a device node only if Hotplug or a user-written script inserts the corresponding module into the kernel, and not all modules are detectable by Hotplug. Note that statements like the one below in the `/etc/modprobe.conf` file do not work with Udev:

```
alias char-major-XXX some-module
```

Because of the complications with Udev and modules, we strongly recommend starting with a completely non-modular kernel configuration, especially if this is the first time using Udev.

Install the modules, if the kernel configuration uses them:

```
make modules_install
```

Install the firmware, if the kernel configuration uses them:

```
make firmware_install
```

After kernel compilation is complete, additional steps are required to complete the installation. Some files need to be copied to the `/boot` directory.

Issue the following command to install the kernel:

```
cp -v vmlinux /boot/vmlinux-3.4.17
gzip -9 /boot/vmlinux-3.4.17
```

`System.map` is a symbol file for the kernel. It maps the function entry points of every function in the kernel API, as well as the addresses of the kernel data structures for the running kernel. Issue the following command to install the map file:

```
cp -v System.map /boot/System.map-3.4.17
```

The kernel configuration file `.config` produced by the **make menuconfig** step above contains all the configuration selections for the kernel that was just compiled. It is a good idea to keep this file for future reference:

```
cp -v .config /boot/config-3.4.17
```

It is important to note that the files in the kernel source directory are not owned by `root`. Whenever a package is unpacked as user `root` (like we do inside the final-system build environment), the files have the user and group IDs of whatever they were on the packager's computer. This is usually not a problem for any other package to be installed because the source tree is removed after the installation. However, the Linux source tree is often retained for a long time. Because of this, there is a chance that whatever user ID the packager used will be assigned to somebody on the machine. That person would then have write access to the kernel source.

If the kernel source tree is going to retained, run **chown -R 0:0** on the `linux-3.4.17` directory to ensure all files are owned by user `root`.

**Warning**

Some kernel documentation recommends creating a symlink from `/usr/src/linux` pointing to the kernel source directory. This is specific to kernels prior to the 2.6 series and *must not* be created on a CLFS system as it can cause problems for packages you may wish to build once your base CLFS system is complete.

Also, the headers in the system's `include` directory should *always* be the ones against which Glibc was compiled and should *never* be replaced by headers from a different kernel version.

## 13.3.2. Contents of Linux

**Installed files:** config-[linux-version], clfskernel-[linux-version], and System.map-[linux-version]
**Installed directory:** /lib/modules

### Short Descriptions

| | |
|---|---|
| `config-[linux-version]` | Contains all the configuration selections for the kernel |
| `clfskernel-[linux-version]` | The engine of the Linux system. When turning on the computer, the kernel is the first part of the operating system that gets loaded. It detects and initializes all components of the computer's hardware, then makes these components available as a tree of files to the software and turns a single CPU into a multitasking machine capable of running scores of programs seemingly at the same time. |
| `System.map-[linux-version]` | A list of addresses and symbols; it maps the entry points and addresses of all the functions and data structures in the kernel |

# 13.4. Making the CLFS System Bootable via Arcload

**Note**

This bootloader is for the MIPS based SGI Workstations and Servers.

Earlier, we compiled and installed the Arcload boot loader software in preparation for this step. Now we will configure our system to boot using Arcload. Here is a simple `arc.cf` to use.

```
cat > /boot/arc.cf << "EOF"
append  "root=/dev/sda3";
append  "console=ttyS0,9600";

CLFS {
  3.4.17 {
    description  "3.4.17";
    image system "/3.4.17";
  }

  debug {
    description  "Debug Shell";
    append "init=/bin/bash";
  }
}
EOF
```

Now we use **dvhtool** to make the system bootable:

```
dvhtool --unix-to-vh /usr/lib/arcload/sash64 sash64
dvhtool --unix-to-vh /boot/arc.cf arc.cf
dvhtool --unix-to-vh /boot/3.4.17 3.4.17
```

# 13.5. Making the CLFS System Bootable via Colo

**Note**

This bootloader is for the MIPS based cobalt servers RaQ, RaQ2, Qube, or the Qube2.

Your shiny new CLFS system is almost complete. One of the last things to do is ensure you can boot it. The instructions below apply only to Cobalt RaQ1/RaQ2/Cube2 servers. Information on “boot loading” for other architectures should be available in the usual resource-specific locations for those architectures.

Boot loading can be a complex area, so a few cautionary words are in order. Be familiar with the current boot loader and any other operating systems present on the hard drive(s) that need to be bootable. Make sure that an emergency boot disk is ready to “rescue” the computer if the computer becomes unusable (un-bootable).

Earlier, we compiled and installed the Cobalt boot loader software in preparation for this step. Now we will configure our system to boot using Colo. Here is a simple `default.colo` to use.

```
cat > /boot/default.colo << "EOF"
#:CoLo:#
#
# load linux
#
lcd 'Booting 3.4.17...'
load vmlinux-3.4.17.gz
execute root=/dev/hda2 console=ttyS0,115200 ide1=noprobe
EOF
```

Included in `/usr/lib/colo/examples` are more examples of a `default.colo` file.

The FHS stipulates that the bootloader's configuration file should be symlinked to `/etc/{Bootloader Name}`. To satisfy this requirement for Colo, issue the following command:

```
mkdir -v /etc/colo &&
ln -sv /boot/colo/default.colo /etc/colo
```

# Chapter 14. The End

## 14.1. The End

Well done! The new CLFS system is installed! We wish you much success with your shiny new custom-built Linux system.

It may be a good idea to create an `/etc/clfs-release` file. By having this file, it is very easy for you (and for us if you need to ask for help at some point) to find out which CLFS version is installed on the system. Create this file by running:

```
echo 2.0.0 > /etc/clfs-release
```

## 14.2. Download Client

The final system build does not install an FTP or HTTP client for downloading files.

Some suggested clients include:

- Curl *http://cblfs.cross-lfs.org/index.php/Curl*
- Inetutils *http://cblfs.cross-lfs.org/index.php/Inetutils*
- LFTP *http://lftp.yar.ru/*
- Links *http://cblfs.cross-lfs.org/index.php/Links*
- Lynx *http://cblfs.cross-lfs.org/index.php/Lynx*
- NcFTP Client *http://cblfs.cross-lfs.org/index.php/Ncftp*
- Wget *http://cblfs.cross-lfs.org/index.php/Wget*
- BASH - A user can use net redirections (if not disabled when building bash in the final system) to download wget or another program.

```
cat > download.sh << "EOF"
#!/bin/bash

WGET_VERSION='1.14'
WGET_HOSTNAME='ftp.gnu.org'
exec {HTTP_FD}<>/dev/tcp/${WGET_HOSTNAME}/80
echo -ne "GET /gnu/wget/wget-${WGET_VERSION}.tar.xz HTTP/1.1\r\nHost: "\
    ${WGET_HOSTNAME}'\r\nUser-Agent: '\
    'bash/'${BASH_VERSION}'\r\n\r\n'  >&${HTTP_FD}
sed -e '1,/^.$/d' <&${HTTP_FD} >wget-${WGET_VERSION}.tar.xz
EOF
```

- GAWK

```
cat > gawkdl.sh << "EOF"
#!/bin/bash

gawk 'BEGIN {
  NetService = "/inet/tcp/0/mirror.anl.gov/80"
  print "GET /pub/gnu/wget/wget-1.14.tar.xz" |& NetService
  while ((NetService |& getline) > 0)
    print $0
  close(NetService)
}' > binary

gawk '{q=p;p=$0}NR>1{print q}END{ORS = ""; print p}' binary > wget-1.14.tar.xz

rm binary
EOF
```

- PERL with HTTP::Tiny (Included with final system PERL install).

```
cat > download.pl << "EOF"
#!/usr/bin/perl

use HTTP::Tiny;
my $http = HTTP::Tiny->new;
my $response;

$response = $http->mirror('http://ftp.gnu.org/gnu/wget/wget-1.14.tar.xz', 'wget
die "Failed!\n" unless $response->{success};
print "Unchanged!\n" if $response->{status} eq '304';
EOF
```

Or use this:

```
perl -MHTTP::Tiny -E 'say HTTP::Tiny->new->get(shift)->{content}' "http://ftp.g
perl -e 'local $/; $_ = <>; s/\n$//; print' binary > wget-1.14.tar.xz
rm binary
```

- PERL with LWP: Run **cpan** and manually configure the client. Run **install LWP** while in the CPAN shell.

  Refer to *http://www.bioinfo-user.org.uk/dokuwiki/doku.php/projects/wgetpl* for wgetpl.

# 14.3. Rebooting the System

If you built your final system using the boot method, just run **shutdown -r now** to reboot again, using your newly-built kernel instead of the miminal one currently in use. If you chrooted, there are a few more steps.

The system you have created in this book is quite minimal, and most likely will not have the functionality you would need to be able to continue forward. By installing a few extra packages from CBLFS while still in our current chroot environment, you can leave yourself in a much better position to continue on once you reboot into your new CLFS installation. Installing a text mode web browser, such as Lynx, you can easily view the CBLFS website in one virtual

terminal, while building packages in another. The GPM package will also allow you to perform copy/paste actions in your virtual terminals. Lastly, if you are in a situation where static IP configuration does not meet your networking requirements, installing packages such as Dhcpcd or PPP at this point might also be useful.

Now that we have said that, lets move on to booting our shiny new CLFS installation for the first time! First exit from the chroot environment:

```
logout
```

Then unmount the virtual file systems:

```
umount ${CLFS}/dev/pts
umount ${CLFS}/dev/shm
umount ${CLFS}/dev
umount ${CLFS}/proc
umount ${CLFS}/sys
```

Unmount the CLFS file system itself:

```
umount ${CLFS}
```

If multiple partitions were created, unmount the other partitions before unmounting the main one, like this:

```
umount ${CLFS}/usr
umount ${CLFS}/home
umount ${CLFS}
```

Now, reboot the system with:

```
shutdown -r now
```

Assuming the boot loader was set up as outlined earlier, *CLFS 2.0.0* will boot automatically.

When the reboot is complete, the CLFS system is ready for use and more software may be added to suit your needs.

# 14.4. What Now?

Thank you for reading this CLFS book. We hope that you have found this book helpful and have learned more about the system creation process.

Now that the CLFS system is installed, you may be wondering “What next?” To answer that question, we have compiled a list of resources for you.

- Maintenance

  Bugs and security notices are reported regularly for all software. Since a CLFS system is compiled from source, it is up to you to keep abreast of such reports. There are several online resources that track such reports, some of which are shown below:

  - Freecode (*http://freecode.com/*)

    Freecode can notify you (via email) of new versions of packages installed on your system.

  - *CERT* (Computer Emergency Response Team)

CERT has a mailing list that publishes security alerts concerning various operating systems and applications. Subscription information is available at *http://www.us-cert.gov/cas/signup.html*.

- Bugtraq

  Bugtraq is a full-disclosure computer security mailing list. It publishes newly discovered security issues, and occasionally potential fixes for them. Subscription information is available at *http://www.securityfocus.com/archive*.

- Community Driven Beyond Linux From Scratch

  The Community Driven Beyond Linux From Scratch wiki covers installation procedures for a wide range of software beyond the scope of the CLFS Book. CBLFS is designed specifically to work with the CLFS book, and has all the necessary information to continue the builds in the same manner that CLFS uses. This is a community driven project, which means anyone can contribute and provide updates. The CBLFS project is located at *http://cblfs.cross-lfs.org/*.

- CLFS Hints

  The CLFS Hints are a collection of educational documents submitted by volunteers in the CLFS community. The hints are available at *http://hints.cross-lfs.org/index.php/*.

- Mailing lists

  There are several CLFS mailing lists you may subscribe to if you are in need of help, want to stay current with the latest developments, want to contribute to the project, and more. See Chapter 1 - Mailing Lists for more information.

- The Linux Documentation Project

  The goal of The Linux Documentation Project (TLDP) is to collaborate on all of the issues of Linux documentation. The TLDP features a large collection of HOWTOs, guides, and man pages. It is located at *http://www.tldp.org/*.

# Part VI. Appendices

# Appendix A. Acronyms and Terms

**ABI** Application Binary Interface

**ALSA** Advanced Linux Sound Architecture

**API** Application Programming Interface

**ASCII** American Standard Code for Information Interchange

**ATA** Advanced Technology Attachment (see IDE)

**BIOS** Basic Input/Output System

**bless** manipulate a filesystem so that OF will boot from it

**BSD** Berkeley Software Distribution

**CBLFS** Community Driven Beyond Linux From Scratch

**chroot** change root

**CLFS** Cross-Compiled Linux From Scratch

**CMOS** Complementary Metal Oxide Semiconductor

**COS** Class Of Service

**CPU** Central Processing Unit

**CRC** Cyclic Redundancy Check

**DHCP** Dynamic Host Configuration Protocol

**DNS** Domain Name Service

**EGA** Enhanced Graphics Adapter

**ELF** Executable and Linkable Format

**EOF** End of File

**EQN** equation

**ext2** second extended file system

**ext3** third extended file system

**ext4** fourth extended file system

**FAQ** Frequently Asked Questions

**FHS** Filesystem Hierarchy Standard

**FIFO** First-In, First Out

**FQDN** Fully Qualified Domain Name

**FTP** File Transfer Protocol

**GB** Gigabytes

**GCC** GNU Compiler Collection

**GID** Group Identifier

**GMT** Greenwich Mean Time

**HTML** Hypertext Markup Language

**IDE** Integrated Drive Electronics
**IEEE** Institute of Electrical and Electronic Engineers
**IO** Input/Output
**IP** Internet Protocol
**IPC** Inter-Process Communication
**IRC** Internet Relay Chat
**ISO** International Organization for Standardization
**ISP** Internet Service Provider
**KB** Kilobytes
**LED** Light Emitting Diode
**LFS** Linux From Scratch
**LSB** Linux Standard Base
**MB** Megabytes
**MBR** Master Boot Record
**MD5** Message Digest 5
**NIC** Network Interface Card
**NLS** Native Language Support
**NPTL** Native POSIX Threading Library
**OF** Open Firmware
**OSS** Open Sound System
**PCH** Pre-Compiled Headers
**PID** Process Identifier
**PTY** pseudo terminal
**QA** Quality Assurance
**QOS** Quality Of Service
**RAM** Random Access Memory
**RPC** Remote Procedure Call
**RTC** Real Time Clock
**SCO** The Santa Cruz Operation
**SATA** Serial ATA
**SGR** Select Graphic Rendition
**SHA1** Secure-Hash Algorithm 1
**TLDP** The Linux Documentation Project
**TFTP** Trivial File Transfer Protocol
**TLS** Thread-Local Storage
**UID** User Identifier

**umask** user file-creation mask
**USB** Universal Serial Bus
**UTC** Coordinated Universal Time
**UUID** Universally Unique Identifier
**VC** Virtual Console
**VGA** Video Graphics Array
**VT** Virtual Terminal

# Appendix B. Dependencies

Every package built in CLFS relies on one or more other packages in order to build and install properly. Some packages even participate in circular dependencies, that is, the first package depends on the second which in turn depends on the first. Because of these dependencies, the order in which packages are built in CLFS is very important. The purpose of this page is to document the dependencies of each package built in CLFS.

For each package we build, we have listed three types of dependencies. The first lists what other packages need to be available in order to compile and install the package in question. The second lists what packages, in addition to those on the first list, need to be available in order to run the testsuites. The last list of dependencies are packages that require this package to be built and installed in its final location before they are built and installed. In most cases, this is because these packages will hardcode paths to binaries within their scripts. If not built in a certain order, this could result in paths of /tools/bin/[binary] being placed inside scripts installed to the final system. This is obviously not desirable.

## Autoconf

**Installation depends on:** Bash, Coreutils, Gawk, Grep, M4, Make, Perl, Sed and Texinfo

**Test suite depends on:** Automake, Binutils, Diffutils, Findutils, GCC and Libtool

**Must be installed before:** Automake

## Automake

**Installation depends on:** Autoconf, Bash, Binutils, Coreutils, Gawk, Grep, M4, Make, Perl, Sed and Texinfo

**Test suite depends on:** Bison, Bzip2, DejaGNU, Diffutils, Expect, Findutils, Flex, GCC, Gettext, Gzip, Libtool, XZ-Utils and Tar. Can also use several other packages that are not installed in CLFS.

**Must be installed before:** None

## Bash

**Installation depends on:** Bash, Bison, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, Make, Ncurses, Patch, Readline, Sed and Texinfo

**Test suite depends on:** None

**Must be installed before:** None

## Binutils

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, File, Gawk, GCC, Grep, Make, Perl, Sed, Texinfo and Zlib

**Test suite depends on:** DejaGNU and Expect

**Must be installed before:** None

## Bison

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Gawk, GCC, Grep, M4, Make and Sed

**Test suite depends on:** Diffutils, Findutils and Gawk

**Must be installed before:** Flex, Kbd and Tar

## Bzip2

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Make
**Test suite depends on:** Diffutils
**Must be installed before:** None

## CLFS-Bootscripts

**Installation depends on:** Bash, Coreutils, Make and Sed
**Test suite depends on:** None
**Must be installed before:** None

## CLooG-PPL

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, GMP, Make, MPC, MPFR, PPL, Sed and Texinfo
**Test suite depends on:** None
**Must be installed before:** GCC

## Coreutils

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Gawk, GCC, GMP, Grep, Make, Patch, Perl, Sed and Texinfo
**Test suite depends on:** Diffutils, E2fsprogs, Findutils, Util-linux
**Must be installed before:** Bash, Diffutils, Findutils, Man and Udev

## DejaGNU

**Installation depends on:** Bash, Coreutils, Diffutils, GCC, Grep, Make and Sed
**Test suite depends on:** None
**Must be installed before:** None

## DHCPCD

**Installation depends on:** Bash, Coreutils, GCC, Make, Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Diffutils

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Patch, Sed and Texinfo
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## EGLIBC

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, Gawk, GCC, Gettext, Grep, Gzip, Make, Perl, Sed and Texinfo
**Test suite depends on:** None
**Must be installed before:** None

## Expect

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, GCC, Grep, Make, Patch, Sed and Tcl
**Test suite depends on:** None
**Must be installed before:** None

## E2fsprogs

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Gawk, GCC, Gettext, Grep, Gzip, Make, Pkg-config, Sed, Texinfo and Util-linux
**Test suite depends on:** Bzip2 and Diffutils
**Must be installed before:** None

## File

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, Make, Sed and Zlib
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Findutils

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** DejaGNU, Diffutils and Expect
**Must be installed before:** None

## Flex

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, M4, Make, Sed and Texinfo
**Test suite depends on:** Bison, Diffutils and Gawk
**Must be installed before:** IPRoute2, Kbd and Man

## Gawk

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** Diffutils
**Must be installed before:** None

## Gcc

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, Gawk, GCC, GMP, Grep, Make, MPFR, Patch, Perl, Sed, Tar and Texinfo
**Test suite depends on:** DejaGNU and Expect
**Must be installed before:** None

## Gettext

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, Gawk, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** Tar and Tcl
**Must be installed before:** Automake

## Glib

**Installation depends on:** bash, binutils, coreutils, gawk, gcc, gettext, make & M4.
**Test suite depends on:** Unknown
**Must be installed before:** Pkg-config

## GMP

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, M4, Make, Sed and Texinfo
**Test suite depends on:** None
**Must be installed before:** MPFR, GCC

## Grep

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Patch, Sed and Texinfo
**Test suite depends on:** Diffutils and Gawk
**Must be installed before:** Man

## Groff

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Gawk, GCC, Grep, Make, Perl Sed and Texinfo
**Test suite depends on:** No testsuite available
**Must be installed before:** Man and Perl

## Gzip

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** Diffutils
**Must be installed before:** Man

## Iana-Etc

**Installation depends on:** Coreutils, Gawk and Make
**Test suite depends on:** No testsuite available
**Must be installed before:** Perl

## IProute2

**Installation depends on:** Bash, Binutils, Bison, Coreutils, EGLIBC, Findutils, Flex, GCC, Make, Linux-Headers and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## IPutils

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC and Make
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Kbd

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Gawk, GCC, Gzip, Make and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Less

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Ncurses and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Libee

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, Gawk, GCC, Grep, Libestr, Make, Pkg-config, Sed and Texinfo
**Test suite depends on:** None
**Must be installed before:** Rsyslog

## Libestr

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, Gawk, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** None
**Must be installed before:** Libee and Rsyslog

## Libtool

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, Gawk, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** Autoconf
**Must be installed before:** None

## Linux-Headers

**Installation depends on:** Binutils, Coreutils, Findutils, GCC, Grep, Make, Perl and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Linux Kernel

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, GCC, Grep, Gzip, Make, Module-Init-Tools, Ncurses, Perl and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## M4

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Gawk, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** Diffutils
**Must be installed before:** Autoconf and Bison

## Make

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** Perl and Procps
**Must be installed before:** None

## Man

**Installation depends on:** Bash, Binutils, Bzip2, Coreutils, EGLIBC, Gawk, GCC, Grep, Groff, Gzip, Less, XZ-Utils, Make and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Man-Pages

**Installation depends on:** Bash, Coreutils, and Make
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## MPC

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, GMP, Make, MPFR, Sed and Texinfo
**Test suite depends on:** None
**Must be installed before:** GCC

## MPFR

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, GMP, Make, Sed and Texinfo
**Test suite depends on:** None
**Must be installed before:** GCC

## Module-Init-Tools

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Findutils, GCC, Grep, Make, Sed and Zlib
**Test suite depends on:** Diffutils, File, Gawk and Gzip
**Must be installed before:** None

## Ncurses

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, Make and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** Bash, GRUB, Inetutils, Less, Procps, Psmisc, Readline, Texinfo, Util-linux and Vim

## Patch

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Perl

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Gawk, GCC, Grep, Make and Sed
**Test suite depends on:** Gzip, Iana-Etc and Procps, Tar
**Must be installed before:** Autoconf

## Pkg-config

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, Make and Sed
**Test suite depends on:** None
**Must be installed before:** Util-linux, E2fsprogs

## PPL

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, GMP, Make, MPC, MPFR, Sed and Texinfo
**Test suite depends on:** None
**Must be installed before:** GCC

## Procps

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Make and Ncurses
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Psmisc

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Ncurses and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Readline

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Ncurses, Patch, Sed and Texinfo
**Test suite depends on:** No testsuite available
**Must be installed before:** Bash

## Rsyslog

**Installation depends on:** Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, libee, Libestr, Make, Sed and Zlib
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Sed

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** Diffutils and Gawk
**Must be installed before:** E2fsprogs, File, Libtool and Shadow

## Shadow

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, Gawk, GCC, Gettext, Grep, Make and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Sysvinit

**Installation depends on:** Binutils, Coreutils, EGLIBC, GCC, Make and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Tar

**Installation depends on:** Bash, Binutils, Bison, Coreutils, EGLIBC, GCC, Grep, Make, Sed and Texinfo
**Test suite depends on:** Diffutils, Findutils, Gawk and Gzip
**Must be installed before:** None

## Tcl

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, GCC, Grep, Make and Sed
**Test suite depends on:** None
**Must be installed before:** None

## Texinfo

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, Gawk, GCC, Grep, Make, Ncurses and Sed
**Test suite depends on:** Diffutils and Gzip
**Must be installed before:** None

## Udev

**Installation depends on:** Binutils, Coreutils, Diffutils, EGLIBC, Gawk, GCC, Grep, Make and Sed
**Test suite depends on:** No testsuite available
**Must be installed before:** None

## Util-linux

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Grep, Make, Ncurses, Pkg-config, Sed, Texinfo and Zlib
**Test suite depends on:** No testsuite available
**Must be installed before:** E2fsprogs

## Vim

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, Gawk, GCC, Gettext, Grep, Make, Ncurses, Perl and Sed
**Test suite depends on:** Gzip
**Must be installed before:** None

## XZ-Utils

**Installation depends on:** Bash, Binutils, Coreutils, Diffutils, EGLIBC, Findutils, Gawk, GCC, Grep, Make and Sed

**Test suite depends on:** None

**Must be installed before:** None

## Zlib

**Installation depends on:** Bash, Binutils, Coreutils, EGLIBC, GCC, Make and Sed

**Test suite depends on:** None

**Must be installed before:** File, Module-Init-Tools and Util-linux

# Appendix C. Mips Dependencies

This page contains dependency information for packages specific to Mips.

## Arcload

**Installation depends on:** Binutils, Coreutils, Dvhtool, GCC, Make and Sed

**Test suite depends on:** None

**Must be installed before:** None

## Colo

**Installation depends on:** Binutils, Coreutils, GCC, Gzip and Make

**Test suite depends on:** None

**Must be installed before:** None

## Dvhtool

**Installation depends on:** Binutils, Coreutils, GCC and Make

**Test suite depends on:** None

**Must be installed before:** None

# Appendix D. Package Rationale

CLFS includes many packages, a number of which might not necessarily be required for a "minimal" system, but still considered very useful. The purpose of this page is to list the reasoning for each package's inclusion in the book.

- Autoconf

  The Autoconf package contains programs for producing shell scripts that can automatically configure source code. This is useful for software developers, as well as anyone who wants to install packages that don't come with a configure script, such as some of the packages in CBLFS.

- Automake

  The Automake package contains programs for generating Makefiles for use with Autoconf. This can be useful to software developers.

- Bash

  This package contains the Bourne-Again SHell. A shell is an important component of a Linux system, as there must be some way of allowing the users to enter commands.

- Binutils

  This package contains programs for handling object files. The programs in this package are needed for compiling most of the packages in CLFS.

- Bison

  This package contains programs that are required by several packages in CLFS.

- Bzip2

  The programs in this package are useful for compressing files to reduce size. They are also needed to uncompress tarballs for many CLFS packages.

- CLFS-Bootscripts

  This package contains a number of scripts that run at boottime, performing essential tasks such as mounting/checking filesystems and starting the network interface.

- CLooG-PPL

  This package is used by GCC.

- Coreutils

  This package contains many basic command-line file-management tools, required for installation of every package in CLFS.

- DejaGNU

  This package is needed for the testsuites of several packages, especially GCC and Binutils.

- DHCPCD

  This package allows for automatic configuration of network interfaces from a DHCP server. It (or some other package providing a DHCP client is needed to connect to a DHCP server.

- Diffutils

  This package contains programs to compare files, and can also be used to create patches. It is required by the installation procedures of many CLFS packages.

- EGLIBC

  Any dynamically-linked C program (which is nearly everything in CLFS) needs a C library to compile and run.

- Expect

  This package is needed for the testsuites for several packages.

- E2fsprogs

  The programs in this package are used for the creation and maintenance of ext2/3/4 filesystems.

- File

  This package contains a program that determines the type of a given file. It is needed by some CLFS packages.

- Findutils

  This package contains programs for finding files based on certain criteria, and optionally performing commands on them. Used by the installation procedures of many CLFS packages.

- Flex

  This package contains a tool for generating text scanners. It is used by multiple packages in CLFS

- Gawk

  This package contains programs for manipulating text files, using the AWK language. It is used by the installation procedures of many packages in CLFS.

- Gcc

  This package contains a C compiler, which is required to compile most of the packages in CLFS.

- Gettext

  A tool that allows programmers to easily implement i18n (internationalization) in their programs. It is a required dependency for a number of packages

- GMP

  This package is required by GCC.

- Grep

  This package contains programs for searching for text in files. These programs are required by many packages in CLFS.

- Groff

  This package is required by Man.

- Gzip

  Useful for compressing files to reduce size. It is also needed to uncompress tarballs for many CLFS packages

- Iana-Etc

  This package provides the `/etc/services` and `/etc/protocols` files. These files map port names to port numbers as well as protocol names to their corresponding numbers. These files are essential for many network based programs to work properly.

- IProute2

This package contains programs for administering network interfaces.

- IPutils

  This package contains several basic network-management tools.

- Kbd

  Contains keytable files and keyboard utilities compatible with the Linux kernel.

- Kmod

  This package contains programs that assist in loading an unloading kernel modules.

- Less

  A program that lets you view text files one page at a time. Used by Man for displaying manpages.

- Libee

  This package contains an event expression library. It is needed by Rsyslog.

- Libestr

  This package contains a library for string essentials. It is needed by Rsyslog.

- Libtool

  The Libtool package contains the GNU generic library support script. It is used by some CLFS packages.

- Linux-Headers

  This package consists of santized headers from the Linux Kernel. These headers are required for Glibc to compile.

- Linux Kernel

  The Linux operating system.

- M4

  This package contains a macro processor. It is required by several CLFS packages, including Bison.

- Make

  Required for installation of most CLFS packages

- Man

  Used for viewing manpages

- Man-Pages

  A number of useful manpages, not supplied by other packages

- MPC

  This package is required by GCC.

- MPFR

  This package is required by GCC.

- Ncurses

  Needed by several packages in CLFS, such as Vim, Bash, and Less

- Patch

  Used for applying patches in several CLFS packages

- Perl

  The Perl package contains the Practical Extraction and Report Language. It is required by several CLFS packages.

- Pkg-config

  Needed by E2fsprogs

- PPL

  This package i used by GCC.

- Procps

  Provides a number of small, useful utilities that give information about the `/proc` filesystem.

- Psmisc

  Provides more utilties that give information about the `/proc` filesystem.

- Readline

  The Readline library provides a set of functions for use by applications that allow users to edit command lines as they are typed in. This is essential for input in programs like **bash** to work properly.

- Rsyslog

  Rsyslog is an enhanced multi-threaded syslogd that supports multiple backends with very little dependencies. It provides a program that logs various system events into files in `/var/log`.

- Sed

  This package contains a stream editor. It is used in the installation procedures of most CLFS packages.

- Shadow

  This package contains programs that assist in the administration of users and groups, and passwords.

- Sysvinit

  Sysvinit is the init daemon that the clfs-bootscripts were written to work with.

- Tar

  Required to unpack the tar archives in which all CLFS packages are distributed

- Tcl

  Needed for the testsuites of several packages

- Texinfo

  This package contains programs for viewing, installing and converting info pages. It is used in the installation procedures of many CLFS packages.

- Udev

  The Udev package contains programs for dynamic creation of device nodes.

- Util-linux

The Util-linux package contains miscellaneous utility programs. Among them are utilities for handling file systems, consoles, partitions, and messages. It also includes libraries that are required by E2fsprogs.

- Vim

  The Vim package contains a text editor. Users may substitute Nano, Joe, Emacs, or whatever other editor they prefer.

- XZ-Utils

  Useful for compressing files to reduce size. Also needed to uncompress tarballs for many CLFS packages

- Zlib

  The Zlib package contains compression and decompression routines used by some programs.

# Appendix E. Package Rationale - MIPS

This is the explanation for the inclusion of MIPS-specific packages.

- ARCLoad

  An SGI Multi-bootloader. Able to bootload many different SGI Systems.

- Colo

  A replacement bootloader for the Cobalt MIPS based Raq/Qube? servers.

- DVHTool

  Dvhtool is the tool responsible for writing MIPS kernel(s) into the SGI volume header.

# Appendix F. Open Publication License

**v1.0, 8 June 1999**

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