

SunOS™ 5.2 Routine System Administration Guide

2.2

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SunOS 5.2 Routine System Administration Guide

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Preface

The *SunOS 5.2 Routine System Administration Guide* is a task-oriented manual that contains conceptual descriptions and procedures for administering files and file systems, backing up and restoring file systems, adding swap space, managing disk use, and troubleshooting. SunOS™ 5.2 system software is a part of the Solaris™ 2.2 environment.

Some Words about Task-Orientation

This book contains clear, easy-to-follow steps for each task you need to perform to set up and administer file systems, to add additional swap space, and to manage disk use. Each set of steps is usually followed by an example that shows you what to type for each step in the example, and the resulting messages, if any, that the system displays.

Descriptions of the underlying concepts of file systems and backup strategies are described in separate chapters. Understanding how these services work can help you troubleshoot problems. If you are familiar with file system concepts and have planned your backup strategy, you can turn directly to the chapters that describe administrative procedures.

Who Should Use This Book

This book is written for system administrators who have a basic working knowledge of SunOS 4.x and 5.0, and who are familiar with windowing environments and mouse- and menu-driven applications.

Other Books You Need to Use

- If you need to add a disk, see *SunOS 5.2 Adding and Maintaining Devices and Drivers*.
- If you need to format or partition disks, see the *Solaris 2.2 System Configuration and Installation Guide*.
- If you need information about security, see *SunOS 5.2 Administering Security, Performance, and Accounting*.
- If you need to set up printers or mail, or administer users and groups, see *SunOS 5.2 Setting Up User Accounts, Printers, and Mail*.
- If you need detailed information about using Administration Tool, see *SunOS 5.2 Administering NIS+ and DNS*.
- If you need a quick reference guide to basic system administration tasks, see the *SunOS 5.2 How-To Book: Basic System Administration Tasks*.

How This Book Is Organized

This book is organized into 4 parts, 15 chapters, and 2 appendixes.

Part I – “Administering File Systems”

Chapter 1, “Understanding and Planning File Systems,” explains the types of file systems, describes the default SunOS 5.x file system, disk device names and the `ufs` file system. It also provides information for planning `ufs` file systems and for making file systems available.

Chapter 2, “Creating File Systems,” provides steps to create `ufs` file systems on a disk partition, file systems on a floppy diskette, temporary file systems, and loopback file systems.

Chapter 3, “Mounting and Unmounting File Systems,” provides steps to find out which file systems are mounted, to create entries in the file system table, to mount and unmount file systems, and for making file systems from a server available for NFS mounting.

Chapter 4, “Copying `ufs` Files and File Systems,” provides steps for copying files and file systems onto removable media such as tapes or diskettes, or onto other systems.

Part II – “Backup and Restore”

Chapter 5, “Understanding Backup and Planning a Backup Strategy,” describes why you need a back up strategy, explains the `ufsdump` command and how it works, and describes how to choose which file systems to back up, which media to use, and how to plan a backup schedule.

Chapter 6, “Backing Up Files and File Systems,” provides steps for using the `ufsdump` command to back up files and file systems.

Chapter 7, “Restoring Files and File Systems,” provides steps for using the `ufsrestore` command to restore files and file systems.

Part III – “Configuring Swap Space and Managing Disk Use”

Chapter 8, “Configuring Additional Swap Space,” tells you how to add additional swap space without reconfiguring a disk.

Chapter 9, “Managing Disk Use,” explains how to monitor disk use, manage disk quotas, and monitor and remove large files. It also provides a checklist of what to do if a disk goes bad.

Part IV – “Troubleshooting”

Chapter 10, “Recognizing File Access Problems,” explains how to recognize and repair common problems users encounter when trying to access files.

Chapter 11, “Understanding the Boot Process,” explains how the system boot procedure works and the files used during the boot process.

Chapter 12, “Checking the Integrity of File Systems,” explains the `fsck` file system check program and how to use it.

Chapter 13, “Enabling and Using Crash Dumps,” explains crash dumps and describes how to enable and use them.

Appendix A, “File System Reference,” explains the directory and file structure of the default SunOS 5.x file system, the structure of `ufs` file system disk cylinders, and the options you can use for the `newfs` command if you choose not to use the default values.

Appendix B, “Bibliography,” provides a list of published books on system administration that you can use to supplement the information in the system administration documentation set.

Glossary is a list of words and phrases found in this book, and their definitions.

Related Books

If you are an experienced SunOS Release 4.x system administrator, refer to the *Solaris 2.2 Transition Guide* for information about how to make the transition from administering 4.x systems to administering 5.x systems.

For information about basic operating system commands and shells, see the *Solaris 2.2 User's Guide*. For quick-reference information see *SunOS 5.2 How-To Book: Basic System Administration Tasks*.

These books in the system administration documentation set contain information related to the tasks described in this book. Cross-references in the text refer you to the appropriate book.

- *SunOS 5.2 Administering TCP/IP and UUCP*
- *SunOS 5.2 Administering NIS+ and DNS*
- *SunOS 5.2 Administering NFS and RFS*
- *SunOS 5.2 Adding and Maintaining Devices and Drivers*
- *SunOS 5.2 Setting Up User Accounts, Printers, and Mail*
- *SunOS 5.2 Administering Security, Performance, and Accounting*

What Typographic Changes and Symbols Mean

Table P-1 describes the typographic conventions used in this book.

Table P-1 Typographic Conventions

Typeface or Symbol	Meaning	Example
AaBbCc123	The names of commands, files, and directories; on-screen computer output	Edit your <code>.login</code> file. Use <code>ls -a</code> to list all files. system% You have mail
AaBbCc123	What you type, contrasted with on-screen computer output	system% su password:
<i>AaBbCc123</i>	Command-line “placeholder” (variable): replace with a real name or value	To delete a file, type <code>rm filename</code> .
<i>AaBbCc123</i>	Book titles, new words or terms, or words to be emphasized	Read Chapter 6 in <i>User’s Guide</i> . These are called <i>class</i> options. You <i>must</i> be root to do this.
%	UNIX C shell prompt	system%
\$	UNIX Bourne or Korn shell prompt	\$
#	Superuser prompt, Bourne or Korn shell	#
#	Superuser prompt, C shell	system#

For steps, press Return only when instructed to do so, even if the text breaks at the end of the line, as shown in this example:

1. **Type** `pmadm -a -p tcp -s lpd -i root -m 'nlsadmin -o /var/spool/lp/fifos/listenBSD -A '\xuniversal-address'' -v 'nlsadmin -V'` **and press Return.**

Examples in code boxes that have a backslash (\) at the end of a line are continued onto the next line. The backslash is not part of the example. If the line is an example of what to type, press Return at the end of a line that does not end with a backslash.

```
# pmadm -a -p tcp -s lpd -i root -m 'nlsadmin -o \  
/var/spool/lp/fifos/listenBSD -A \  
'\x000202038194180e0000000000000000'' -v 'nlsadmin -V'
```

When following steps or using examples, be sure to type double-quotes ("), left single-quotes ('), and right single-quotes (') exactly as shown.

Because we assume that the root path will include the /sbin, /usr/sbin, /usr/bin, and /etc directories, the steps show the commands in these directories without absolute path names. Steps that use commands in other, less common, directories show the absolute path in the example.

The examples in this book are for a basic SunOS™ 5.0 software installation without the Binary Compatibility Package installed and without /usr/ucb in the path.

Caution – If /usr/ucb is included in a search path, it should always be at the end. Commands like ps or df are duplicated in /usr/ucb with different formats and options from the SunOS 5.x commands.

Because the SunOS 5.x system software provides the Bourne (default), Korn, and C shells, examples in this book show prompts for each of the shells. The C shell prompt is *system-name%*. The Bourne and Korn shell prompt is \$. The root prompt for all shells is shown by a pound sign (#). In examples that affect more than one system, the C shell prompt (which shows the system name) is used to make it clearer when you change from one system to another.

Part I—Administering File Systems

This part has four chapters:

Chapter 1, “Understanding and Planning File Systems,” describes the types of file systems, the default Solaris 2.X file system, disk device names, and the `ufs` file system. It also provides information for planning `ufs` file systems and for making file systems available.

Chapter 2, “Creating File Systems,” provides steps to create `ufs` file systems on a disk partition, file systems on a floppy diskette, temporary file systems, and loopback file systems.

Chapter 3, “Mounting and Unmounting File Systems,” provides steps to find out which file systems are mounted, to create entries in the file system table, to mount and unmount file systems, and for making file systems from a server available for NFS mounting.

Chapter 4, “Copying `ufs` Files and File Systems,” provides steps for copying `ufs` files and file systems onto removable media such as tapes or diskettes, or onto other systems.



Understanding and Planning File Systems

1 

This chapter contains these sections:

<i>Types of File Systems</i>	<i>page 5</i>
<i>The Default SunOS 5.2 File System</i>	<i>page 13</i>
<i>Understanding Disk Device Names</i>	<i>page 14</i>
<i>Understanding the ufs File System</i>	<i>page 18</i>
<i>Planning ufs File Systems</i>	<i>page 24</i>
<i>Making File Systems Available</i>	<i>page 25</i>

A *file system* is a structure of directories used to locate and store files. The term “file system” is used in several different ways:

- To describe the entire file tree from the root directory downward
- To describe a particular type of file system: disk-based, network-based, or pseudo
- To describe the data structure of a disk slice or other media storage device
- To describe a portion of a file tree structure that is attached to a mount point on the main file tree so that it is accessible

Usually, you can tell from context which meaning is intended.

The Solaris 2.X system software uses the virtual file system (VFS) architecture, which provides a standard interface for different file system types. The kernel handles basic operations, such as reading, writing, and listing files, without requiring the user or program to know about the underlying file system type.

The file system administrative commands provide a common interface that allows you to maintain file systems of differing types. These commands have two components: a generic component and a component specific to each type of file system. The generic commands apply to most types of file systems, while the specific commands apply to only one type of file system.

Administering the file system is one of your most important system administration tasks. The file system story is a complex one, and understanding it can help you more effectively administer file systems. Read this chapter for background and planning information. Refer to other chapters in this book or to other books in the System Administration book set for instructions about these tasks:

- Making local and remote files available to users. See Chapter 3, “Mounting and Unmounting File Systems” for detailed information.
- Connecting and configuring new storage devices when needed. See *SunOS 5.2 Adding and Maintaining Devices and Drivers* for detailed information.
- Designing and implementing a backup schedule and restoring files and file systems as needed. See Chapter 5, “Understanding Backup and Planning a Backup Strategy” for information on designing a backup schedule. See Chapter 6, “Backing Up Files and File Systems” for detailed information about doing backups. See Chapter 7, “Restoring Files and File Systems” for detailed information about restoring files and file systems.
- Checking for and correcting file system damage. File systems are usually checked and corrected at boot time. See Chapter 12, “Checking the Integrity of File Systems” for detailed information of how to proceed if the automatic checking fails.

Types of File Systems

The system software supports three types of file systems:

- Disk-based
- Network-based
- Pseudo

Disk-based File Systems

Disk-based file systems are stored on physical media such as hard disks, CD-ROMs, and diskettes. Disk-based file systems can be written in different formats. The available formats are:

- `ufs` – UNIX® file system (based on the BSD Fast File system that was provided in the 4.3 Tahoe release). `ufs` is the default disk-based file system in SunOS 5.2 system software.
- `hfs` – High Sierra and ISO 9660 file system. High Sierra is the first CD-ROM file system; ISO 9660 is the official standard version of the High Sierra File System. The `hfs` file system is used on CD-ROM, and is a read-only file system. SunOS 5.2 `hfs` supports Rock Ridge extensions to ISO 9660, which, when present on a CD-ROM, provide all `ufs` file system semantics and file types except for writability and hard links.
- `pcfs` – PC file system, which allows read/write access to data and programs on DOS-formatted disks written for DOS-based personal computers.

The System V (S5) file system traditionally found in System V releases is not included in the SunOS 5.2 system software because of significant limitations such as a maximum of 64,000 files in a file system, a restriction of 14 characters for file names, and lack of a quota facility.

Each type of disk-based file system is customarily associated with a particular media device:

- `ufs` with hard disk
- `hfs` with CD-ROM
- `pcfs` with diskette

These associations are not, however, restrictive. For example, CD-ROMs and diskettes can have `ufs` file systems put on them.

Network-based File Systems

Network-based file systems are file systems accessed over the network. Typically, network-based file systems are file systems that reside on one system and are accessed by other systems across the network. The available network-based file systems are:

- `nfs` – Distributed file system
- `rfs` – Remote file sharing

NFS is the default SunOS 5.2 distributed file system. You administer distributed file systems by exporting them from a server and mounting them on individual systems. See “Making File Systems Available” on page 25 for more information.

Pseudo File Systems

Pseudo file systems are virtual or memory-based file systems that provide access to special kernel information and facilities. Pseudo file systems do not use file system disk space. Some pseudo file systems, such as the temporary file system, may, however, use the swap space on a physical disk.

The Temporary File System (`tmpfs`)

The `tmpfs` file system uses local memory for disk reads and writes. Access to files in a `tmpfs` file system is typically much faster than to files in a `ufs` file system. Files in the temporary file system are not permanent. They are deleted when the file system is unmounted and when the system is shut down or rebooted.

`tmpfs` is the default file system type for the `/tmp` directory in the SunOS 5.2 system software. You can copy or move files into or out of the `/tmp` directory, just as you would in a `ufs` `/tmp` file system.

Using `tmpfs` file systems can improve system performance by saving the cost of reading and writing temporary files to a local disk or across the network. For example, temporary files are created when you compile a program. The operating system generates a lot of disk or network activity while manipulating these files. Using `tmpfs` to hold these temporary files may significantly speed up their creation, manipulation, and deletion.

The `tmpfs` file system uses swap space as a temporary backing store. If a system with a `tmpfs` file system does not have adequate swap space, two problems can occur:

- The `tmpfs` file system can run out of space, just as a regular file system can fill up.
- Because `tmpfs` allocates swap space to save file data (if necessary), some programs may not be able to execute because there is not enough swap space.

See Chapter 2, “Creating File Systems” for information on how to create `tmpfs` file systems. See Chapter 8, “Configuring Additional Swap Space” for information about increasing swap space.

The Loopback File System (lofs)

The `lofs` file system lets you create a new virtual file system. You can access files using an alternative path name. For example, you can create a loopback mount of `/` onto `/tmp/newroot`. The entire file system hierarchy looks like it is duplicated under `/tmp/newroot`, including any file systems mounted from NFS servers. All files are accessible either with a path name starting from `/`, or with a path name starting from `/tmp/newroot`.

See Chapter 2, “Creating File Systems” for information on how to create `lofs` file systems.

The Process File System (procfs)

The `procfs` file system resides in memory. It contains a list of active processes, by process number, in the `/proc` directory. Information in the `/proc` directory is used by commands like `ps`. Debuggers and other

development tools can also access the address space of the processes using file system calls. The following example shows a partial listing of the contents of the `/proc` directory:

```
oak% ls -l /proc
total 144944
-rw----- 1 root    root          0 Dec 19 15:45 00000
-rw----- 1 root    root    196608 Dec 19 15:45 00001
-rw----- 1 root    root          0 Dec 19 15:45 00002
-rw----- 1 root    root   1028096 Dec 19 15:46 00073
-rw----- 1 root    root   1445888 Dec 19 15:46 00091
-rw----- 1 root    root   1142784 Dec 19 15:46 00093
-rw----- 1 root    root   1142784 Dec 19 15:46 00095
-rw----- 1 ignatz  staff   1576960 Dec 19 15:50 00226
-rw----- 1 ignatz  staff   192512 Dec 19 15:51 00236
-rw----- 1 ignatz  staff   1269760 Dec 19 15:52 00240
-rw----- 1 ignatz  staff   6090752 Dec 19 15:52 00241
-rw----- 1 ignatz  staff   188416 Dec 19 15:52 00247
-rw----- 1 ignatz  staff   2744320 Dec 19 15:52 00256
```



Caution – Do not delete the files in the `/proc` directory. Deleting processes from the `/proc` directory is not the recommended way to kill them. Remember, `/proc` files do not use disk space, so there is little reason to delete files from this directory.

The `/proc` directory does not require system administration.

Additional Pseudo File Systems

These additional types of pseudo file systems are listed for your information. They do not require administration.

- `fifofs` (first-in first-out) – Named pipe files that give processes common access to data
- `fdfs` (file descriptors) – Provides explicit names for opening files using file descriptors
- `namefs` – Used mostly by STREAMS for dynamic mounts of file descriptors on top of files

- `specfs` (special) – Provides access to character special and block devices
- `swapfs` - File system used by the kernel for swapping

File System Administration Commands

Most file system administration commands have a *generic* and a *file system-specific* component. Use the generic commands, which call the file system-specific component. Table 1-1 lists the generic file system administrative commands, which are located in the `/usr/bin` directory.

Table 1-1 Generic File System Administrative Commands

Command	Description
<code>clri(1M)</code>	Clears inodes
<code>df(1M)</code>	Reports the number of free disk blocks and files
<code>ff(1M)</code>	Lists file names and statistics for a file system
<code>fsck(1M)</code>	Checks the integrity of a file system and repairs any damage found
<code>fsdb(1M)</code>	File system debugger
<code>fstyp(1M)</code>	Determines the file system type
<code>labelit(1M)</code>	Lists or provides labels for file systems when copied to tape (for use by the <code>volcopy</code> command only)
<code>mkfs(1M)</code>	Makes a new file system
<code>mount(1M)</code>	Mounts file systems and remote resources
<code>mountall(1M)</code>	Mounts all file systems specified in a file system table
<code>ncheck(1M)</code>	Generates a list of path names with their i-numbers
<code>umount(1M)</code>	Unmounts file systems and remote resources
<code>umountall(1M)</code>	Unmounts all file systems specified in a file system table
<code>volcopy(1M)</code>	Makes an image copy of a file system

Most of these commands also have a file system-specific counterpart.



Caution – Do not use the file system-specific commands directly. If you specify an operation on a file system that does not support it, the generic command displays this error message: `command: Operation not applicable for FSType type.`

Syntax of Generic Commands

Most of these commands use this syntax:

```
command [-F type] [-V] [generic-options] [-o specific-options] [special | mount-point]  
[operands]
```

The options and arguments to the generic commands are:

-F *type*

Specifies the type of file system. If you do not use this option, the command looks for an entry which matches *special* or *mount point* in the `/etc/vfstab` file. Otherwise, the default is taken from the file `/etc/default/fs` for local file systems and from the file `/etc/dfs/fstypes` for remote file systems.

-V

Echoes the completed command line. The echoed line may include additional information derived from `/etc/vfstab`. Use this option to verify and validate the command line. The command is not executed.

generic-options

Options common to different types of file systems.

-o *specific-options*

A list of options specific to the type of file system. The list must have the following format: -o followed by a space, followed by a series of *keyword* [=value] pairs separated by commas with no intervening spaces.

special | *mount-point*

Identifies the file system. Name either the mount point or the special device file for the slice holding the file system. For some commands, the *special* file must be the raw (character) device and for other commands it must be the block device. See "Understanding Disk Device Names" on page 14 for more information about disk device names. In some cases, this argument is used as a key to search the file `/etc/vfstab` for a matching entry from which to obtain other information. In most cases, this argument is required and must come immediately after *specific-options*. However, it is not required when you want a command to act on all the file systems (optionally limited by type) listed in the `/etc/vfstab` file.

operands

Arguments specific to a type of file system. See the specific manual page of the command (for example, `mkfs_ufs`) for a detailed description.

Manual Pages for Generic and Specific Commands

Both the generic and specific commands have manual pages in the *SunOS 5.2 Reference Manual*. The specific manual page is a continuation of the generic manual page. To look at a specific manual page, append an underscore and the file system type abbreviation to the generic command name. For example, to see the specific manual page for mounting an `hsfs` file system, type `man mount_hsfs`.

How the File System Commands Determine the File System Type

The generic file system commands determine the file system type by following this sequence:

1. From `-F`, if supplied.
2. By matching a special device with an entry in `/etc/vfstab` (if `special` is supplied). For example, `fsck` first looks for a match against the `fsck device` field; if no match is found, it then checks against the `special device` field.
3. By using the default specified in `/etc/default/fs` for local file systems and in `/etc/dfs/fstypes` for remote file systems.

▼ **How to Find Out the Type of a File System**

If you want to determine the type of a file system, you can obtain the information from the same files that the generic commands use:

- The `FS type` field in the file system table (`/etc/vfstab`)
- The `/etc/default/fs` file for local file systems
- The `/etc/dfs/fstypes` file for remote file systems

To find a file system's type in the `/etc/vfstab` file:

- ◆ **Type** `grep mount-point /etc/vfstab` **and press Return.** Information for the mount point is displayed.

```
drusilla% grep /tmp /etc/vfstab
swap          -          /tmp          tmpfs        -          yes          -
drusilla%
```

If `vfstab` does not have an entry for a file system, use one of the following procedures to determine the file system's type.

To identify a mounted file system's type:

- ◆ **Type `grep mount-point /etc/mnttab` and press Return.**
Information on the mount point is displayed.

```
drusilla% grep /home /etc/mnttab
drusilla:(pid129) /home nfs ro,ignore,map=/etc/auto_home,indirect,dev=21c0004 693606637
bigriver:/export/home/bigriver /tmp_mnt/home/bigriver nfs rw,dev=21c0005 695409833
drusilla%
```

Or

- ◆ **Type `mount` and press Return.**
A list of the mounted file systems and their types is displayed.

```
drusilla% mount
/ on /dev/dsk/c0t3d0s0 read/write on Tue Dec 24 12:29:22 1991
/usr on /dev/dsk/c0t1d0s6 read/write on Tue Dec 24 12:29:22 1991
/proc on /proc read/write on Tue Dec 24 12:29:22 1991
/usr/man on swsvr4-50:/export/svr4/man read/write/remote on Mon Dec 30 12:49:11 1991
/usr/openwin on swsvr4-50:/export/svr4/openwinV3.jpbl read/write/remote on Mon Dec 30 \
13:50:54 1991
/tmp on swap o on Wed Jan 8 13:38:45 1992
/mnt on swsvr4-50:/export/svr4 read/write/remote on Fri Jan 10 15:51:23 1992
/tmp_mnt/home/bigriver on bigriver:/export/home/bigriver read/write/remote on Tue Jan 14 \
09:23:53 1992
drusilla%
```

Or

1. **Type `devnm mount-point` and press Return.**
The raw device name is displayed.
2. **Become superuser.**

3. Type `fstyp /dev/rdisk/cntndnsn` and press Return.
The type of the file system is displayed.

```
drusilla% devnm /usr
/dev/dsk/c0t1d0s6 /usr
drusilla% su
Password:
# fstyp /dev/rdisk/c0t3d0s0
ufs
#
```

The Default SunOS 5.2 File System

The SunOS 5.2 file system is hierarchical, starting with the root directory (/) and continuing downwards through a number of directories. The system software installs a default set of directories and uses a set of conventions to group similar types of files together. Table 1-2 describes the default SunOS 5.2 file systems, and shows the type of each file system.

Table 1-2 The Default Solaris 2.X File System

File System	File System Type	Description
/	ufs	The top of the hierarchical file tree. The root directory contains the directories and files critical for system operation, such as the kernel (/kernel/unix), the device drivers, and the programs used to start (boot) the system. It also contains the mount point directories where local and remote file systems can be attached to the file tree.
/etc	ufs	Contains system-specific files used in system administration.
/usr	ufs	Contains system files and directories that can be shared with other users. Files that only run on certain types of systems are in the /usr directory (for example SPARC® executables). Files (such as manual pages) that can be used on all types of systems are in /usr/share.

Table 1-2 The Default Solaris 2.X File System (Continued)

File System	File System Type	Description
/home	nfs, ufs	The mount point for the users' home directories, which store users' work files. By default /home is an automounted file system. On standalone systems, /home may be a ufs file system on a local disk partition.
/var	ufs	Contains system files and directories that are likely to change or grow over the life of the local system. These include system logs, vi and ex backup files, and uucp files.
/opt	nfs, ufs	Mount point for optional, third-party software. On some systems /opt may be a ufs file system on a local disk partition.
/tmp	tmpfs	Temporary files, cleared each time the system is booted or unmounted.
/proc	procfs	Contains a list of active processes, by number.

The root (/) and /usr file systems are both needed to run a system. Some of the most basic commands from the /usr file system (like `mount`) are included in the root file system so that they are available when the system boots up or is in single-user mode and /usr is not mounted. See Appendix A, "File System Reference" for a complete list of the default directories.

Understanding Disk Device Names

The disk naming convention is based on logical (not physical) device names. For a discussion of the physical device structure, see *SunOS 5.2 Adding and Maintaining Devices and Drivers*.

SunOS 5.2 disks have both block and raw (character) device files. The device name is the same, regardless of whether the command requires the block or raw device file.

Instead of adding an `r` to the beginning of the disk device name (the naming convention in the SunOS 4.x release), each type of device file has its own subdirectory in `/dev`:

- `/dev/dsk` – The block interface
- `/dev/rdsk` – The raw interface

Some commands, such as `mount`, use the block interface device name from the `/dev/dsk` directory to specify the disk device. Other commands, such as `newfs`, require the raw interface device name from the `/dev/rdsk` directory to specify the disk device.

The device name you use to identify a specific disk with either type of interface depends on the controller type:

- Bus-oriented (SCSI or IPI)
- Direct

Disks with Bus Controllers

To specify a slice (partition) on a disk with a bus controller (either SCSI or IPI), use a device name with these conventions:

- `/dev/dsk/cWtXdYsZ` – The block interface
- `/dev/rdsk/cWtXdYsZ` – The raw interface

Figure 1-1 shows the naming convention for the device name:

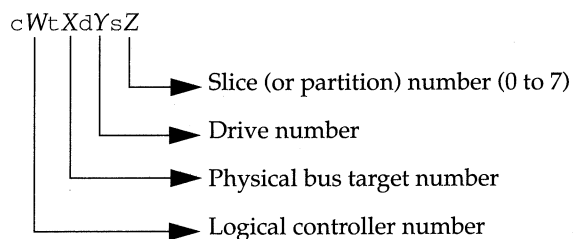


Figure 1-1 Naming Convention for Disks with Bus Controllers

Here are some guidelines for determining the values for the device file name:

- If you have only one controller on your system, *W* is always 0.
- For SCSI controllers, *X* is the target address set by the switch on the back of the unit.
- *Y* is the number of the drive attached to the target. If the disk has an embedded controller, *Y* is always 0.
- *Z* is the slice (partition) number, a number from 0 to 7. To specify the entire disk, use slice 2. Table 1-3 shows conventional assignments of slice (partition) numbers for the disk on which root is found.

Table 1-3 Customary Assignments of Slices for Disk with Root

Slice	File System	Use
0	root	Operating system
1	swap	Virtual memory space
2	–	Entire disk
6	/usr	Executable programs, program libraries, and documentation

Note – Most device names start their numbering sequence with zero (0). Consequently, when you talk about the first disk or target, its number is 0, not 1.

Table 1-4 shows some examples of raw device names for disks with bus-oriented controllers:

Table 1-4 Examples of Device Names for Disks with Bus-oriented Controllers

Device Name	Description
/dev/rdisk/c0t0d0s0	Raw interface to the first slice (root) on the first disk at the first SCSI target address on the first controller
/dev/rdisk/c0t0d0s2	Raw interface to the third slice (which represents the whole disk) on the first disk at the first SCSI target address on the first controller
/dev/rdisk/c0t1d0s6	Raw interface to seventh (/usr) slice on the first disk at the second SCSI target address on the first controller

Disks with Direct Controllers

Disks with direct controllers do not have a target entry as part of the device name. To specify a slice (partition) on a disk with a direct controller, use a device name with these conventions:

- `/dev/dsk/cXdYsZ` – The block interface
- `/dev/rdsk/cXdYsZ` – The raw interface

Figure 1-2 shows the naming convention for disks with direct controllers.

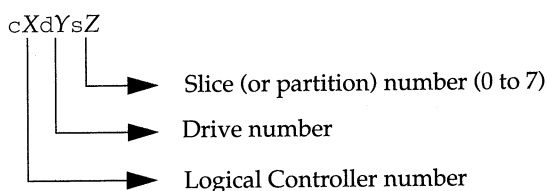


Figure 1-2 Naming Convention for Disks with Direct Controllers

If you have only one controller on your system, `X` is always 0. Use slice 2 to specify the entire disk.

Table 1-5 shows some examples of raw device names for disks with direct controllers:

Table 1-5 Examples of Device Names for Disks with Direct Controllers

Device Name	Description
<code>/dev/rdsk/c0d0s0</code>	Raw interface to the first controller on the first disk to the first slice (root)
<code>/dev/rdsk/c0d0s2</code>	Raw interface to the first controller on the first disk to the third slice (the entire disk)
<code>/dev/rdsk/c0d1s6</code>	Raw interface to the first controller on the second disk to the seventh (<code>/usr</code>) slice

By convention, the slice numbers are assigned to specific file systems, as shown in Table 1-3 on page 16.

Understanding the `ufs` File System

`ufs` is the default disk-based file system in SunOS 5.2 system software. Most of the time, when you administer a disk-based file system, you will be administering `ufs`. It provides these enhancements:

- State flags – Show the state of the file system: clean, stable, active, or unknown. These flags eliminate unnecessary file system checks. If the file system is “clean” or “stable,” `fsck` is not run.
- Extended fundamental types (EFT) – 32-bit user ID (UID), group ID (GID), and device numbers.
- Large file systems – A `ufs` file system can be as large as one terabyte (1 Tbyte) and can have regular files up to 2 Gbyte. SunOS 5.2 system software does not provide *striping*, which is required to make a logical slice large enough for a 1 Tbyte file system. Online: DiskSuite™ provides this capability.

Let’s take a brief look at how a disk is partitioned, divided into cylinder groups, and structured as a `ufs` file system.

Note – SunOS 5.2 device names use the term *slice* (and the letter “s” in the device name) to refer to the slice number. Slice is simply another name for a disk partition.

Figure 1-3 shows how a disk slice can be formatted to contain a `ufs` file system.

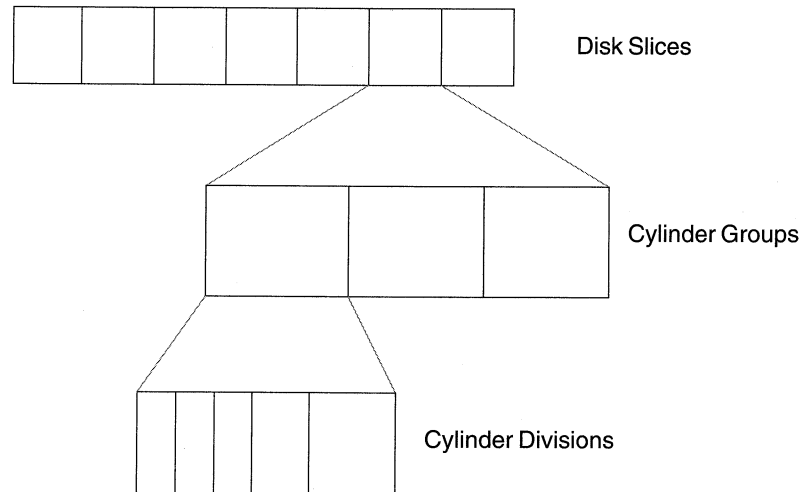


Figure 1-3 How a Disk Slice Is Formatted for a `ufs` File System

The following sections describe disk slices, cylinder groups, and cylinder divisions.

Disk Slices (Partitions)

A slice is composed of a single range of contiguous blocks, and is a physical subset of the disk (except for slice 2, which customarily represents the entire disk). Before you can create a file system on a disk, you must format and slice it. See *SunOS 5.2 Adding and Maintaining Devices and Drivers* for complete information on installing, formatting, and partitioning disks.

A slice can be used as a raw device for swap space or to hold one and only one `ufs` file system. A disk can be divided into as many as eight slices. See Table 1-3 on page 16 for a list of customary disk slice assignments.

▼ How to Get Information about Disks and Disk Slices

1. **Become superuser.**
2. **Type `format` and press Return.**
A list of available disks is displayed.

3. Type a number for the disk you want information about.

The format menu and the `format>` prompt are displayed.



Caution – Be sure you follow the steps exactly so that you choose the right options from the `format` and `partition` menus. You can cause major system damage and data loss if you inadvertently reformat a disk or choose some other potentially destructive option from these menus. See the *Solaris 2.2 System Configuration and Installation Guide* for a complete description of how to use the `format` command.

4. Type partition and press Return.

The partition menu and the `partition>` prompt are displayed.

5. Type print and press Return.

A list of the slices currently defined for the disk is displayed. Any slices with values of zero are not defined.

6. Type quit and press Return.

The format menu and the `format>` prompt are displayed.

7. Type quit and press Return.

The shell prompt is displayed.

This example shows disk information for `/dev/dsk/c0t3d0`. Note that the `format` command does not show slice/partition information as part of the available disk selections. It shows the controller, target, and disk number for each disk.

```
oak% su
Password:
# format
AVAILABLE DISK SELECTIONS:
 0. c0t0d0 at scsibus0 slave 24
   sd0: <SUN0207 cyl 1254 alt 2 hd 9 sec 36>
 1. c0t3d0 at scsibus0 slave 0: veryloud
   sd3: <SUN0207 cyl 1254 alt 2 hd 9 sec 36>
Specify disk (enter its number): 1
FORMAT MENU:
disk - select a disk
type - select (define) a disk type
partition - select (define) a partition table
```

```
current - describe the current disk
format - format and analyze the disk
repair - repair a defective sector
label - write label to the disk
analyze - surface analysis
defect - defect list management
backup - search for backup labels
verify - read and display labels
save - save new disk/partition definitions
inquiry - show vendor, product and revision
volname - set 8-character volume name
quit
format> partition
PARTITION MENU:
0 - change '0' partition
1 - change '1' partition
2 - change '2' partition
3 - change '3' partition
4 - change '4' partition
5 - change '5' partition
6 - change '6' partition
7 - change '7' partition
select - select a predefined table
modify - modify a predefined partition table
name - name the current table
print - display the current table
label - write partition map and label to the disk
quit
partition> print
Volume: veryloud
Current partition table (original sd3):
Part      Tag      Flag      Cylinders      Size      Blocks
0         root     wm        0 - 39          14.06MB   (40/0/0)
1         swap     wu        40 - 199        56.25MB   (160/0/0)
2         backup   wm        0 - 1150        404.65MB  (1151/0/0)
3         unassigned wm        0              0         (0/0/0)
4         unassigned wm        0              0         (0/0/0)
5         -        wm        0              10.20MB   (29/0/0)
6         usr      wm        200 - 228       121.29MB  (345/0/0)
7         home     wm        574 - 1150     202.85MB  (577/0/0)
partition> quit
format> quit
#
```

If you know the disk and slice number, you can display information for a disk using the `prtvtoc` (print volume table of contents) command. You can specify the volume by specifying any non-zero size slice defined on the disk (for example, `/dev/rdisk/c0t3d0s2` for all of disk 3, or `/dev/rdisk/c0t3d0s7` for the eighth slice of disk 3). If you know the target number of the disk, but do not know how it is partitioned, you can show information for the entire disk by specifying either slice 2 or slice 0.

1. **Become superuser.**
2. **Type `prtvtoc /dev/rdisk/cntndnsn` and press Return.**
Information for the disk and slice you specify is displayed.

In this example, information is displayed for all of disk 3:

```
oak% su
Password:
# prtvtoc /dev/rdisk/c0t3d0s2
* /dev/rdisk/c0t3d0s2 (volume "") partition map
*
* Dimensions:
*   512 bytes/sector
*   36 sectors/track
*   9 tracks/cylinder
*   324 sectors/cylinder
*   1272 cylinders
*   1254 accessible cylinders
*
* Flags:
*   1: unmountable
*  10: read-only
*
*
* Partition  Tag  Flags      First   Sector   Last
* Partition  Tag  Flags      Sector  Count    Sector  Mount
Directory
          2    5    01           0   406296   406295
          6    4    00           0   242352   242351
          7    0    00   242352  163944   406295  /files7
```

Size Restrictions on ufs File Systems

Total Size

The limit on the total size of a file system is 1 Tbyte. A ufs file system can be as big as the slice that holds it.

Maximum File Size

The maximum size for any one file in a ufs file system is 2 Gbyte.

Maximum Number of Files

The maximum number of files per ufs file system is determined by the number of inodes allocated for a file system. The number of inodes depends on how much disk space is allocated for each inode and the total size of the file system. By default, one inode is allocated for each 2 Kbyte of data space. You can change the default allocation using the `-i` option to the `newfs` command.

Logical Block and Fragment Size

Fragments are small logical blocks that are created to save space by reducing unused portions of logical blocks. The maximum logical block and fragment size is 8192 bytes, although fragments are typically less than or equal to the size of logical blocks.

Cylinder Groups

You create a ufs file system on a disk slice, which is divided into one or more areas called *cylinder groups*. A cylinder group is comprised of one or more consecutive disk cylinders (the set of tracks on a group of platters that have the same radial distance from the center of the platter). See *SunOS 5.2 Adding and Maintaining Devices and Drivers* for a complete description of disk geometry.

A *cylinder group map* is created for each cylinder group. The cylinder group map records the block usage and available blocks.

Types of Blocks

Cylinder groups are divided into blocks to control and organize the structure of the files within the cylinder group. Each type of block has a specific function in the file system. A `ufs` file system has four types of addressable blocks as well as additional information management disk areas. The four types of blocks are:

- Boot block – Used to store information used when booting the system
- Superblock – Used to store much of the information about the file system
- Inode – Used to store all information about a file except its name
- Storage or data block – Used to store data for each file

See Appendix A, “File System Reference” for more detailed information about each type of block.

Planning ufs File Systems

Once disks are formatted and partitioned, you need to make a file system on each slice that will contain `ufs` files. See the *Solaris 2.2 System Configuration and Installation Guide* and *SunOS 5.2 Adding and Maintaining Devices and Drivers* for detailed information on how to format and partition disks.

When laying out file systems, you need to consider possible conflicting demands. Here are some suggestions:

- Distribute the work load as evenly as possible among different I/O systems and disk drives. Distribute `/home` and `swap` directories evenly across disks.
- Keep projects or groups within the same file system.
- Use as few file systems per disk as possible. On the root disk you usually have three partitions: `/`, `/usr`, and a swap area. On other disks create one or at most two slices. Fewer, roomier slices cause less file fragmentation than many small, over-crowded slices. Higher-capacity tape drives and the ability of `ufsdump` to handle multiple volumes make it easier to back up larger file systems.
- Most sites do not need to be concerned about keeping similar types of user files in the same file system. Infrequently, you may have some users that consistently create very small or very large files. In such a case, you might consider creating a separate file system with more inodes for users who consistently create very small files.

File System Parameters

To make a new file system on a disk slice, you almost always use the `newfs` command. Table 1-6 shows the default parameters the `newfs` command uses:

Table 1-6 Default Parameters Used by the `newfs` Command

Parameter	Default Value
Block size	8 Kbyte
Fragment size	1 Kbyte
Minimum free space	10%
Rotational delay	Device-dependent
Optimization type	Space
Number of inodes	1 for each 2 Kbyte of disk space

If you want to customize a file system using arguments to the `newfs` command or with the `mkfs` command, see Appendix A, “File System Reference” for information about altering these parameters.

Making File Systems Available

Once you have created a file system, you need to make it available. You make file systems available by mounting them. A mounted file system is attached to the system directory tree at the specified mount point, and becomes available to the system. The root file system is always mounted. Any other file system can be connected or disconnected from the root file system.

You can mount a local file system in these ways:

- By creating an entry in the `/etc/vfstab` (virtual file system table) file. The `/etc/vfstab` file contains a list of file systems that are automatically mounted when the system is booted to multiuser state. See “The Virtual File System Table” on page 30 for a description of the `/etc/vfstab` file.
- From the command line using the `mount` command.

File systems on disk partitions must always be mounted on the server system and shared (exported) before other systems can access them. See “Sharing Files from a Server” on page 33 and Chapter 3, “Mounting and Unmounting

File Systems” for information about sharing file systems. When file systems are shared from a server, a client can mount them as NFS file systems in any of these three ways:

- By adding an entry to the `/etc/vfstab` (virtual file system table) file so that the file system is automatically mounted when the system is booted in multiuser state.
- By using the `automount` program to automatically mount or unmount the file system when a user changes into (`mount`) or out of (`umount`) the automounting directory. See *SunOS 5.2 Administering NFS and RFS* for information about setting up and administering the automounter.
- By using the `mount` command at a command line.

CD-ROMs containing file systems are mounted when the CD-ROM is inserted. Diskettes containing file systems are mounted by running the `volcheck(1)` command.

Understanding Mounting and Unmounting

File systems can be attached to the hierarchy of directories available on a system. This process is called *mounting*. You need to determine whether the file system should be:

- Entered in the `/etc/vfstab` file to be mounted each time the system is booted
- Whether it can be appropriately mounted using the automounter
- Whether it will be used only temporarily, and can be mounted from the command line

To mount a file system you need:

- To be superuser
- A mount point on the local system. The mount point is a directory to which the mounted file system is attached.
- The resource name of the file system to be mounted (for example, `/usr`)

As a general rule, local disk slices should always be included in the `/etc/vfstab` file. Any software from servers, such as OpenWindows or manual pages, and home directories from a server can be either included in the `/etc/vfstab` file or automounted, depending on the policy at your site.

When you mount a file system, any files or directories that might be present in the mount point directory are unavailable as long as the file system is mounted. These files are not permanently affected by the mounting process, and become available again when the file system is unmounted. However, mount directories are usually empty, because you usually do not want to obscure existing files.

Figure 1-4 shows the root file system with subdirectories `sbin`, `etc`, and `home`:

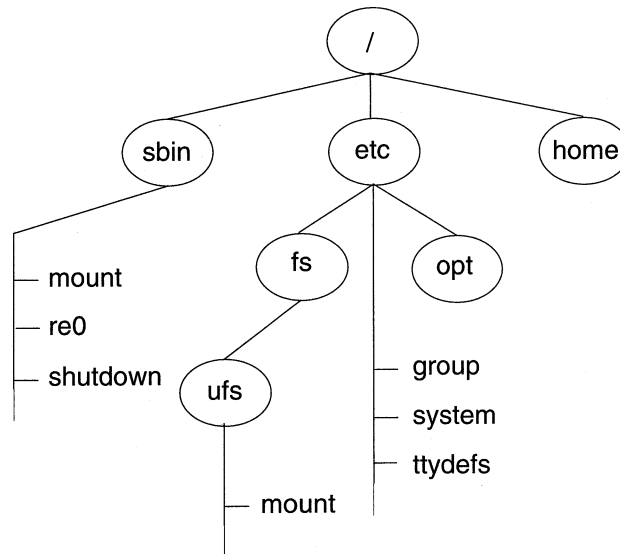


Figure 1-4 A File System

To attach a user's home directory to the empty `/home` directory mount point, first create a directory for the new user. For a user named `ignatz`, create a directory in `/home` named `ignatz`, giving it the appropriate permissions and ownership. Then mount the file system. When the `ignatz` file system is mounted, all of the files and directories in `/home/ignatz` are available, as shown in Figure 1-5. You can also create other user directories in the `/home` directory and use those directories as mount points for other user file systems. See Chapter 3, "Mounting and Unmounting File Systems" for information on how to perform these tasks.

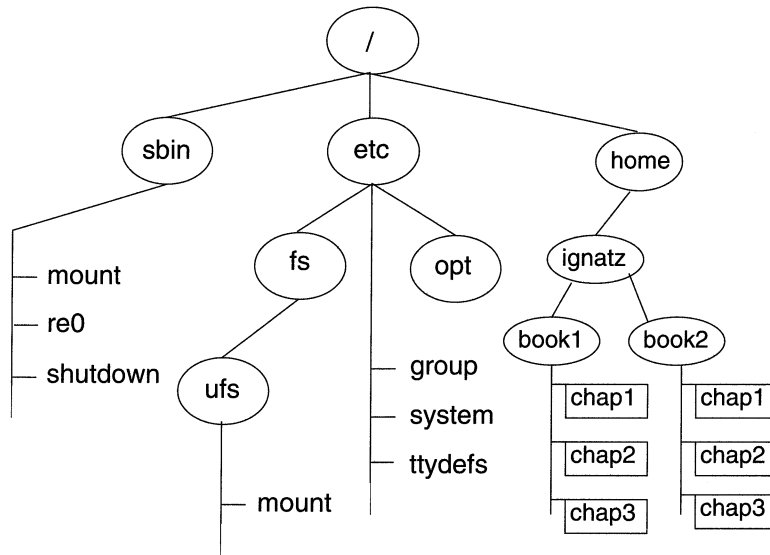


Figure 1-5 Mounting a Home Directory File System

Note – This example illustrates the concept of mounting. Because `/home` is, by default, an automount mount point directory, home directory files would be mounted with the automounter rather than the `mount` command.

Whenever you mount or unmount a file system, the `/etc/mnttab` (mount table) file is modified to show the list of currently mounted file systems. You can display the contents of the mount table using the `cat` or `more` commands, but you cannot edit it, as you would the `/etc/vfstab` file. Here is an example of a mount table file:

```
drusilla% more /etc/mnttab
/dev/dsk/c0t3d0s0      /          ufs      rw,suid 693186371
/dev/dsk/c0t1d0s6     /usr       ufs      rw,suid 693186371
/proc /proc proc      rw,suid 693186371
swap /tmp tmpfs    ,dev=0 693186373
swsvr4-50:/export/svr4/openwinV3.jpbl /usr/openwin nfs      rw,dev=21c0000 693186443
swsvr4-50:/export/svr4/man /usr/man nfs      rw,dev=21c0001 693186447
drusilla:(pid127) /nse nfs    ro,ignore,map=/etc/auto.nse,indirect,dev=21c0002 693186449
drusilla:(pid127) /net  nfs    ro,ignore,map=-hosts,indirect,dev=21c0003 693186449
drusilla:(pid127) /home nfs    ro,ignore,map=/etc/auto_home,indirect,dev=21c0004
693186449
bigriver:/export/home/bigriver /tmp_mnt/home/bigriver nfs      rw,dev=21c0005 693186673
drusilla%
```

Unmounting a file system removes it from the file system mount point, and deletes the entry from the `/etc/mnttab` file. Some file system administration tasks cannot be performed on mounted file systems. You should unmount a file system when:

- It is no longer needed or has been replaced by a file system that contains more current software.
- You check and repair it using the `fsck` command. See Chapter 12, “Checking the Integrity of File Systems” for more information about the `fsck` command.

It is a good idea to unmount a file system before doing a complete backup of it. See Chapter 6, “Backing Up Files and File Systems” for more information about doing backups.

Note – File systems are automatically unmounted as part of the system shutdown procedure.

The Virtual File System Table

The default file system configuration table (the `/etc/vfstab` file) depends on the selections you make when installing system software. You should edit the `/etc/vfstab` file for each system to automatically mount local `ufs` file systems, essential `nfs` file systems, and any other appropriate file systems.

This section describes the `/etc/vfstab` file. See Chapter 3, “Mounting and Unmounting File Systems” for information on how to edit and use the file. The file system table is an ASCII file. Comment lines begin with `#`. This example shows an `/etc/vfstab` file for a system with two disks and two `nfs` file systems mounted.

```
# more /etc/vfstab
#device      device          mount          FS      fsck    auto-    mount
#to mount    to fsck         point         type    pass    mount?   options
/dev/dsk/c0t0d0s0 /dev/rdsk/c0t0d0s0 /          ufs     1       no      -
/proc        -               /proc        proc    -       no      -
/dev/dsk/c0t0d0s1 -               -            swap    -       no      -
swap         -               /tmp         tmpfs   -       yes     -
/dev/dsk/c0t0d0s6 /dev/rdsk/c0t0d0s6 /usr        ufs     2       no      -
/dev/dsk/c0t3d0s7 /dev/rdsk/c0t3d0s7 /files7     ufs     2       no      -
cheers:/export/ivr4/man.ja5 - /usr/man     nfs     -       yes     hard
cheers:/export/ivr4/openwinV3.ja4 - /usr/openwin nfs     -       yes     hard
#
```

Note that, for `/` and `/usr`, the automount field value is specified as `no` because these file systems are mounted as part of the boot sequence before the `mountall` command is run. If the automount field value is specified as `yes`, the `mountall` program redundantly (and unnecessarily) tries to mount these already-mounted file systems. See Chapter 11, “Understanding the Boot Process” for a description of the booting procedure.

An entry in the virtual file system table has the following seven fields:

special fsckdev mountpt fstype fsckpass automnt mntopts

The fields are separated by tab or space characters.

Note – You must have an entry in each field in the `/etc/vfstab` file. If there is no value for the field, be sure to enter a dash (`-`).

special (device to mount)

The device to mount can be:

- The block special device for local `ufs` file systems (for example, `/dev/dsk/c0t0d0s0`)
- The resource name for remote file systems (for example, `myserver:/export/home` for an `nfs` file system)
- The name of the slice on which to swap (for example, `/dev/dsk/c0t3d0s1`)
- The `/proc` directory and `proc` file system type

For more information on remote file systems, see *SunOS 5.2 Administering NFS and RFS*.

fsckdev (device to fsck)

The raw (character) special device that corresponds to the file system identified by the *special* field (for example, `/dev/rdisk/c0t0d0s0`). This determines the raw interface that is used by `fsck`. Use a dash (-) when there is no applicable device, such as for a read-only file system or a network-based file system.

mountp (mount point)

The default mount point directory (for example, `/usr` for `/dev/dsk/c0t0d0s6`).

fstype (FS type)

The type of file system identified by the *special* field.

fsckpass (fsck pass)

The pass number used by `fsck` to decide whether to check a file system. When the field contains a dash (-), the file system is not checked. When the field contains a value greater than zero, the file system is checked; non-`ufs` file systems with a zero value for `fsck pass` are checked. For `ufs` file systems only, when the field contains a zero, the file system is not checked. When `fsck` is run on multiple `ufs` file systems that have `fsck pass` values greater than one and the `preen` option (`-o p`) is used, `fsck` automatically checks the file systems on different disks in parallel to maximize efficiency. When the field contains a value of 1, the file system is checked sequentially. Otherwise, the value of the pass number does not have any effect.

Note – In SunOS 5.2 system software, the `fsck pass` field does *not* explicitly specify the order in which file systems are checked.

automnt (automount?)

yes or no for whether the file system should be automatically mounted by `mountall` when the system is booted. Note that this field has nothing to do with the automount program.

mntopts (mount options)

A list of comma-separated options (with no spaces) that are used in mounting the file system. Use a dash (-) to show no options. See the `mount(1M)` manual page for a list of the available options.

Commands Used to Mount and Unmount File Systems

Table 1-7 lists the commands in the `/usr/sbin` directory that you use to mount and unmount file systems.

Table 1-7 Commands for Mounting and Unmounting File Systems

Command	Description
<code>mount(1M)</code>	Mounts file systems and remote resources
<code>mountall(1M)</code>	Mounts all file systems specified in a file system table
<code>umount(1M)</code>	Unmounts file systems and remote resources
<code>umountall(1M)</code>	Unmounts all file systems specified in a file system table

The `mount` commands will not mount a read/write file system that has inconsistencies. If you receive an error message from the `mount` or `mountall` command, you may need to check the file system. See Chapter 12, “Checking the Integrity of File Systems” for information on how to check the file system.

The `umount` commands will not unmount a file system that is busy. A file system is considered busy if a user is in a directory in the file system, or if a program has a file open in that file system. See Chapter 3, “Mounting and Unmounting File Systems” for more information.

The Automounter

You can mount file systems shared through NFS using a method called “automounting.” The `automount` program runs in the background and mounts and unmounts remote directories as they are needed. Whenever a user on a client system running the automounter accesses a remote file or directory available through the automounter, it mounts the file system on the user’s system. The remote file system remains mounted as long as the user remains in the directory and is using a file. If the remote file system is not accessed for a certain period of time, it is automatically unmounted. The automounter mounts and unmounts file systems as required without any intervention on the part of the user other than changing into or out of a directory.

You can mount some file hierarchies with `automount`, and others using the `/etc/vfstab` file and the `mount` command. A diskless machine *must* have entries for `/` (root), `/usr`, and `/usr/kvm` in the `/etc/vfstab` file. Because shared file systems should always remain available, do not use the automounter to mount `/usr/share`.

The automounter works with the file systems specified in *maps*. These maps can be maintained as NIS, NIS+, or local files.

The automounter maps can specify several remote locations for a particular file. This way, if one of the servers is down, the automounter can try to mount from another machine. You can specify which servers are preferred for each resource in the maps by assigning each server a weighting factor.

The automounter starts automatically when a system enters run level 3. You can also start it from a command line. See *SunOS 5.2 Administering NFS and RFS* for complete information on how to set up and administer the automounter.

By default, the SunOS 5.2 system software automounts `/home`.

Sharing Files from a Server

NFS is a distributed file system that can be used to “tie together” computers that are running different operating systems. For example, systems running DOS can share files with systems running UNIX.

NFS makes the actual physical location of the file system irrelevant to the user. You can use NFS to allow users to see all the relevant files, regardless of location. Instead of placing copies of commonly used files on every system, NFS allows you to place one copy on one system's disk and let all other systems access it across the network. Under NFS, remote file systems are virtually indistinguishable from local ones.

A system becomes an NFS server if it has file systems to *share* or *export* over the network. A server keeps a list of currently exported file systems and their access restrictions (such as read/write or read-only).

You may want to share resources, such as files, directories, or devices from one system on the network (typically, a server) with other systems. For example, you might want to share third-party applications or source files with users on other systems.

When you share a resource, you make it available for mounting by remote systems.

You can share a resource in these ways:

- Using the `share` or `shareall` command
- Adding an entry to the `/etc/dfs/dfstab` (distributed file system table) file

The default `/etc/dfs/dfstab` file shows you the syntax and an example of entries:

```
cinderella% more /etc/dfs/dfstab

# place share(1M) commands here for automatic execution
# on entering init state 3.
#
# share [-F fstype] [ -o options] [-d "<text>"] <pathname> [resource]
# .e.g,
# share -F nfs -o rw=engineering -d "home dirs" /export/home2
share -F nfs /var/mail

cinderella%
```

Add one entry to the `/etc/dfs/dfstab` file for each resource that you want to have shared automatically. Each entry must be on a separate line, using this syntax:

```
share [-F nfs] [-o specific-options] [-d "description"] pathname resource
```

`-F nfs`

Indicates that the file system type is NFS. If you have only one distributed file system package installed, `nfs` is the default, and you can omit the `-F` option.

`-o specific-options`

Is a comma-separated list of options that regulates how the resource is shared. Specific options that can follow the `-o` flag include:

`rw`

Shares *pathname* read/write to all clients (by default), except those that are specified under `ro=`.

`ro`

Shares *pathname* read-only to all clients, except those that are specified under `rw=`.

Note – You cannot specify both `rw` and `ro` without arguments, and you cannot specify the same client in the `rw=` list and the `ro=` list. If no read/write option is specified, the default is read/write for all clients.

`ro=client[:client]`

Shares *pathname* read-only to the listed client machines or netgroup names (overriding `rw`).

`rw=client[:client]`

Shares *pathname* read/write to the listed client machines or netgroup names (overriding `ro`).

anon=uid

Lets you specify a different *uid* for “anonymous” users—users whose *uid* is 0, the UID of root on Solaris 2.2 systems—when accessing *pathname*. By default, anonymous users are mapped to username *nobody*, which has the UID `UID_NOBODY`. User *nobody* has ordinary user privileges, not superuser privileges.

root=host[:host]

Lets a user from host *host*, whose *uid* is 0, access *pathname* as root; root users from all other hosts become *anon*. If this option is not specified, no user from any host is granted access to *pathname* as root.



Caution – Granting root access to other hosts has far-reaching security implications; use the `root=` option with extreme caution.

secure

Shares a resource with additional user authentication required (see *SunOS 5.2 Administering Security, Performance, and Accounting* for more information).

kerberos

Shares a resource with kerberos authentication.

`-d` *description*

Is a comment that describes the resource to be shared. If you use the `-d` option, the description is stored in the `sharetab` file. However, clients do not see the description displayed when they use the `dfshares` command to list the resources shared on that system.

pathname

Is the full name of the resource to be shared, starting at root (/).

resource

Is the full name of the resource to be shared.

See Chapter 3, “Mounting and Unmounting File Systems” for information on how to share files and *SunOS 5.2 Administering NFS and RFS* for a complete description of NFS.

Note – Arguments that accept a client or host list (`ro=`, `rw=`, and `root=`) are guaranteed to work over UDP, but may not work over other transport providers.

Under NFS, a server shares resources it owns so clients can mount them. However, a user who becomes the superuser at a client is denied access as the superuser to mounted remote resources. When a user logged in as root on one host requests access to a remote file shared through NFS, the user's ID is changed from 0 to the user ID of the user name `nobody`. The access rights of user `nobody` are the same as those given to the public for a particular file. For example, if the public only has execute permission for a file, then user `nobody` can execute only that file.

See Chapter 3, “Mounting and Unmounting File Systems” for information on how to share files and file systems.

Creating File Systems

This chapter contains these sections:

<i>Creating a ufs File System on a Disk Partition</i>	<i>page 39</i>
<i>Creating a File System on a Diskette</i>	<i>page 42</i>
<i>Creating a Temporary File System (tmpfs)</i>	<i>page 44</i>
<i>Creating a Loopback File System</i>	<i>page 45</i>

Creating a ufs File System on a Disk Partition

You need to create `ufs` file systems only occasionally. The system software automatically creates file systems as part of the installation process. You need to create (or re-create) a `ufs` file system when you:

- Add or replace disks
- Change the partitioning of an existing disk
- Do a full restore on a file system
- Change some parameters (such as block size) of a file system

Use the `newfs` command to create `ufs` file systems. `newfs` is a convenient front-end to the `mkfs` command, the program that creates the new file system. On Solaris 2.2 systems, information used to set some parameter defaults, such as number of tracks per cylinder and number of sectors per track, is read from

the disk label. `newfs` determines the file system parameters to use based on the options you choose and information from the disk label, and passes the parameters to the `mkfs` command, which builds the file system.

Although you can use the `mkfs` command directly, you need to know much more about the parameters and how to choose them. `mkfs` supplies defaults for all parameters, but they are not tuned to the underlying hardware. You must also specify the total size of the slice.

Use the `mkfs` command:

- To create a disk-based file system type other than `ufs`, if the software for such a file system type is available.
- To create a `ufs` file system whose logical geometry differs from the physical geometry of the disk. For example, you could specify parameters appropriate for a diskette.

See Appendix A, “File System Reference” for information about choosing parameters and using the `mkfs` command.

Preparing to Create a `ufs` File System

To create a file system on a formatted and partitioned disk, you need to know the special device file name of the slice that will contain the file system. See “Understanding Disk Device Names” on page 14 for a description of disk device naming conventions. See “How to Get Information about Disks and Disk Slices” on page 19 for information on finding disks and disk slice numbers.

▼ **How to Create a `ufs` File System**

The disk must be formatted and partitioned before you can create `ufs` file systems on it. If you are recreating an existing `ufs` file system, unmount the file system before following these steps:

1. **Become superuser.**
2. **Type `newfs /dev/rdisk/device-name` and press Return.**
You are asked if you want to proceed.



Caution – Be sure you have specified the correct device name for the partition before performing the next step. If you specify the wrong partition, you will erase its contents when the new file system is created.

3. Type **y** to confirm.

The `newfs` command uses optimized default values to create the file system.

Example: How to Create a `ufs` File System

This example creates a file system on `/dev/rdisk/c0t3d0s7`:

```
oak% su
Password:
# newfs /dev/rdisk/c0t3d0s7
newfs: construct a new file system /dev/rdisk/c0t3d0s7 (y/n)? y
/dev/rdisk/c0t3d0s7:      163944 sectors in 506 cylinders of 9 tracks, 36 sectors
                        83.9MB in 32 cyl groups (16 c/g, 2.65MB/g, 1216 i/g)
super-block backups (for fsck -b #) at:
 32, 5264, 10496, 15728, 20960, 26192, 31424, 36656, 41888,
 47120, 52352, 57584, 62816, 68048, 73280, 78512, 82976, 88208,
 93440, 98672, 103904, 109136, 114368, 119600, 124832, 130064, 135296,
140528, 145760, 150992, 156224, 161456,
#
```

Installing a Boot Block on a `ufs` File System

If you want to make a partition bootable, you must install a boot block for the file system. Ordinarily, you do not need to install a boot block. You may need to use this procedure if the root file system becomes damaged and you cannot restore it directly.

▼ **How to Install a Boot Block on a `ufs` File System**

1. Choose the slice you want to use as the bootable file system.
2. If necessary, create the `ufs` file system.
3. **Type** `installboot /usr/lib/fs/ufs/bootblk /dev/rdisk/device-name` **and press Return.**

The contents of the file `/usr/lib/fs/ufs/bootblk` (the boot block) are installed in sectors 1-15 of the slice you specify. Sector 0 contains the label.

If you install the boot block on an alternative file system, specify which slice to use for booting. When the system is booted off the alternative disk, the `bootblk` code executes and loads the `/ufsboot` program into memory.

Creating a File System on a Diskette

▼ **How to Format a Diskette for Use with a `ufs` File System**

Use double-sided high-density 3.5-inch diskettes (diskettes are marked “*DS, HD*”).



Caution – Reformatting destroys any files already on the diskette.

1. Insert a 3.5-inch DS, HD diskette in the diskette drive.
2. **Type** `fdformat` **and press Return.**
The message `Press return to start formatting floppy` is displayed.

Note – If there is a file system on the diskette, you will get an error from `fdformat`. You must unmount the diskette using `umount` and run `fdformat` again.

3. Press Return.

While the diskette is being formatted, a series of dots (. . .) is displayed. When formatting is complete, the prompt is redisplayed.

```
oak% fdformat
Press return to start formatting floppy.
.....
.....
oak%
```

4. You must then run `newfs` to create a `ufs` file system on the diskette.

▼ How to Format a Diskette That Can Be Read on a DOS System

Caution – Reformatting destroys any files already on the diskette.

1. Insert a 3.5-inch DS, HD diskette in the diskette drive.

2. Type `fdformat -d` and press Return.

The message Press return to start formatting floppy is displayed.

3. Press Return.

While the diskette is being formatted, a series of dots (. . .) is displayed. When formatting is complete, the prompt is redisplayed.

```
oak% fdformat -d
Press return to start formatting floppy.
.....
.....
oak%
```

Creating a Temporary File System (tmpfs)

By default, the `/tmp` directory for the SunOS 5.2 system software is a `tmpfs` file system, and an entry is provided for it in the default `/etc/vfstab` file.

The most common use for the `tmpfs` file system is for the `/tmp` directory, although you may find other ways to use it. If you do create multiple `tmpfs` file systems, be aware that they all use the same system resources. Files created under one `tmpfs` directory use up the space available for any other `tmpfs` file system.

Because files in `tmpfs` directories do not survive across reboots or unmounts, do not mount `tmpfs` file systems under `/var/tmp`. The `vi -r` command expects to find preserved files in the `/var/tmp` directory after a system is rebooted.

You can put a size limit on a temporary file system using the `-o size` option. See the `tmpfs(7)` manual page for more information. See Chapter 1, “Understanding and Planning File Systems” for a description of `tmpfs`.

▼ How to Create a Temporary File System

To create a temporary file system from a command line:

1. **Become superuser.**
2. **If necessary, create the directory where you want to mount the `tmpfs` file system and give it the appropriate permissions and ownership.**
3. **Type `mount -F tmp swap directory-name` and press Return.**
The temporary file system is created and mounted on the mount point you specify.

To create an entry for the `tmpfs` file system in the `/etc/vfstab` file, add an entry like this, separating each field with a Tab:

swap	-	<i>directory</i>	tmp	-	yes	-
------	---	------------------	-----	---	-----	---

Creating a Loopback File System

See Chapter 1, “Understanding and Planning File Systems” for a description of loopback file systems.



Caution – Be careful when creating loopback mounts. The potential for confusing both users and applications is enormous. Make sure the loopback entry follows the entries for all other file systems to be included. To be safe, make it the last entry in the `/etc/vfstab` file. If the `/etc/vfstab` entry for the loopback file system precedes the file systems to be included in it, the loopback file system cannot be created.

▼ How to Create a Loopback File System

1. **Become superuser.**
2. **Type `mkdir mount-point` and press Return.**
3. **Type `mount -F lofs lo-directory mount-point`.**
lo-directory specifies the part of the file system to be mounted at the loopback mount point.

If this is to be a permanent loopback file system, you can create an entry in the `/etc/vfstab` file for the loopback file system. Entries for loopback file systems must follow the entries for the file systems to be mounted on the loopback mount point. This example mounts the entire file system hierarchy under the mount point directory `/tmp/newroot`:

<code>#device</code>	<code>device</code>	<code>mount</code>	<code>FS</code>	<code>fsck</code>	<code>auto-</code>	<code>mount</code>
<code>#to mount</code>	<code>to fsck</code>	<code>point</code>	<code>type</code>	<code>pass</code>	<code>mount?</code>	<code>options</code>
<code>/</code>	<code>-</code>	<code>/tmp/newroot</code>	<code>lofs</code>	<code>-</code>	<code>yes</code>	<code>-</code>

This example shows how to use a loopback file system in conjunction with `chroot` to provide a complete virtual file system view to a process or family of processes:

```
# mount -F lofs / /tmp/newroot
# chroot /tmp/newroot command
```


Mounting and Unmounting File Systems

This chapter contains these sections:

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<i>Creating Entries in the File System Table</i>	<i>page 48</i>
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<i>Mounting File Systems from a Command Line</i>	<i>page 53</i>
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See Chapter 1, “Understanding and Planning File Systems” for a description of mounting and unmounting file systems.

Finding Out Which File Systems Are Mounted

Sometimes it helps to see which file systems are mounted and to verify that a file system has been mounted or unmounted. Use the `mount` command with no arguments to display a list of which file systems are mounted. You do not need to be superuser to display a list of mounted file systems.

▼ **How to See Which File Systems Are Mounted**

◆ **Type `mount` and press Return.**

A list of the file systems currently mounted is displayed.

```
drusilla% mount
/ on /dev/dsk/c0t3d0s0 read/write on Tue Dec 24 12:29:22 1991
/usr on /dev/dsk/c0t1d0s6 read/write on Tue Dec 24 12:29:22 1991
/proc on /proc read/write on Tue Dec 24 12:29:22 1991
/tmp on swap o on Tue Dec 24 12:29:24 1991
/export/home on /dev/dsk/c0t3d0s7 read/write on Tue Dec 24 12:29:22 1991
/usr/openwin on oak:/export/openwin read/write/remote on Tue Dec 24 12:30:32 1991
/usr/man on oak:/export/man read/write/remote on Tue Dec 24 12:30:35 1991
/cdrom/ptf_1_2a on /vol/dev/dsk/c1t5/ptf_1_2a read only on Tue Dec 24 12:30:39
drusilla%
```

Creating Entries in the File System Table

See Chapter 1, “Understanding and Planning File Systems” for a description of the `/etc/vfstab` file. This section describes how to create entries in the file system table and provides examples of different types of entries.

▼ **How to Create an Entry in the File System Table**

1. **Become superuser.**
2. **Edit the `/etc/vfstab` file with a text editor such as `vi`.**
3. **Add the entry, separating each field with white space (a space or a Tab). If a field has no contents, enter a dash (-).**
4. **Save the changes.**
5. **Check to be sure the mount point directory is present. If not, create it:**
 - a. **Change to the directory where you want to create the mount point.**
 - b. **Type `mkdir directory-name` and press Return.**
6. **Type `mount mount-point` and press Return.**
The entry is mounted.

This example mounts the disk partition `/dev/dsk/c0t3d0s7` as a `ufs` file system attached to the mount point directory `/files1` with the default mount options (read/write). It specifies the raw character device `/dev/rdisk/c0t3d0s7` as the device to `fsck`. The `fsck` pass value of 2 means that the file system will be checked, but not sequentially.

#device	device	mount	FS	fsck	auto-	mount
#to mount	to fsck	point	type	pass	mount?	options
#						
<code>/dev/dsk/c0t3d0s7</code>	<code>/dev/rdisk/c0t3d0s7</code>	<code>/files1</code>	<code>ufs</code>	<code>2</code>	<code>yes</code>	<code>-</code>

This example mounts the directory `/export/man` from the system `oak` as an `nfs` file system on mount point `/usr/man`. You do not specify a device to `fsck` or a `fsck` pass for `nfs` file systems. In this example, mount options are `ro` (read-only) and `soft`. For greater reliability, specify the hard mount option for read/write `nfs` file systems.

#device	device	mount	FS	fsck	auto-	mount
#to mount	to fsck	point	type	pass	mount?	options
<code>oak:/export/man</code>	<code>-</code>	<code>/usr/man</code>	<code>nfs</code>	<code>-</code>	<code>yes</code>	<code>ro,soft</code>

This example mounts the root file system on a loopback mount point named `/etc/newroot`. Specify `yes` for automount, no device to `fsck`, and no `fsck` pass number. Loopback file systems must always be mounted after the file systems used to make up the loopback file system. Be sure that the loopback entry is the last entry in the `/etc/vfstab` file so that it follows the entries that it depends on.

#device	device	mount	FS	fsck	auto-	mount
#to mount	to fsck	point	type	pass	mount?	options
<code>/</code>	<code>-</code>	<code>/tmp/newroot</code>	<code>lofs</code>	<code>-</code>	<code>yes</code>	<code>-</code>

You do not need to put entries in the `/etc/vfstab` file for CD-ROM or floppy disk devices. These devices are mounted automatically by the Volume Management software.

Table 3-1 shows the mount points that Volume Management uses for CD-ROM and diskettes with file systems. Table 3-2 shows the block and character devices in the /vol file system that volume management provides for CD-ROMs and diskettes without file systems.

Table 3-1 CD-ROM and Floppy File System Mount Points

Media type	Mount location	State of media
floppy	/floppy/floppy0	symbolic link to mounted floppy in local floppy drive
	/floppy/floppy_name	mounted named floppy
	/floppy/unnamed_floppy	mounted unnamed floppy
CD-ROM	/cdrom/cdrom0	symbolic link to mounted CD-ROM in local CD-ROM drive
	/cdrom/CD-ROM_name	mounted named CD-ROM
	/cdrom/CD-ROM_name/partition	mounted named CD-ROM with partitioned file system
	/cdrom/unnamed_cdrom	mounted unnamed CD-ROM

Table 3-2 CD-ROM and Floppy Device Locations in /vol—No File System Present

Media type	Device location	State of media
floppy	/vol/dev/fd0/unnamed_floppy	formatted unnamed floppy—block device access
	/vol/dev/rfd0/unnamed_floppy	formatted unnamed floppy—raw device access
	/vol/dev/fd0/unlabeled	unlabeled floppy—block device access
	/vol/dev/rfd0/unlabeled	unlabeled floppy—raw device access
CD-ROM	/vol/dev/dsk/c0t6/unnamed_cdrom	CD-ROM—block device access
	/vol/dev/rdsk/c0t6/unnamed_cdrom	CD-ROM—raw device access

Mounting File Systems in the File System Table

This section describes how to mount file systems that are included in the `/etc/vfstab` file for a system. The `mountall` command mounts all file systems that have a `yes` in the `automount` field. The `mountall` command is run automatically when entering multiuser run states. Use the `mountall` command to mount all file systems, all local file systems, all remote file systems, or all file systems of a particular file system type in the `/etc/vfstab` file.

Note – The mount-point directory must exist before you can mount any file system on it. To create a mount point, change to the directory where you want to create the mount point, and type `mkdir mount-point` and press Return.

▼ How to Mount File Systems in the File System Table

1. **Become superuser.**

2. **Type `mountall` and press Return.**

All the file systems with a `fsck` device entry are checked and fixed, if necessary, before mounting. All file systems listed in the `/etc/vfstab` file with `yes` in the `automount` field are mounted.

```
drusilla% su
Password:
# mountall
#
```

If file systems are already mounted, messages are displayed telling you so.

```
drusilla% su
Password:
# mountall
mount: /tmp already mounted
nfs mount: mount: /usr/openwin: Device busy
nfs mount: mount: /usr/man: Device busy
#
```

▼ **How to Mount Local File Systems in the File System Table**

1. **Become superuser.**

2. **Type `mountall -l` and press Return.**

All the local file systems with a `fsck` device entry are checked and fixed, if necessary, before mounting. All local file systems listed in the `/etc/vfstab` file with `yes` in the `automount` field are mounted.

```
# mountall -l
# mount
/ on /dev/dsk/c0t3d0s0 read/write on Tue Dec 24 12:29:22 1991
/usr on /dev/dsk/c0t1d0s6 read/write on Tue Dec 24 12:29:22 1991
/proc on /proc read/write on Tue Dec 24 12:29:22 1991
/tmp on swap o on Mon Dec 30 12:37:33 1991
#
```

▼ **How to Mount Remote File Systems in the File System Table**

1. **Become superuser.**

2. **Type `mountall -r` and press Return.**

All remote file systems listed in the `/etc/vfstab` file with `yes` in the `automount` field are mounted.

```
# mountall -r
# mount
/ on /dev/dsk/c0t3d0s0 read/write on Tue Dec 24 12:29:22 1991
/usr on /dev/dsk/c0t1d0s6 read/write on Tue Dec 24 12:29:22 1991
/proc on /proc read/write on Tue Dec 24 12:29:22 1991
/tmp_mnt/home/bigriver on bigriver:/export/home/bigriver read/write/remote on Mon Dec 30
12:27:41 1991
/usr/openwin on oak:/export/openwin read/write/remote on Mon Dec 30 12:37:53 1991
/usr/man on oak:/export/man read/write/remote on Mon Dec 30 12:37:55 1991
#
```

▼ **How to Mount File Systems in the File System Table by File System Type**

1. **Become superuser.**

2. Type `mountall -F fstype` and press Return.

All the file systems of the type you specify with a `fsck` device entry are checked and fixed, if necessary, before mounting. All file systems of the type you specify listed in the `/etc/vfstab` file with `yes` in the `automnt` field are mounted.

The following example mounts all the `nfs` file systems listed in the `/etc/vfstab` file:

```
# mountall -F nfs
# mount
/ on /dev/dsk/c0t3d0s0 read/write on Tue Dec 24 12:29:22 1991
/usr on /dev/dsk/c0t1d0s6 read/write on Tue Dec 24 12:29:22 1991
/proc on /proc read/write on Tue Dec 24 12:29:22 1991
/tmp_mnt/home/bigriver on bigriver:/export/home/bigriver read/write/remote on Mon Dec 30
12:27:41 1991
/usr/openwin on oak:/export/openwin read/write/remote on Mon Dec 30 12:49:09 1991
/usr/man on oak:/export/man read/write/remote on Mon Dec 30 12:49:11 1991
#
```

Mounting File Systems from a Command Line

This section describes how to mount file systems from a command line.

Note – The mount-point directory must exist before you can mount any file system on it. To create a mount point, change to the directory where you want to create the mount point, and type `mkdir mount-point` and press Return.

▼ How to Mount a `ufs` File System with the Default Options

To mount a `ufs` file system with the default options, specify the block device name of the slice from the `/dev/dsk` directory and the mount point for the file system. `device-name` specifies the special block device file for the disk partition holding the file system (for example, `/dev/dsk/c0t3d0s7`). See Chapter 1, “Understanding and Planning File Systems” for information about how to find out disk device names. `mount-point` specifies where the file system is mounted.

1. Become superuser.

2. **Type** `mount /dev/dsk/device-name mount-point` **and press Return.**
The file system is mounted.

In this example, `/dev/dsk/c0t3d0s7` is mounted on the `/files1` directory:

```
oak& su
Password:
# mount /dev/dsk/c0t3d0s7 /files1
#
```

▼ How to Mount a File System That Has an `/etc/vfstab` Entry

If there is an entry for the file system in `/etc/vfstab`, you can specify either the mount point or the block device. It is usually easier to specify the mount point. The rest of the information is obtained from `/etc/vfstab`.

1. **Become superuser.**
2. **Type** `mount mount-point` **and press Return.**
The file system is mounted.

In this example, `/usr/openwin` is mounted:

```
oak& su
Password:
# mount /usr/openwin
#
```

▼ How to Use Options to Mount a `ufs` File System

You can mount a `ufs` file system with the mount options shown in Table 3-3. If you specify multiple options, separate them with commas (no spaces). For example, `-o ro,nosuid`.

Table 3-3 `ufs`-specific Mount Options

Option	Description
<code>f</code>	Fake an entry in <code>/etc/mnttab</code> , but don't really mount any file systems
<code>n</code>	Mount the file system without making an entry in <code>/etc/mnttab</code>
<code>rw</code>	Read/write
<code>ro</code>	Read-only. If you do not specify this option, the default is read/write
<code>nosuid</code>	Disallow <code>setuid</code> execution. The default is to allow <code>setuid</code> execution
<code>remount</code>	Used together with <code>rw</code> to remount a file system read/write

See the `mount_ufs(1M)` manual page for a complete list of options.

- ◆ **Type** `mount -o options /dev/dsk/device-name mount-point`.
The file system is mounted using the options you specify.

A CD-ROM that contains a file system is automatically mounted by the volume management software. A diskette containing a file system is mounted when you run the `(1)` command.

▼ How to Mount an `nfs` File System

To mount a network-based file system, it must be made available from the server system. The `share(1M)` command creates a list of file systems in the file `/etc/dfs/sharetab` that can be shared across the network. See “Sharing File Systems” on page 61 for information on how to export file systems.

To mount an available `nfs` file system:

1. **Become superuser.**
2. **Type** `mount host:/directory mount-point` **and press Return.**
The file system is mounted.

In this example, manual pages from the host system `oak` in the directory `/export/man` are mounted on `/usr/man`:

```
oak& su
Password:
# mount oak:/export/man /usr/man
#
```

Note – This example is probably not very realistic. Manual pages can be more effectively accessed by including them in the `/etc/vfstab` file or by making them available through the automounter.

▼ **How to Use Options to Mount an `nfs` File System**

You can mount an `nfs` file system with the `mount` options shown in Table 3-4. If you specify multiple options, separate them with commas (no spaces). For example, `-o ro,nosuid,retry=500`.

Table 3-4 `nfs`-specific Mount Options

Option	Description
<code>rw ro</code>	Read/write or read-only. If you do not specify this option, the default is read/write.
<code>nosuid</code>	Disallow <code>setuid</code> execution. The default is to allow <code>setuid</code> execution.
<code>remount</code>	If a file system is mounted read-only, remounts the file system read/write.
<code>bg fg</code>	If the first attempt fails, retry in the background or in the foreground. The default is <code>fg</code> .
<code>soft hard</code>	Soft indicates that an error is returned if the server does not respond. Hard indicates that the retry request is continued until the server responds. The default is <code>hard</code> .
<code>intr nointr</code>	Allow do not allow keyboard interrupts to kill a process that is hung while waiting for a response on hard-mounted file systems. The default is <code>intr</code> .

See the `mount_nfs(1M)` manual page for a complete list of options.

1. **Become superuser.**
2. **Type** `mount -F nfs -o options host:/directory mount-point` **and press Return.**

The file system is mounted using the options you specify.

▼ **How to Mount `hfsfs` File Systems**

CD-ROM devices that contain file systems are mounted automatically by the Volume Management software. Table 3-5 shows the mount points for named and unnamed CD-ROM devices.

Table 3-5 CD-ROM Mount Points

Mount Point	State of the Media
<code>/cdrom/cdrom0</code>	Symbolic link to mounted CD-ROM in local CD-ROM drive
<code>/cdrom/CD_ROM_name</code>	Mounted named CD-ROM
<code>/cdrom/CD_ROM_name/partition</code>	Mounted named CD-ROM with a partitioned file system
<code>/cdrom/unnamed_cdrom</code>	Mounted unnamed CD-ROM

Some CD-ROMs contain a mixture of `hfsfs` and `partitions`. The volume management software mounts all `hfsfs` and `ufs` file systems.

▼ **How to Mount `pcfs` File Systems**

To mount a diskette containing a file system, you must run the `volcheck(1)` command. Table 3-6 shows the mount points for named and unnamed diskettes.

Table 3-6 Diskette Mount Points

Mount Point	State of the Media
<code>/floppy/floppy0</code>	Symbolic link to mounted diskette in local floppy drive
<code>/floppy/floppy_name</code>	,mounted named diskette
<code>/floppy/unnamed_floppy</code>	mounted unnamed diskette

▼ How to Mount `lofs` File Systems

See Chapter 1, “Understanding and Planning File Systems” for a description of loopback file systems.

1. **Become superuser.**
2. **Type `mount -F lofs lo-directory mount-point` and press Return.**
The loopback file system is mounted.

The following example shows how to use a loopback file system in conjunction with `chroot` to provide a complete virtual file system view to a process or family of processes:

```
oak% su
Password:
# mount -F lofs / /tmp/newroot
# chroot /tmp/newroot command
```

Unmounting File Systems

You cannot unmount a file system that is busy, that is, when a user has changed directory into the file system or a file in the file system is open.

Notify users if you need to unmount a file system they are using. Suggested ways to make a file system available for unmounting are:

- Change to a directory in a different file system
- Log out of the system
- Use the `fuser` command to list all processes accessing the file system and to kill them if necessary

The output of the `fuser` command is a series of numbers, each with a one-letter code that identifies the way that the process is using the file. Table 3-7 describes these codes.

Table 3-7 Codes Used by the `fuser` Command

Code	
c	Current directory
r	Root directory
o	Open file

See the `fuser(1M)` manual page for more information.

▼ How to Terminate All Processes for a File System

Note – Etiquette suggests that you should not kill a user's processes without warning.

1. **Become superuser.**
2. **Type `fuser -c mount-point` and press Return.**
A list of processes is displayed.
3. **Type `fuser -k mount-point` and press Return.**
A `SIGKILL` is sent to each process.

▼ How to Unmount File Systems

To unmount a file system (except `/` or `/usr`):

Note – The root (`/`) and `/usr ufs` file systems are special cases. The root file system can be unmounted only during a shutdown, since the system needs root to function.

1. **Become superuser.**
2. **Type `cd directory` and press Return.**
The directory must be a file system other than the one to be unmounted.

3. **Type** `umount mount-point` **and press Return.**
The file system is unmounted, or an error message is displayed.

For example, to unmount a local home directory:

```
oak% su
Password:
# cd /
# umount /home
#
```

Alternatively, you can specify the block device for `ufs`, `pcfs`, or `hsfs` file systems, the resource for an `nfs` file system, or the loopback directory for `lofs` file systems.

This example unmounts the file system in slice 7:

```
oak% su
Password:
# cd /
# umount /dev/dsk/c0t0d0s7
#
```

▼ How to Unmount File Systems Listed in `vfstab`

To unmount all the file systems listed in the `vfstab`, except `/`, `/proc`, `/var`, and `/usr`:

1. **Become superuser.**
2. **Type** `umountall` **and press Return.**
All systems that can be unmounted are unmounted. File systems that are busy are not unmounted.
3. **Communicate with users that you need to unmount their file systems, and repeat Step 2.**
4. **If necessary, type** `killall 9` **and press Return.**
All active processes except those needed to shut down the system are killed.

5. Repeat Step 2 as needed until all file systems are unmounted.

To return to multiuser mode:

◆ Type `init 3` and press Return.

Sharing File Systems

This chapter describes how to set up automatic sharing of file systems and provides some examples.

▼ How to Set Up Automatic Sharing

1. Become superuser.

2. Edit the `/etc/dfs/dfstab` file.

Add one entry to the file for each resource that you wish to have shared automatically. Each entry must be on a line by itself in the file and use the following syntax:

```
share [-F fs-type] [-o specific-options] [-d description] pathname
```

Examples of Automatic Sharing Entries in the `/etc/dfs/dfstab` File

If you wanted to permit the root user on `samba` to always have root access to the `/usr/src` on the server machine, you would make the following entry to the server `dfstab` file:

```
share -F nfs -o root=samba /usr/src
```

If you wanted to permit the root users on `samba`, `homedog`, and `chester` to always have root access to the `/usr/src` directory on the server machine, you would make the following entry to the server `dfstab` file:

```
share -F nfs -o root=samba:homedog:chester /usr/src
```


If you wanted all client processes with UID 0 to have superuser access to `/usr/src`, you would make the following entry in the server `dfstab` file:

```
share -F nfs -o anon=0 /usr/src
```

`anon` is short for “anonymous.” Anonymous requests, by default, get their user ID changed from its previous value (whatever it may be) to the user ID of user name `nobody`. NFS servers label as anonymous any request from a root user (someone whose current effective user ID is 0) who is not in the list following the `root=` option in the `share` command. The command above tells the kernel to use the value 0 for anonymous requests. The result is that all root users retain their user ID of 0.

Note – NFS is the most common distributed file system type, as illustrated in these examples.

Copying `ufs` Files and File Systems

4 

This chapter contains these sections:

<i>Copying Complete File Systems</i>	<i>page 64</i>
<i>Copying Files and File Systems to Tape</i>	<i>page 70</i>
<i>Copying Files and File Systems to Diskette</i>	<i>page 78</i>
<i>Copying Files with Different Header Format</i>	<i>page 83</i>
<i>Copying Files to a Group of Systems</i>	<i>page 85</i>

When you need to back up and restore complete file systems, use the `ufsdump` and `ufsrestore` commands described in “Part II—Backup and Restore.”
When you want to copy or move individual files, portions of file systems, or

complete file systems, you can use the procedures described in this chapter as an alternative to `ufsdump` and `ufsrestore`. Table 4-1 shows the tasks described in this chapter and the commands that you can use for each task.

Table 4-1 Summary of Tasks and Available Commands

Task	Commands
Copying complete file systems	<code>labelit</code> , <code>volcopy</code> <code>dd</code> <code>cpio</code>
Copying files or file systems to tape or diskette	<code>tar</code> <code>cpio</code>
Copying files between systems running different SunOS release levels	<code>tar</code> <code>cpio</code>
Copying file archives with different header formats	<code>cpio -H format</code>
Copying files to a group of systems	<code>rdist</code>

Copying Complete File Systems

You can copy complete file systems in three ways:

- “Using the `labelit` and `volcopy` Commands” on page 64
- “Using the `dd` Command” on page 68
- “Using the `cpio` Command” on page 69

These sections describe the advantages and disadvantages of each method and provide examples of how to use the commands:

Using the `labelit` and `volcopy` Commands

The `volcopy` command makes a literal (block) copy or image of a complete `ufs` file system to another file system or to a tape. Use this command to make a fast copy of a file system. This kind of image is a literal “snapshot” of the file system.

Note – Making a `volcopy` image can take quite a bit of time (sometimes hours) because the `volcopy` command does not write efficiently to streaming tape cartridges.

You must restore the complete `volcopy` image; you cannot restore only a part of the image. The `volcopy` command checks the file system label you create using the `labelit(1M)` command (explained in “Assigning Labels to ufs File Systems” on page 65) and guarantees that the correct volume is mounted. Use the `volcopy` command to extract a volume that was created with the `volcopy` command.

Note – `volcopy` cannot be used to copy file systems from one tape to another. Use the `dd` command for making tape-to-tape copies.

Assigning Labels to ufs File Systems

You can use the `labelit` command to write a file system name and a volume name of up to six characters to the superblock of each `ufs` file system. These file system and volume names can be used as an alternative to specifying the raw character device name as an argument to the `volcopy` command.

Note – The file system volume name written to the superblock by the `labelit` command is completely separate from the partition label in the VTOC (volume table of contents) of a file system.

The volume label can be very useful in matching volumes stored on disk packs, diskettes, or tape.

▼ How to Find the File System and Volume Name

1. **Become superuser.**
2. **Type** `labelit /dev/rdisk/cntndnsn` **and press Return.**
The file system name and the volume name are displayed. If no volume name is assigned, the fields are blank.

In this example, no volume name is assigned:

```
cinderella% su
Password:
# labelit /dev/rdisk/c0t3d0s7
fsname:
volume:
#
```

▼ How to Assign a File System and Volume Name

1. **Become superuser.**
2. **Type `labelit -F ufs /dev/rdisk/cntndnsn fs-name volume-name` and press Return.**
The file system name and the volume name of up to six characters are assigned and displayed.

In this example, the file system name `home1` and the volume name `vol1` are assigned:

```
cinderella% su
Password:
# labelit -F ufs /dev/rdisk/c0t030s7 home1 vol1
fsname: home1
volume: vol1
#
```

See the `labelit(1M)` manual page for more information.

▼ How to Copy File Systems with `volcopy`

Note – It is just as important for file systems to be quiescent when using the `volcopy` command as it is when doing backups. See Chapter 3, “Mounting and Unmounting File Systems” for information about unmounting file systems.

1. Become superuser.
2. Unmount the file system.
3. Type `volcopy -F ufs fs-name source-device volume-name1 destination-device volume-name2` and press Return.
4. If you have assigned new labels or changed old ones, you will be asked to confirm that the new information is correct.
5. Press Return to confirm that you want to copy the volume from the partition to the device you specified.

Example: How to Copy File Systems with volcopy

First, use `labelit` to create a file system name and volume name for the file system:

```
# labelit -F ufs /dev/dsk/c0t3d0s0 home1 vol1
fsname: home1
volume: vol1
#
```

Next, copy an image of the file system to a tape device, giving it a new volume name, `tape1`. In this example, a new file system name and tape volume are assigned and the volume name is changed:

```
cinderella% su
Password:
cinderella# cd /
cinderella# umount /dev/dsk/c0t3d0s7
cinderella# volcopy -F ufs home1 /dev/rdisk/c0t3d0s7 vol1 \
/dev/rmt/0 tape1
arg. (vol1) doesn't agree with from vol.(ol1)
Type 'y' to override:   y
/dev/rmt/0 less than 48 hours older than /dev/rdisk/c0t3d0s7
To filesystem dated:  Thu Mar 12 14:34:48 1992
Type 'y' to override:   y
arg.(tape1) doesn't agree with to vol.(      )
Type 'y' to override:   y
warning! from fs(home1) differs from to fs(      )
```

```
Type 'y' to override:    y
From: /dev/rdsk/c0t3d0s7, to: /dev/rmt/0? (DEL if wrong)
cinderella#
```

This example shows how `volcopy` performs a check between the source device and the destination device using the file system name and the volume name. The source volume has no existing label, so you specify its volume and file system name as empty strings. The tape already contained a `volcopy` image.

```
# volcopy -F ufs "" /dev/rdsk/c0t3d0s0 "" /dev/rmt/01 tape1
/dev/rmt/01 less than 48 hours older than /dev/rdsk/c0t3d0s0
To filesystem dated: Sat Jan 4 14:42:25 1992
Type 'y' to override: y
arg.(tape1) doesn't agree with to vol.( )
Type 'y' to override: y
warning! from fs() differs from to fs( )
Type 'y' to override: y
From: /dev/rdsk/c0t3d0s0, to: /dev/rmt/01? (DEL if wrong) y
```

See the `volcopy_ufs(1M)` manual page for more information.

Using the dd Command

The `dd` command makes a literal (block) copy of a complete `ufs` file system to another file system or to a tape. By default, the `dd` command copies its standard input to its standard output, so you can copy a file with this command:

```
dd < in-file > out-file
```

You can specify a device name in place of the standard input or the standard output or both. In this example, contents of the diskette are copied to a file in the /tmp directory:

```
$ dd < /floppy/floppy0 > /tmp/output.file
2400+0 records in
2400+0 records out
$
```

The `dd` command reports on the number of blocks it reads and writes. The number after the + is a count of the partial blocks that were copied.

The `dd` command syntax is different from most other commands. Options are specified as *keyword=value* pairs, where *keyword* is the option you want to set and *value* is the argument for that option. For example, you can replace the standard input and output with this syntax:

```
dd if=input-file of=output-file
```

For example, to use the *keyword=value* pairs instead of the redirect symbols in the previous example, you would type:

```
$ dd if=/floppy/floppy0 of=/tmp/output.file
```

See the `dd(1M)` manual page for more information.

Using the `cpio` Command

You can use the `cpio` (copy in and out) command to copy individual files, groups of files, or complete file systems. This section describes how to use the `cpio` command to copy complete file systems.

The `cpio` command is an archiving program that takes a list of files and copies them into a single, large output file. It inserts headers between the individual files to facilitate recovery. You can use the `cpio` command to copy complete file systems to another partition, another system, or to a media device such as tape or diskette.

Because the `cpio` command recognizes end-of-media and prompts you to insert another volume, it is the most effective command (other than `ufsdump`) to use to create archives that require multiple tapes or diskettes.

You frequently use commands like `ls` and `find` to list and select the files you want to copy and then pipe the output to the `cpio` command.

▼ How to Copy Directory Trees Between File Systems

1. **Become superuser.**
2. **Type `cd /filesystem1` and press Return.**
3. **Type `find . -print -depth | cpio -pdm /filesystem2` and press Return.**
 The files from the directory name you specify are copied and symbolic links are preserved. The `.` argument to `find` copies the current working directory, the `-print` option prints the file names, and the `-depth` option descends the directory hierarchy and prints file names on the way back up, which allows the `-m` option to `cpio` to set the correct modification times on directories. The `-p` option to `cpio` creates a list of files. The `d` option creates directories as needed.
4. **To verify that the copy was successful, type `cd /filesystem2;ls` and press Return.**
5. **If appropriate, to remove the source directory tree, type `rm -rf /filesystem1` and press Return.**

See the `cpio(1M)` manual page for more information.

Copying Files and File Systems to Tape

`tar` and `cpio` are commands that can be used to copy files and file systems to tape. The command you choose depends on how much flexibility and precision you require for the copy.

Use `tar` to copy files and directory subtrees to a single tape. Note that the SunOS 5.2 `tar` command can archive special files (block and character devices, fifos) but the SunOS 4.x `tar` command cannot extract them. The `cpio` command provides better portability.

Use `cpio` to copy arbitrary sets of files, special files, or file systems that require multiple tape volumes or when you want to copy files from SunOS 5.2 systems to SunOS 4.x systems. The `cpio` command packs data onto tape more efficiently than `tar` and skips over any bad spots in a tape when restoring.

The `cpio` command also provides options for writing files with different header formats (`tar`, `ustar`, `crc`, `odc`, `bar`) for portability between systems of different types.

Because `tar` and `cpio` use the raw device, you do not need to format or make a file system on tapes before you use them. The tape drive and device name you use depend on the hardware and configuration for each system. See “Choosing Which Media to Use” on page 96 for more information about tape drives and device names.

The information is divided into these sections:

- “Useful Commands for Streaming Tape Cartridges” on page 71
- “Using the `tar` Command” on page 72
- “Using the `cpio` Command” on page 75

Useful Commands for Streaming Tape Cartridges

This section contains a few commands for use with streaming tape cartridges.

▼ **How to Retension a Magnetic Tape Cartridge**

If errors occur when reading a tape, retension the tape, clean the tape drive, and then try again.

- ◆ **Type `mt -f /dev/rmt/n retension` and press Return.**
The tape in the specified tape drive is retensioned.

In this example, the tape in drive `/dev/rmt/1` is retensioned:

```
oak% mt -f /dev/rmt/1 retension
oak%
```

▼ **How to Rewind a Magnetic Tape Cartridge**

- ◆ **Type `mt -f /dev/rmt/1 rewind` and press Return.**
The tape in the tape drive specified by the device number 1 is rewound.

In this example, the tape in drive /dev/rmt/1 is rewound:

```
oak% mt -f /dev/rmt/1 rewind
oak%
```

▼ How to Show the Status of a Magnetic Tape Drive

- ◆ **Type** `mt -f /dev/rmt/n status` **and press Return.**
Status for the tape drive you specify is displayed.

In this example, there is no tape in drive /dev/rmt/1:

```
oak% mt -f /dev/rmt/1 status
/dev/rmt/1: no tape loaded or drive offline
oak%
```

In this example, status is shown for the tape in drive /dev/rmt/1:

```
oak% mt -f /dev/rmt/1 status
Archive QIC-150 tape drive:
  sense key(0x6)= unit attention   residual= 0   retries= 0
  file no= 0   block no= 0
oak%
```

Using the `tar` Command

▼ How to Copy Files to a Tape (`tar`)

1. Change to the directory that contains the files you want to copy.
2. Insert a write-enabled tape into the tape drive.



Caution – Copying files to a tape using the `c` option to `tar` destroys any files already on the tape. If you want to preserve the files already on the tape, use the `r` option described in “How to Append Files to a Tape (`tar`)” on page 74.

3. Type `tar cvf /dev/rmt/n filename filename filename ...` and press Return. The `c` option indicates that you want to create an archive. The `v` option displays the name of each file as it is archived. The `f` option indicates that the archive should be written to the specified device or file. The file names you specify are copied to the tape, overwriting any existing files on the tape.

Note – You can use metacharacters (`?` and `*`) as part of the file names you specify. For example, to copy all documents with a `.doc` suffix, type `*.doc` as the file name argument.

4. Remove the tape from the drive and write the names of the files on the tape label.

In this example, two files are copied to a tape in tape drive 0:

```
oak% cd /home/winsor
oak% ls evaluation*
evaluation.doc  evaluation.doc.backup
oak% tar cvf /dev/rmt/0 evaluation*
a evaluation.doc 86 blocks
a evaluation.doc.backup 84 blocks
oak%
```

▼ How to List the Files on a Tape (`tar`)

1. Insert a tape into the tape drive.
2. Type `tar tvf /dev/rmt/n` and press Return. The `t` option lists the table of contents for the files on the tape in the tape drive you specify.

In this example, the table of contents for the tape in drive 0 contains two files:

```
oak% tar tvf /dev/rmt/0
rw-rw-rw-6693/10 44032 Apr 23 14:54 1991 evaluation.doc
rw-rw-rw-6693/10 43008 Apr 23 14:47 1991 evaluation.doc.backup
oak%
```

▼ **How to Append Files to a Tape (tar)**

1. Change to the directory that contains the files you want to copy.
2. Insert a tape that is not write-protected into the tape drive.
3. Type `tar rvf /dev/rmt/n filename filename filename ...` and press Return. The `r` option indicates that the files should be appended to an existing archive. The specified files are appended to the files already on the tape.

Note – You can use metacharacters (`?` and `*`) as part of the file names you specify. For example, to copy all documents with a `.doc` suffix, type `*.doc` as the file name argument.

4. Remove the tape from the drive and write the names of the files on the tape label.

In this example, one file is appended to the files already on the tape in drive 0:

```
oak% cd /home/winsor
oak% tar cvf /dev/rmt/0 junk
a junk 1 blocks
oak% tar tvf /dev/rmt/0
rw-rw-rw-6693/10  44032 Apr 23 14:54 1991 evaluation.doc
rw-rw-rw-6693/10  43008 Apr 23 14:47 1991 evaluation.doc.backup
rw-rw-rw-6693/10    18 Dec 10 11:36 1991 junk
oak%
```

▼ **How to Retrieve Files from a Tape (tar)**

1. Change to the directory where you want to put the files.
2. Insert the tape into the tape drive.
3. Type `tar xvf /dev/rmt/n` and press Return. The `x` option indicates that files should be extracted from the specified archive file. All of the files on the tape in the specified drive are copied to the current directory.

In this example, all files are copied from the tape in drive 0:

```
oak% cd /home/winsor/Evaluations
oak% tar xvf /dev/rmt/0 evaluation*
x evaluation.doc, 44032 bytes, 86 tape blocks
x evaluation.doc.backup, 43008 bytes, 84 tape blocks
oak%
```

To retrieve individual files from a tape:

- ◆ **Type** `tar xvf /dev/rmt/n filename filename filename ...` and press Return. The file names you specify are extracted from the tape and placed in the current working directory.

Note – The names of the files extracted from the tape exactly match the names of the files stored on the archive. If you have any doubts about the names or paths of the files, first list the files on the tape. See “How to List the Files on a Tape (tar)” on page 73 for instructions.

See the `tar(1)` manual page for more information.

Using the cpio Command

When you use the `cpio` command to create an archive, it takes a list of files or path names from standard input and writes to standard output. The output is almost always redirected to a file or to a device.

▼ **How to Copy All Files in a Directory to a Tape (cpio)**

1. **Insert a tape that is not write-protected into the tape drive.**
2. **Type** `ls | cpio -oc > /dev/rmt/n` and press Return. All of the files in the directory are copied to the tape in the drive you specify, overwriting any existing files on the tape. The total number of blocks copied is displayed.
3. **Remove the tape from the drive and write the names of the files on the tape label.**

In this example, all of the files in the directory `/home/winsor/TOI` are copied to the tape in tape drive 0:

```
oak% cd /home/winsor/TOI
oak% ls | cpio -oc > /dev/rmt/0
31 blocks
oak%
```

▼ How to List the Files on a Tape (cpio)

Note – Listing the table of contents takes as long as it does to read the archive file because the `cpio` command must process the entire archive.

1. Insert a tape into the tape drive.

2. Type `cpio -civt < /dev/rmt/n` and press Return.

The `i` option reads in the contents of the tape. The `v` option displays the output in a format similar to the output from the `ls -l` command. The `t` option lists the table of contents for the files on the tape in the tape drive you specify.

In this example, the table of contents for the tape in drive 0 contains four files:

```
oak% cpio -civt < /dev/rmt/0
100666 winsor 3895 Feb 24 15:13:02 1992 Boot.chapter
100666 winsor 3895 Feb 24 15:13:23 1992 Directory.chapter
100666 winsor 6491 Feb 24 15:13:52 1992 Install.chapter
100666 winsor 1299 Feb 24 15:14:00 1992 Intro.chapter
31 blocks
oak%
```

▼ How to Retrieve All Files from a Tape (cpio)

If the archive was created using relative path names, the input files are built as a directory within the current directory. If, however, the archive was created with absolute path names, the same absolute paths are used to recreate the file.



Caution – Using absolute path names can be dangerous because you will overwrite the original files.

1. **Change to the directory where you want to put the files.**
2. **Insert the tape into the tape drive.**
3. **Type `cpio -icv < /dev/rmt/n` and press Return.**
All of the files on the tape in the drive you specify are copied to the current directory.

In this example, all files are copied from the tape in drive 0:

```
oak% cpio -icv < /dev/rmt/0
Boot.chapter
Directory.chapter
Install.chapter
Intro.chapter
31 blocks
oak%
```

▼ **How to Retrieve a Subset of Files from a Tape (cpio)**

You can reload a subset of the files from the archive by specifying a pattern to match using shell wild card characters enclosed in quotes after the options.

1. **Change to the directory where you want to put the files.**
2. **Insert the tape into the tape drive.**
3. **Type `cpio -icv "*file" < /dev/rmt/n` and press Return.**
All of the files that match the pattern are copied to the current directory. You can specify multiple patterns, but each must be enclosed in double quotation marks.

In this example, all files that end in the suffix `chapter` are copied from the tape in drive 0:

```
oak% cd /home/winsor/Book
oak% cpio -icv "*chapter" < /dev/rmt/0
Boot.chapter
Directory.chapter
Install.chapter
Intro.chapter
31 blocks
oak%
```

See the `cpio(1)` manual page for more information.

Copying Files and File Systems to Diskette

Before you can copy files or file systems to diskette, you must format the diskette. Use the `tar` command to copy `ufs` files to a single formatted diskette. Use the `cpio` command if you need to copy `ufs` files to multiple formatted diskettes. `cpio` recognizes end-of-media and prompts you to insert the next volume.

Use double-sided high-density 3.5-inch diskettes (diskettes are marked "DS, HD").

▼ How to Format a Diskette

1. Check the diskette to make sure that it is not write-protected.

The diskette is write-protected if you can see through the square hole in the lower left corner of the diskette. Turn the diskette over and push the plastic write-protect switch toward the top of the diskette.

2. Put the diskette in the drive.

Caution – Reformatting destroys any files already on the diskette.

3. Type `fdformat` and press Return.

The message `Press return to start formatting floppy` is displayed.



Note – If the diskette contains a file system, `fdformat` returns an error because the file system was mounted when `fdformat` ran `volcheck(1)`. You must unmount the file system using `umount(1M)`.

4. Press Return.

While the diskette is being formatted, a series of dots (. . .) is displayed. When formatting is complete, the prompt is redisplayed.

```
oak% fdformat
Press return to start formatting floppy.
.....
.....
oak%
```

▼ **How to Format a Diskette for a DOS System**

1. Put a diskette in the drive.



Caution – Reformatting destroys any files already on the diskette.

2. Type `fdformat -d` and press Return.

The message `Press return to start formatting floppy` is displayed.

3. Press Return.

While the diskette is being formatted, a series of dots (. . .) is displayed. When formatting is complete, the prompt is redisplayed.

```
oak% fdformat -d
Press return to start formatting floppy.
.....
.....
oak%
```


▼ **How to Get a Diskette Out of the Drive**

- ◆ **Type `eject floppy` and press Return.**
The diskette is ejected.

```
oak$ eject floppy
oak%
```

Note – If the drive jams, you can eject a diskette manually by sticking a straightened wire paper clip into the pinhole under the diskette slot.

▼ **How to Copy Files to a Single Formatted Diskette**

1. Change to the directory that contains the files you want to copy.
2. Insert a formatted diskette that is not write-protected into the drive.



Caution – Copying files to a formatted diskette using the `c` option destroys any files already on the diskette. If you want to preserve the files already on the diskette, use the `r` option described in “How to Append Files to a Formatted Diskette” on page 81.

3. Run `volcheck(1)` to make the diskette available.
4. **Type `tar cvf /vol/dev/rfd0/unlabeled filename filename filename ...` and press Return.**
The file names you specify are copied to the diskette, overwriting any existing files on the diskette. If the diskette contained a `pcfs`, the device name would be `/vol/dev/rfd0/unnamed_floppy`.

Note – You can use metacharacters (`?` and `*`) as part of the file names you specify. For example, to copy all documents with a `.doc` suffix, type `*.doc` as the file name argument.

5. **Type `eject floppy` and press Return to remove the diskette from the drive.**
The diskette is ejected from the drive.

6. Write the names of the files on the diskette label.

In this example, two files are copied to a diskette:

```
oak% cd /home/winsor
oak% ls evaluation*
evaluation.doc  evaluation.doc.backup
oak% tar cvf /vol/dev/rfd0/unlabeled evaluation*
a evaluation.doc 86 blocks
a evaluation.doc.backup 84 blocks
oak% eject floppy
oak%
```

▼ How to List the Files on a Diskette

1. Insert a diskette into the drive.
2. Run `volcheck(1)` to make the diskette available.
3. Type `tar tvf /vol/dev/rfd0/unlabeled` and press **Return**.
The `t` option lists the table of contents for the files on the diskette.

In this example, the table of contents for the diskette contains two files:

```
oak% tar tvf /vol/dev/rfd0/unlabeled
rw-rw-rw-6693/10  44032 Apr 23 14:54 1991 evaluation.doc
rw-rw-rw-6693/10  43008 Apr 23 14:47 1991 evaluation.doc.backup
oak%
```

See the `tar(1)` manual page for more information.

If you need a multiple-volume interchange utility, use `cpio`. `tar` is only a single-volume utility.

▼ How to Append Files to a Formatted Diskette

1. Change to the directory that contains the file you want to copy.
2. Insert a formatted diskette that is not write-protected into the drive.

3. **Type** `tar rvf /vol/dev/rfd0/unlabeled filename filename filename ...` **and press Return.**

The file names you specify are appended to the files already on the diskette.

Note – You can use metacharacters (? and *) as part of the file names you specify. For example, to copy all documents with a .doc suffix, type * .doc as the file name argument.

4. **Type** `eject floppy` **and press Return to remove the diskette from the drive.**

The diskette is ejected from the drive.

5. **Write the names of the files on the diskette label.**

In this example, one file is appended to the files already on the diskette:

```
oak% cd /home/winsor
oak% tar rvf /vol/dev/rfd0/unlabeled junk
a junk 1 blocks
oak% tar tvf /vol/dev/rfd0/unlabeled
rw-rw-rw-6693/10  44032 Apr 23 14:54 1991 evaluation.doc
rw-rw-rw-6693/10  43008 Apr 23 14:47 1991 evaluation.doc.backup
rw-rw-rw-6693/10    18 Dec 10 11:36 1991 junk
oak% eject floppy
oak%
```

▼ How to Retrieve Files from a Diskette

1. **Change to the directory where you want to put the files.**
2. **Insert the diskette into the drive.**
3. **Run `volcheck(1)` to make the diskette available.**
4. **Type** `tar xvf /vol/dev/rfd0/unlabeled` **and press Return.**
All of the files on the diskette are copied to the current directory.
5. **Type** `eject floppy` **and press Return to remove the diskette from the drive.**
The diskette is ejected from the drive.

In this example, all files are copied from the diskette:

```
oak% cd /home/winsor/Evaluations
oak% tar xvf /vol/dev/rfd0/unlabeled evaluation*
x evaluation.doc, 44032 bytes, 86 tape blocks
x evaluation.doc.backup, 43008 bytes, 84 tape blocks
oak% eject floppy
oak%
```

To retrieve individual files from a diskette:

- ◆ **Type** `tar xvf /vol/dev/rfd0/unlabeled filename filename filename ...` **and press Return.**

The file names you specify are extracted from the diskette and placed in the current working directory.

▼ How to Archive Files to Multiple Diskettes

If you are copying large files or file systems onto diskettes, you want to be prompted to replace a full diskette with another formatted diskette. The `cpio` command provides this capability. The `cpio` commands you use are the same as you would use to copy files to tape, except you would specify `/vol/dev/rfd0/unlabeled` as the device instead of the tape device name. See “Using the `cpio` Command” on page 75 for information on how to use `cpio`.

Copying Files with Different Header Format

Archives created with the SunOS 5.2 `cpio` command may not be compatible with older SunOS releases. The `cpio` command allows you to create archives that can be read with several other formats. You specify these formats using the `-H` option and one of these arguments:

- `crc` or `CRC` – ASCII header with checksum
- `ustar` or `USTAR` – IEEE/P1003 Data Interchange
- `tar` or `TAR` – `tar` header and format
- `odc` – ASCII header with small device numbers
- `bar` – `bar` header and format

The syntax for using the header options is:

```
cpio -o -H header-option < file-list > output-archive
```

▼ How to Create an Archive Compatible with Older SunOS Releases

◆ **Type** `cpio -oH odc < file-list > /dev/rmt/n` **and press Return.**

The `-H` options have the same meaning for input as they do for output. If the archive was created using the `-H` option, you must use the same option when the archive is read back in or the `cpio` command will fail, as shown in this example:

```
oak% find . -print | cpio -oH tar > /tmp/test
113 blocks
oak% cpio -iH bar < /tmp/test
cpio: Invalid header "bar" specified
USAGE:
    cpio -i[bcdfkmrstuvBSV6] [-C size] [-E file] [-H hdr] [-I
file [-M msg]] [-R id] [patterns]
    cpio -o[acvABLV] [-C size] [-H hdr] [-O file [-M msg]]
    cpio -p[adlmuvLV] [-R id] directory
oak%
```

When you create an archive using different options, always write the command syntax on the media label along with the names of the files or file system on the archive.

If you do not know which `cpio` options were used when an archive was created, all you can do is experiment with different combinations of the options to see which ones allow the archive to be read.

See the `cpio(1)` manual page for a complete list of options.

Retrieving Files Created with the bar Command

To retrieve files from diskettes that were archived using the SunOS 4.x `bar` command, use the `-H bar` option to `cpio`.

Note – You can only use the `-H bar` option with `-i` to retrieve files. You cannot create files with the `bar` header option.

▼ **How to Retrieve `bar` Files from a Diskette**

1. Change to the directory where you want to put the files.
2. Type `cpio -ivH bar < /vol/dev/rfd0/unlabeled` and press Return.
All the files on the diskette are copied to the current directory.

Copying Files to a Group of Systems

If you want to distribute the same file to a group of systems, you may want to use the `rdist` (remote distribution) command. The `rdist` command is available only with the SunOS/BSD Source Compatibility Package. If you have installed the Source Compatibility Package, see the `rdist(1B)` manual page for syntax and information about how to use this command.

Part II—Backup and Restore

This part has three chapters:

Chapter 5, “Understanding and Planning a Backup Strategy,” describes why you need a backup strategy, explains the `ufsdump` command and how it works, and describes how to choose which file systems to back up, which media to use, and how to plan a backup schedule.

Chapter 6, “Backing Up Files and File Systems,” provides steps for using the `ufsdump` command to back up files and file systems.

Chapter 7, “Restoring Files and File Systems,” provides steps for using the `ufsrestore` command to restore files and file systems.



Understanding Backup and Planning a Backup Strategy

This chapter contains these sections:

<i>Why You Back Up File Systems</i>	<i>page 89</i>
<i>Understanding the ufsdump Command</i>	<i>page 90</i>
<i>Choosing Which File Systems to Back Up</i>	<i>page 94</i>
<i>Choosing Which Media to Use</i>	<i>page 96</i>
<i>Considering Other Issues</i>	<i>page 102</i>
<i>Planning a Backup Schedule</i>	<i>page 106</i>

Why You Back Up File Systems

Backing up files means making copies of them, usually on removable media, as a safeguard in case the originals get lost or damaged. Backup tapes are convenient for restoring accidentally deleted files, but they are essential in case of serious hardware failures or other disasters.

Backing up files is one of the most crucial system administration functions. You must plan and carry out a procedure for regularly scheduled backups of your file systems for three major reasons:

- To ensure file system integrity against a possible system crash
- To ensure user files against accidental deletion
- To act as an important safeguard before reinstalling or upgrading a system

When you back up file systems as scheduled, you have the assurance that you can restore anyone's files to a reasonably recent state. In addition, you may want to back up file systems to transport them from one system to another or to *archive* them, saving files on a transportable media, so that you can remove or alter the files that remain on the system.

When you plan a backup schedule, you need to consider:

- Which command to use to back up the file systems
- Which file systems to back up
- What media to use
- What backup schedule to use

Understanding the `ufsdump` Command

You usually use the `ufsdump` command to do periodic backups in which you save all the files recently modified on a specified file system. This section and Chapter 6, "Backing Up Files and File Systems" describe the `ufsdump` command. See Chapter 4, "Copying ufs Files and File Systems" for a description of `dd`, `tar`, `cpio`, and other commands that can be used to copy files.

Online: Backup 2.0 also provides backup and restore capabilities. Online: Backup includes enhanced versions of `ufsdump` and `ufsrestore`. Some of the features provided by Online: Backup 2.0 are:

- Online backups
- Local or remote backups
- Online database of backed-up files
- A configuration and execution system for setting up and running backups

See *Online: Backup 2.0 Getting Started* and *Online: Backup 2.0 Administration Guide* for more information.

Advantages of ufsdump

The `ufsdump` command is designed to back up entire file systems. You can also use it to back up individual files.

The `ufsdump` command has these advantages over other methods for performing backups:

- It provides incremental backups. You can specify different backup (dump) levels, making it possible to back up only those files that were changed since a previous backup at a lower level.
- It works quickly. The command knows the structure of the `ufs` file system type and works directly through the raw device file.
- It supports multiple volumes. You can back up very large file systems by writing the backup to multiple volumes (usually tapes).
- It supports remote drives. The media drive can be on any system in the network to which the user has access. High-capacity tape drives can be used to back up many systems.

Disadvantages of ufsdump

`ufsdump` has no way to calculate automatically the number of tapes or diskettes needed for a backup. You can, however, use the `S` option to determine the amount of space that is needed to perform the dump (without actually doing it) and display the estimated number of bytes it will take.

If you put multiple file system backups on a single tape, the files can be difficult to find, making restoring files more difficult.

The `ufsdump` command does not have built-in error-checking to minimize problems if you are backing up an active file system.

How ufsdump Works

Basic Operation

The `ufsdump` command makes two passes when backing up a file system. On the first pass, it scans the raw device file for the file system and builds a table of directories and files in memory. It then writes the table to the backup media. In the second pass, `ufsdump` goes through the inodes in numerical order, reading the file contents and writing it to the media.

Determining Device Characteristics

The `ufsdump` command needs to know only an appropriate block size and how to detect the end-of-media.

Detecting the End of Media

`ufsdump` writes a sequence of fixed-size records. When `ufsdump` receives notification that a record was only partially written, it assumes that it has reached the physical end of the media. This method works for most devices. If a device is not able to notify `ufsdump` that only a partial record has been written, a media error occurs as `ufsdump` tries to write. You will learn from experience if a device supports end-of-media detection.

Copying Data

The `ufsdump` command copies data only from the raw disk partition. If the file system is still active, anything in memory buffers is probably not copied. The backup done by `ufsdump` does not copy free blocks, nor does it make an image of the disk partition. If symbolic links point to files on other partitions, the link itself is copied.

The Role of /etc/dumpdates

The `ufsdump` command, when used with the `u` option, maintains and updates a file named `/etc/dumpdates`. Each line in `/etc/dumpdates` shows the file system backed up, the level of the last backup, and the day, date, and time of the backup. Here is a typical `/etc/dumpdates` file from a file server:

```
/dev/rdisk/c0t1d0s0 0 Fri Nov 6 07:54:38 1989
/dev/rdisk/c0t1d0s5 0 Sat Oct 10 07:53:44 1989
/dev/rdisk/c0t1d0s7 0 Sat Oct 10 07:56:57 1989
/dev/rdisk/c0t1d0s6 0 Sat May 23 08:02:34 1989
/dev/rdisk/c0t1d0s0 5 Fri Nov 6 07:55:20 1989
/dev/rdisk/c0t1d0s7 5 Fri Nov 6 07:58:08 1989
/dev/rdisk/c0t1d0s6 5 Fri May 29 09:03:07 1989
/dev/rdisk/c0t1d0s5 9 Thu Nov 5 07:15:51 1989
/dev/rdisk/c0t1d0s4 9 Thu Nov 5 07:18:04 1989
/dev/rdisk/c0t1d0s6 9 Thu Jun 4 09:21:02 1989
```

When you do an incremental backup, the `ufsdump` command consults `/etc/dumpdates` to find the date of the most recent backup of the next lower level. Then it copies to the media all files that were updated since the date of that lower-level backup. After the backup is complete, a new information line, describing the backup you just completed, replaces the information line for the previous backup at that level. On the date that you do a level 0 backup, `/etc/dumpdates` contains one information line for each backed up file system at each level.

Use the `/etc/dumpdates` file to verify that backups are being done. This verification is particularly important if you are having equipment problems. If a backup cannot be completed because of equipment failure, the backup is not recorded in the `/etc/dumpdates` file.

If you need to restore an entire disk, check the `/etc/dumpdates` file for a list of the most recent dates and levels of backups so that you can determine which tapes you need to restore the entire file system.

Note – `/etc/dumpdates` is a text file that can be edited, but edit it only at your own risk. If you make changes to the file that do not match your archive tapes, you may not be able to find the tapes (or files) you need.

Choosing Which File Systems to Back Up

Consider these factors as an important part of planning your backup strategy:

- What files are critical to users on this system?
- Where are the files located? Are they in a single file system?
- How often do these files change?
- How quickly would you need to restore these files in the event of damage or loss?
- How often can the relevant file systems be unmounted so that they are available for backup?

The next sections describe some additional factors to consider in planning your backup strategy.

You need to back up file systems that change frequently. The file systems that need to be backed up for a given system depend on the type of system.

File Systems to Back Up on a Standalone System

By default, the installation procedure creates at least the file systems shown in Table 5-1.

Table 5-1 Default File Systems on a Standalone System

Directory	Partition
/	0
/usr	6

The / file system on a standalone system contains /kernel/unix and other important files. It also contains the /var directory, in which frequently modified files, such as mail and accounting, are kept. Therefore, you should back up the / file system at regular intervals.

Back up the /usr file system occasionally, especially if you install new software or add new commands.

`/export/home` contains the directories and subdirectories of all the users on the standalone system. Back up the `/export/home` partition more often than `/` or `/usr`, perhaps as often as once a day, depending on your site's requirements.

During installation, you may have assigned file systems such as `/export` or `/var` to other available partitions.

Be aware of the partitions where file systems are located. Use the `df` command or look at the `/etc/vfstab` file to find out which partition a file system is located in.

File Systems to Back Up on a Server

On a file server, you have to back up not only the file systems that contain the operating system itself, but the file systems for the individual users as well.

The default file systems on a server are as shown in Table 5-2.

Table 5-2 Default File Systems on a Server

Directory	Partition
<code>/</code>	0
<code>/usr</code>	6
<code>/export/home</code>	7
<code>/export/swap</code>	4
<code>/export</code>	3

Periodically, you need to back up the file systems containing the kernel, major commands, and executables (`/`, `/usr`, and `/export`). Back up these file systems at intervals from once a day to once a month, depending on your site's requirements. For example, if you frequently add and remove clients and equipment on the network, you have to change important files in root, including the kernel configuration file. In this case, you might want to back up root more frequently than if your site seldom changes the network configuration. Furthermore, your site may keep users' mail in the directory `/var/mail` on a mail server, which client machines then mount. If that is the case, you might want to back up root daily to preserve mail. `/usr` contents are fairly static and only need to be backed up from once a week to once a month.

The root directory of diskless clients is kept in the `/export` file system. Because the information it contains is similar to the server's root directory in partition 0 it does not change frequently. If your site sends mail to clients' root directories, you should back up `/export` more frequently.

You need not back up `/export/swap`.

The file system you need to back up the most frequently is `/export/home`. Because `/export/home` contains the home directories and subdirectories of all the users on the system, its files are very volatile. Depending on your site, you should back up `/export/home` at least once a week, if not daily.

Choosing Which Media to Use

You typically back up Solaris 2.2 configurations using either 1/2-inch reel tape, 1/4-inch streaming cartridge tape, or 8-mm (small format) cartridge tapes. You can perform backups using diskettes, but it is time consuming and cumbersome.

The media you choose depends on the availability of the equipment that supports it and of the media (usually tape) that you use to store the files. Although you must do the backup from a local system, you can write the files to a remote device. Table 5-3 shows typical media used for backing up file systems and shows the length (or storage capacity) for each. You can use the storage capacity as input for the `-s size` option to the `ufsdump` command.

Table 5-3 Media Storage Capacities

Media	Capacity	Tape Length
1/2-inch tape	40–45 Mbytes	2300 feet
60-Mbyte 1/4-inch cartridge	60 Mbytes	425 feet
150-Mbyte 1/4-inch cartridge	150 Mbytes	700 feet
2.3-Gbyte 8-mm	2.3 Gbytes	6000 feet
5.0-Gbyte 8-mm	5.0 Gbytes	13000 feet
3.5-inch diskette	1422 blocks (1.44 Mbytes)	

Backup Device Names

You specify a tape or diskette drive to use for backup by supplying a logical device name. This name points to the subdirectory containing the “raw” device file and includes the logical unit number of the drive. Table 5-4 shows this naming scheme.

Table 5-4 Basic Device Names for Backup Devices

Device Type	Name
Tape	/dev/rmt/ <i>unit</i>
Diskette	/vol/dev/rfd0/unlabeled

The drive writes at its “preferred” density, which usually means the highest density it supports. Most SCSI drives can automatically sense the density or format on the tape and read it accordingly.

Tape drive naming conventions use a logical, not a physical, device name.

Tape drives fall into two categories according to controller type:

- Xylogics 472 for 1/2-inch rack-mounted (top-loaded) reel-to-reel drives (maximum 4 units per controller)
- SCSI for 1/4-inch cartridge, 1/2-inch front-loaded reel-to-reel, and 4-mm or 8-mm helical scan drives (maximum 7 units per controller)

Within the /dev/rmt subdirectory is a single set of tape device files that support different output densities.

In general, you specify a tape drive device as shown in Figure 5-1.

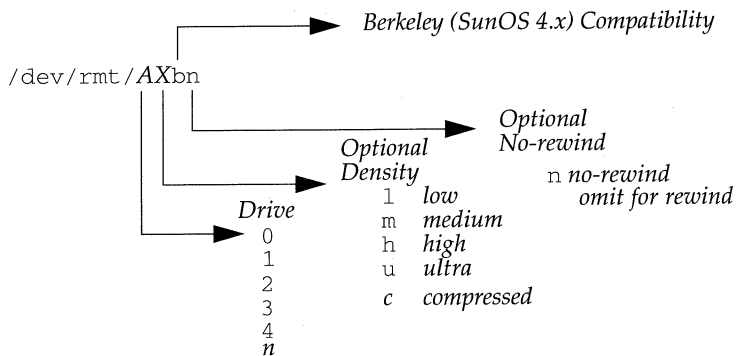


Figure 5-1 Tape Drive Device Names

▼ How to Specify the Default Density for a Tape Drive

Normally, you specify a tape drive by its logical unit number, which may run from 0 to *n*. For example, to specify the first drive, rewinding, use:

```
/dev/rmt/0
```

To specify the first drive, nonrewinding, use:

```
/dev/rmt/0n
```

To specify the second drive, rewinding, use:

```
dev/rmt/1
```

To specify the second drive, nonrewinding, use:

```
/dev/rmt/1n
```

By default the drive writes at its “preferred” density, which is usually the highest density it supports. If you do not specify a tape device, the command writes to drive number 0 at the default density the device supports.

▼ How to Specify Different Densities for a Tape Drive

You may want to transport a tape to a system whose tape drive supports only a certain density. In that case, specify a device name that writes at the desired density. Use this convention to specify rewind:

```
/dev/rmt/XA
```

and this convention to specify no rewind:

```
/dev/rmt/XAn
```

The unit and density characters are shown in Table 5-5.

Table 5-5 Unit and Density Characters in Tape Device Names

Device Name = /dev/rmt/XA

X	Tape drive number (digit) from 0 to <i>n</i> , regardless of controller type
A	Density (character) depending on controller and drive type
null	Default “preferred” (highest) density
l	Low
m	Medium
h	High
u	Ultra
c	compressed

For example, to specify a raw magnetic tape device on the first (0) drive with medium density and no rewinding, use:

```
/dev/rmt/0mn
```

You can have both SCSI and non-SCSI tape drives on the same system. A SCSI controller can have a maximum of 7 SCSI tape drives, and a non-SCSI controller can have a maximum of 4 tape drives. For each drive number (*X*), the density character depends on the controller and drive type as described in the following paragraphs.

Table 5-6 shows the device abbreviation for different tape controllers/units and media. Note that the first character in the device abbreviation for drive number does not have to be 0 as shown, but could be 1, 2, or 3, and so on, depending on how many tape drives are attached to the system.

Table 5-6 Device Abbreviations for Tape Controllers/Units and Media

Controller	Drive Unit	Size	Type	Format	Tracks	Device Abbreviation
Xylogics 472	Fujitsu M2444	1/2-inch	Reel	1600 bpi	9	/dev/rmt/0m
		1/2-inch	Reel	6250 bpi	9	/dev/rmt/0h
SCSI front-loaded	HP	1/2-inch	Reel	800 bpi	9	/dev/rmt/0m

Table 5-6 Device Abbreviations for Tape Controllers/Units and Media (Continued)

Controller	Drive Unit	Size	Type	Format	Tracks	Device Abbreviation
SCSI	Sysgen	1/4-inch	Cartridge	6250 bpi	9	/dev/rmt/0h
				QIC-11	4	/dev/rmt/0l
				QIC-24	4	/dev/rmt/0m
				QIC-11	9	/dev/rmt/0l
	Emulex MT-02	1/4-inch	Cartridge	QIC-24	9	/dev/rmt/0m
				QIC-11	4	/dev/rmt/0l
				QIC-24	4	/dev/rmt/0m
				QIC-11	9	/dev/rmt/0l
	Archive QIC-150	1/4-inch	Cartridge	QIC-24	9	/dev/rmt/0m
				QIC-150	18	/dev/rmt/0h
	Wangtek QIC-150	1/4-inch	Cartridge	QIC-150	18	/dev/rmt/0h
	Desktop Backup Pack	1/4-inch	Cartridge	QIC-150	18	/dev/rmt/0h
	Exabyte 8200 (2.3 GB)	8 mm	Cartridge	8 mm	Helical Scan	/dev/rmt/0m
	Exabyte 8500 (2.3 GB)	8 mm	Cartridge	8 mm	Helical Scan	/dev/rmt/0l
Exabyte 8500 (5 GB)	8mm	Cartridge	8 mm	Helical Scan	/dev/rmt/0m	

Rack-mounted Non-SCSI 1/2-inch Reel Drives

For 1/2-inch rack-mounted tape drives with either a Tapemaster or Xylogics 472 controller, substitute the density from Table 5-7 for the *A* variable in the device name (/dev/rmt/XA).

Table 5-7 Designating Density for Rack-mounted 1/2-inch Tape Drives

Character	Density
null	Default "preferred" (highest) density (usually 6250 bpi uncompressed)
l	800 bpi
m	1600 bpi
h	6250 bpi
u	6250 bpi compressed

If you omit the density character, the tape is usually written at its highest density, not compressed.

SCSI 1/4-inch Cartridge and 1/2-inch Front-loaded Reel Drives

For SCSI 1/4-inch cartridge and 1/2-inch front-loaded reel drives, substitute the density from Table 5-8 for the *A* variable in the device name (/dev/rmt/*XA*).

Table 5-8 Designating Format or Density for SCSI Tape Drives

Character	Density 1/4-inch Cartridge	Density 1/2-inch Front-loaded Reel-to-Reel
null	Default preferred (highest) density	Default preferred (highest) density
l	QIC-11 format	800 bpi
m	QIC-24 format	1600 bpi
h	QIC-150	6250 bpi
u	Reserved	Reserved

For 1/4-inch cartridges, density is specified by the format in which the data is written: the QIC format. The QIC-11 and QIC-24 format write approximately 1000 bytes per inch on each track. The density for QIC-150 is somewhat higher. The “preferred” density for a 60-Mbyte 1/4-inch cartridge drive is QIC-24 and for a 150-Mbyte 1/4-inch cartridge drive is QIC-150.

An 18-track drive can write only QIC-150; it cannot be switched to write QIC-24 or QIC-11. Format selection is only useful for drives that can write both QIC-24 and QIC-11.

Guidelines for Drive Maintenance and Media Handling

It is a good idea to clean and check your tape drives periodically to ensure correct operation. See your hardware manuals for instructions on procedures for cleaning a tape drive. A backup tape that cannot be read is useless. You can test your tape hardware by copying some files to the tape and reading them back and then comparing the original with the copy. Or you could use the *v* option of the `ufsdump` command to verify the contents of the media with

the source file system. The file system must be unmounted or completely idle for the `v` option to be effective. Be aware that hardware can fail in ways that the system does not report.

Always label your tapes after a backup. If you have planned a backup strategy similar to those suggested in the next section, you should indicate on the label “Tape A,” “Tape B,” and so forth. This label should never change. Every time you do a backup, make another tape label containing the backup date, the name of the machine and file system backed up, backup level, the tape number (1 of *n*, if it spans multiple volumes), plus any information specific to your site. Store your tapes in a dust-free safe location, away from magnetic equipment. Some sites store archived tapes in fireproof cabinets at remote locations.

You need to create and maintain a log that tracks which media (tape volume) stores each job (backup) and the location of each backed-up file.

Considering Other Issues

This section describes these other issues to consider for determining a backup strategy for your site:

- “When to Run Backups” on page 102
- “How Long to Save Backups” on page 103
- “How to Back Up Files to a Remote Drive” on page 103
- “Do You Need to Become Superuser?” on page 104
- “Should You Check File Systems Before Doing a Full Backup?” on page 104
- “Do You Want to Put Multiple Backups on the Same Tape?” on page 105
- “Where Do the Files Reside?” on page 105
- “How Do You Handle Backups on a Heterogeneous Network?” on page 105

When to Run Backups

In deciding when to run backups, consider things such as availability of an operator, impact on system performance, minimizing data loss, and level of file system activity.

Although operators may be less available, doing backups during off hours minimizes the impact on system performance and decreases the likelihood of file system activity getting in the way. The sooner you backup files after they have been changed, the less chance there is of loss of data.

It is difficult to limit file system activity during the day; however, you can back up a file system while it is active with minimal risk. `ufsdump` does a pass to list all the files it copies on the second pass. Problems can result if, between passes, a file or directory is removed and a file or directory created with the same name; but the chances of that happening are few. As an alternative, you could use a two-stage procedure, copying file systems from disk to disk using the `dd` command and then backing them up to tape using `ufsdump`. This is one way to resolve possible conflicts between the availability of an operator and the desire to minimize file system activity during the backup.

Traditionally, operator intervention was important—someone had to change the tapes when they filled up. It is becoming less important because of higher-capacity and autoloading drives. With an 8-mm 2.3-Gbyte drive, even very large file systems can be put on a single tape, which makes it easier to run backups during off hours.

You can automate off-hours backups by having the `crontab` utility call a script that starts the `ufsdump` command. Whatever time you decide on, consistently run your backups at the same time each day.

How Long to Save Backups

Depending on how many file systems you back up, their size, and the capacity of your media, you may use quite a few tapes. The longer you save the tapes (rather than reusing them), the more tapes you need. You should be able to restore files for the last four weeks. Thus you should have at least four sets of tapes, one for each week, and rotate them each month. In addition, you should archive the full backups done monthly for at least a year, and then keep a yearly backup for a number of years.

How to Back Up Files to a Remote Drive

To back up a set of systems over the network, you can run the `ufsdump` command from one system on each remote system (through remote shell or remote login) and direct the output to the system on which the drive is located. Note that you cannot directly specify files on remote systems in the *files-to-backup* argument. Typically, the drive is located on the system from which you run the `ufsdump` command, but it does not have to be.

You can use the `ufsdump` command to access a remote drive over the network. The command syntax is:


```
ufsdump [options] remote-host:backup-file files-to-backup
```

The only difference between this command and one you would use when backing up to a local drive is that the *backup-file* argument is prefaced with the *remote-host* name: the name of the remote system with the tape drive you want to back up to. Be sure to include the colon (:) after the host name, with no spaces before or after it.

Note – The naming convention you use for the remote drive depends on the system where the drive resides. If the drive is on a system that is running a previous release of SunOS 4.x, use the SunOS 4.x convention (for example, /dev/rst0). If the system is running SunOS 5.2 system software, use the SunOS 5.2 convention (for example, /dev/rmt/0m).

Another way to back up files to a remote drive is to pipe the output from `ufsdump` to the `dd` command. See Chapter 4, “Copying ufs Files and File Systems” for information about using the `dd` command.

To be able to do backups across the network, you need access to the systems. You have to put entries in `/.rhosts` files on both clients and server to do centralized backups. If you have appropriate permissions, edit the remote system’s `/.rhosts` file. Add the system you back up from to the list of trusted hosts. Thereafter, you can log in as superuser on that system and do a backup to the remote system. If you do not have the proper permissions for the remote system, ask the system administrator to edit `/.rhosts` for you.

Do You Need to Become Superuser?

Because `ufsdump` needs to have read access to the raw device files, you should become superuser to run the `ufsdump` command. Giving ordinary users read permissions for raw device files is a potential security problem.

Should You Check File Systems Before Doing a Full Backup?

Most of the time, you do not need to check file systems for consistency before doing a backup. If you suspect a file system problem, you probably should run a consistency check. You can use the `-m` option to the `fsck` command to “quick check” to see if a file system needs further consistency checking. See Chapter 12, “Checking the Integrity of File Systems” for information about using the `fsck` command.

Do You Want to Put Multiple Backups on the Same Tape?

If you are backing up multiple file systems that do not fill up a whole tape, you can use the “no rewind” option and place one file system after the next on a single tape. Putting multiple file systems on one tape can be quite useful for incremental backups, which may take up much less space than full backups, and it reduces the number of tapes needed.

Where Do the Files Reside?

You can back up local file systems only. Many of the file systems available to a workstation are mounted across the network from a server. Consequently, they reside on a server, not the workstation. For example, the `/export/home` directories for workstation users typically are located on servers. These file systems are backed up from the server, not the workstation. In fact, users are denied permission if they try to run `ufsdump` on files they own that are located on a server.

How Do You Handle Backups on a Heterogeneous Network?

The command used to back up a file system has to be run on the local file system. You can, however, use the `rlogin` or `rsh` command to log onto the system. You can also direct the output of the `ufsdump` command to a remote tape drive.

Note – If you log onto a remote system to do a backup, you may be unable to unmount the file system if you used it to log in.

Remember, when doing backups on a heterogeneous network, to always use the device naming convention appropriate for the individual system. For example, run the SunOS 4.x `dump` command on a SunOS 4.x client system. Remember to use that SunOS 4.x device naming convention (for example, `/dev/sd0h`).

The naming convention you use for the remote drive depends on the system to which the drive is attached. If the drive is on a system that is running a previous release of SunOS (for example, 4.x), use the SunOS convention (for example, `/dev/rst0`). If the system is running SunOS 5.2 system software, use the SunOS 5.2 convention (for example, `/dev/rmt/0m`).

To back up a SunOS 5.2 client from a SunOS 4.x server, use the `rlogin` (or `rsh`) command and run `ufsdump` on the client system. If the tape drive is on a SunOS 5.2 client, use the SunOS 5.2 disk device naming convention (for example, `/dev/rdisk/c0t0d0s6`).

What Are the Security Issues?

The `ufsdump` and `ufsrestore` commands respect restricted access to back up devices and target file systems.

If you want to be cautious, you should:

- Set restrictive file permissions on any backup table of contents you create and store on the system (see the `a` option to `ufsdump`.)
- Set permissions on raw device files for disk partitions so only privileged operators can back them up.
- Be aware that providing entries in `/.rhost` files on both clients and servers for centralized backups can be a possible security hole for unauthorized access.

Planning a Backup Schedule

You can use the `ufsdump` command to do two kinds of backups: *full backups* and *incremental backups*. A full backup includes all the files in the specified file system or directory. An incremental backup includes only those files in the specified file system that have changed since a previous backup at a *lower* level. The level of the backup determines which files are backed up.

Level 0 backs up the complete file system. Levels 1 through 9 perform incremental backups. Whenever you do a backup, you can tell the `ufsdump` command the level of the backup to perform. If you do not specify a level, the command defaults to level 9. A *backup schedule* is the schedule you establish to run the `ufsdump` command on a regular basis at different levels. You run the `ufsdump` command and specify the level of dump that matches the schedule you have chosen.

The Outcomes of Different Backup Schedules

The following sections discuss some possible schedules. All schedules assume you begin with a full backup (level 0) and that you use the `u` option to record the backup in the `/etc/dumpdates` file.

The Nine-to-Five

The schedule shown in Table 5-9 is probably the most commonly used, and is recommended for most situations.

Table 5-9 Daily Cumulative/Weekly Cumulative Backup Schedule

	Floating	Mon	Tues	Wed	Th	Fri
1st of Month	0					
Week1		9	9	9	9	5
Week2		9	9	9	9	5
Week3		9	9	9	9	5
Week4		9	9	9	9	5

With this schedule, each weekday tape accumulates all files changed since the end of the previous week (or the initial level 0 for the first week) and each Friday's tape contains all the files changed since the first level 0. For the level 9 backups, the previous level 0 or level 5 is the closest backup at a lower level. All the files that have changed since that lower-level backup at the end of the previous week are saved each day. For the Friday level 5, the nearest lower-level backup is the level 0 done at the beginning of the month. Consequently, each Friday's tape contains all the files changed during the month to that point.

Table 5-10 shows how the contents of the tapes can change across two weeks.

Table 5-10 Contents of Tapes for Daily/Weekly Cumulative Schedule

	Mon	Tues	Wed	Th	Fri
Week1	a b	a b c	a b c d	a b c d e	a b c d e f
Week2	g	g h	g h i j	g h i j k	a b c d e f g h i j k l

With this schedule, you need a minimum of 6 or 9 tapes: 1 for the level 0, 4 for the Fridays, and 1 daily tape (if it is reused) or 4 daily tapes. Use 4 daily tapes to save different versions of files. When you reuse the daily tape, only the

latest version of a file (during that week) is saved. If you use different daily tapes and save the daily tapes for 4 weeks before reusing them, which is recommended, the total needed is 21.

If you need to restore the complete file system you need three tapes: the level 0, the most recent Friday tape, and the most recent daily tape.

The Nine- to-Two-Three-Four-Five

Table 5-11 shows a schedule where each weekday tape accumulates all files changed since the beginning of the week (or the initial level 0 for the first week) and each Friday's tape contains all the files changed that week.

Table 5-11 Daily Cumulative/Weekly Incremental Backup Schedule

	Floating	Mon	Tues	Wed	Th	Fri
1st of Month	0					
Week2		9	9	9	9	3
Week3		9	9	9	9	4
Week4		9	9	9	9	5

Table 5-12 shows how the contents of the tapes can change across two weeks.

Table 5-12 Contents of Tapes for Daily Cumulative/Weekly Incremental Schedule

	Mon	Tues	Wed	Th	Fri
Week1	a b	a b c	a b c d	a b c d e	a b c d e f
Week2	g	g h	g h i j	g h i j k	g h i j k l m

With this schedule, you need at least 6 or 9 tapes: 1 for the level 0, 4 for the Fridays, and 1 daily tape (if reused) or 4 daily tapes, assuming you reuse the daily tapes each week.

If you need to restore a complete file system, you need five tapes: the level 0, all preceding Friday tapes, and the most recent daily tape.

The Three-Four-Five-Six-to-Two

Table 5-13 shows a schedule where each weekday tape contains only the files changed since the previous day and each Friday's tape contains all files changed since the initial level 0 at the beginning of the month.

Table 5-13 Daily Incremental/Weekly Cumulative Backup Schedule

	Floating	Mon	Tues	Wed	Th	Fri
1st of Month	0					
Week2		3	4	5	6	2
Week3		3	4	5	6	2
Week4		3	4	5	6	2

Table 5-14 shows how the contents of the tapes can change across two weeks.

Table 5-14 Contents of Tapes for Daily/Weekly Cumulative Schedule

	Mon	Tues	Wed	Th	Fri
Week1	a b	c d	e f g	h	a b c d e f g h i
Week2	j k l	m	n o j	p q	a b c d e f g h i j k l m n o p q r s

With this schedule, you need at least 9 tapes: 1 for the level 0, 4 for the Fridays, and 4 daily tapes, assuming you reuse daily tapes each week, which is not recommended. If you save the weekly tapes for a month, you need 21 tapes.

If you need to restore the complete file system, you need six tapes: the level 0, the most recent Friday tapes, and *all* the preceding daily tapes for that week.

Recommendations for Choosing a Backup Schedule

For most purposes, the 99995 (“nine-to-five”) schedule is adequate. However, you may want to consider a number of factors in choosing the schedule that is best for your site. For example, do you want to minimize the number of tapes, the time spent doing backups, the time doing a full restore on a damaged file system, or the time spent retrieving individual files that get accidentally deleted? In fact, if you do not need to minimize time and media spent on backups, you could do level 0 backups every day.

Here are some things to consider in choosing your backup schedule:

- You should probably do a level 0 backup of your root file system between once a week to once a month, depending on how much it changes. Back it up daily if `/var` and its mail spool files are in the root partition.
- You should do a full backup on most file systems (that need backups) at least once a month. Keep in mind that frequent level 0 backups produce large backup files that take a long time to write. It also may take a long time to retrieve individual files, since the drive has to move sequentially to the point on the tape where the file is located. Retrieving individual files may be easier if you run incremental backups to pick up the small changes in the file systems you back up. Finding which incremental tape a file is on can take time, however.
- If you have a file system that is used for an application like word processing, it may be very important to you to save a historical record of all the different versions of files across time. Consider doing incremental backups every working day, commonly at level 9. This schedule saves all files modified that day, as well as those files still on disk that were modified since the last backup of a level lower than 9. Remember that a file changed on Tuesday and then again on Thursday, goes onto Friday's lower-level backup looking like it did Thursday night, not Tuesday night. If a user needs the Tuesday version, you cannot restore it unless you have a Tuesday backup tape (or a Wednesday backup tape, for that matter). Similarly, a file present on Tuesday and Wednesday, but removed on Thursday, does not appear on the Friday lower-level backup. If you need the ability to restore different versions of files, be sure you do not reuse the same tape for the daily incremental backups.
- Save a week's worth of daily level 9 backups at least until you do a backup at a level lower than the daily level. However, you should save the daily tapes longer if you want to save different versions of files.
- If you are most concerned about being able to restore quickly a complete file system to its most recent state, do lower-level backups more frequently.
- If you are most concerned about minimizing the number of tapes you use, increase the level of the incremental backups done across the week, so only changes from day to day are saved on each daily tape. In addition, you can increase the level of the backups done at the end of the week, so only

changes from week to week (rather than the whole month) are saved on the weekly tapes. Finally, you can try to put each day's and week's incremental backup onto the same tape by not rewinding the tapes after each use.

- If you are backing up a number of file systems on the same server, you may want to offset the schedule for different file systems, so you are not doing all level 0s on the same day.

Example Backup Strategy for a Server

Table 5-15 shows an example backup strategy for a heavily used file server on a small network where users are doing file-intensive work, such as program development or document production. It assumes a theoretical month that begins on Friday and consists of four five-day work weeks. In practice, you probably would do at least one more level 9 backup, depending on the number of days in the month. Also, you might want to schedule end-of-month backups on the last Friday or, if applicable, the last weekend, of the month.

Table 5-15 Schedule of Backups for an Example Server

Directory	Date	Level	Tape Name
/	end of month	0	<i>n</i> tapes
/usr	end of month	0	"
/export	end of month	0	"
/export/home	end of month	0	"
/export/home	1st Friday	5	A
"	1st Monday	9	B
"	1st Tuesday	9	C
"	1st Wednesday	9	D
"	1st Thursday	9	E
/export/home	2nd Friday	5	F
"	2nd Monday	9	G
"	2nd Tuesday	9	H
"	2nd Wednesday	9	I
"	2nd Thursday	9	J

Table 5-15 Schedule of Backups for an Example Server (Continued)

Directory	Date	Level	Tape Name
/export/home	3rd Friday	5	K
"	3rd Monday	9	L
"	3rd Tuesday	9	M
"	3rd Wednesday	9	N
"	3rd Thursday	9	O
/export/home	4th Friday	5	P
"	4th Monday	9	Q
"	4th Tuesday	9	R
"	4th Wednesday	9	S
"	4th Thursday	9	T

With this plan, you use *n* tapes (the number of tapes needed for a full backup of /, /usr, /export, and /export/home) plus 20 additional tapes for the incremental backups of /export/home. This plan assumes that each incremental backup uses one tape and you save the tapes for a month.

Here is how this plan works:

1. At the end of the month, do a full backup (level 0) of /, /usr, /export, and /export/home, and save these tapes for a year.
2. On the first Friday of the month, do a level 5 backup of /export/home, which copies all files changed since the previous lower-level backup—in this case, the level 0 backup you did at the end of the month. Use tape A for this backup and then store it for a month, using it the first Friday of the next month.
3. On the first Monday of the month, use tape B to do a level 9 backup of /export/home. `ufsdump` copies all files changed since the previous lower-level backup, in this case, the level 5 backup that you did on Friday. Then store tape B until the first Monday of the next month, when you use it again.
4. On the first Tuesday of the month, use tape C to do a level 9 backup of /export/home. Again, `ufsdump` copies all files changed since the last lower-level backup—Friday's level 5 backup.

5. Do the Wednesday and Thursday level 9 backups on tapes D and E.
6. At the end of the week, use tape F for a level 5 backup of `/export/home`. This tape contains all changes made to files since the level 0 backup, approximately a week's worth of changes. Save this tape until the second Friday of the next month, when you can use it again.
7. Repeat steps 3–5 for the next week, using tapes G–J, K–N, and so on until the end of the month.
8. For each month, repeat steps 1–7, using a new set of tapes for the level 0s and reusing tapes A–T for the incremental backups.

This plan allows you to save files in their various states for a month. It requires many tapes, but does ensure that you have a library of tapes to draw on in case a user needs to work on an old project that was canceled and then started up again. If you cannot afford so many tapes, you could reuse Tapes B–E each week. Since `/`, `/usr`, and `/export` do not contain files that are modified extensively (unless you use `/var/spool/mail` to hold mail), you only have to back them up once a month.

With this plan, the level 5 backup on the fourth Friday can become quite large, since it copies all files that were changed since the level 0 backup a month ago. You could minimize the size of the Friday backups by using the alternate plan shown in Table 5-16.

Table 5-16 An Alternative Backup Schedule for a Server

Directory	Date	Level
<code>/export/home</code>	end of month	0
<code>/export/home</code>	1st Friday	2
	Mon.-Thurs.	9
<code>/export/home</code>	2nd Friday	3
	Mon.-Thurs.	9
<code>/export/home</code>	3rd Friday	4
	Mon.-Thurs.	9
<code>/export/home</code>	4th Friday	5
	Mon.-Thurs.	9

In this plan, the level 2 backup on the first Friday copies only those files changed since the last lower-level backup—the full backup at the end of the month. The level 3 backup copies only those files changed since the level 2 backup the previous week, and so on until the end of the month. Therefore, the Friday backup tapes save only those changes made during a given week, rather than an increasing number of files since the last monthly full backup.

This chapter contains these sections:

<i>Preparing to Do Backups</i>	<i>page 115</i>
<i>Doing Complete Backups</i>	<i>page 120</i>
<i>Doing Incremental Backups</i>	<i>page 122</i>
<i>Backing Up Individual Files and Directories</i>	<i>page 123</i>
<i>Using a Remote Drive to Do Backups</i>	<i>page 123</i>
<i>Doing Backups on Remote Systems</i>	<i>page 124</i>
<i>Troubleshooting</i>	<i>page 125</i>
<i>Options and Arguments for the ufsdump Command</i>	<i>page 126</i>

Preparing to Do Backups

Before you start a backup procedure, you need to know:

- The raw device name for the file systems you want to back up
- The type of tape drive you will use
- The device name for the tape drive and whether the drive is local or remote
- The number of tapes you will need

This section shows you how to find this information.

▼ **How to Find File System Raw Device Names**

1. **Type** `more /etc/vfstab` **and press Return.**
The contents of the `/etc/vfstab` file are displayed.
2. **Look in the** `mount point` **column for the name of the file system.**
3. **Use the raw device name in the** `device to fsck` **column with the** `ufsdump` **command.**

For example, the raw device name to back up the `/usr` file system on `drusilla` is `/dev/rdisk/c0t1d0s6`.

```
drusilla% more /etc/vfstab
#device          device          mount          FS          fsck          auto-          mount
#to mount        to fsck         point          type        pass         mount?        options
#
/proc            -              /proc          proc        -            no            -
swap            -              /tmp           tmpfs       -            yes           -
/dev/dsk/c0t3d0s0 /dev/rdisk/c0t3d0s0 /              ufs         1            no            -
/dev/dsk/c0t3d0s1 -              -              swap        -            no            -
/dev/dsk/c0t1d0s6 /dev/rdisk/c0t1d0s6 /usr          ufs         2            no            -
oak:/export//usr/openwin -          /usr/openwin  nfs         no           yes           -
oak:/export/usr/man -          /usr/man      nfs         no           yes           -
drusilla%
```

If the file system is mounted, to find the block character device name:

1. **Type** `devnm mount-point` **and press Return.**
The block device name for the file system is displayed.
2. **Use** `/dev/rdisk/device-name` **with the** `ufsdump` **command.**

```
drusilla% devnm /usr
/dev/dsk/c0t1d0s6 /usr
drusilla%
```

If you want to display the partitions that contain file systems for a particular disk:

1. Become superuser.

2. Type `prtvtoc /dev/rdisk/device-name` and press Return.

Information for all non-zero partitions is displayed.

```
drusilla% su
Password:
# prtvtoc /dev/rdisk/c0t3d0s2
* /dev/rdisk/c0t3d0s2 partition map
*
* Dimensions:
*   512 bytes/sector
*   35 sectors/track
*   6 tracks/cylinder
*   210 sectors/cylinder
*   1019 cylinders
*   974 accessible cylinders
*
* Flags:
*   1: unmountable
*   10: read-only
*
*
* Partition  Tag  Flags      First   Sector   Last
*           Tag  Flags      Sector   Count   Sector  Mount Directory
*           0    2    00         0    32760   32759   /
*           1    3    01    32760   65520   98279
*           2    5    01         0   204540  204539
*           6    4    00    98280  106260  204539
#
```

▼ How to Determine the Type of a Tape Drive

You can use the `status` option to the `mt` command to get status information about the Xylogics 472 1/2-inch tape drive and the Exabyte EXB-8200 8-mm tape drive.

The `status` command also reports information about these 1/4-inch tape drives:

- Sysgen (QIC-24)
- Emulex MT-02 (QIC-24)
- Archive QIC-150
- Wangtek QIC-150

To determine what type of tape drive you have:

1. **Load a tape into the drive you want information about.**
2. **Type `mt -f /dev/rmt/0 status` and press Return.**
3. **Repeat the command, substituting tape drive numbers 1, 2, 3, and so on to display information about all available tape drives.**

This example shows status for an Emulex drive (`/dev/rmt/0`) and an Exabyte tape drive (`/dev/rmt/1`) on `drusilla` and a QIC-150 tape drive on `cinderella`:

```
drusilla% mt -f /dev/rmt/0 status
Emulex MT-02 QIC-24 tape drive:
sense key(0x2)= not ready residual= 0 retries= 0
file no= 0 block no= 0
drusilla% mt -f /dev/rmt/1 status
Exabyte EXB-8200 8mm tape drive:
sense key(0x0)= NO Additional Sense residual= 0  retries= 0
file no= 0  block no= 0
drusilla% rlogin cinderella
Password:
cinderella% mt -f /dev/rmt/0 status
Archive QIC-150 tape drive:
    sense key(0x0)= No Additional Sense  residual= 0  retries= 0
    file no= 0  block no= 0
cinderella%
```

Here is an quick way to poll a system and locate all tape drives. In this example, the tape drive is at 0:

```
cinderella% sh
$ for drive in 0 1 2 3 4 5 6 7
> do
> mt -f /dev/rmt/$drive status
> done
Archive QIC-150 tape drive:
  sense key(0x0)= No Additional Sense   residual= 0   retries= 0
  file no= 0   block no= 0
/dev/rmt/1: No such file or directory
/dev/rmt/2: No such file or directory
/dev/rmt/3: No such file or directory
/dev/rmt/4: No such file or directory
/dev/rmt/5: No such file or directory
/dev/rmt/6: No such file or directory
/dev/rmt/7: No such file or directory
$ exit
cinderella%
```

▼ How to Find Out How Many Tapes You Need

To find out how many tapes you need to do a full backup on a file system:

1. Type `/usr/sbin/df -k mount-point` and press Return.

The second numeric field displays the total number of used blocks in kilobytes in the file system. In this example, 111338 kilobytes are used:

```
# df -k /opt
/dev/dsk/c0t0d0s4      191519  111338   61031   65%   /opt
#
```

2. Divide the file system size by the capacity of the media you are going to use to see how many tapes are needed.

See Table 5-3 on page 96 for a list of tape capacities.

To figure out the number of tapes needed before doing an incremental backup:

1. Type `ufsdump [options]S backup-device filesystem` and press Return.

The S option estimates the size in bytes of the incremental backup.

2. **Divide the estimated size by the capacity of the tape to see how many tapes you need.**

See Table 5-3 on page 96 for a list of tape capacities.

Example: How to Find Out How Many Tapes You Need

In this example, the file system of 489472 bytes will fit on one QIC-150 150-Mbyte tape:

```
# ufsdump 0cfs /dev/rmt/0 /dev/rdisk/c0t3d0s7
489472
#
```

Doing Complete Backups

Before you perform the backup procedure, there are several steps you need to take to prepare for the backup.

Note – It’s best to perform backups in single-user mode or with the file system unmounted. When the file system is active while it is being backed up, some data may not be included in the backup. If directory level operations (creating, removing, and renaming files and directories) are done while the file system is being backed up, you may not be able to correctly restore data from the backup tape.

▼ **How to Do a Complete Backup on Cartridge Tape**

This procedure specifies a full level 0 backup on cartridge tape, updating the `/etc/dumpdates` file.

1. **Take the system down to single-user level.**

- a. On a server, become superuser, change to the root directory, run `shutdown`, then reboot and come up in single-user mode.

```
# cd /
# shutdown
Various messages from shutdown appear
#
# halt
ok boot -s
```

- b. On a standalone system, become superuser, then type `init s` and press Return.
2. [Optional] If you think the file system has problems, type `fsck` and press Return.
3. Insert a tape that is not write protected into the tape drive.
4. Type `/usr/bin/ufsdump 0ucf /dev/rmt/unit /dev/rdisk/cntndnsn` and press Return.
The `0` option specifies a complete level 0 backup, the `u` option updates the `/etc/dumpdates` file; the `c` option specifies a cartridge tape drive; and the `f` option indicates that you specify the tape drive file name as part of the command-line argument. The tape is rewound unless you use the `n` option after the tape unit number (for example, `/dev/rmt/0n`). See “Options and Arguments for the `ufsdump` Command” on page 126 for a complete description of the options.
5. When prompted, remove the tape and replace with the next volume.
6. Label each tape with the volume number, level, date, system name, and file system.

Examples: Full Backups

To make a full dump of a root file system on `c0t3d0s0`, on a 150-Mbyte cartridge tape `st0`:

```
# ufsdump 0cf dev/rmt/0 /dev/rdisk/c0t3d0s0
```

To make a full backup of the entire disk `c0t3d0`, on a 2.3-Gbyte 8-mm tape `st2`, when slice 2 is the entire disk:

```
# ufsdump 0f /dev/rmt/2 /dev/rdisk/c0t3d0s2
```

To make a full backup of the entire disk `c0t3d0`, on a 5.0-Gbyte 8-mm tape `st2`:

```
# ufsdump 0f /dev/rmt/2 /dev/rdisk/c0t3d0s2
```

In this example, a full backup is made of the `/dev/rdisk/c0t3d0s7` partition:

```
# ufsdump 0ucf /dev/rmt/0 /dev/rdisk/c0t3d0s7
DUMP: Date of this level 0 dump: Wed Mar 11 10:16:53 1992
DUMP: Date of last level 0 dump: the epoch
DUMP: Dumping /dev/rdisk/c0t3d0s7 (/export/home/cinderella) to
/dev/rmt/0
DUMP: mapping (Pass I) [regular files]
DUMP: mapping (Pass II) [directories]
DUMP: estimated 956 blocks (478KB)
DUMP: Writing 63 Kilobyte records
DUMP: dumping (Pass III) [directories]
DUMP: dumping (Pass IV) [regular files]
DUMP: level 0 dump on Wed Mar 11 10:16:53 1992
DUMP: 956 blocks (478KB) on 1 volume
DUMP: DUMP IS DONE
#
```

Doing Incremental Backups

Plan your backup schedule using information from “Planning a Backup Schedule” on page 106. This section provides instructions for how to do incremental backups.

▼ How to Back Up Incremental Changes

1. Bring the system to single user mode.
2. Become superuser.

3. Put a tape into the tape drive.
4. **Type** `ufsdump [1-9]ucf /dev/rmt/unit /dev/rdisk/cntndnsn` and press **Return**.
Type the level of the backup at the beginning of the `ufsdump` arguments. For example, to do a level 9 backup, type `9ucf`.
5. Remove the tape from the tape drive and label it.

Backing Up Individual Files and Directories

You can use the `ufsdump` command to back up individual files and directories.

▼ How to Back Up Individual Files and Directories

To back up individual files and directories:

- ◆ **Type** `ufsdump [options] tape-drive filenames`
Where *filenames* is one or more individual file or directory names separated by spaces, for example, `/home/user1/mail /home/user2/mail`.

Using a Remote Drive to Do Backups

You can use the `ufsdump` command to back up files from one system to a drive on another system. The command syntax is:

```
ufsdump [options] remote-host:backup-file files-to-backup
```

Note – The naming convention you use for the remote drive depends on the system where the drive resides. Use the naming conventions that match the SunOS release on the system with the remote tape drive.

The only difference between this command and one you use to back up to a local drive is that you preface the *backup-file* argument with the *remote-host* name followed by a colon (:).

▼ How to Find Out if You Can Access a Remote Drive

1. Become superuser.

2. **Type** `rsh remote-host cat /etc/motd` **and press Return.**

If a message like this is displayed, your server is in the remote system's `/.rhosts` file.

```
castle% rsh cinderella cat /etc/motd
Sun Microsystems, Inc. SunOS 5.01 November 1992
castle%
```

If the message `Unknown host` is displayed, contact the person responsible for the remote system to add the local system to the `/.rhosts` file. If you are not using NIS+, you must also add the IP address for the remote machine to the local `/etc/hosts` file.

Doing Backups on Remote Systems

You can do backups on remote systems by remote login (`rlogin`) to the system and typing the backup command. If the tape drive is local, use the usual command line syntax. If the tape drive is on a remote system, specify the server name as part of the command-line argument.

▼ How to Back Up SunOS 5.x Systems to a SunOS 5.0 Tape Drive

1. **Add the system name to the server's `/.rhosts` file and the IP address to the server's `/etc/hosts` file.**
2. **Type** `rlogin host-name` **and press Return.**
3. **Type** `ufsdump [options] server-name:/dev/rmt/unit files-to-back-up.`

▼ How to Back Up SunOS 5.x Systems to a SunOS 4.x Tape Drive

1. **Type** `rlogin host-name` **and press Return.**
2. **Type** `ufsdump [options] server-name:/dev/rstunit files-to-back-up.`
Note that you use the old-style tape drive device name if the tape drive is on a SunOS 4.x system.

▼ How to Back Up SunOS 4.x Systems to a Sun OS 5.0 Tape Drive

1. Type `rlogin host-name` and press **Return**.
2. Type `dump [options] server-name:/dev/rmt/unit files-to-back-up`.
Notice that you run the `dump` command on the SunOS 4.x system.

Troubleshooting

Filling Up the Root File System

Symptom:

You do a backup of a file system. Nothing is written to the media, but the root file system fills up. The `ufsdump` command prompts you to install the second volume of media when the root file system is full. `Filesystem is full` messages will be displayed in the console window.

Explanation:

If you used an invalid destination device name with the `f` option, the `ufsdump` command wrote to a file in the `/dev` directory of the root file system, filling it up. For example, if you typed `/dev/rmt/st0` instead of `/dev/rmt/0`, the backup file `/dev/rmt/st0` was created on the disk rather than being sent to the tape drive.

Resolution:

1. Type `cd /dev/rmt` and press **Return**.
2. Type `ls -l` and press **Return**.
A list of tape devices is displayed.
3. Look at the file size for any unusually large files or files that are not device special (no major or minor device numbers) or symbolic links.
4. Become superuser.
5. Type `rm filename` and press **Return**.

This example shows the contents of a typical `/dev/rmt` directory, with no unusually large files:

```

drusilla% cd /dev/rmt
drusilla% ls -l
total 0
crw-rw-rw-  1 root      18,   8 Sep 12 20:45 0
crw-rw-rw-  1 root      18,   8 Sep 12 20:45 0h
crw-rw-rw-  1 root      18,  12 Sep 12 20:45 0hn
crw-rw-rw-  1 root      18,   0 Sep 12 20:45 0l
crw-rw-rw-  1 root      18,   4 Sep 12 20:45 0ln
crw-rw-rw-  1 root      18,   8 Sep 12 20:45 0m
crw-rw-rw-  1 root      18,  12 Sep 12 20:45 0mn
crw-rw-rw-  1 root      18,  12 Sep 12 20:45 0n
drusilla%

```

Options and Arguments for the `ufsdump` Command

This section describes in detail the options and arguments for the `ufsdump` command. The syntax for the `ufsdump` command is:

```
/usr/sbin/ufsdump [options] [arguments] files-to-back-up
```

options is a single string of one-letter option names.

arguments may be multiple strings.

The option letters and the arguments that go with them must be in the same order and the *files-to-back-up* argument must come last.

Default Command Options

If you run the `ufsdump` command without any options, using this syntax:

```
ufsdump files-to-back-up
```

it uses these options, by default:

```
ufsdump 0f /dev/rmt/0 files-to-back-up
```

These options do a full backup to the default tape drive at its preferred density.

Options for the `ufsdump` Command

Table 6-1 describes the options for the `ufsdump` command.

Table 6-1 Options for the `ufsdump` Command

Option	Description
0-9	Backup level. Level 0 is for a full backup of the whole file system specified by <i>files-to-backup</i> . Levels 1-9 are for incremental backups of files that have changed since the last lower-level backup.
a <i>archive-file</i>	Archive file. Store (archive) a backup table of contents in a specified file on the disk. The file can be read only by <code>ufsrestore</code> , which uses it to determine whether a file to be restored is present in a backup file, and if so, on which volume of the media it resides.
b <i>factor</i>	Blocking factor. The number of 512-byte blocks to write to tape per operation.
c	Cartridge. Back up to cartridge tape. You can use this option for 8-mm tape and 1/4-inch cartridge tape. When end-of-media detection applies, this option sets the block size to 126.
d <i>bpi</i>	Tape density. You need to use this option only when <code>ufsdump</code> cannot detect the end of the media.
D	Diskette. Back up to diskette.
f <i>backup-file</i>	Backup file. Write the files to the destination specified by <i>backup-file</i> instead of the default device.
l	Autoload. Use this option if you have an autoloading (stackloader) tape drive. When the end of a tape is reached, this option takes the drive offline and waits up to two minutes for the tape drive to be ready again. If the drive is ready within two minutes, it continues. If it is not ready after two minutes, it prompts an operator to load another tape.
n	Notify. When intervention is needed, send a message to all terminals of all users in the operator group.
o	Offline. When finished with a tape or diskette, take the drive off line, rewind (if tape), and if possible remove the media (for example, eject a diskette or remove 8-mm autoloading tape).

Table 6-1 Options for the `ufsdump` Command (Continued)

Option	Description
s <i>size</i>	Size. Specify the length of tapes in feet or number of 1024-byte blocks for diskettes. You need to use this option only when <code>ufsdump</code> cannot detect the end of the media.
S	Estimate size of backup. Determine the amount of space that is needed to perform the backup, without actually doing it, and output a single number indicating the estimated size of the backup in bytes.
t <i>tracks</i>	Tracks. Specify the number of tracks for 1/4-inch cartridge tape. You need to use this option only when <code>ufsdump</code> cannot detect the end of the media. See “End-of-Media Detection” on page 131 for more information.
u	Update the backup record. For a completed backup on a file system, add an entry to the file <code>/etc/dumpdates</code> . The entry indicates the device name for the file system’s disk partition, the backup level (0–9), and the date. No record is written when you do not use the <code>u</code> option or when you back up individual files or directories. If a record already exists for a backup at the same level, it is replaced.
v	Verify. After each tape or diskette is written, verify the contents of the media against the source file system. If any discrepancies occur, prompt the operator to mount new media, then repeat the process. Use this option on an unmounted file system only, because any activity in the file system causes it to report discrepancies.
w	Warning. List the file systems appearing in <code>/etc/dumpdates</code> that have not been backed up within a day. When you use this option all other options are ignored.
W	Warning with highlight. Show all the file systems that appear in <code>/etc/dumpdates</code> and highlight those file systems that have not been backed up within a day. When you use this option all other options are ignored.

Note – The `l`, `o`, and `S` options to the `ufsdump` command are new with the SunOS 5.x release. The `/etc/vfstab` file does not contain information about how often to back up a file system. The `ufsdump` command assumes all file systems in the `/etc/dumpdates` file should be backed up daily.

Backup Device (backup-file) Argument

The *backup-file* argument (to the `f` option) specifies the destination of the backup, which can be one of the following:

- Local tape drive or diskette drive
- Remote tape drive or diskette drive
- Standard output

Use this argument when the destination is not the default local tape drive `/dev/rmt/0`. If you use the `f` option, then you must specify a value for *backup-file*.

Note – The *backup-file* argument can also point to a file on a local or remote disk, which, if used by mistake, can fill up a file system.

Local Tape or Diskette Drive

Typically, *backup-file* specifies a raw device file for a tape or diskette drive. When `ufsdump` writes to an output device, it creates a single backup file which may span multiple tapes or diskettes.

You specify the tape or diskette device on your system using a device abbreviation. The first device is always 0. For example, if you have a SCSI tape controller and one QIC-24 tape drive that uses medium-density formatting, use this device name:

```
/dev/rmt/0m
```

When you specify a tape device name, you can also type the letter “n” at the end of the name to indicate that the tape drive should not rewind after the backup is completed. For example:

```
/dev/rmt/0mn
```

Use the “no-rewind” option if you want to put more than one file system onto the tape. If you run out of space during a backup, the tape does not rewind before `ufsdump` asks for a new tape. See “Backup Device Names” on page 97 for a complete description of device naming conventions.

Remote Tape or Diskette Drive

You specify a remote tape or diskette drive using the syntax *host:device*. `ufsdump` writes to the remote device when `root` on the local system has access to the remote system. Since you usually run `ufsdump` as superuser, the name of the local system must be included in the `/.rhosts` file of the remote system. If you specify the device as *user@host:device*, `ufsdump` tries to execute as the specified user on the remote system. In this case, the specified user must have a `.rhosts` file on the remote system to allow the user to access the remote system.

Use the naming convention for the device that matches the operating system for the system on which the device resides, not the system from which you run the `ufsdump` command. If the drive is on a system that is running a previous SunOS release (for example, 4.1.1), use the SunOS 4.x convention (for example, `/dev/rst0`). If the system is running SunOS 5.2 system software, use the SunOS 5.2 convention (for example, `/dev/rmt/0m`).

Note – You must specify remote devices explicitly with the *backup-file* argument. In previous SunOS releases `rdump` directed the output to the remote device defined by the `dumphost` alias. `ufsdump` does not have an `rufsdump` counterpart.

Standard Output

When you specify a dash (`-`) as the *backup-file* argument, `ufsdump` writes to the standard output. You can use the `ufsdump` and `ufsrestore` commands in a pipeline to copy a file system by writing to the standard output with `ufsdump` and reading from the standard input with `ufsrestore`, as shown in this example:

```
# ufsdump 0f - /dev/rdisk/c0t0d0s7 | (cd /home; ufsrestore xf -)
```

files-to-backup Argument

You must always include *files-to-backup* as the last argument on the command line. This argument specifies the source or contents of the backup. It usually identifies a file system but can also identify individual files or directories.

For a file system, specify the raw device file for a disk partition. It includes the disk controller abbreviation (c), the target number (t) for SCSI devices only, a number indicating the disk number (d), and the partition or slice number (s). For example, if you have a SCSI disk controller on your standalone system (or server) and you want to back up /usr located in partition 6, specify the argument:

```
/dev/rdisk/c0t030s6
```

You can specify the file system by its mount point directory (for example, /home), as long as there is an entry for it in the /etc/vfstab file.

See “Backup Device Names” on page 97 for a complete description of device naming conventions.

For individual files or directories, type one or more names separated by spaces.

Note – When you use `ufsdump` to back up one or more directories (rather than a whole file system) a level 0 backup is done. Incremental backups do not apply.

End-of-Media Detection

`ufsdump` automatically detects the end-of-media for most devices. Therefore, you do not usually need to use the `c`, `d`, `s`, and `t` options to perform multivolume backups.

The only time you need to use the end-of-media options is when `ufsdump` does not understand the way the device detects the end-of-media or you are going to restore the files on a system with an older version of the `restore` command. To ensure compatibility with older versions of the `restore` command, the `size` option can still force `ufsdump` to go to the next tape or diskette before reaching the end of the current tape or diskette.

▼ **How to Specify Tape Characteristics**

If you do not specify any tape characteristics, the `ufsdump` command uses a set of defaults. Table 6-2 shows some arguments to the `ufsdump` command that work well for different types of tape cartridges. You can specify tape cartridge

(c), density (d), size (s), and number of tracks (t). Note that you can specify the options in any order as long as the arguments that follow match the order of the options.

Table 6-2 Arguments to `ufsdump` to Specify Tape Capacity

Tape	Arguments
60-Mbyte cartridge	<code>ufsdump cdst 1000 425 9</code>
150-Mbyte cartridge	<code>ufsdump cdst 1000 700 18</code>
1/2-inch tape	<code>ufsdump dsb 1600 2300 126</code>
2.3-Gbyte 8-mm tape	<code>ufsdump dsb 54000 6000 126</code>
5.0-Gbyte 8-mm tape	<code>ufsdump dsb 54000 13000 126</code>

Restoring Files and File Systems

This chapter has these sections:

<i>Preparing to Restore Files and File Systems</i>	<i>page 133</i>
<i>Restoring Complete File Systems</i>	<i>page 136</i>
<i>Restoring Individual Files and Directories</i>	<i>page 143</i>
<i>Using a Remote Drive to Restore Files</i>	<i>page 147</i>
<i>Troubleshooting</i>	<i>page 147</i>
<i>Options and Arguments for the <code>ufsrestore</code> Command</i>	<i>page 148</i>

This chapter describes how to use the `ufsrestore(1M)` command to restore files and file systems that were backed up using the `ufsdump` command. See Chapter 4, “Copying ufs Files and File Systems” for information about other commands you can use to archive, restore, copy, or move files and file systems.

Preparing to Restore Files and File Systems

The `ufsrestore` command copies files from backups created using the `ufsdump` command into the current working directory. You can use `ufsrestore` to reload an entire file system hierarchy from a level 0 dump and

incremental dumps that follow it or to restore one or more single files from any dump tape. If `ufsrestore` is run by root, files are restored with their original owner, last modification time, and mode (permissions).

Before you start to restore files or file systems, you need to know:

- Which tapes (or diskettes) you need
- The raw device name for the file systems you want to back up
- The type of tape drive you will use
- The device name (local or remote) for the tape drive

This section describes how to find this information.

Determining Which Tapes to Use

Before you can begin restoring file systems or files, you must determine which backup tapes you need.

▼ **How to Determine Which Tapes to Use for a Complete or Incremental Restore**

When restoring an entire file system, you always need the most recent level 0 backup tape. You also need the most recent incremental backup tapes made at each of the higher levels. Refer to the backup plan that you are using to determine the levels and number of tapes you need. See “Planning a Backup Schedule” on page 106 for more information.

For example, if you make level 0 and level 9 backups, you need the most recent level 0 backup tape and the last level 9 backup tape made.

▼ **How to Determine Which Tapes to Use to Restore Individual Files or File Systems**

1. **Ask the user the date when the file or file system was lost, or the approximate date of the files to be recovered.**
2. **Refer to your backup plan to find the date of the last backup that would have the file or file system on it.**
 Note that you do not necessarily use the most recently backed up version of the file. To retrieve the most recent version of a file, work backward through the incremental backups from highest to lowest level and most recent to least recent.

3. **If you have on-line archive files, type** `ufsrestore ta archive-name ./path/filename(s)` **and press Return.**
Be sure to use the complete path for the *filename(s)*. A list of the files and the media they are stored on is displayed.
4. **Retrieve the media containing the backups.**
Be aware of the storage organization of backup media at your site, so that you can locate media that are months or years old.
5. **[Optional] Insert media in the drive and type.**
`ufsrestore tf device-name ./path/filename(s)` **and press Return.**
Be sure to use the complete path for the *filename(s)*. If a file is in the backup, its name and inode number is listed. Otherwise, a message says it is not on the volume.
6. **If you have multiple dump files on the same tape, you can use the `-s n` option to position the tape at the dump you want to use.**
For example, type `ufsrestore xfs /dev/rmt0 5` and press Return to position the tape at the fifth dump and restore it.

Example: How to List Files from an Archive or Backup Tape

If you use `ufsdump` to dump the `/usr` partition, the table of contents lists only the files and directories under `/usr`. To see if `/usr/bin/pwd` is in the archive, type:

```
# ufsrestore ta archive-name ./bin/pwd
```

To see if `/usr/bin/pwd` is on the backup tape, type:

```
# ufsrestore tf /dev/rmt0 ./bin/pwd
```

Determining the Disk Device Name

If you have properly labeled your backup tapes, you should be able to use the disk device name (`/dev/rdisk/cntndnsn`) from the tape label. See “How to Find File System Raw Device Names” on page 116 for more information.

Determining the Type of Tape Drive You Will Use

You must use a tape drive that is compatible with the backup media to restore the files. The format of the backup media determines which drive you must use to restore files. For example, if your backup media is 8-mm tape, you must use an 8-mm tape drive to restore the files.

Determining the Tape Device Name

You may have specified the tape device name (`/dev/rmt/unit`) as part of the backup tape label information. If you are using the same drive to restore a backup tape, you can use the device name from the label. See “Choosing Which Media to Use” on page 96 for more information on media devices and device names.

Restoring Complete File Systems

Occasionally, a file system becomes so damaged that you must completely restore it. Typically, you need to restore a complete file system because of a disk head crash. You may need to replace the hardware before you can restore the software. See *SunOS 5.2 Adding and Maintaining Devices and Drivers* for information on how to replace a disk. Fully restoring a file system such as `/export/home` can take a lot of time. If you have faithfully backed up file systems, you can restore them to their state as of the previous working day—or at least up to the last incremental backup.

Synopsis of Steps

This section provides an overview of a good strategy for restoring complete file systems:

1. Replace any broken hardware.
2. If replacing a disk:
 - a. Add the defect list and be sure the defect list is found.
 - b. Format the disk.
 - c. Recreate the partition to match the old partitions.
 - d. Label the disk.

- e. Remake the file systems.
- f. Check that the file system was properly remade.
3. Mount the file system on a temporary mount point.
4. Restore the contents of the latest full backup, and then restore subsequent incremental backups from lowest to highest level.
5. Unmount the file system from its temporary mount point.
6. Check the file system for inconsistencies.
7. Mount the file system at its permanent mount point.

▼ **How to Restore a Complete File System (not / or /usr)**

1. **Become superuser.**
2. **If necessary, type `umount /dev/rdisk/cntndnsn` and press Return.**
3. **Type `newfs /dev/rdisk/cntndnsn` and press Return.**
You are asked if you want to construct a new file system on the device.
4. **Type `y` and press Return.**
The new file system is created.
5. **Type `fsck /dev/rdisk/cntndnsn` and press Return.**
The file system is checked for consistency
6. **Type `mount /dev/dsk/cntndnsn /mnt` and press Return.**
The file system is mounted on a temporary mount point.

Note – You specify the block device directory (`/dev/dsk`) to mount the disk, not the raw device directory.

7. **Type `cd /mnt` and press Return.**
You have changed to the mount-point directory.
8. **Write-protect the tapes for safety.**
9. **Insert the last volume of the level 0 tape in the tape drive.**
10. **Type `ufsrestore rvf /dev/rmt/unit` and press Return.**
The level 0 tape is restored.

- 11. Remove the tape and load the next lowest level tape in the drive.**
Always restore tapes starting with 0 and continuing until you reach the highest level.
- 12. Type `ufsrestore rvf /dev/rmt/unit` and press Return.**
The next level tape is restored.
- 13. Repeat steps 11 and 12 for each additional tape.**
- 14. Type `ls` and press Return.**
A list of files in the directory is displayed.
- 15. Check the listing to verify that all the files are restored.**
- 16. Type `rm restoresymtable` and press Return.**
The `restoresymtable` created by `ufsrestore` is removed.
- 17. Type `cd /` and press Return.**
- 18. Type `umount /mnt` and press Return.**
The file system is unmounted.
- 19. Type `fsck /dev/rdisk/cntndnsn` and press Return.**
The file system is checked for consistency.
- 20. Remove the last tape and insert a new tape that is not write-protected in the tape drive.**
- 21. Type `ufsdump 0uf /dev/rmt/unit /dev/rdisk/cntndnsn` and press Return.**
You should always do an immediate backup of a newly created file system because `ufsrestore` repositions the files and changes the inode allocation.
- 22. Type `mount /dev/dsk/cntndns` and press Return.**
The restored file system is mounted and available for use.

Example: How to Restore a Complete File System

In this example, the file system on /dev/rdisk/c0t3d0s7 is restored:

```
# newfs /dev/rdisk/c0t3d0s7
newfs: construct a new file system /dev/rdisk/c0t3d0s7: (y/n)? y
406296 sectors in 1254 cylinders of 9 tracks, 36 sectors
208.0MB in 79 cyl groups (16 c/g, 2.65MB/g, 1216 i/g)
super-block backups (for fsck -F ufs -o b=#) at:
 32, 5264, 10496, 15728, 20960, 26192, 31424, 36656, 41888,
47120, 52352, 57584, 62816, 68048, 73280, 78512, 82976, 88208,
93440, 98672, 103904, 109136, 114368, 119600, 124832, 130064, 135296,
140528, 145760, 150992, 156224, 161456, 165920, 171152, 176384, 181616,
186848, 192080, 197312, 202544, 207776, 213008, 218240, 223472, 228704,
233936, 239168, 244400, 248864, 254096, 259328, 264560, 269792, 275024,
280256, 285488, 290720, 295952, 301184, 306416, 311648, 316880, 322112,
327344, 331808, 337040, 342272, 347504, 352736, 357968, 363200, 368432,
373664, 378896, 384128, 389360, 394592, 399824, 405056,
# fsck /dev/rdisk/c0t3d0s7
** /dev/rdisk/c0t3d0s7
** Last Mounted on
** Phase 1 - Check Blocks and Sizes
** Phase 2 - Check Pathnames
** Phase 3 - Check Connectivity
** Phase 4 - Check Reference Counts
** Phase 5 - Check Cyl groups
2 files, 9 used, 189849 free (17 frags, 23729 blocks, 0.0% fragmentation)
# mount /dev/dsk/c0t3d0s7 /mnt
# cd /mnt
# ufsrestore rvf /dev/rmt/0
Verify volume and initialize maps
Media block size is 126
Dump date: Wed Mar 11 10:16:53 1992
Dumped from: the epoch
Level 0 dump of /export/home on cinderella:/dev/dsk/c0t3d0s7
Label: none
Begin level 0 restore
Initialize symbol table.
Extract directories from tape
Calculate extraction list.
Warning: ./lost+found: File exists
Make node ./pubs
Make node ./pubs/.wastebasket
Make node ./pubs/Junk
```

```

Extract new leaves.
Check pointing the restore
extract file ./pubs/.cshrc
extract file ./pubs/.login
extract file ./pubs/.profile
extract file ./pubs/.Xdefaults
extract file ./pubs/.openwin-init.BAK
extract file ./pubs/junk
extract file ./pubs/.desksetdefaults
extract file ./pubs/dead.letter
extract file ./pubs/.openwin-init
extract file ./pubs/.mtdeletelog
extract file ./pubs/backup.examples
extract file ./pubs/core
extract file ./pubs/backup.examples%
extract file ./pubs/.Xauthority
Add links
Set directory mode, owner, and times.
Check the symbol table.
Check pointing the restore
# ls
./                lost+found/      restoresymtable
../              pubs/
# rm restoresymtable
# cd /
# umount /mnt
# fsck /dev/rdsk/c0t3d0s7
** /dev/rdsk/c0t3d0s7
** Last Mounted on /mnt
** Phase 1 - Check Blocks and Sizes
** Phase 2 - Check Pathnames
** Phase 3 - Check Connectivity
** Phase 4 - Check Reference Counts
** Phase 5 - Check Cyl groups
19 files, 377 used, 189481 free (33 frags, 23681 blocks, 0.0% fragmentation)
# ufsdump 0ucf /dev/rmt/0 /dev/rdsk/c0t3d0s7
DUMP: Date of this level 0 dump: Wed Mar 11 10:30:58 1992
DUMP: Date of last level 0 dump: the epoch
DUMP: Dumping /dev/rdsk/c0t3d0s7 (/export/home) to /dev/rmt/0
DUMP: mapping (Pass I) [regular files]
DUMP: mapping (Pass II) [directories]
DUMP: estimated 956 blocks (478KB)
DUMP: Writing 63 Kilobyte records

```

```
DUMP: dumping (Pass III) [directories]
DUMP: dumping (Pass IV) [regular files]
DUMP: level 0 dump on Wed Mar 11 10:30:58 1992
DUMP: 956 blocks (478KB) on 1 volume
DUMP: DUMP IS DONE
# mount /dev/dsk/c0t3d0s7
# mount
/ on /dev/dsk/c0t0d0s0 read/write on Wed Mar 11 09:38:31 1992
/usr on /dev/dsk/c0t0d0s6 read/write on Wed Mar 11 09:38:31 1992
/proc on /proc read/write on Wed Mar 11 09:38:31 1992
/dev/fd on fd read/write on Wed Mar 11 09:38:31 1992
/tmp on swap on Wed Mar 11 09:38:33 1992
/opt on /dev/dsk/c0t0d0s7 setuid on Wed Mar 11 09:38:36 1992
/export/home on /dev/dsk/c0t3d0s7 setuid on Wed Mar 11 10:32:02 1992
#
```

▼ How to Restore / and /usr File Systems

Because the programs you need to run are in the damaged file system, restoring a damaged / or /usr file system from a backup tape is not like other types of restore operations. You must boot the system from the installation CD-ROM and reload the root file system from there.

- 1. Locate and fix any bad blocks or other hardware problems.**
See the `format(1M)` manual page for more information on fixing bad blocks.
- 2. Boot the kernel from the CD-ROM.**
The SunInstall™ menu is displayed.
- 3. Type `d`.**
A message is displayed asking if you want to return to a shell.
- 4. Type `y` to exit to a shell.**
- 5. Partition the disk (`format`).**
- 6. Make a new file system (`newfs`) and check the file system (`fsck`) for each partition except swap.**
- 7. Type `mount /dev/dsk/cntndnsn /mnt` and press Return.**
The file system is mounted on a temporary mount point.

Note – To mount the file system, you specify the block device directory (/dev/dsk), not the raw device directory.

8. **Type `cd /mnt` and press Return.**
You have changed to the mount-point directory.
9. **Write-protect the tapes for safety.**
10. **Insert the last volume of the level 0 tape in the tape drive.**
11. **Type `ufsrestore rvf /dev/rmt/unit` and press Return.**
The level 0 tape is restored.
12. **Remove the tape and load the next level tape in the drive.**
Always restore tapes starting with 0 and continuing from lowest to highest until you reach the highest level.
13. **Type `ufsrestore rvf /dev/rmt/unit` and press Return.**
The next level tape is restored.
14. **Repeat steps 12 and 13 for each additional tape.**
15. **Type `ls` and press Return.**
A list of files in the directory is displayed.
16. **Check the listing to verify that all the files are restored.**
17. **Type `rm restoresymtable` and press Return.**
The `restoresymtable` created by `ufsrestore` is removed.
18. **Type `cd /` and press Return.**
19. **Type `umount /mnt` and press Return.**
The root file system is unmounted.
20. **Type `fsck /dev/dsk/cntndnsn` and press Return.**
The file system is checked for consistency.
21. **Insert a new tape in the tape drive.**

22. **Type** `ufsdump 0uf /dev/rmt/unit /dev/rdisk/cntndnsn` **and press Return.**
A level 0 backup is performed. Always do an immediate backup of a newly created file system because `ufsrestore` repositions the files and changes the inode allocation.
23. **Repeat steps 7 to 22 for the /usr file system.**
24. **Type** `init 6` **and press Return.**
The system is halted and rebooted.

Restoring Individual Files and Directories

This section describes how to restore individual files and directories using a local tape drive. See “Using a Remote Drive to Restore Files” on page 147 for information on how to use a remote drive to restore files.

When you restore files in a directory other than the root directory of the file system, `ufsrestore` recreates the file hierarchy in the current directory. For example, if you restore files to `/home1` that were backed up from `/home/doc/books` the files are restored in the directory `/home1/doc/books`.

When restoring individual files and directories, it is a good idea to restore them to a temporary directory such as `/var/tmp`. After you verify them, you can move the files to their proper locations. You can restore individual files and directories to their original locations. If you do so, be sure you are not overwriting newer files with older versions from the backup tape.

▼ **How to Restore Files Interactively**

1. **Become superuser.**
2. **Write-protect the tape for safety.**
3. **Put the backup tape in the tape drive.**
4. **Type** `cd /var/tmp` **and press Return.**
If you want to restore the files to a different directory, substitute the directory name for `/var/tmp` in this step.
5. **Type** `ufsrestore if /dev/rmt/unit` **and press Return.**
Some informational messages and the `restore >` prompt are displayed.

6. Create a list of files to be restored.
 - a. To list the contents of a directory, type `ls` and press Return.
 - b. To change directories, type `cd directory-name` and press Return.
 - c. To add a directory or file name to the list of files to be restored, type `add filename` and press Return.
 - d. To remove a directory or file name from the list of files to be restored, type `delete filename` and press Return.
 - e. To keep the mode of the current directory unchanged, type `setmodes` and press Return. Then type `n` and press Return.
See "Options and Arguments for the `ufsrestore` Command" on page 148 for more information about the `setmodes` command.
7. When the list is complete, type `extract` and press Return.
`ufsrestore` asks you which volume number to use.
8. Type the volume number and press Return. If you have only one volume, type `1` and press Return.
The files and directories in the list are extracted and restored to the current working directory.
9. Type `quit` and press Return.
The shell prompt is displayed.
10. Use the `ls -l` command to list the restored files and directories.
A list of files and directories is displayed.
11. Check the list to be sure all the files and directories you specified in the list have been restored.
12. Use the `mv` command to move the files to the proper directories.

Example: How to Restore Files Interactively

In this example, the files `backup.examples` and `junk` are restored from the `pubs` directory:

```
# cd /var/tmp
# ufsrestore if /dev/rmt/0
ufsrestore > ls
```

```
.:
lost+found/  pubs/

ufsrestore > cd pubs
ufsrestore > ls
./pubs:
.Xauthority      .login           .profile
backup.examples%
.Xdefaults       .mtdeletelog    .wastebasket/    core
.cshrc           .openwin-init   Junk/            dead.letter
.desksetdefaults .openwin-init.BAK backup.examples  junk

ufsrestore > add backup.examples
ufsrestore > add junk
ufsrestore > setmodes
set owner/mode for '.'? [yn] n
ufsrestore > extract
You have not read any volumes yet.
Unless you know which volume your file(s) are on you should start
with the last volume and work towards the first.
Specify next volume #: 1
set owner/mode for '.'? [yn] n
ufsrestore > quit
# ls -l
total 6
drwxrwxrwt    3 sys      sys      512 Mar 11 10:36 ./
drwxrwxr-x   18 root      sys      512 Mar 10 16:43 ../
drwxr-xr-x    2 pubs     staff    512 Mar 11 10:11 pubs/
# pwd
/var/tmp
# cd pubs
# ls
./              ../          backup.examples  junk
#
```

▼ How to Restore Specific Files

1. Become superuser.
2. Write-protect the tape for safety.
3. Put the backup tape in the tape drive.

4. **Type `cd /var/tmp` and press Return.**
If you want to restore the files to a different directory, substitute the directory name for `/var/tmp` in this step.
5. **Type `ufsrestore xf /dev/rmt/unit filename` and press Return.**
The `x` option tells `ufsrestore` to copy specific files or directories in the `filename` argument. The message `set owner/mode for '.'? [yn]` is displayed.
6. **Type `n` and press Return.**
Directory modes remain unchanged.
7. **Type the volume number where files are located and press Return.**
The file is restored to the current working directory.
8. **Type `ls -l filename` and press Return.**
A listing for the file is displayed.
9. **Use the `mv` command to move the file to the proper directory.**

Example: How to Restore a Specific File

In this example, the `/pubs/backup.examples` file is restored to the `/var/tmp` directory:

```
# cd /var/tmp
# ufsrestore xf /dev/rmt/0 pubs/backup.examples
You have not read any volumes yet.
Unless you know which volume your file(s) are on you should start
with the last volume and work towards the first.
Specify next volume #: 1
set owner/mode for '.'? [yn] n
# ls
./      ../      pubs/
# cd pubs
# ls
./      ../      backup.examples
#
```

Using a Remote Drive to Restore Files

You can restore files from a remote drive by adding *remote-host:* to the front of the tape device name. Here is the syntax:

```
ufsrestore rf remote-host:/dev/rmt/unit filename
```

For example, to access a remote tape drive `/dev/rmt/0` on the system `oak`, type:

```
# ufsrestore rf oak:/dev/rmt/0 filename
```

Troubleshooting

Make Sure the Backup and Restore Commands Match

You can only use `ufsrestore` to restore files backed up with `ufsdump`. If you backup with `tar`, restore with `tar`. If you use the `ufsrestore` command to restore a tape that was written with another command, an error message tells you that the tape is not in `ufsdump` format.

▼ How to Check on Available Space

◆ Type `df -b` and press Return.

A list of partitions and available space (in kilobytes) is displayed:

```
drusilla% df -b
Filesystem          avail
/dev/dsk/c0t3d0s0    4096
/dev/dsk/c0t1d0s6    50176
/proc                0
drusilla: (pid129)   0
drusilla: (pid129)   0
drusilla: (pid129)   0
oak:/export/usr/man  99328
oak:/export/usr/openwin 99328
bigriver:/export/home/bigriver 143872
swap                26624
drusilla%
```

Check to Make Sure You Have the Right Current Directory

It is easy to restore files to the wrong location. Because the `ufsdump` command always copies files with full path names relative to the root of the file system, you should usually change to the root directory of the file system before running `ufsrestore`. If you change to a lower-level directory, after you restore the files you will see a complete file tree created under that directory.

Use the Old `restore` Command to Restore Multivolume Diskette Backups

You cannot use the `ufsrestore` command to restore files from a multi-volume backup set of diskettes made with the `dump` command. You must restore the files on a SunOS 4.x system.

Options and Arguments for the `ufsrestore` Command

Command Syntax

The syntax of `ufsrestore` is:

```
ufsrestore [options] [arguments] [filename(s) ...]
```

options is a single string of one-letter option names. *arguments* follows the option string with the arguments that match the options. The option names and the arguments that go with them must be in the same order. The *filename(s)* argument, which goes with either the `x` or `t` options, must always come last.

Note – You must choose one and *only* one of these options: `i`, `r`, `R`, `t`, or `x`.

Options and Arguments

You must use one (and only one) of the `ufsrestore` options shown in Table 7-1.

Table 7-1 One Required Option for the `ufsrestore` Command

Option	Description
i	Interactive. Runs <code>ufsrestore</code> in an interactive mode. In this mode, you can use a limited set of shell commands to browse the contents of the media and select individual files or directories to restore. See “Interactive Commands” on page 151 for a list of available commands.
r	Recursive. Restores the entire contents of the media into the current working directory (which should be the top level of the file system). Information used to restore incremental dumps on top of the full dump (e.g., <code>restoresymtable</code>) is also included. To completely restore a file system, use this option to restore the full (level 0) dump and then for each incremental dump. Although intended for a new file system (one just created with the <code>newfs</code> command), the file system may contain files and files not on the backup media are preserved.
R	Resume restoring. Prompts for the volume from which to resume restoring and restarts from a checkpoint. You rerun the <code>ufsrestore</code> command with this option after a full restore (<code>r</code> option) is interrupted.
x <i>[filename(s)...]</i>	Extract. Selectively restores the files you specify by the <i>filename(s)</i> argument. <i>filename(s)</i> can be a list of files and directories. All files under a specified directory are restored unless you also use the <code>h</code> option also. If you omit <i>filename(s)</i> or enter “.” for the root directory, all files on all volumes of the media (or from standard input) are restored. Existing files are overwritten, and warnings are displayed.
t <i>[filename(s)...]</i>	Table of contents. Checks the files specified in the <i>filename(s)</i> argument against the media. For each file, lists the full file name and the inode number (if the file is found) or indicates the file is not on the “volume” (meaning any volume in a multivolume dump). If you do not enter the <i>filename(s)</i> argument, all files on all volumes of the media are listed (without distinguishing on which volume files are located). If you also use the <code>h</code> option, only the directory files specified in <i>filename(s)</i> , not their contents, are checked and listed. The table of contents is read from the first volume of the media, or, if you use the <code>a</code> option, from the specified archive file. This option is mutually exclusive with the <code>x</code> and <code>r</code> options.

In addition to one of the above options, you can choose from the options shown in Table 7-2.

Table 7-2 Additional Options for the `ufsrestore` Command

Option	Description
<code>a</code> <i>archive-file</i> [<i>filename(s)...</i>]	Takes the dump table of contents from the specified <i>archive-file</i> instead of from the media (first volume). You can use this option in combination with the <code>t</code> , <code>i</code> , or <code>x</code> options to check for the files in the dump without having to mount any media. If you use it with the <code>x</code> and interactive extract options, you will be prompted to mount the appropriate volume before extracting the file(s).
<code>b</code> <i>factor</i>	Blocking factor. Number of 512-byte blocks to write to tape per operation. By default <code>ufsrestore</code> tries to figure out the block size used in writing the tape.
<code>d</code>	Debug. Turn on debugging messages.
<code>f</code> <i>backup-file</i>	Backup file. Reads the files from the source indicated by <i>backup-file</i> , instead of from the default device file <code>/dev/rmt/0m</code> . If you use the <code>f</code> option, you must specify a value for <i>backup-file</i> . When <i>backup-file</i> is of the form <i>system:device</i> , <code>ufsrestore</code> reads from the remote device. You can also use the <i>backup-file</i> argument to specify a file on a local or remote disk.
<code>h</code>	Turns off directory expansion. Only the directory file you specify is extracted or listed.
<code>m</code>	Restores specified files into the current directory on the disk regardless of where they are located in the backup hierarchy and renames them with their inode number. For example, if the current working directory is <code>/files</code> , a file in the backup named <code>./dready/fcs/test</code> with inode number 42, is restored as <code>/files/42</code> . This option is useful only when you are extracting a few files.
<code>s</code> <i>n</i>	Skips to the <i>n</i> th backup file on the media. This option is useful when you put more than one backup on a single tape.
<code>v</code>	Verbose. Displays the names and inode numbers of each file as it is restored.
<code>Y</code>	Continues when errors occur reading the media and tries to skip over bad blocks instead of stopping and asking whether to abort. This option tells the command to assume a yes response.

Interactive Commands

When you use the interactive command, a `restore >` prompt is displayed, as shown in this example:

```
Verify tape and initialize maps
Tape block size is 126
Dump date: Tue Aug 18 09:06:43 1989
Dumped from: Fri Aug 14 08:25:10 1989
Level 0 dump of /usr on pilgrim:/dev/dsk/c0t1d0s6
Label:none
Extract directories from tape
Initialize symbol table.
restore >
```

At the prompt, you can use the commands shown in Table 7-3 to find files, create a list of files to be restored, and restore them.

Table 7-3 Commands for Interactive Restore

Option	Description
<code>ls [directory-name]</code>	Lists the contents of either the current directory or the specified directory. Directories are marked by a / suffix and entries in the current list to be restored (extracted) are marked by an * prefix.
<code>cd directory-name</code>	Changes to the specified directory in the backup hierarchy.
<code>add [filename]</code>	Adds the current directory or the specified file or directory to the list of files to extract (restore). If you do not use the <code>h</code> option, all files in a specified directory and its subdirectories are added to the list. Note that all the files you want to restore to a directory might not be on a single backup tape or diskette. You might need to restore from multiple backups at different levels to get all the files.
<code>delete [filename]</code>	Deletes the current directory or the specified file or directory from the list of files to extract (restore). If you do not use the <code>h</code> option, all files in the specified directory and its subdirectories are deleted from the list. Note that the files and directories are deleted only from the extract list you are building. They are not deleted from the media.

Table 7-3 Commands for Interactive Restore (Continued)

Option	Description
extract	Extracts the files in the list and restores them to the current working directory on the disk. Specify 1 when asked for a volume number. If you are doing a multi-tape or multidiskette restore, start with the last tape or diskette.
help	Displays a list of commands you can use in interactive mode.
pwd	Displays the path name of the current working directory in the backup hierarchy.
q	Quits interactive mode without restoring any additional files.
setmodes	Lets you set the mode for files to be restored to match the mode of the root directory of the file system from which they were backed up. You are prompted with: <code>set owner/mode for '.' [yn]?</code> Type <code>y</code> (for yes) to set the mode (permissions, owner, times) of the current directory to match the root directory of the file system from which they were backed up. Use this mode when restoring a whole file system. Type <code>n</code> (for no) to leave the mode of the current directory unchanged. Use this mode when restoring part of a backup to a directory other than the one from which the files were backed up.
verbose	Turns on or off the verbose option (which can also be entered as <code>v</code> on the command line outside of interactive mode). When verbose is on, the interactive <code>ls</code> command lists inode numbers and the <code>ufsrestore</code> command display information on each file as it is extracted.
what	Display the backup header on the tape or diskette.

Part III—Configuring Swap Space and Managing Disk Use

This part has two chapters:

Chapter 8, “Configuring Additional Swap Space,” explains how to add additional swap space without reconfiguring a disk.

Chapter 9, “Managing Disk Use,” explains how to monitor disk use, manage disk quotas, and monitor and remove large files.

Configuring Additional Swap Space

This chapter has these sections:

<i>Looking at Existing Swap Resources</i>	<i>page 156</i>
<i>Creating a Swap File</i>	<i>page 157</i>
<i>Making a Swap File Available</i>	<i>page 158</i>
<i>Adding the Swap File to the /etc/vfstab File</i>	<i>page 158</i>
<i>Removing a Swap File from Use</i>	<i>page 159</i>

The SunOS 5.2 system software uses some disk partitions for temporary storage rather than for holding file systems. These partitions are called *swap* partitions. Swap partitions are used as virtual memory storage areas when the system does not have enough physical memory to handle current processes. You designate which partitions are used for swapping as part of the system software installation process. Swap partitions are listed in the `/etc/vfstab` file and mounted with other file systems by the `/sbin/swapadd` command as part of the booting and system initialization process.

As system configurations change and new software packages are installed, you might need to configure additional swap space. The preferred way to configure additional swap space is to use the `mkfile` and `swap` commands to

designate a part of an existing `ufs` or `nfs` file system as a supplementary swap area. This chapter describes how to configure additional swap space without reformatting a disk.

An alternative way to configure additional swap space is to repartition an existing disk. See *Solaris 2.2 System Configuration and Installation Guide* for information on how to repartition an existing disk.

Looking at Existing Swap Resources

To list all swap files currently in use:

◆ **Type `swap -l` and press Return.**

A list of swap files, the major and minor device numbers (if relevant), the starting point (512-byte block offset) of the swap file, total number of 512-byte blocks available, and number of free 512-byte blocks are displayed.

```
drusilla% swap -l
swapfile          dev  swaplo blocks  free
swapfs            -      0  94520  93512
/dev/dsk/c0t3d0s1 32,25  8  65512  45048
drusilla%
```

To list swap information in a different format use the `swap -s` option:

◆ **Type `swap -s` and press Return.**

A list of allocated swap space in bytes and reserved, used, and available space in kilobytes is displayed.

```
drusilla% su
Password:
# swap -s
total: 10492k bytes allocated + 7840k reserved = 18332k used, \
21568k available
#
```

Creating a Swap File

To create additional swap space without reformatting a disk, first you create a swap file using the `mkfile` command. The `mkfile` command creates a file that is suitable for use either as an NFS-mounted or local swap area. The sticky bit is set, and the file is padded with zeroes. You can specify the size of the swap file in bytes (the default) or in kilobytes, blocks, or megabytes using the `k`, `b`, or `m` suffixes, respectively.

Table 8-1 shows the options to the `mkfile` command.

Table 8-1 Options to the `mkfile` Command

Option	Description
<code>-n</code>	<i>Caution:</i> Use only when creating an <code>nfs</code> swap file. Creates an empty file. The size is noted, but the disk blocks are not allocated until data is written to them.
<code>-v</code>	Verbose. Reports the names and sizes of created files.

▼ How to Create a Swap File

1. Become superuser.

You can create a swap file without root permissions, but it is a good idea to have `root` be the owner of the swap file so that the swap file cannot be inadvertently overwritten.

2. Type `mkfile nnn[k|b|m] filename` and press Return.

The swap file of the size and file name you specify is created.

In this example, you create a 1-Mbyte swap file named `SWAP` on a `ufs` file system named `/files1`:

```
oak% su
Password:
# mkfile 1m /files1/SWAP
#
```

Making a Swap File Available

When the swap file is created, you make it accessible using the `swap` command.

▼ How to Make a Swap File Available

1. **Become superuser.**
2. **Type `swap -a /path/filename` and press Return.**
 You must use the absolute path name to specify the swap file. The swap file is added and available until the file system is unmounted or the system is rebooted.
1. **Type `swap -l` to verify that the swap file is added.**

```
# swap -a /files1/SWAP
# swap -l
swapfile          dev  swaplo blocks  free
swapfs            -      0  94520  93512
/dev/dsk/c0t3d0s1 32,25  8  65512  45048
/files1/SWAP      -      8   2040   2040
#
```

Adding the Swap File to the `/etc/vfstab` File

Partitions and files listed in the `/etc/vfstab` file with `swap` in the `FS` type field are initialized at system startup by the `/sbin/swapadd` file.

To make the swap file available automatically each time a system boots, add an entry to the `/etc/vfstab` file that specifies the full path name of the file, and designates `swap` as the file system type. Because the file system must be mounted before the swap file, make sure that the entry that mounts the file system comes before the entry that mounts the swap file in the `/etc/vfstab` file.

For example, add this entry to the `/etc/vfstab` file after the entry that mounts the `/files1` file system to make the swap file `/files1/SWAP` available:

```
/files1/SWAP - - swap - no -
```

The next time the system is booted, the swap file is automatically added.

Removing a Swap File from Use

If the user no longer needs the extra swap space, you can remove it.

▼ How to Remove Extra Swap Space

1. Become superuser.
2. Type `swap -d /path/filename` and press Return.
The swap file name is removed from the list so that it is no longer available for swapping. The file itself is not deleted.
3. Edit the `/etc/vfstab` file and delete the entry for the swap file.

```
oak% su
Password:
# swap -d /files1/SWAP
# swap -l
swapfile          dev  swaplo  blocks  free
swapfs            -      0    94520  93512
/dev/dsk/c0t3d0s1 32,25  8     65512  45048
# ls -l /files1/SWAP
-rw-----  1 root  other   1048576 Jan 31 13:56 SWAP
#
```


4. Recover the disk space so that you can use it for something else.
 - a. If the swap space is a file, type `rm swap-filename` and press Return.
 - b. If the swap space is on separate partition and you are sure you will not need it again, make a new file system and mount the partition. See "Creating a ufs File System on a Disk Partition" on page 39 and Chapter 3, "Mounting and Unmounting File Systems" for more information.

This chapter contains these sections:

<i>Monitoring Available Disk Space</i>	<i>page 161</i>
<i>Monitoring Files and Directories</i>	<i>page 166</i>
<i>Reducing Overloaded File Systems</i>	<i>page 175</i>
<i>Controlling Disk Space with Quotas</i>	<i>page 182</i>
<i>Repairing Bad Disks</i>	<i>page 195</i>

You must routinely monitor `ufs` file systems on disk partitions so that performance remains satisfactory. This chapter describes how to monitor available disk space and the size of files and directories, reduce overloaded file systems, and control disk space with quotas.

Monitoring Available Disk Space

You should routinely monitor disk space to see how close to capacity a system is running. Use the `df` command to monitor available disk space. When file systems are nearing maximum capacity, see “Reducing Overloaded File Systems” on page 175 for information on how to make more disk space available.

The `df` command displays information about specific disk partitions, including:

- Total number of 512-byte blocks (or kilobytes) and files allocated to each file system
- Number of 512-byte blocks (or kilobytes) and files used in each file system
- Number of 512-byte blocks (or kilobytes) and files remaining in each file system

Using the `df` Command

If you use the `df` command with no arguments, the number of 512-byte blocks used and the number of files for all mounted file systems is displayed. You can run `df` on a specific disk partition by specifying the special device name for the partition (for example, `df /dev/dsk/c0t0d0s0`), the mount point for the file system (for example, `df /usr`), or the name of a directory in the file system. Use the `-F ufs` option to limit the information to local `ufs` file systems. To display information about unmounted file systems not in the `/etc/vfstab` file, specify the file system name and type. Table 9-1 shows the most frequently used options to the `df` command.

Table 9-1 Options for the `df` Command

Option	Description
<code>-t</code>	Displays total 512-byte blocks and files allocated and number of 512-byte blocks and files used
<code>-g</code>	Displays total 512-byte blocks and files allocated, used, and free, as well as the type of file system, file system ID, file name length, block size, and fragment size
<code>-k</code>	Displays the used kilobytes, free kilobytes, and the percent of capacity used

Note – For remotely mounted file systems, `-1` is displayed instead of the number of files.

See the `df(1M)` manual page for a complete list of options.

▼ How to Display Blocks and Files Used for All Mounted File Systems

◆ Type `df` and press Return.

A list of mounted file systems, device names, total 512-byte blocks used, and number of files is displayed.

In this example, `/`, `/usr`, `/proc`, and `/tmp` are on the local disk. The other file systems are `nfs` mounted and do not use local disk resources:

```
techno8% df
/                (/dev/dsk/c0t0d0s0): 21338 blocks 9592 files
/usr            (/dev/dsk/c0t0d0s6): 46722 blocks 34103 files
/proc          (/proc                ): 0 blocks 112 files
/tmp           (swap                 ): 66696 blocks 3177 files
/root          (techno8:(pid132)): 0 blocks -1 files
/home         (techno8:(pid132)): 0 blocks -1 files
/src          (techno8:(pid132)): 0 blocks -1 files
/nse         (techno8:(pid132)): 0 blocks -1 files
/net          (techno8:(pid132)): 0 blocks -1 files
techno8%
```

▼ **How to Display Used Disk Space in Kilobytes and Its Percent of Capacity**

◆ **Type `df -k` and press Return.**

The file system, total kilobytes, used kilobytes, available kilobytes, percent of capacity used, and mount point are displayed:

```
techno8% df -k
filesystem      kbytes  used   avail   capacity  mounted on
/dev/dsk/c0t0d0s0 22199  11530  8459    58%      /
/dev/dsk/c0t0d0s6 73399  50038  16031   76%      /usr
/proc           0        0      0        0%      /proc
swap           33364    8     33356    0%      /tmp
techno8:(pid132) 0        0      0        0%      /root
techno8:(pid132) 0        0      0        0%      /home
techno8:(pid132) 0        0      0        0%      /src
techno8:(pid132) 0        0      0        0%      /nse
techno8:(pid132) 0        0      0        0%      /net
techno8%
```

▼ **How to Display Blocks and Files Used for `ufs` File Systems**

◆ **Type `df -F ufs` and press Return.**

A list of `ufs` file systems, device names, total 512-byte blocks used, and number of files is displayed.

This example is for the same system as the previous example. This command shows only the `ufs` file systems. Although `/proc` and `/tmp` local file systems, they are not `ufs` file systems (`/proc` is a `procfs` file system, and `/tmp` is a `tmpfs` file system):

```
techno8% df -F ufs
/                (/dev/dsk/c0t0d0s0):  21338 blocks  9592 files
/usr             (/dev/dsk/c0t0d0s6):  46722 blocks  34103 files
techno8%
```

▼ **How to Display Blocks and Files Used and Total Blocks and Files for All Mounted File Systems**

◆ **Type `df -t` and press Return.**

A list of all mounted file systems, device names, total 512-byte blocks used, and number of files is displayed. The second line displays the total number of blocks and files allocated for the file system:

```
techno8% df -t
/                (/dev/dsk/c0t0d0s0):    21338 blocks   9592 files
                  total:    44398 blocks   11264 files
/usr             (/dev/dsk/c0t0d0s6):    46722 blocks   34103 files
                  total:    146798 blocks  37888 files
/proc           (/proc                ):         0 blocks     112 files
                  total:         0 blocks     140 files
/tmp            (swap                ):    66712 blocks   3177 files
                  total:    66728 blocks   3179 files
/root           (techno8:(pid132)):         0 blocks      -1 files
                  total:         0 blocks      -1 files
/home           (techno8:(pid132)):         0 blocks      -1 files
                  total:         0 blocks      -1 files
/src            (techno8:(pid132)):         0 blocks      -1 files
                  total:         0 blocks      -1 files
/nse            (techno8:(pid132)):         0 blocks      -1 files
                  total:         0 blocks      -1 files
/net            (techno8:(pid132)):         0 blocks      -1 files
                  total:         0 blocks      -1 files
techno8%
```

Monitoring Files and Directories

When you have determined (using the `df` command) which file systems are overloaded, you can use the commands described in Table 9-2 to monitor files and directories.

Table 9-2 Commands Used to Monitor Files and Directories

Command	Information Provided
<code>ls</code>	Size, age, permissions, owner of files
<code>du</code>	Total size of directories and their contents
<code>quot</code>	Number of blocks owned by users
<code>find</code>	Names of files meeting search criteria

These sections tell you how to look for potential problems:

- “Monitoring System Log Files That Grow” on page 166
- “Finding Large Files” on page 168
- “Finding Large Directories” on page 170
- “Finding Large Space Users” on page 172
- “Finding Old and Inactive Files” on page 174

Monitoring System Log Files That Grow

As part of normal system operation, some system log files can grow quite large. Most of these log files are located in the `/var` directory. Table 9-3 lists examples of some of the system administrative files that can grow daily.

Table 9-3 Files That Grow

File	Use
<code>/var/adm/aculog</code>	Log of outgoing modem calls
<code>/var/adm/admin.log</code>	Log of Administration Tool activities
<code>/var/adm/lastlog</code>	History of last logins
<code>/var/adm/messages</code>	Messages from <code>syslogd</code>
<code>/var/adm/pacct</code>	Per process accounting information (if accounting is turned on)
<code>/var/adm/sa/*</code>	System accounting files
<code>/var/adm/sulog</code>	History of <code>su</code> commands

Table 9-3 Files That Grow (Continued)

File	Use
/var/adm/utmp	History of user logins
/var/adm/wtmp	History of system logins
/var/cron/log	History of actions of /usr/sbin/cron
/var/spell/spellhist	Words that spell(1) fails to match
/var/lp/logs	LP print service logs

Note – If your system is running accounting or system activity reporting (sar), see *SunOS 5.2 Administering Security, Performance, and Accounting* for a list of associated files that you should also monitor.

▼ How to Check the Size of Files (in Kilobytes)

1. Type `cd directory` and press Return.

2. Type `ls -l` and press Return.

A listing of the files and directories is displayed, showing the size in kilobytes.

In this example, you can see that `lastlog`, `wtmp`, and `wtmpx` are substantially larger than the other files in the `/var/adm` directory.

```
drusilla% cd /var/adm
drusilla% ls -l
total 434
-r--r--r--  1 root  other  585872 Jan 28 14:53 lastlog
drwxrwxr-x  2 adm   adm    512 Dec  1 16:35 log
-rw-r--r--  1 root  other   408 Jan 28 14:15 messages
-rw-r--r--  1 root  other  177 Jan 24 16:56 messages.0
-rw-r--r--  1 root  other  177 Jan 17 16:13 messages.1
-rw-r--r--  1 root  other    0 Jan  4 04:05 messages.2
-rw-r--r--  1 root  other  562 Jan  2 13:13 messages.3
drwxrwxr-x  2 adm   adm    512 Dec  1 16:35 passwd
drwxrwxr-x  2 adm   sys    512 Jan 28 11:38 sa
-rw-rw-rw-  1 bin   bin     0 Nov 26 10:56 spellhist
-rw-----  1 root  root  1319 Jan 28 14:58 sulog
-rw-r--r--  1 root  bin    288 Jan 28 14:53 utmp
```



```
-rw-r--r--  1 root    bin           2976 Jan 28 14:53 utmpx
-rw-rw-r--  1 adm     adm           12168 Jan 28 14:53 wtmp
-rw-rw-r--  1 adm     adm          125736 Jan 28 14:53 wtmpx
drusilla%
```

▼ **How to Check the Size of Files (in Blocks)**

1. Type `cd directory` and press Return.

2. Type `ls -s` and press Return.

A listing of the files and directories is displayed, showing the size in blocks.

In this example, you can see that `lpNet` uses eight blocks and `lpsched` and `lpsched-1` use two blocks each.

```
drusilla% cd /var/lp/logs
drusilla% ls -s
total 14          2 lpsched-1          0 lpsched-4          0 requests-2
   8 lpNet         2 lpsched-2          0 requests
   2 lpsched       0 lpsched-3          0 requests-1
drusilla%
```

See “Reducing Overloaded File Systems” on page 175 for information on how to reduce the size of system log files.

Finding Large Files

When you need more space, obviously, archiving or moving large files recovers more space than moving small files. This section provides some suggestions for commands you can use to locate large files.

▼ **How to Find Large Files (in Blocks)**

1. Type `cd directory` and press Return.

2. **Type** `ls -s | sort -nr | more` **and press Return.**
The files are sorted by block size from largest to smallest:

```
drusilla% cd /var/adm
drusilla% ls -s | sort -nr | more
total 624
 320 wttmpx
 128 lastlog
  74 pacct
  56 messages
  30 wttmp
   6 uttmpx
   2 uttmp
   2 sulog
   2 sa
   2 passwd
   2 log
   0 spellhist
drusilla%
```

▼ How to Find Files That Exceed a Given Size Limit

- ◆ **Type** `find directory -size +nnn -print` **and press Return.**
Files above the size you specify (in 512-byte blocks) are listed.

This example shows how to find files with more than 400 (512-byte) blocks in the current working directory:

```
drusilla% find . -size +400 -print
/home/winsor/Howto/howto.doc
/home/winsor/Howto/howto.doc.backup
/home/winsor/Howto/howtotest.doc
/home/winsor/Routine/routineBackupconcepts.doc
/home/winsor/Routine/routineIntro.doc
/home/winsor/Routine/routineTroublefsck.doc
/home/winsor/.record
/home/winsor/Mail/pagination
/home/winsor/Config/configPrintadmin.doc
/home/winsor/Config/configPrintsetup.doc
/home/winsor/Config/configMailappx.doc
```

```

/home/winsor/Config/configMailconcepts.doc
/home/winsor/snapshot.rs
drusilla%

```

Finding Large Directories

Use the `du` command to find large directories. It provides summary totals on directories without listing every file. You can use the `du` command to get the total size (in blocks) of one or more directories (summing all the files and directories below), the total sizes of each subdirectory, and even the sizes of each file. The `du` command does not follow symbolic links, and it works only on locally mounted `ufs` file systems.

If you use the `du` command with no options, it displays the total block count for the specified directories and the subtotals for each subdirectory. Table 9-4 shows the options for the `du` command.

Table 9-4 Options for the `du` Command

Option	Description
<code>-s</code>	Displays a total block count for the specified directories only, which sums up everything beneath
<code>-a</code>	Displays the total block count for the specified directories, the subtotals for each subdirectory, and the size of each file

Note – You can run `du` on individual files using the `-a` or `-s` option. No size is reported if you run the command on a file without using an option.

▼ How to Display the Total Size (in 512-byte Blocks) of One or More Directories

◆ **Type** `du -s directory directory ...` and press Return.

The sizes of the directory or directories are displayed in 512-byte blocks:

```

drusilla% du -s /usr/sbin /var/adm
12672 /usr/sbin
574 /var/adm
drusilla%

```

▼ **How to Display the Total Size (in 512-byte Blocks) of Directories and Their Subdirectories**

- ◆ **Type `du directory directory ...` and press Return.**

The sizes of the directory or directories and all subdirectories are displayed in 512-byte blocks:

```
drusilla% du /usr/sbin /kernel
2546    /usr/sbin/static
12672   /usr/sbin
2108    /kernel/drv
36      /kernel/exec
1714    /kernel/fs
458     /kernel/misc
62      /kernel/sched
418     /kernel/strmod
94      /kernel/sys
4892    /kernel
drusilla%
```

▼ **How to Display the Total Size (in 512-byte Blocks) of One or More Directories, All Subdirectories, and All Files**

- ◆ **Type `du -a directory directory ...` and press Return.**

The sizes of the directory or directories, subdirectories, and all files are displayed in 512-byte blocks:

```
drusilla% du -a /usr/sbin /kernel
18      /usr/sbin/add_drv
16      /usr/sbin/arp
240     /usr/sbin/autopush
8       /usr/sbin/chroot
22      /usr/sbin/ckbupscd
18      /usr/sbin/clri
58      /usr/sbin/cron
2       /usr/sbin/dcopy
42      /usr/sbin/devlinks
2       /usr/sbin/devnm
30      /usr/sbin/df
10      /usr/sbin/dfshares
```

```

32      /usr/sbin/disks
12      /usr/sbin/dispadm
18      /usr/sbin/dname
20      /usr/sbin/drvconfig
2       /usr/sbin/drvload
2       /usr/sbin/eeprom
(More files not shown in this example)
drusilla%
```

Finding Large Space Users

At times, you will need to find out who is using the most disk space. Type `du` *directory* to display a summary of the space occupied by each user.

You can also use the `quot` command to find out who owns the space in any local `ufs` file system.

Note – The `quot` command only works on local `ufs` file systems. If you use the `quot` command on another file system, the error message *filesystem not ufs filesystem* is displayed.

▼ How to Display the User Allocation of a `ufs` File System

1. **Become superuser.**
2. **Type `quot filesystem` and press Return.**
The users of a file system and the number of 1024-byte blocks used are displayed.

In this example, the users of the root file system are displayed:

```

cinderella% su
Password:
# quot /
/dev/dsk/c0t0d0s0 (st):
8130      root
2451      bin
143       adm
109       lp
```

```

47      uucp
19      sys
7       pubs
1       svvs
#

```

▼ How to Display Users for All `ufs`-Mounted File Systems

1. Become superuser.

2. Type `quot -a` and press Return.

All users of a file system and the number of 1024-byte blocks used are displayed:

```

cinderella% su
Password:
# quot -a
/dev/rdisk/c0t0d0s0 (/):
8130      root
2451      bin
143       adm
109       lp
47        uucp
19        sys
7         pubs
1         svvs
/dev/rdisk/c0t0d0s6 (/usr):
41004     bin
15274     root
2248     lp
759      uucp
1        adm
1        sys
/dev/rdisk/c0t0d0s7 (/opt):
78724     root
37409     bin
/dev/rdisk/c0t3d0s7 (/export/home):
23        pubs
9         root
#

```

Finding Old and Inactive Files

Part of the job of cleaning up heavily loaded file systems involves locating and removing files that have not been used recently.

Use the `ls -t` command on a directory to list the most recently created or changed files first.

Use the `find(1)` command to locate files that have not been accessed for a specified amount of time. For example, use this command to locate regular files in the `/home` directory that have not been accessed in the last 60 days and to record the list in a file:

```
# find /home -type f -mtime +60 -print > /var/tmp/deadfiles &
#
```

Here is an example of the output from the `find` command:

```
drusilla% more /var/tmp/deadfiles
/home/winsor/cat.rs
/home/winsor/cmdayprint.ps
/home/winsor/agenericwindow.rs
/home/winsor/bindericon.rs
/home/winsor/binderwindow.rs
/home/winsor/blankkeys.tmp
/home/winsor/calcalpha keypad.rs
/home/winsor/calcangle setting.rs
/home/winsor/calcbinaryfuns.rs
/home/winsor/calccicon.rs
/home/winsor/calclogfuns.rs
/home/winsor/calclogicalfuns.rs
/home/winsor/calcmemoryreg.rs
/home/winsor/calcmiscfuns.rs
(More files not shown in this example)
drusilla%
```

Reducing Overloaded File Systems

When you have determined which file systems are nearing capacity, you then need to determine the best way to free up additional disk space. This section describes how to free additional space in these ways:

- “Truncating Files That Grow” on page 175
- “Deleting Old or Inactive Files” on page 176
- “Clearing Out Temporary and Obsolete Files” on page 177
- “Deleting core Files” on page 178
- “Removing Crash Dump Files” on page 179
- “Creating Links Instead of Duplicating Files” on page 180
- “Moving Directory Trees between File Systems” on page 181

Truncating Files That Grow

A good way to limit the size of files that grow is to periodically truncate them, keeping only the most recent lines at the end of the file.

▼ How to Truncate a File

1. **Type `ls -l filename` and press Return.**
2. **Record the permissions, user and group ownership, and size of the file you want to truncate.**
3. **Become superuser.**
4. **Type `tail log-name > filename` and press Return.**
The last 10 lines (by default) of the log file are saved in a temporary file. If you want to save more than the last 10 lines, type the number of lines as an option. For example, to save 50 lines, type `tail -50 log-name > filename`.
5. **Type `mv filename log-name` and press Return.**
The old log is replaced by the shorter one.
6. **Type `ls -l log-name` and press Return.**
The permissions, user and group ownership, and size of the log file are displayed.

7. **Check to be sure the permissions and group ownership have not been changed. If they have, change them back to the way they were.**
 If you move the files as `root`, the group ownership may have been changed and members of the group will not be able to access the files until you change the group ownership back to its original value.

In this example, `/var/adm/sulog` is truncated to contain the 50 most recent entries:

```
drusilla% su
Password:
# ls -l /var/adm/sulog
-rw----- 1 root  root    585872 Jan 29 16:49 /var/adm/sulog
# tail -50 /var/adm/sulog > /var/tmp/sulog
# mv /var/tmp/sulog /var/adm/sulog
# ls -l /var/adm/sulog
-rw-r--r-- 1 root  other    1424 Jan 29 16:50 /var/adm/sulog
# chmod 600 /var/adm/sulog
# chgrp root /var/adm/sulog
# ls -l /var/adm/sulog
-rw----- 1 root  root    1424 Jan 29 16:50 /var/adm/sulog
#
```

Deleting Old or Inactive Files

You can delete old or inactive files one by one by typing `rm filename` and pressing Return. Alternatively, you can create a file that contains a list of inactive files. Review the list to make sure the files are no longer needed or are backed up so they can be restored if needed later.

▼ How to Delete a List of Inactive Files

1. **Become superuser on the server for the file system.**
 See *SunOS 5.2 Administering NFS and RFS* if you need information on NFS security.
2. **Type `find directory -type f -mtime +nn -print > /var/tmp/deadfiles &` and press Return.**
 Files older than the time specified (in days) are listed in the file `/var/tmp/deadfiles`.

3. Review the list to be sure all the files should be deleted. Remove the names of the files you want to retain.

4. Type `rm `cat /var/tmp/deadfiles`` and press Return. The files listed in `/var/tmp/deadfiles` are removed.

In this example, all files older than 60 days listed in the file `/var/tmp/deadfiles` are removed:

```
oak% su
Password:
# find /home/winsor -type f -mtime +60 -print > /var/tmp/deadfiles &
# rm `cat /var/tmp/deadfiles`
oak%
```

Clearing Out Temporary and Obsolete Files

The `/tmp` and `/var/tmp` directories store temporary files. By default, the `/tmp` directory is a `tmpfs` file system, so files in the `/tmp` directory do not take up space in the `/` file system. The files in the `/tmp` directory are deleted each time the file system is unmounted or the system is rebooted. See “The Temporary File System (tmpfs)” on page 6 for more information.

Files in `/var/tmp` take up file system disk space and are retained if the file system is unmounted or the system is rebooted. You should periodically clear out files in `/var/tmp`. In addition, look for obsolete files in the subdirectories of `/var/spool`, such as `/var/spool/mail` and `/var/spool/uucppublic`. If there are some files that need to be saved, delete the files individually by name rather than using the wild card `*`, as shown below.

Note – Unless your site has a specific policy about deleting old `/var/spool/mail` and `/var/spool/uucppublic` files, it is a good idea to check with the owner of these files before deleting them. If you need space in the file system, consider moving the entire file to the user’s home directory and starting a new spooling file.

▼ **How to Clear Out the `/var/tmp` Directory**

1. **Become superuser.**
2. **Type `cd /var/tmp` and press Return.**



Caution – Be sure you are in the right directory before using a potentially destructive command like `rm -r *`.

3. **Type `rm -r *` and press Return.**
All files and subdirectories are deleted.
4. **Change to subdirectories in `/var/spool` (for example, `mail`), look for obsolete files, and delete them.**

Deleting `core` Files

From time to time a program may crash and leave a dump of what was in memory in a file named `core`. These `core` files can be useful to help the company that developed the software product to determine the cause of persistent problems. `core` files may be quite large. When a program crashes repeatedly, it overwrites any existing `core` file with the new information, so that, within any give directory, `core` files do not accumulate. `core` files can, however, be created in different directories depending on which program was running when the dump was done.

Note – Instruct users not to use `core` as a name for any of their files. If users create files named `core`, these files will be overwritten if a program crashes in that directory.

▼ **How to Find and Delete `core` Files**

1. **Become superuser.**
2. **Change to the directory where you want to start the search.**

3. Type `find . -name core -exec rm {} \;` and press **Return**. Any `core` files found in the current directory and its subdirectories are removed:

```
oak% su
Password:
# cd /home/winsor
# find . -name core -exec rm {} \;
#
```

Removing Crash Dump Files

Crash dump files are `core` files that contain an image of the state of the operating system kernel at the time that it failed. This image can be used to look at the control structures, active tables, and other relevant information about the operation of the kernel. This information may be useful in reporting or tracking down kernel bugs. Some systems may be set up to automatically save information about kernel crashes in the `/var/crash/system-name` directory. To uniquely identify each crash dump, the files are named sequentially `vmcore.n`. The number *n* is incremented for each subsequent crash dump. If the system is experiencing kernel problems, the size of the crash dump directory can become quite large.

▼ How to Delete Crash Dump Files

1. Become superuser.
2. Type `cd /var/crash/system-name` and press **Return**.
3. Type `rm *` and press **Return**.

▼ How to Disable Crash Dumps

If the crash dump files are not being used, disable the crash dump feature.

1. Become superuser.
2. Edit the end of the `/etc/init.d/sysetup` file, insert a hash mark (#) at the beginning of each of the uncommented lines shown below, and save the changes.

This entry enables crash dumps:

```
##
## Default is to not do a savecore
##
If [ ! -d /var/crash/'uname -n' ]
then mkdir -p /var/crash/'uname -n'
fi
        echo 'checking for crash dump...\c '
savecore /var/crash/'uname -n'
        echo ''
```

This entry disables crash dumps:

```
##
## Default is to not do a savecore
##
#if [ ! -d /var/crash/'uname -n' ]
#then mkdir -p /var/crash/'uname -n'
#fi
#
#           echo 'checking for crash dump...\c '
#savecore /var/crash/'uname -n'
#           echo ''
```

3. Type `rm -rf /var/crash/system-name` and press Return.

See Chapter 13, “Enabling and Using Crash Dumps” for more information about crash dumps.

Creating Links Instead of Duplicating Files

Sometimes you need to have the same file in more than one place. For example, when files are moved you may want to retain the old path name so that software that uses an absolute path name can find them. Putting the files in both directories unnecessarily uses disk space. You can use *links* to provide alternative path names for individual files so the data is stored in only one place.

You can create two kinds of links:

- *Symbolic links* can be located anywhere and provide a pointer to the name of the file they link to. Symbolic links can span physical devices and are thus very useful in a networked environment.
- *Hard links* use the same inode number and must be used within the same file system. You cannot, for example, create a hard link between a file in the root directory and a file in a user's home directory.

See the `ln(1)` manual page for more information.

▼ How to Create a Symbolic Link

- ◆ **Type `ln -s source-filename linked-filename` and press Return.**

Where *source-filename* is the name of an existing file and *linked-filename* is the name of the file to create as a symbolic link to *source-filename*.

▼ How to Create a Hard Link

- ◆ **Type `ln source-filename linked-filename` and press Return.**

The file named by *source-filename* must exist and must be in the same disk partition (file system) as the file named by *linked-filename*.

Moving Directory Trees between File Systems

As user needs change and file systems approach maximum capacity, you may need to move user accounts from one file system to another.

▼ How to Move Directory Trees from One File System to Another

1. **Notify affected users, preferably by email, that you plan to move their files and that path name dependencies may need to be changed.**
2. **Become superuser.**
3. **Type `cd /filesystem1` and press Return.**
4. **Type `find username -print -depth | cpio -pdm /filesystem2` and press Return.**

The files are copied and symbolic links are preserved.

5. To verify that the copy was successful, type `cd /filesystem2/username;ls` and press Return.
6. To remove the old directory tree, type `rm -rf /filesystem1/username` and press Return.
7. Use `admintool` to change the *username* default login directory in the **Passwd Database**.
See *SunOS 5.2 Setting Up User Accounts, Printers, and Mail* for information on how to use the Administration Tool.

Controlling Disk Space with Quotas

Disk space is always a limited resource. One way you can control available disk space is through the way you set up and allocate available file system space to your users. Another way to control disk space for `ufs` file systems is to set up and administer *disk quotas*. Disk quotas let you set limits for each user of a file system to control the maximum number of files each user can create and the maximum amount of disk space available to each user.

Each quota has two limits: a *hard limit* and a *soft limit*. Users other than `root` can never exceed the hard limit under any circumstances. When the hard limit is reached, the operating system notifies the user and refuses to allocate any more resources. Users can exceed the soft limit temporarily for a limited period of time. The user receives a warning message, and the operating system allocates the additional resources. If the disk use exceeds the soft limit at the next login, the warning message is repeated. Depending on how quotas are implemented, users who continue to exceed the soft limit will be denied access to additional resources until enough files are deleted to bring disk usage below the soft limit.

If you implement a quota system, you must decide which file systems need quotas. Usually, the file systems that contain user home directories are good candidates for quotas. You do not need to set quotas for `/tmp` file system or for the file systems reserved for public files (for example, the `/` and `/usr` file systems) unless they are writable and can grow.

Quotas have a slight impact on performance, require some administration, and may inconvenience users. Consider implementing quotas only if disk space is very limited and tight security is required at your site. In a small and collegial setting, internal policies and peer pressure may work as well as quotas.

The quotas utility lets you:

- Set up quotas for each user in a file system
- Turn the enforcement of quotas on and off for each file system
- Report on the quotas defined and the current disk use for each user of each file system
- Synchronize the recorded use with the actual disk use

What You Have to Do to Set Up and Administer Quotas

Before you begin to set quotas, you need to do some system configuration. These steps briefly describe how to set up quotas. See “How to Configure File Systems for Disk Quotas” on page 187 for detailed instructions.

1. Edit the startup file (`/etc/rc2.d/S01MOUNTFSYS`) that brings up file systems to have it initialize quotas at boot time.
2. Edit `/etc/vfstab` to flag file systems with an `rq` mount option.
3. Create a `quotas` file in the top directory of each file system.
4. Use the quotas editor `edquota` to set up the limits for the quotas.
5. Use `quotaon` to turn on the quotas so they begin to be enforced.

When quotas are set up, you can administer them in these ways:

- Turn quotas on and off for specified file systems
- Change the time limit (that applies to all users)
- Change the quotas (hard and soft limits on blocks and files) for individual users
- Disable quotas for an individual user
- Ensure the consistency of recorded disk use on specified file systems with actual disk use
- Report on the current quotas and disk use for individual or all users

Table 9-5 describes the commands you use to set up and administer disk quotas.

Table 9-5 Disk Quota Commands

Command	Task
<code>edquota(1M)</code>	Set or change the hard and soft limits on the number of files and/or disk space for each user. In addition, define the time period for each file system that its soft limits can be exceeded by any user.
<code>quot(1M)</code>	Display information for a specified file system on the number of files and 1024-byte blocks owned by each user on the system.
<code>quota(1M)</code>	Display user quotas and current disk use. You can also display user over-quota use.
<code>quotaon(1M)</code>	Turn on (enforce) the quotas for the specified file systems.
<code>quotaoff(1M)</code>	Turn off quotas for the specified file systems.
<code>quotacheck(1M)</code>	Check the number of blocks and files owned by each user for a given file system and update the information in the quota file so that it is consistent with the current state of the disk.
<code>repquota(1M)</code>	Display the quotas in force for each user and the current number of files and amount of space they own for the specified file systems.

How Quotas Affect Users

When users exceed the soft limit for blocks or inodes, the timer is started. No warning messages are displayed. If users then reduce usage to a level under the soft limit, the timer is turned off. If the user has not reduced usage to an appropriate level when the timer expires, error messages are displayed saying that the file system is full. Any further attempts by the user to acquire more file system resources fail. The messages persist until the user has reduced usage to a level below the soft limit.

Any time users try to exceed the hard limit, an error message is displayed saying that the file system is full. No further disk resources are allocated.

Users can run the `quota` command to find out how much file system space is available and whether they have exceeded the soft limit. Users should be encouraged to include `quota` in their `.profile` or `.cshrc` file so that it is run automatically when they log in.

How Disk Quotas Work

The `quotas` system uses a file named `quotas` to control available disk space for each file system. The `edquota` command generates information to set up or change the limits for specified users on specified file systems. The information from the `edquota` command is stored in the `quotas` file. The `quotas` file is used by the `ufs` utilities and the `quotacheck` command to record the actual use of disk space. Each user on the system has an entry in each `quotas` file, whether or not quotas have been imposed on them for that file system. These entries are indexed by user ID and are kept in binary form.

Each time you add or modify quotas for a specified user, `edquota` looks in `/etc/mnttab` to see which `ufs` file systems are mounted, and it checks the root directory of each file system for a `quotas` file. `edquotas` then creates a temporary text file from the binary `quotas` files. You edit the file and save the changes. The resulting file is then converted back to the binary format `quotas` file.

After quotas are set up, you must turn them on for each file system using the `quotaon` and `quotaoff` commands. The `quotaon` and `quotaoff` commands turn quotas on and off by changing the entry in the `mntopts` field of the mount table `/etc/mnttab`. When the entry is `rq`, it means read/write with quotas in effect. `quotaon` can turn on file systems specified on the command line or turn on all file systems that have `rq` in the `mntopts` field of the `/etc/vfstab` file. The latter option is normally used in a startup script (for example, `/sbin/rc2`) to turn on all quotas when the system boots up.

Figure 9-1 shows how disk quotas operate.

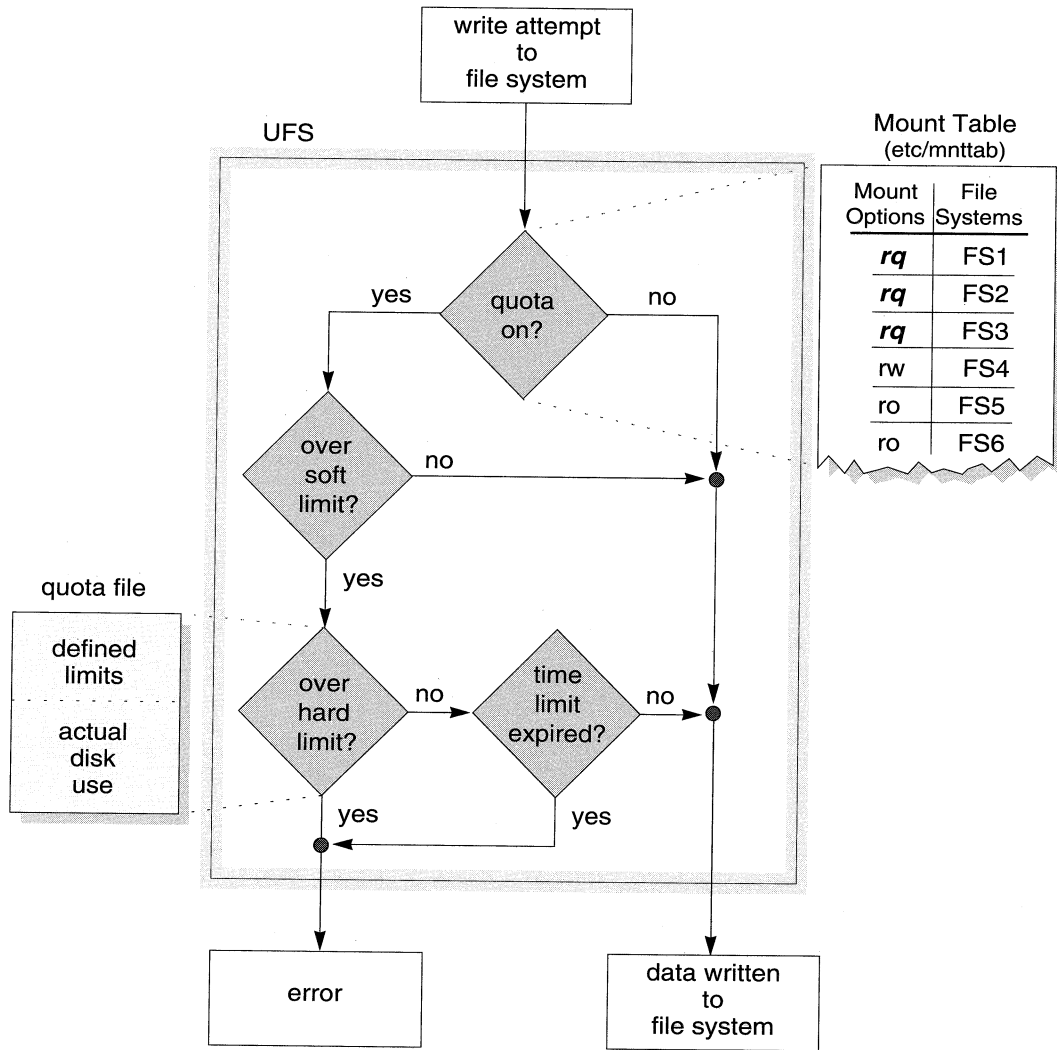


Figure 9-1 Disk Quotas in Operation

▼ How to Edit the Startup File for Disk Quotas

You edit the startup file to add an entry that automatically synchronizes the quota files with actual disk use at system startup and turns on quotas.

1. **Become superuser.**
2. **Edit** `/etc/rc2.d/S01MOUNTFSYS`.
3. **Add this entry below the line `fi` and save the changes:**

```
# Enable checking quotas
echo -n 'checking quotas:' > /dev/console
/usr/sbin/quotacheck -a > /dev/console 2>&1
echo 'done.' > /dev/console
/usr/sbin/quotaoon -a
```

The edited file should look like this:

```
#ident "@(#)MOUNTFSYS 1.4      89/12/05 SMI" /* SVr4.0 1.1.4.1 */

#      Mount file systems

cd /
/sbin/mountall -l
# make sure /usr subtree is present by testing for /usr/sbin
if [ ! -d /usr/sbin ]
then
    echo "/usr sub-tree is not present - changing to single
    user mode"

fi

# Enable checking quotas
echo -n 'checking quotas:' > /dev/console
/usr/sbin/quotacheck -a > /dev/console 2>&1
echo 'done.' > /dev/console
/usr/sbin/quotaoon -a
```

▼ **How to Configure File Systems for Disk Quotas**

You add entries to the `/etc/vfstab` file to activate quotas for specified file systems each time they are mounted, and create a file named `quotas` in the top-level directory of each file system for which you want to use quotas.

1. **Become superuser.**
2. **Edit `/etc/vfstab`, enter `rq` in the `mount options` field for each `ufs` file system to have quotas, and save the changes.**
File systems with `rq` in the `mount options` field have quotas automatically turned on when the system boots.
3. **Change to the top directory of the file system.**
For example, to turn on quotas for the `/home` file system, type `cd /home` and press Return.
4. **Type `touch quotas` and press Return.**
A file named `quotas` is created.
5. **Type `chmod 600 quotas` and press Return.**
Permissions are changed to read/write for `root` only.

▼ How to Change the Default Time Limit

The default soft limit time is one week. After one week of repeated violations of the soft limit, users cannot access additional system resources. If you want to use a different time limit for a file system, you can change it by following the steps in this section. You can set the time limit only for an entire file system.

1. **Become superuser.**
2. **Type `edquota -t` and press Return.**
The default editor opens a temporary file that includes a line for each mounted file system with a `quotas` file in its top directory. For example, if the file system `/files` is the only such mounted file system, this information is displayed:

```
fs /files blocks time limit = 0 (default), files time limit = 0 (default)
```

The `0 (default)` value means that the default time limit of one week is used.

3. **Replace the `0` with a number and a unit.**
You can specify the units by `month`, `week`, `day`, `hour`, `min`, or `sec`. For example, to change the limit to one day, you could specify either `1 day` or `24 hour`.

4. Exit the file, saving your changes.

▼ How to Set Up User Quotas

Before you set up user quotas, you need to determine how much space and how many files to allocate to each user. If you want to be sure the total file system space is never exceeded, you can divide the total size of the file system between the number of users. For example, if three users share a 100-Mbyte partition and have equal disk space needs, you could allocate 33-Mbytes to each. In environments where not all users are likely to push their limits, you may want to set individual quotas so that they add up to more than the total size of the file system. For example, if three users share a 100-Mbyte partition, you could allocate 40-Mbytes to each.

If all values are set to 0, quotas are disabled. Set both soft and hard block values in 1-Kbyte disk blocks, and set both soft and hard values for the total number of files (inodes).

1. Type `edquota username` and press Return.

The default editor opens a temporary file with one line for each mounted file system that has a `quotas` file in its top-level directory. For example, if the file system `/files` is the only one that has a `quotas` file in its top-level directory, this information is displayed:

```
fs /files blocks (soft = 0, hard = 0) inodes (soft = 0, hard = 0)
```

Note – Although you can specify multiple users as arguments to the `edquota` command, the information displayed does not show which user it belongs with, which could create some confusion.

2. Enter the number of 1-Kbyte disk blocks, both soft and hard, and the number of inodes, both soft and hard.

3. Exit the editor, saving your changes.

▼ How to Use a Prototype Quota for Multiple Users

When you have established quotas for one user, you can use those quotas as a prototype to set the same quotas for other users on the same file system.

1. **Become superuser.**
2. **Type** `edquota -p user-with-quotas username1 username2 username3 ...` **and press Return.**

The quotas you already established for the prototype user are set for the additional users you specify.

For example, to apply the quotas established for user `ignatz` to users `smallberries` and `lizardo`, type:

```
edquota -p ignatz smallberries lizardo
```

▼ **How to Initialize Quotas**

Once you have configured file systems for quotas and established quotas for each user, you need to run the `quotacheck` command to initialize the quota files and check consistency with the file system before you turn quotas on.

1. **Become superuser.**
2. **Type** `quotacheck -a` **and press Return.**
All file systems with an `rq` entry in the `/etc/vfstab` file are checked and assigned correct initial values.

You can run `quotacheck` on individual file systems by typing `quotacheck /dev/dsk/filesystem` and pressing Return. For example, to check quotas for `/files` on partition `/dev/dsk/c0t4d0s2`, type:

```
quotaon /dev/dsk/c0t4d0s2
```

▼ **How to Turn Quotas On**

The quotas you set up with `edquota` are not enforced until you turn them on. You can turn them on and off any time from a command line. You usually turn them on once after you set them up. If you have properly configured the quota files, quotas are automatically turned on each time a system is rebooted and the file systems are mounted.

1. **Become superuser.**

2. **Type `quotaon -a` and press Return.**

All file systems with an `rq` entry in the `/etc/vfstab` file are turned on.

You can turn quotas on for individual file systems by typing `quotaon filesystem filesystem ...` and pressing Return. For example, to turn on quotas for `/files` on partition `/dev/dsk/c0t4d0s2` and `/snag` on partition `/dev/dsk/c0t3d0s2`, type:

```
quotaon /dev/dsk/c0t4d0s2 /dev/dsk/c0t3d0s2
```

Administering Disk Quotas

This section describes how to perform these tasks for administering disk quotas:

- Turn quotas on and off for specified file systems
- Change the soft limit time for a file system
- Change the quotas (hard and soft limits on blocks and files) for individual users
- Disable quotas for an individual user
- Ensure the consistency of recorded disk use with actual disk use
- Report on the current quotas and disk use for individual or all users

▼ **How to Turn Quotas Off**

1. **Become superuser.**

2. **Type `quotaoff /dev/dsk/cntndnsn` and press Return.**

Quotas are turned off for the file system you specify.

Alternatively, type `quotaoff -a` and press Return to turn off quotas for all file systems.

▼ **How to Change the Soft Limit Time**

1. **Become superuser.**
2. **Type `edquota -t` and press Return.**
 The default editor opens a temporary file that includes a line for each mounted file system with a `quotas` file in its top directory. For example, if the file system `/files` is the only mounted file system, this information is displayed:

```
fs /files blocks time limit = 0 (default), files time limit = 0 (default)
```

The `0 (default)` value means that the default time limit of one week is used.

3. **Replace the `0` with a number and a unit.**
 You can specify the units by `month`, `week`, `day`, `hour`, `min`, or `sec`. For example, to change the limit to one day, you could specify either `1 day` or `24 hour`.
4. **Exit the file, saving your changes.**

▼ **How to Change Quotas for Individual Users**

1. **Type `edquota username` and press Return.**
 The default editor opens a temporary file with one line for each mounted file system that has a `quotas` file in its top-level directory. For example, if the file system `/files` is the only one that has a `quotas` file in its top-level directory, this information is displayed:

```
fs /files blocks (soft = 0, hard = 0) inodes (soft = 0, hard = 0)
```



Caution – Although you can specify multiple users as arguments to the `edquota` command, the information displayed does not show which user it belongs with, which could create some confusion.

2. Enter the number of 1-Kbyte disk blocks, both soft and hard, and the number of inodes, both soft and hard.
3. Exit the file, saving your changes.

▼ How to Disable Quotas for Individual Users

To disable quotas for individual users, follow the procedure for changing quotas, and change all values to zero.

Note – Be sure you change the values to zero. Do *not* delete the line from the text file.

▼ How to Check Quota Consistency

Information about disk quotas stored in the quota administration files can get out of synchronization with actual disk use. Just as general file system information can become inaccurate over time, abrupt system halts and crashes can degrade the quota information. When you set up quotas, you added a line to the `/etc/rc2.d/S01MOUNTFSYS` file that specified that quotas are checked as part of the system initialization process.

When setting up quotas, you should run the `quotacheck` command manually before turning quotas on. It is a good idea to periodically run the `quotacheck` command if systems are rebooted infrequently.

Note – To ensure accurate disk data, file systems should be quiescent when you run the `checkquota` command. You could create a `cron` script to perform this activity. See the `cron(1M)` manual page for more information.

1. **Become superuser.**
2. **Type `quotacheck -a` and press Return.**
All file systems with an `rq` entry in the `/etc/vfstab` file are checked and assigned correct initial values.

You can run `quotacheck` on individual file systems by typing `quotacheck /dev/dsk/filesystem` and pressing Return. For example, to check quotas for /files on partition `/dev/dsk/c0t4d0s2`, type:

```
quotacheck /dev/dsk/c0t4d0s2
```

▼ How to Report on Quotas and Disk Use

To quickly find out if any quotas are being exceeded:

◆ Type `quota` and press Return.

Warnings about mounted file systems where usage is over the quota for the current user are displayed.

To report the quotas and disk use for an individual user on file systems to which quotas apply:

1. Become superuser.

Only privileged users can display information about other users' quotas.

2. Type `quota -v` and press Return.

User quotas on all mounted file systems where quotas are enabled is displayed.

To report on quotas and disk use for all users on one or more file systems:

1. Become superuser.

2. Type `repquota -v /dev/dsk/cntndnsn` and press Return.

All quotas for the specified file system are displayed, even if there is no usage.

Alternatively, use `repquota -a` to report on all file systems.

To display information about file ownership for a file system:

1. Become superuser.

2. Type `quot /dev/dsk/cntndnsn` and press Return.

A list of users is displayed with the number of 1024-byte blocks currently owned by each user.

Note – The `quot` command and the `quota` command are two different commands. Use `quot` whether or not quotas are enabled to find out information about which users are accessing disk space in a file system. See the `quot(1M)` manual page for other options.

```
oak% su
Password:
# quot /dev/dsk/c0t3d0s0
/dev/dsk/c0t3d0s0 (/home):
 7596  root
 2402  bin
  202  lp
  178  adm
   47  uucp
   22  sys
    8  winsor
    1  svvs
# quot /dev/dsk/c0t1d0s6
/dev/dsk/c0t1d0s6 (/home):
27369  bin
14872  smtp
 2213  lp
   713  uucp
    1  adm
#
```

Repairing Bad Disks

This section provides a checklist of the steps to repair a bad disk or reinstall a new one, and shows the commands you use. Cross-references to other books guide you through the steps. The entire procedure is not documented in this section.

- 1. If the disk is bad, reformatting it may fix the problem (format).**
See *Solaris 2.2 System Configuration and Installation Guide* for information about reformatting a disk.
- 2. If the disk has bad blocks, you may be able to repair them (format).**
See the `format(1M)` manual page for more information.

3. **If reformatting and repairing bad blocks do not work, replace the disk.**
See *SunOS 5.2 Adding and Maintaining Devices and Drivers*.
4. **Add the defect list to the disk (format).**
See *SunOS 5.2 How-To Book: Basic System Administration Tasks*.
5. **Format the disk (format).**
See *SunOS 5.2 Adding and Maintaining Devices and Drivers*.
6. **Recreate the partition to match the old partitions (format).**
See *Solaris 2.2 System Configuration and Installation Guide*.
7. **Label the disk (format).**
See *SunOS 5.2 How-To Book: Basic System Administration Tasks*.
8. **Remake the file systems (newfs).**
See Chapter 2, "Creating File Systems" for instructions.
9. **Mount the file system on a temporary mount point (mount).**
See Chapter 7, "Restoring Files and File Systems" for instructions.
10. **Restore the contents of the latest full backup, and then restore subsequent incremental backups from lowest to highest level (ufsrestore).**
See Chapter 7, "Restoring Files and File Systems" for instructions.
11. **Unmount the file system from its temporary mount point (umount).**
See Chapter 7, "Restoring Files and File Systems" for instructions.
12. **Check the file system for inconsistencies (fsck).**
See Chapter 7, "Restoring Files and File Systems" for instructions.
13. **Mount the file system at its permanent mount point (mount).**
See Chapter 7, "Restoring Files and File Systems" for instructions.

Part IV—Troubleshooting

This part has four chapters:

Chapter 10, “Recognizing File Access Problems,” explains how to recognize and repair common problems users encounter when trying to access files.

Chapter 11, “Understanding the Boot Process,” explains how the system boot procedure works, and the files it uses during the boot process.

Chapter 12, “Checking the Integrity of File Systems,” explains the `fsck` file system check program and how to use it.

Chapter 13, “Enabling and Using Crash Dumps,” explains crash dumps and describes how to enable and use them.

Recognizing File Access Problems

10 

This chapter contains these parts:

<i>Recognizing Problems with Search Paths</i>	<i>page 200</i>
<i>Recognizing Problems with Permission and Ownership</i>	<i>page 203</i>
<i>Recognizing Problems with Network Access</i>	<i>page 205</i>

Users frequently experience problems—and call on a system administrator for help—because they cannot access a program, a file, or a directory that they used to be able to use. Whenever you encounter such a problem, investigate one of three areas:

- The user’s search path may have been changed, or the directories in the search path may not be in the proper order.
- The file or directory may not have the proper permissions or ownership.
- The configuration of a system accessed over the network may have changed.

This chapter briefly describes how to recognize problems in each of these three areas and suggests possible solutions.

Recognizing Problems with Search Paths

If a user types a command that is not in the search path, the message `Command not found` is displayed. The command may not be found because:

- The command is not available on the system
- The command directory is not in the search path

If the wrong version of the command is found, a directory with a command of the same name is in the search path. In this case, the proper directory may be later in the search path or may not be present at all.

To diagnose and troubleshoot problems with search paths, follow this procedure:

- 1. Display the current search path.**
- 2. Edit the file where the user's path is set (`.login` or `.cshrc` for the C shell, `.profile` for the Bourne and Korn shells). Add the directory to the path definition, or rearrange the order of the directories listed for the path.**

Note – For the C shell, always check both the `.cshrc` and `.login` files to make sure the path information is set all in one place. Duplicate entries can make the search path hard to troubleshoot and make search times less efficient for the user.

- 3. Source the file to activate the changes.**
- 4. Verify that the command is found in the right place.**
- 5. Execute the command.**

The tasks you use to follow this procedure are described below.

▼ How to Display the Current Search Path

- ◆ **Type `echo $PATH` and press Return.**
The current search path is displayed.

```
cinderella% echo $PATH
/sbin:/usr/sbin:/usr/bin:/etc
cinderella%
```

▼ How to Set the Path for Bourne and Korn Shells

The path for the Bourne and Korn shells is specified in the user's `$HOME/.profile` file in this way:

```
PATH=./usr/bin:/$HOME/bin;export PATH
```

▼ How to Set the Path for the C Shell

The path for the C shell is specified in the user's `$HOME/.cshrc` file (with the `set path` environment variable) in this way:

```
set path = ( . /usr/bin $home/bin)
```

▼ How to Source C Shell Dot Files

To source the `.cshrc` file:

- ◆ **Type `source .cshrc` and press Return.**
New information in the file is made available to the shell.

To source the `.login` file:

- ◆ **Type `source .login` and press Return.**
New information in the file is made available to the shell.

▼ **How to Source Korn and Bourne Shell Dot Files**

To source the `.profile` file:

- ◆ **Type `. .profile` and press Return.**

New information in the file is made available to the shell.

▼ **How to Verify the Search Path**

- ◆ **Type `which command-name` and press Return.**

If the command is found in the path, the path and the name of the command are displayed.

Note – The `which` command looks in the `.cshrc` file for information. The `which` command may give misleading results if you execute it from the Bourne or Korn shell and you have a `.cshrc` file that contains aliases for `which`. To ensure accurate results, use the `which` command in a C shell, or, in the Korn shell, use the `whence` command.

This example shows that the OpenWindows executable is not in any of the directories in the search path:

```
oak% which openwin
no openwin in . /home/ignatz /sbin /usr/sbin /usr/bin /etc \
/home/ignatz/bin /bin /home/bin /usr/etc
oak%
```

This example shows that the executable for OpenWindows is found among the directories in the search path:

```
oak% which openwin
/usr/openwin
oak%
```

If you cannot find a command, look at the manual page. For example, if you cannot find the `lpsched` command (the `lp` printer daemon), the `lpsched(1M)` manual page tells you the path is `/usr/lib/lp/lpsched`.

▼ How to Execute a Command

- ◆ Type *command-name* and press Return.

Recognizing Problems with Permission and Ownership

When users cannot access files or directories that they used to be able to access, the most likely problem is that permissions or ownership on the files or directories has changed.

Frequently, file and directory ownerships change because someone edited the files as *root*. When you create home directories for new users, be sure to make the user the owner of the dot (.) file in the home directory. When users do not own “.” they cannot create files in their own home directory.

Another way access problems can arise is when the group ownership changes or when a group that a user is a member of is deleted from the */etc/groups* database.

▼ How to Change File Ownership

Note – You must own a file or directory (or have root permission) to be able to change its owner.

1. Type `ls -l filename` and press Return.
The owner of the file is displayed in the third column.
2. Become superuser.
3. Type `chown new-owner filename` and press Return.
Ownership is assigned to the new owner you specify.

```
oak% ls -l quest
-rw-r--r-- 1 fred  staff  6023 Aug  5 12:06 quest
oak% su
Password:
# chown ignatz quest
# ls -l quest
-rw-r--r-- 1 ignatz  staff  6023 Aug  5 12:06 quest
#
```

▼ **How to Change File Permissions**

Table 10-1 shows the octal values for setting file permissions. You use these numbers in sets of three to set permissions for owner, group, and other. For example, the value 644 sets read/write permissions for owner, and read-only permissions for group and other.

Table 10-1 Octal Values for File Permissions

Value	Description
0	No permissions
1	Execute-only
2	Write-only
3	Write, execute
4	Read-only
5	Read, execute
6	Read, write
7	Read, write, execute

1. Type `ls -l filename` and press Return.

The long listing shows the current permissions for the file.

2. Type `chmod nnn filename` and press Return.

Permissions are changed using the numbers you specify.

Note – You can change permissions on groups of files or on all files in a directory using metacharacters such as (*?) in place of file names or in combination with them.

This example shows changing the permissions of a file from 666 (read/write, read/write, read/write) to 644 (read/write, read-only, read-only).

```
oak% ls -l quest
-rw-rw-rw- 1 ignatz  staff    6023 Aug  5 12:06 quest
oak% chmod 644 quest
oak% ls -l
-rw-r--r-- 1 ignatz  staff    6023 Aug  5 12:06 quest
oak%
```

▼ How to Change File Group Ownership

- ◆ **Type `chgrp gid filename` and press Return.**

The group ID for the file you specify is changed.

```
$ ls -lg junk
-rw-r--r-- 1 other 0 Oct 31 14:49 junk
$ chgrp 10 junk
$ ls -lg junk
-rw-r--r-- 1 staff 0 Oct 31 14:49 junk
$
```

See *SunOS 5.2 Setting Up User Accounts, Printers, and Mail* and *SunOS 5.2 Administering NIS+ and DNS* for information about how to edit group accounts.

Recognizing Problems with Network Access

If users have problems using the `rccp` remote copy command to copy files over the network, the directories and files on the remote system may have restricted access by setting permissions. Another possible source of trouble is that the remote system and the local system are not configured to allow access.

See *SunOS 5.2 Administering Security, Performance, and Accounting* and *SunOS 5.2 Administering NFS and RFS* for information about problems with network access and problems with accessing systems through the automounter.

This chapter contains these sections:

<i>The Boot PROM</i>	<i>page 208</i>
<i>The Boot Files</i>	<i>page 211</i>
<i>The Booting Procedure</i>	<i>page 223</i>
<i>Understanding the Boot Messages File</i>	<i>page 224</i>

Booting is the process of starting up your system when it is first switched on or when it is restarted after a halt or shutdown. This chapter describes what happens during booting and shutdown. Understanding the boot and shutdown processes and messages can help you troubleshoot problems when a system does not boot cleanly.

If a system does not boot properly, it may be for one or a combination of these reasons:

- Missing hardware
- Unreliable hardware
- Errors in configuration information
- Instructions being followed in an incorrect sequence
- Inconsistent or damaged file systems

The Boot PROM

Each system has a PROM (programmable read-only memory) chip with a program called the *monitor*. The monitor controls the operation of the system before the kernel is available. When a system is turned on, the monitor runs a quick self-test procedure that checks such things as the hardware and memory on the system. If no errors are found, the system begins the automatic boot process.

The SunOS 5.2 system software does not require new PROMs for existing systems.

Note – Some external disks may require PROM upgrades to work with the SunOS 5.2 system software. Contact your local service provider for more information.

▼ How to Find the PROM Release for a System

From the `ok` PROM prompt:

◆ **Type banner and press Return.**

Hardware configuration information, including the release number of the PROM, is displayed.

```
ok banner
SPARCstation 2, Type 4 Keyboard
ROM Rev. 2.2, 16 MB memory installed, Serial #426751
Ethernet address 8:0:20:e:fd:7c HostID 55411df8
```

The PROM Prompt

When the system halts, the PROM monitor prompt that is displayed depends on your system architecture. For instance, some systems use `>` as the PROM monitor prompt, while others use `ok`. The `ok` PROM prompt is the default for SunOS 5.2 commands. Type `n` and press Return to switch from the `>` prompt to “new” command mode and display the `ok` prompt.

If a system installed with Solaris 2.2 does not find the `/kernel/unix` boot program, you may need to change the `boot-from` setting in the PROM.

▼ How to Change the `boot-from` PROM Setting

1. **Reboot the system.**
The PROM prompt is displayed.
2. **If the `>` PROM prompt is displayed, type `n` and press Return.**
The `ok` PROM prompt is displayed.
3. **Type `setenv boot-from disk /kernel/unix` and press Return.**
The `boot-from` setting is changed.
4. **Type `reset` and press Return.**
The `boot-from` setting is written to the PROM.

See the `monitor(1M)` manual page for a complete list of PROM commands.

▼ How to Boot from the `ok` PROM Prompt

- ◆ **Type `boot` and press Return.**
If the boot disk is known, the system is booted.

▼ How to Boot Interactively from the `ok` PROM Prompt

You may want to boot interactively if you want to make a temporary change to the system file or the kernel. In this way, you can test your changes and recover easily if you have any problems.

1. **At the `ok` PROM prompt, type `boot -a` and press Return.**
The boot program prompts you interactively.
2. **Press Return to use the default `/kernel/unix` kernel, or type the name of the kernel to use for booting.**
3. **Press Return to use the default `/etc/system` file, or type the name of the system file and press Return.**
4. **Press Return to use the default modules directory path, or type the default path for the modules directory and press Return.**

5. Press Return to use the default root file system type: `ufs` for local disk booting or `nfs` for diskless clients.
6. Press Return to use the default physical name of the root device, or type the device name.
7. Press Return to use the `swapfs` default file system type.

Example: How to Boot Interactively

In this example, the default choices (shown in square brackets []) were accepted by pressing Return:

```

ok boot -a
(Hardware configuration messages)
rebooting from -a
Boot device: /sbus/esp@0,800000/sd@0,0 File and args: -a
Enter Filename [/kernel/unix]:
(Copyright notice)
Name of system file [/etc/system]:
Name of default directory for modules [<null string>]:
root filesystem type [ufs]
Enter physical name of root device
[/sbus@1,f8000000/esp@0,800000/sd@0,0:a]:
Swap filesystem type [swapfs]
Configuring network interfaces: le0
Hostname: cinderella
(fsck messages)
The system is coming up. Please wait
(More messages)
cinderella login:

```

▼ **How to Boot in Single-user Mode**

1. **Type `boot -s` and press Return.**
The system is booted in single-user mode and the `Password:` prompt is displayed.
2. **Type the root password and press Return.**
The `#` prompt is displayed.

▼ How to Run the Self-Test Program

From the ok PROM prompt:

◆ **Type `reset` and press Return.**

The self-test program is run and the system is rebooted.

The Boot Files

This section describes the files used during the booting procedure.

- “Kernel Modules Directory (`/kernel`)” on page 211
- “Kernel Configuration File (`/etc/system`)” on page 212
- “The System Initialization File (`/etc/inittab`)” on page 214
- “Loadable Modules” on page 217
- “Diskless Booting” on page 218
- “Boot Blocks” on page 218
- “Run Control Files” on page 218

Kernel Modules Directory (`/kernel`)

The SunOS 5.2 kernel consists of a small static core and many dynamically loadable kernel modules. Many kernel modules are loaded automatically at boot time. Others, such as device drivers, are loaded in from disk as needed by the kernel.

All kernel modules are located in the `/kernel` directory. Kernel modules include all kernel-level code that is not part of the static core `/kernel/unix` file, including:

- Device drivers in the `/kernel/dev` directory
- File system code (UFS and NFS) in the `/kernel/fs` directory
- STREAMS modules in the `/kernel/strmod` directory
- Miscellaneous kernel-level code such as accounting, auditing, and security

The following directories are in /kernel:

Drivers
 Executable types
 File system drivers
 Miscellaneous modules
 Scheduling classes
 STREAMS drivers
 System calls
 Operating system kernel

```

drusilla% ls -l /kernel
total 1984
drwxr-xr-x  2 root    sys      2048 Feb  5 16:32 drv
drwxr-xr-x  2 root    sys        512 Feb  5 16:27 exec
drwxr-xr-x  2 root    sys        512 Feb  5 16:27 fs
drwxr-xr-x  2 root    sys        512 Feb  5 16:29 misc
drwxr-xr-x  2 root    sys        512 Feb  5 16:27 sched
drwxr-xr-x  2 root    sys        512 Feb  5 16:31 strmod
drwxr-xr-x  2 root    sys        512 Feb  5 16:28 sys
-rwxr-xr-x  1 root    sys    993476 Jan 17 19:36 unix
drusilla%
  
```

Kernel Configuration File (/etc/system)

The boot program contains a default list of kernel modules to be loaded. You can use the /etc/system configuration file, which is read at boot time, to override the default list of modules. The default /etc/system file is empty.

Use the /etc/system file to determine:

- Which modules will be automatically loaded
- Which modules will not be automatically loaded
- Root and swap types and devices
- Overriding default values of any kernel integer variables

The following example shows the default `/etc/system` file:

```
*ident  "@(#)system      1.3      89/12/12 SMI      /* SVr4.0 1.5  */
*
*  SYSTEM SPECIFICATION FILE
*
* moddir:
*
*      Set the search path for modules.  This has a format similar to the
*      csh path variable.  If the module isn't found in the first directory
*      it tries the second and so on.  The default is /kernel:/usr/kernel
*
*      Example:
*          moddir: /kernel /usr/kernel /sbin/modules
*
*
* root and swap configuration:
*
*      The following may be used to override the defaults provided by
*      the boot program:
*
*      rootfs:          Set the filesystem type of the root (rootfs:ufs).
*
*      rootdev:         Set the root device.  This should be a physical
*                       pathname e.g. rootdev:/sbus/esp@0,800000/sd@3,0:a.
*                       The default is the physical pathname of the device
*                       where the boot program resides.
*
*      swapfs:          Set the filesystem type of swap (swapfs:specfs).
*
*      swapdev:         Set the swap device instead of using the default
*                       as assumed by the kernel (which is to use slice 1
*                       on the same disk as the root partition).
*                       swapdev:/sbus/esp@0,800000/sd@3,0:b
*
*
* exclude:
*
```

```
*      Modules appearing in the moddir path which are NOT to be loaded,
*      even if referenced. Note that 'exclude' expects a module name,
*      not a filename.
*      exclude: win
*
*
* forceload:
*
*      Cause these modules to be loaded at boot time, (just after mounting
*      the root filesystem) rather than at first reference. Note that
*      forceload expects a filename which includes the directory.
*      forceload: drv/foo
*
*
* set:
*
*      Set an integer variable in the kernel or a module to a new value.
*
*      Example:
*          set nautopush=32
*
```

The System Initialization File (/etc/inittab)

When you boot up your system or change run levels with the `init` command, the `init` daemon starts processes using the information it reads from the entries in the `/etc/inittab`, which defines system initialization (run) states.

System Initialization (Run) States

Initialization states (also called *init states* or *run levels*) control how a system is initialized during booting and shutdown. The default init state for each system, run level 3, is specified in the `/etc/inittab` file. Table 11-1 shows the seven available run levels and the state of the system at each level:

Table 11-1 System Init States

Init State	Function
0	Power-down state
1	System-administrator state (single-user)
2	Multiuser state (resources not exported)
3	Multiuser state (resources exported)
4	Alternative multiuser state (currently unused)
5	Software reboot state (unused)
6	Reboot
S,s	Single-user state

States S, 2, and 3 are the most important ones for administration of the SunOS 5.2 system software. States 4 and 5 are not used.

The `/etc/inittab` File

Each entry in the `/etc/inittab` file has the following fields:

id : *rstate* : *action* : *process*

Table 11-2 describes the fields in the `inittab` file.

Table 11-2 Fields in the `inittab` File

Field	Description
<i>id</i>	A unique identifier
<i>rstate</i>	The run level
<i>action</i>	How the process is to be run
<i>process</i>	The name of the command to execute

The following example shows an annotated default `inittab` file:

STREAMS module initialization	<code>ap::sysinit:/sbin/autopush -f /etc/iu.ap</code>
File system check	<code>fs::sysinit:/sbin/bcheckrc >/dev/console 2>&1 \ </dev/console</code>
Default run level	<code>is:3:initdefault:</code>
Power-fail shutdown	<code>p3:s1234:powerfail:/sbin/shutdown -y -i0 -g0 >/dev/console 2>&1</code>
Init 0 run level	<code>s0:0:wait:/sbin/rc0 off >/dev/console 2>&1 \ </dev/console</code>
Init 1 run level	<code>s1:1:wait:/sbin/shutdown -y -iS -g0 >/dev/console 2>&1 \ </dev/console</code>
Init 2 run level	<code>s2:23:wait:/sbin/rc2 >/dev/console 2>&1 \ </dev/console</code>
Init 3 run level	<code>s3:3:wait:/sbin/rc3 >/dev/console 2>&1 \ </dev/console</code>
Init 5 run level	<code>s5:5:wait:/sbin/rc5 ask >/dev/console 2>&1 \ </dev/console</code>
Init 6 run level	<code>s6:6:wait:/sbin/rc6 reboot >/dev/console 2>&1 \ </dev/console</code>
Off	<code>of:0:wait:/sbin/uadmin 2 0 >/dev/console 2>&1 \ </dev/console</code>
Firmware	<code>fw:5:wait:/sbin/uadmin 2 2 >/dev/console 2>&1 \ </dev/console</code>
Reboot	<code>RB:6:wait:/sbin/sh -c 'echo "\n\nThe system is being restarted.'" \ >/dev/console 2>&1</code>
Reboot single-user	<code>rb:6:wait:/sbin/uadmin 2 1 >/dev/console 2>&1 \ </dev/console</code>
Service access controller	<code>sc:234:respawn:/usr/lib/saf/sac -t 300</code>
Console	<code>co:234:respawn:/usr/lib/saf/ttymon -g -h -p "Console Login: " \ -d /dev/console -l console -m ldterm,ttcompat</code>

When the system is first booted, `init` starts all processes labeled `sysinit`. One of these is `/sbin/bcheckrc`, which runs `fsck` on the file systems. `fsck` first checks the flags on each file system, skipping any system marked as clean or stable. `fsck` then checks and synchronizes the file systems that have not been recently modified. See Chapter 12, “Checking the Integrity of File Systems” for more information about `fsck`.

The `initdefault` entry in `/etc/inittab` identifies the default run level. In this example, the default is run level 3 (multiuser mode with network file sharing). The `init` daemon runs each process associated with this run level (each entry that has a 3 in its `rstate` field). Each process is run using the entry from the action field:

- `wait` – Wait for the command to complete
- `respawn` – Restart the command
- `powerfail` – The system has received a powerfail signal

In this example, the commands executed at run level 3 are:

- `/sbin/shutdown`
This command shuts down the system. `init` runs the `shutdown` command only if the system has received a powerfail signal.
- `/sbin/rc2`
This command sets up the time zone, then starts the standard system processes, bringing the system up into run level 2 (multiuser mode).
- `/sbin/rc3`
This command adds network file sharing (NFS). `init` runs these commands in sequence, waiting for one to complete before starting the next.
- `/usr/lib/saf/sac -t 30`
This command starts the port monitors and net access for uucp.
- `/usr/lib/saf/ttymon -g -h -p "Console Login: "`
`ttymon` monitors the console for login requests. These processes are respawned (restarted) if they were terminated for any reason.

Loadable Modules

The SunOS 5.2 operating system consists of a small static core and a dynamically configured set of loadable kernel modules, stored in the subdirectories under the `/kernel` directory.

See *SunOS 5.2 Adding and Maintaining Devices and Drivers* for more information about loadable modules.

Diskless Booting

A diskless client obtains resources through a series of exchanges with servers:

- A remote address resolution exchange (`rarp`) to determine its IP address
- An address resolution exchange (`arp`) to determine its host name
- A TFTP exchange to obtain a bootable image
- A `bootparams` RPC exchange to obtain mountable file systems.

The method of diskless booting in SunOS 5.x is fundamentally unchanged from previous SunOS releases. The utilities to configure clients on the server are different. The network packet exchange is the same. See *Solaris 2.2 System Configuration and Installation Guide* for information about configuring systems for diskless booting.

Boot Blocks

The boot program is divided into two portions:

1. A generic part (`/usr/lib/fs/ufs/bootblk`)
2. A file system-specific part (`/ufsboot`)

This division makes creating media- or file system-specific bootable devices easier and makes the boot program smaller, more maintainable, and more easily tailored.

The `installboot` command still controls boot block maintenance.

Run Control Files

The SunOS 5.x operating system provides a detailed series of run control (`rc`) scripts to control state changes. Each run level has an associated run control, or `rc`, script located in the `/sbin` directory.

The following default run control scripts are in the `/sbin` directory:

```
drusilla% ls -l /sbin/rc*
-rwxr--r-- 3 root sys 2315 Jan 1 1970 /sbin/rc0
-rwxr--r-- 1 root sys 1018 Jan 1 1970 /sbin/rc1
-rwxr--r-- 1 root sys 1374 Jan 1 1970 /sbin/rc2
-rwxr--r-- 1 root sys 713 Jan 1 1970 /sbin/rc3
-rwxr--r-- 3 root sys 2315 Jan 1 1970 /sbin/rc5
-rwxr--r-- 3 root sys 2315 Jan 1 1970 /sbin/rc6
-rwxr--r-- 3 root sys 2315 Jan 1 1970 /sbin/rcS
drusilla%
```

Run control files are located in the `/etc/init.d` directory. These files are linked to corresponding run control files in the `/etc/rc/etc` and `/etc/rc*.d` directories. The files in the `/etc` directory define the sequence the scripts are performed within each run level. For example, `/etc/rc2.d` contains files used to start and stop processes for run level 2.

```
cinderella% ls /etc/rc2.d
K20lp          K65nfs.client  S20syssetup    S71sysid.sys   S89bdconfig
K30fumounts   K70nis         S21perf        S72inetsvc     S91gsconfig
K40rumounts   S01MOUNTFSYS  S30sysid.net   S73nfs.client
K50rfs        S02PRESERVE   S69inet        S75cron
K55syslog     S05RMTMPFILES S70uucp        S80lp
K60nfs.server S10disks      S71rpc         S88sendmail
cinderella%
```

The scripts are always run in ASCII sort order. The scripts have names of the form:

```
[K,S][0-9][0-9][A-Z][0-99]
```

Files beginning with `K` are run to terminate (kill) some system process. Files beginning with `S` are run to start up a system process.

The actions of each run control level script are summarized as follows.

The rc0 Scripts

- Stops system services and daemons
- Terminates all running processes
- Unmounts all file systems

The rc1 Script

- Runs the /etc/rc1.d scripts
 - Stops system services and daemons
 - Terminates all running processes
 - Unmounts all file systems
 - Brings the system up in single-user mode

```

drusilla% ls /etc/rc1.d
K00ANNOUNCE      K60rumounts      K66nis           K80nfs.client
K50fumounts      K64rfs           K67rpc           S01MOUNTFSYS
K55syslog        K65nfs.server    K70cron
drusilla%
```

The rc2 Script

- Sets the TIMEZONE variable
- Runs the /etc/rc2.d scripts
 - Mounts all file systems
 - Saves editing files in /usr/preserve
 - Removes any files in the /tmp directory
 - Creates device entries in /dev for new disks (only if boot -r is run)
 - Updates device.tab device table
 - Prints system configuration (the default is not to save core)
 - Configures system accounting
 - Configures default router
 - Sets NIS domain
 - Sets ifconfig netmask
 - Starts inetd
 - Starts named, if appropriate
 - Starts rpcbind
 - Starts Kerberos client-side daemon, kerbd
 - Starts NIS daemons (ypbind) and NIS+ daemons (rpcnisd), depending on whether the system is configured for NIS or NIS+, and as a client or a server.

- Starts `keyserv`
- Starts `statd`, `lockd`
- Mounts all NFS entries
- Starts `automount`
- Starts `cron`
- Starts the LP daemons
- Starts the `sendmail` daemon

```
cinderella% ls /etc/rc2.d
K20lp          K60nfs.server  S05RMTMPFILES  S69inet        S73nfs.client
K30fumounts   K65nfs.client  S10disks        S70uucp         S75cron
K40rumounts   K70nis         S20syssetup     S71rpc          S80lp
K50rfs        S01MOUNTFSYS  S21perf         S71sysid.sys    S88sendmail
K55syslog     S02PRESERVE   S30sysid.net    S72inetsvc      S89bdconfig
               S91gsconfig
```

cinderella%

The rc3 Script

- Runs the `/etc/rc3.d` scripts
 - Starts `syslogd`
 - Cleans up `sharetab`
 - Starts `nfsds`
 - Starts `mountd`
 - If boot server, starts `rarpd` and `rpc.bootparamd`
 - Starts `nis_cachemanager`
 - Starts `rpc.nisd`
 - Starts RFS services, if configured

The rc5 Script

- Runs the `/etc/rc0.d` scripts
 - Kills the printer daemons
 - Unmounts local file systems
 - Kills the `syslog` daemon
 - Unmounts remote file systems
 - Stops RFS services
 - Stops NFS services
 - Stops NIS services
 - Stops `rpc` services

- Stops cron services
- Stops NFS client services
- Kills all active processes
- Initiates an interactive boot (`boot -a`)

```
drusilla% ls /etc/rc0.d
K00ANNOUNCE      K55syslog        K66nfs.server    K70cron
K20lp            K60rumounts     K67nis           K75nfs.client
K50fumounts     K65rfs          K68rpc
drusilla%
```

The rc6 Script

- Executes `/etc/rc0.d/K*`
- Kills all active processes
- Unmounts the file systems
- Executes the `initdefault` entries in `/etc/inittab`

The rcS Script

- Runs the `/etc/rcS.d` scripts to bring the system up to single user mode
 - Establishes a minimal network
 - Mounts `/usr`, if necessary
 - Sets the system name
 - Checks the `/` and `/usr` file systems
 - Checks and mounts the `/usr/kvm` file system, if necessary
 - Mounts pseudo file systems (`/proc` and `/dev/fd`)
 - If it is a reconfiguration boot, rebuilds the device entries
 - Checks and mounts other file systems to be mounted in single user mode

Using the Run Control Scripts Individually without Changing Run States

One advantage of individual scripts for each run control state is that you can run scripts in the `/etc/init.d` directory individually to turn off an area of functionality for a system without changing its run control level. For example, you can turn off NFS server functionality by typing `/etc/init.d/nfs.server stop` and pressing Return. After you have changed the system configuration, you can restart the functionality by typing `/etc/init.d/nfs.server start` and pressing Return.

Adding Scripts to the Run Control Directories

If you add scripts, put the script in the `/etc/init.d` directory and create a link to the appropriate `rc*.d` directory. Assign appropriate numbers and names to the new scripts so that they will be run in the proper sequence. If you rename a file and do *not* want the renamed file to be run, use a dot (`.`) at the beginning of the file name. Files that begin with a dot are not executed. If you copy a file, adding a suffix to it, both files will be run. For example, if you want to change the `K00ANNOUNCE` script and save the original script, type:

```
# cp K00ANNOUNCE .K00ANNOUNCE
#
```

If you copy `K00ANNOUNCE` to `K00ANNOUNCE.old`, for example, both `K00ANNOUNCE` and `K00ANNOUNCE.old` are run at system shutdown.

The Booting Procedure

This section briefly describes the steps followed during the booting procedure.

Step 1: PROM Runs Self-Test Diagnostics

At power-on, the PROM runs *self-test* diagnostics to check such things as hardware and memory for the system. If no errors are found, the system begins the automatic boot process. If errors are found, the PROM error messages will tell you your options.

If you have not turned the power off, you can run the self-test diagnostics from the `ok` PROM prompt by typing `reset` and pressing Return.

Step 2: PROM Loads bootblk

The PROM reads the system boot block, which is at physical sectors 1-15 in the partition being booted.

Note – You can move the `/ufsboot` file after the boot block is written without causing boot to fail because the boot block in the SunOS 5.x operating system does not contain the actual physical address of the `/ufsboot` file.

Step 3: bootblk Loads ufsboot

The boot block program contains a ufs file system reader which opens the boot devices, finds the /ufsboot file, and then loads it.

During the loading, bootblk and /ufsboot use the device driver provided by the PROM or on the SBus F-code PROM. Neither file contains any driver code.

For diskless clients, the file /inetboot is loaded and it performs similar functions.

Step 4: /ufsboot Loads /kernel/unix

After ufsboot is loaded, it loads the kernel from /kernel/unix.

Step 5: /kernel/unix Loads Kernel Modules

The kernel initializes itself, and then begins loading modules using /ufsboot to read the files. When the kernel has read in enough modules to mount the root partition, it unmaps the /ufsboot program and continues, using its own resources.

Step 6: /kernel/unix Starts /sbin/init

The kernel creates a user process and starts the /sbin/init program using the fork() system call. The /sbin/init file generates processes using information from the /etc/inittab file.

Step 7: /sbin/init Starts the Run Control Scripts

init executes one or more rc scripts, which execute a series of other scripts. These scripts check file systems and clean them if needed, mount file systems, start various processes, and perform housekeeping tasks. The exact sequence depends on how the system was booted.

Understanding the Boot Messages File

During the start-up process, messages are displayed. These messages report the results of the boot procedure, including information about what hardware is found in the system, the amount of memory available, and any problems that are encountered during the boot process. The information in these messages is stored in the /var/adm/messages file.

You can look at the boot messages by typing `more /var/adm/messages` or by typing `/usr/sbin/dmesg` to display the messages.

Here is an annotated example of the information in a `/var/adm/messages` file. Messages always reflect the specific hardware and software configuration of the system that is being booted.

Boot date
 Release and version number
 Copyright information
 Physical memory
 Available memory
 System ethernet address
 System type
 /kernel/unix probes devices

```
drusilla% dmesg
Feb 10 09:32
SunOS Release 5.0 [UNIX(R) System V Release 4.0]
Copyright (c) 1983-1992, Sun Microsystems, Inc.
mem = 16384K (0x1000000)
avail mem = 14401536
Ethernet address = 8:0:20:7:83:17
root nexus = Sun 4_60
```

/kernel/unix looks at /etc/system
 file configures dump and swap

```
sbus0 at obio 0xf8000000
dma0 at SBus slot 0 0x400000
esp0 at SBus slot 0 0x800000 SBus level 3 sparc ipl 3
sd1 at esp0 target 1 lun 0
/sbus@1,f8000000/esp@0,800000/sd@1,0 (sd1):
    <Quantum ProDrive 105S cyl 974 alt 2 hd 6 sec 35>
sd3 at esp0 target 3 lun 0
/sbus@1,f8000000/esp@0,800000/sd@3,0 (sd3):
    <Quantum ProDrive 105S cyl 974 alt 2 hd 6 sec 35>
```

/sbin/bcheckrc prepares local
 file systems and runs fsck if file
 systems are not flagged as
 clean

```
root on /sbus@1,f8000000/esp@0,800000/sd@3,0:a fstype ufs
swap on swapfs fstype swapfs size 13472K
le0 at SBus slot 0 0xc00000 SBus level 4 sparc ipl 5
zs0 at obio 0xf1000000 sparc ipl 12
zs1 at obio 0xf0000000 sparc ipl 12
(Various fsck messages)
```

/etc/rc2.d/S20syssetup: Check
 for crash dump

```
dump on /dev/dsk/c0t3d0s1 size 70128K
NIS domainname is DGDO.Eng.Sun.COM
starting routing daemon.
starting rpc services: rpcbind ypbind keyserver done.
```

/etc/rc2.d/S30sysid.net:
 Configure networking

/etc/rc2d/S69inet: Configure
internetworking

/etc/rc2.d/S80lp: Start LP
system

/etc/rc2.d/S88sendmail:
Configure sendmail

```
Setting netmask of le0 to 255.255.255.0
Setting default interface for multicast: add net 224.0.0.0:
gateway apie
Print services started.
```

```
Feb  6 15:47:42 sendmail[150]: network daemon starting
drusilla%
```

Checking the Integrity of File Systems

This chapter contains these sections:

<i>Understanding How the File System State Is Recorded</i>	<i>page 228</i>
<i>What fsck Checks and Tries to Repair</i>	<i>page 229</i>
<i>Error Messages</i>	<i>page 236</i>
<i>Modifying Automatic Boot Checking</i>	<i>page 263</i>
<i>Interactively Checking and Repairing a ufs File System</i>	<i>page 265</i>
<i>Restoring a Bad Superblock</i>	<i>page 268</i>
<i>Syntax and Options for the fsck Command</i>	<i>page 270</i>

The `ufs` file system relies on an internal set of tables to keep track of inodes and used and available blocks. When these internal tables are not properly synchronized with data on a disk, inconsistencies result and file systems need to be repaired.

File systems can be damaged or become inconsistent because of abrupt termination of the operating system in these ways:

- Power failure
- Accidental unplugging of the system

- Turning the system off without proper shutdown procedure
- A software error in the kernel

File system corruption, while serious, is not common. When a system is booted, a file system consistency check is automatically done. Most of the time, this file system check repairs problems it encounters.

File systems are checked with the `fsck` (file system check) program. This chapter describes the flags to `fsck`, what `fsck` checks and repairs, and `fsck` error messages. It also describes how to modify the automatic checking done during booting, how to find out if a file system needs to be checked, how to check and repair a `ufs` file system interactively, how to restore a bad superblock, and how to fix a `ufs` file system that `fsck` cannot repair.

The `fsck` command puts files and directories that are allocated but unreferenced in the `lost+found` directory. The inode number of each file is assigned as the name. If the `lost+found` directory does not exist, `fsck` creates it. If there is not enough space in the `lost+found` directory, `fsck` increases its size.

Understanding How the File System State Is Recorded

The Solaris 2.2 `fsck` command uses a *state flag*, which is stored in the superblock, to record the condition of the file system. This flag is used by the `fsck` command to determine whether or not a file system needs to be checked for consistency. The flag is used by the `/etc/bcheckrc` script during booting and by the `fsck` command when run from a command line using the `-m` option. If you ignore the result from the `-m` option to `fsck`, all file systems can be checked regardless of the setting of the state flag.

The possible state values are:

- `FSCLEAN` – If the file system was unmounted properly, the state flag is set to `FSCLEAN`. Any file system with an `FSCLEAN` state flag is not checked when the system is booted.
- `FSSTABLE` – The file system is (or was) mounted but has not changed since the last checkpoint: `sync` or `fsflush`—which normally occurs every 30 seconds. For example, the kernel periodically checks to see if a file system is idle and, if so, flushes the information in the superblock back to the disk and

marks it FSSTABLE. If the system crashes, the file system structure is stable, but users may lose a small amount of data. File systems that are marked FSSTABLE can skip the checking before mounting.

- **FSACTIVE** – When a file system is mounted and then modified, the state flag is set to FSACTIVE. The file system may contain inconsistencies. A file system will be marked as FSACTIVE before any modified metadata is written to the disk. When a file system is unmounted gracefully, the state flag is set to FSCLEAN. A file system with the FSACTIVE flag must be checked by `fsck` because it may be inconsistent. The `mount(2)` command will not mount a file system for read/write if the file system state is not FSCLEAN or FSSTABLE.
- **FSBAD** – When the root file system is mounted when its state is not FSCLEAN or FSSTABLE, the state flag is set to FSBAD. The kernel will not change this file system state to FSCLEAN or FSSTABLE. If a root file system is flagged FSBAD, as part of the boot process it will be mounted read-only. You can run `fsck` on the raw root device. Then remount the root file system as read/write.

Table 12-1 shows when the state flag is modified.

Table 12-1 State Flag Transitions after fsck

Before <code>fsck</code>	After <code>fsck</code>		
	No Errors	New State All Errors Corrected	Uncorrected Errors
unknown	stable	stable	unknown
active	stable	stable	active
stable	stable	stable	active
clean	clean	stable	active
bad	stable	stable	bad

What fsck Checks and Tries to Repair

This section describes what happens in the normal operation of a file system, what can go wrong, what problems `fsck` (the checking and repair utility) looks for, and how it corrects the inconsistencies it finds.

Reasons that Inconsistencies May Occur

Every working day hundreds of files may be created, modified, and removed. Each time a file is modified, the operating system performs a series of file system updates. These updates, when written to the disk reliably, yield a consistent file system.

When a user program does an operation to change the file system, such as a *write*, the data to be written is first copied into an internal in-core buffer in the kernel. Normally, the disk update is handled asynchronously; the user process is allowed to proceed even though the data *write* may not happen until long after the `write` system call has returned. Thus at any given time, the file system, as it resides on the disk, lags behind the state of the file system represented by the in-core information.

The disk information is updated to reflect the in-core information when the buffer is required for another use or when the kernel automatically runs the `fsflush` daemon (at 30-second intervals). If the system is halted without writing out the in-core information, the file system on the disk will be in an inconsistent state.

A file system can develop inconsistencies in several ways. The most common causes are operator error and hardware failures.

Problems may result from an *unclean halt*, if a system is shut down improperly, or when a mounted file system is taken offline improperly. To prevent unclean halts, the current state of the file systems must be written to disk (that is, “synchronized”) before halting the CPU, physically taking a disk pack out of a drive, or taking a disk offline.

Inconsistencies can also result from defective hardware. Blocks can become damaged on a disk drive at any time, or a disk controller can stop functioning correctly.

The `ufs` Components That Are Checked for Consistency

This section describes the kinds of consistency checks applied to these `ufs` file system components: superblock, cylinder group blocks, inodes, indirect blocks, and data blocks.

Superblock

The superblock stores summary information, which is the most commonly corrupted item in a `ufs` file system. Each change to the file system data blocks or inodes also modifies the superblock. If the CPU is halted and the last command is not a `sync` command, the superblock will almost certainly be corrupted.

The superblock is checked for inconsistencies in:

- File system size
- Number of inodes
- Free-block count
- Free-inode count

File System and Inode List Size

The file system size must be larger than the number of blocks used by the superblock and the number of blocks used by the list of inodes. The number of inodes must be less than the maximum number allowed for the file system. The file system size and layout information are the most critical pieces of information for `fsck`. While there is no way to actually check these sizes, since they are statically determined when the file system is created, `fsck` can check that the sizes are within reasonable bounds. All other file system checks require that these sizes be correct. If `fsck` detects corruption in the static parameters of the primary superblock, it requests the operator to specify the location of an alternate superblock.

Free Blocks

Free blocks are stored in the cylinder group block maps. `fsck` checks that all the blocks marked as free are not claimed by any files. When all the blocks have been accounted for, a check is made to see if the number of free blocks plus the number of blocks claimed by the inodes equals the total number of blocks in the file system. If anything is wrong with the block allocation maps, `fsck` rebuilds them, leaving out blocks already allocated.

The summary information in the superblock contains a count of the total number of free blocks within the file system. The `fsck` program compares this count to the number of free blocks it finds within the file system. If the counts do not agree, `fsck` replaces the count in the superblock with the actual free-block count.

Free Inodes

The summary information in the superblock contains a count of the number of free inodes within the file system. The `fsck` program compares this count to the number of free inodes it finds within the file system. If the counts do not agree, `fsck` replaces the count in the superblock with the actual free inode count.

Inodes

The list of inodes is checked sequentially starting with inode 2 (inode 0 and inode 1 are reserved). Each inode is checked for inconsistencies in:

- Format and type
- Link count
- Duplicate block
- Bad block numbers
- Inode size

Format and Type of Inodes

Each inode contains a mode word, which describes the type and state of the inode. Inodes may be one of six types:

- Regular
- Directory
- Block special
- Character special
- FIFO (named-pipe)
- Symbolic link

Inodes may be in one of three states:

- Allocated
- Unallocated
- Partially allocated

When the file system is created, a fixed number of inodes are set aside, but they are not allocated until they are needed. An allocated inode is one that points to a file. An unallocated inode does not point to a file and, therefore, should be empty. The partially allocated state means that the inode is incorrectly

formatted. An inode can get into this state if, for example, bad data are written into the inode list because of a hardware failure. The only corrective action `fsck` can take is to clear the inode.

Link Count

Each inode contains a count of the number of directory entries linked to it. The `fsck` program verifies the link count of each inode by examining the entire directory structure, starting from the root directory, and calculating an actual link count for each inode.

Discrepancies between the link count stored in the inode and the actual link count as determined by `fsck` may be of three types:

- The stored count is *not* 0 and the actual count is 0.

This condition can occur if no directory entry exists for the inode. In this case, `fsck` puts the disconnected file in the `lost+found` directory.

- The stored count is *not* 0 and the actual count is *not* 0, but the counts are *unequal*.

This condition can occur if a directory entry has been added or removed but the inode has not been updated. In this case, `fsck` replaces the stored link count with the actual link count.

- The stored count is 0 and the actual count is not 0.

In this case `fsck` changes the link count of the inode to the actual count.

Duplicate Blocks

Each inode contains a list, or pointers to lists (indirect blocks), of all the blocks claimed by the inode. Since indirect blocks are owned by an inode, inconsistencies in indirect blocks directly affect the inode that owns the indirect block.

The `fsck` program compares each block number claimed by an inode to a list of allocated blocks. If another inode already claims a block number, the block number is put on a list of duplicate blocks. Otherwise, the list of allocated blocks is updated to include the block number.

If there are any duplicate blocks, `fsck` makes a second pass of the inode list to find the other inode that claims each duplicate block. (A large number of duplicate blocks in an inode may be caused by an indirect block not being

written to the file system.) It is not possible to determine with certainty which inode is in error. The `fsck` program prompts you to choose which inode should be kept and which should be cleared.

Bad Block Numbers

The `fsck` program checks each block number claimed by an inode to see that its value is higher than that of the first data block and lower than that of the last data block in the file system. If the block number is outside this range, it is considered a bad block number.

Bad block numbers in an inode may be caused by an indirect block not being written to the file system. The `fsck` program prompts you to clear the inode.

Inode Size

Each inode contains a count of the number of data blocks that it references. The number of actual data blocks is the sum of the allocated data blocks and the indirect blocks. `fsck` computes the number of data blocks and compares that block count against the number of blocks the inode claims. If an inode contains an incorrect count, `fsck` prompts you to fix it.

Each inode contains a 64-bit size field. This field shows the number of characters (data bytes) in the file associated with the inode. A rough check of the consistency of the size field of an inode is done by using the number of characters shown in the size field to calculate how many blocks should be associated with the inode, and then comparing that to the actual number of blocks claimed by the inode.

Indirect Blocks

Indirect blocks are owned by an inode. Therefore, inconsistencies in an indirect block affect the inode that owns it. Inconsistencies that can be checked are:

- Blocks already claimed by another inode
- Block numbers outside the range of the file system

The consistency checks are also performed for indirect blocks.

Directory Data Blocks

An inode can directly or indirectly reference three kinds of data blocks. All referenced blocks must be of the same kind. The three types of data blocks are:

- Plain data blocks
- Symbolic-link data blocks
- Directory data blocks

Plain data blocks contain the information stored in a file. Symbolic-link data blocks contain the path name stored in a symbolic link. Directory data blocks contain directory entries. `fsck` can only check the validity of directory data blocks.

Directories are distinguished from regular files by an entry in the mode field of the inode. Data blocks associated with a directory contain the directory entries. Directory data blocks are checked for inconsistencies involving:

- Directory inode numbers pointing to unallocated inodes
- Directory inode numbers greater than the number of inodes in the file system
- Incorrect directory inode numbers for “.” and “..” directories
- Directories disconnected from the file system

Directory Unallocated

If the inode number in a directory data block points to an unallocated inode, `fsck` removes the directory entry. This condition can occur if the data blocks containing the directory entries are modified and written out but the inode does not get written out. This condition can occur if the CPU is halted without warning.

Bad Inode Number

If a directory entry inode number points beyond the end of the inode list, `fsck` removes the directory entry. This condition can occur when bad data is written into a directory data block.

Incorrect "." and ".." Entries

The directory inode number entry for "." must be the first entry in the directory data block. It must reference itself; that is, its value must be equal to the inode number for the directory data block.

The directory inode number entry for ".." must be the second entry in the directory data block. Its value must be equal to the inode number of the parent directory (or the inode number of itself if the directory is the root directory).

If the directory inode numbers for "." and ".." are incorrect, `fsck` replaces them with the correct values. If there are multiple hard links to a directory, the first one found is considered the real parent to which ".." should point. In this case, `fsck` recommends you have it delete the other names.

Disconnected Directories

The `fsck` program checks the general connectivity of the file system. If a directory is found that is not linked to the file system, `fsck` links the directory to the `lost+found` directory of the file system. (This condition can occur when inodes are written to the file system but the corresponding directory data blocks are not.)

Regular Data Blocks

Data blocks associated with a regular file hold the contents of the file. `fsck` does not attempt to check the validity of the contents of a regular file's data blocks.

Error Messages

Normally, `fsck` is run non-interactively to *preen* the file systems after an abrupt system halt in which the latest file system changes were not written to disk. Preening automatically fixes any basic file system inconsistencies and does not try to repair more serious errors. While preening a file system, `fsck` fixes the inconsistencies it expects from such an abrupt halt. For more serious conditions, the command reports the error and terminates.

When you run `fsck` interactively, `fsck` reports each inconsistency found and fixes innocuous errors. However, for more serious errors, the command reports the inconsistency and prompts you to choose a response. When you run `fsck` using the `-y` or `-n` options, your response is predefined as yes or no to the default response suggested by `fsck` for each error condition.

Some corrective actions will result in some loss of data. The amount and severity of data loss may be determined from the `fsck` diagnostic output.

`fsck` is a multipass file system check program. Each pass invokes a different phase of the `fsck` program with different sets of messages. After initialization, `fsck` performs successive passes over each file system, checking blocks and sizes, path names, connectivity, reference counts, and the map of free blocks (possibly rebuilding it), and performs some cleanup.

The phases (passes) performed by the `ufs` version of `fsck` are:

- Initialization
- Phase 1 – Check blocks and sizes
- Phase 2 – Check path names
- Phase 3 – Check connectivity
- Phase 4 – Check reference counts
- Phase 5 – Check cylinder groups

The next sections describe the error conditions that may be detected in each phase, the messages and prompts that result, and possible responses you can make.

Messages that may appear in more than one phase are described in “General `fsck` Error Messages” on page 238. Otherwise, messages are organized by the phases in which they occur. In addition, to help you look up a message, they are presented in alphabetical order.

Many of the messages include the abbreviations shown in Table 12-2:

Table 12-2 Abbreviations Used in `fsck` Messages

Abbreviation	Meaning
BLK	Block number
DUP	Duplicate block number
DIR	Directory name

Table 12-2 Abbreviations Used in fsck Messages (Continued)

Abbreviation	Meaning
CG	Cylinder group
MTIME	Time file was last modified
UNREF	Unreferenced

Many of the messages also include variable fields, such as inode numbers, which are represented in this book by an italicized term, such as *inode-number*. For example, this screen message:

```
INCORRECT BLOCK COUNT I=2529
```

is shown as:

```
INCORRECT BLOCK COUNT I=inode-number
```

General fsck Error Messages

The error messages in this section may be displayed in any phase after initialization. Although they offer the option to continue, it is generally best to regard them as fatal. They reflect a serious system failure and should be handled immediately. When confronted with such a message, terminate the program with a no response. If you cannot determine what caused the problem, contact your local service provider or another qualified person.

```
CANNOT SEEK: BLK block-number (CONTINUE)
```

A request to move to a specified block number *block-number* in the file system failed. This message indicates a serious problem, probably a hardware failure.

If you want to continue the file system check, do a second run of fsck to recheck the file system. If the block was part of the virtual memory buffer cache, fsck will terminate with:

```
Fatal I/O error
```

CANNOT READ: BLK *block-number* (CONTINUE)

A request to read a specified block number *block-number* in the file system failed. The message indicates a serious problem, probably a hardware failure. If you want to continue the file system check, *fsck* will retry the read and display this message:

```
THE FOLLOWING SECTORS COULD NOT BE READ: sector-numbers
```

where *sector-numbers* indicates the sectors that could not be read. If *fsck* tries to write back one of the blocks on which the read failed it displays this message:

```
WRITING ZERO'ED BLOCK sector-numbers TO DISK
```

where *sector-numbers* indicates the sector that was written with zeroes. If the disk is experiencing hardware problems, the problem will persist. This error condition prevents a complete check of the file system. Run *fsck* again to recheck the file system. If the block was part of the virtual memory buffer cache, *fsck* terminates and displays this error message:

```
Fatal I/O error
```

CANNOT WRITE: BLK *block-number* (CONTINUE)

A request to write a specified block number *block-number* in the file system failed. The disk may be write-protected. Check the write-protect lock on the drive. If that is not the problem, contact your local service provider or

another qualified person. If you continue the file system check, the write operation will be retried. Sectors that could not be written are shown with this message:

THE FOLLOWING SECTORS COULD NOT BE WRITTEN: *sector-numbers*

where *sector-numbers* indicates the sectors that could not be written. If the disk has hardware problems, the problem will persist. This error condition prevents a complete check of the file system. Run `fsck` a second time to recheck this file system. If the block was part of the virtual memory buffer cache, `fsck` terminates and displays this error message:

Fatal I/O error

Initialization Phase fsck Messages

In the initialization phase, command-line syntax is checked. Before the file system check can be performed, `fsck` sets up tables and opens files.

The messages in this section relate to error conditions resulting from command-line options, memory requests, the opening of files, the status of files, file system size checks, and the creation of the scratch file. All such initialization errors terminate `fsck` when it is preening the file system.

bad inode number *inode-number* to ginode

An internal error occurred because of a nonexistent inode *inode-number*. `fsck` exits. If this message is displayed, contact your local service provider or another qualified person.

cannot alloc *size-of-block map* bytes for blockmap

cannot alloc *size-of-free map* bytes for freemap

cannot alloc *size-of-state map* bytes for statemap

cannot alloc *size-of-lncntp* bytes for lncntp

Request for memory for its internal tables failed. `fsck` terminates. This message indicates a serious system failure that should be handled immediately. This condition may occur if other processes are using a very large amount of system resources. Killing other processes may solve the problem. Contact your local service provider or another qualified person.

Can't open checklist file: *filename*

The file system checklist file *filename* (usually */etc/vfstab*) cannot be opened for reading. *fsck* terminates. Check to see if the file exists and if its access modes permit read access.

Can't open *filename*

fsck cannot open file system *filename*. When running interactively, *fsck* ignores this file system and continues checking the next file system given. Check to see if read and write access to the raw device file for the file system is permitted.

Can't stat root

fsck request for statistics about the root directory failed. *fsck* terminates. This message indicates a serious system failure. Contact your local service provider or another qualified person.

Can't stat *filename*

Can't make sense out of name *filename*

fsck request for statistics about the file system *filename* failed. When running interactively, *fsck* ignores this file system and continues checking the next file system given. Check to see if the file system exists and check its access modes.

filename: (NO WRITE)

Either the *-n* option was specified or *fsck* could not open the file system *filename* for writing. When *fsck* is running in no-write mode, all diagnostic messages are displayed, but *fsck* does not attempt to fix anything.

If *-n* was not specified, check the type of the file specified. It may be the name of a regular file.

IMPOSSIBLE MINFREE=*percent* IN SUPERBLOCK (SET TO DEFAULT)

The superblock minimum space percentage is greater than 99 percent or less than 0 percent.

At the SET TO DEFAULT prompt, type:

y – To set the *minfree* parameter to 10 percent.

n – To ignore this error condition.

INTERNAL INCONSISTENCY: *message*

fsck has had an internal error, whose message is *message*. If this message is displayed, contact your local service provider or another qualified person.

MAGIC NUMBER WRONG
NCG OUT OF RANGE
CPG OUT OF RANGE
NCYL DOES NOT JIBE WITH NCG*CPG
SIZE PREPOSTEROUSLY LARGE
TRASHED VALUES IN SUPER BLOCK

followed by

filename: BAD SUPER BLOCK: *block-number*
USE AN ALTERNATE SUPER-BLOCK TO SUPPLY NEEDED INFORMATION;
e.g., *fsck*[-f ufs] -o b=# [special ...]
where # is the alternate superblock. See *fsck_ufs*(1M)

The superblock has been corrupted. Use an alternative superblock to supply needed information. Specifying block 32 is a good first choice. You can locate an alternative copy of the superblock by running the *newfs -N* command on the partition.



Caution – Be sure to specify the *-N* option; otherwise, *newfs* overwrites the existing file system.

UNDEFINED OPTIMIZATION IN SUPERBLOCK (SET TO DEFAULT)

The superblock optimization parameter is neither *OPT_TIME* nor *OPT_SPACE*.

At the SET TO DEFAULT prompt, type:

y – To minimize the time to perform operations on the file system.

n – To ignore this error condition.

Phase 1: Check Blocks and Sizes Messages

This phase checks the inode list. It reports error conditions encountered while:

- Checking inode types
- Setting up the zero-link-count table
- Examining inode block numbers for bad or duplicate blocks
- Checking inode size
- Checking inode format

All errors in this phase except `INCORRECT BLOCK COUNT`, `PARTIALLY TRUNCATED INODE`, `PARTIALLY ALLOCATED INODE`, and `UNKNOWN FILE TYPE` terminate `fsck` when it is preening a file system.

These messages (in alphabetical order) may occur in phase 1:

block-number BAD I=*inode-number*

Inode *inode-number* contains a block number *block-number* with a number lower than the number of the first data block in the file system or greater than the number of the last block in the file system. This error condition may generate the `EXCESSIVE BAD BLKS` error message in phase 1 if inode *inode-number* has too many block numbers outside the file system range. This error condition generates the `BAD/DUP` error message in phases 2 and 4.

BAD MODE: MAKE IT A FILE?

The status of a given inode is set to all 1s, indicating file system damage. This message does not indicate physical disk damage, unless it is displayed repeatedly after `fsck -y` has been run. Type `y` to reinitialize the inode to a reasonable value.

BAD STATE *state-number* TO BLKERR

An internal error has scrambled the `fsck` state map so that it shows the impossible value *state-number*. `fsck` exits immediately. If this error message is displayed, contact your local service provider or another qualified person.

block-number DUP I=*inode-number*

Inode *inode-number* contains a block number *block-number*, which is already claimed by the same or another inode. This error condition may generate the EXCESSIVE DUP BLKS error message in phase 1 if inode *inode-number* has too many block numbers claimed by the same or another inode. This error condition invokes phase 1B and generates the BAD/DUP error messages in phases 2 and 4.

DUP TABLE OVERFLOW (CONTINUE)

There is no more room in an internal table in `fsck` containing duplicate block numbers. If the `-o p` option is specified, the program terminates.

Type:

y – To continue the program. When this error occurs, a complete check of the file system is not possible. If another duplicate block is found, this error condition repeats. Increase the amount of virtual memory available (by killing some processes, increasing swap space) and run `fsck` again to recheck the file system.

n – To terminate the program.

EXCESSIVE BAD BLOCKS I=*inode-number* (CONTINUE)

Too many (usually more than 10) blocks have a number lower than the number of the first data block in the file system or greater than the number of the last block in the file system associated with inode *inode-number*. If the `-o p` (`preen`) option is specified, the program terminates.

Type:

y – To continue the program. When this error occurs, a complete check of the file system is not possible. You should run `fsck` again to recheck the file system.

n – To terminate the program.

EXCESSIVE DUP BLKS I=*inode-number* (CONTINUE)

Too many (usually more than 10) blocks are claimed by the same or another inode or by a free-list. If the `-o p` option is specified, the program terminates.

Type:

y – To continue the program. When this error occurs, a complete check of the file system is not possible. A second run of `fsck` should be made to recheck the file system.

n – To terminate the program.

INCORRECT BLOCK COUNT I=*inode-number* (*number-of-BAD-DUP-or-missing-blocks* should be *number-of-blocks-in-filesystem*) (CORRECT)

The block count for inode *inode-number* is *number-of-BAD-DUP-or-missing-blocks*, but should be *number-of-blocks-in-filesystem*. When preening, the count is corrected.

At the CORRECT prompt, type:

y – To replace the block count of inode *inode-number* by *number-of-blocks-in-filesystem*.

n – To ignore this error condition.

LINK COUNT TABLE OVERFLOW (CONTINUE)

There is no more room in an internal table for `fsck` containing allocated inodes with a link count of zero. If the `-o p` (preen) option is specified, the program exits and `fsck` has to be completed manually.

Type:

y – To continue the program. If another allocated inode with a zero-link count is found, this error condition repeats. When this error occurs, a complete check of the file system is not possible. A second run of `fsck` should be made to recheck the file system. Increase the virtual memory available by killing some processes, or increasing swap space, before running `fsck` again.

n – To terminate the program.

PARTIALLY ALLOCATED INODE I=*inode-number* (CLEAR)

Inode *inode-number* is neither allocated nor unallocated. If the `-o p` (preen) option is specified, the inode is cleared.

Type:

y – To deallocate the inode *inode-number* by zeroing out its contents. This may generate the UNALLOCATED error condition in phase 2 for each directory entry pointing to this inode.

n – To ignore the error condition. A no response is appropriate only if you intend to take other measures to fix the problem.

PARTIALLY TRUNCATED INODE I=*inode-number* (SALVAGE)

fsck has found inode *inode-number* whose size is shorter than the number of blocks allocated to it. This condition occurs only if the system crashes while truncating a file. When preening the file system, fsck completes the truncation to the specified size.

At the SALVAGE prompt, type:

y – To complete the truncation to the size specified in the inode.

n – To ignore this error condition.

UNKNOWN FILE TYPE I=*inode-number* (CLEAR)

The mode word of the inode *inode-number* shows that the inode is not a pipe, special character inode, special block inode, regular inode, symbolic link, FIFO file, or directory inode. If the -o p option is specified, the inode is cleared.

Type:

y – To deallocate the inode *inode-number* by zeroing its contents, which results in the UNALLOCATED error condition in phase 2 for each directory entry pointing to this inode.

n – To ignore this error condition.

Phase 1B: Rescan for More DUPS Messages

When a duplicate block is found in the file system, this informational message is displayed:

block-number DUP I=*inode-number*

Inode *inode-number* contains a block number *block-number* that is already claimed by the same or another inode. This error condition generates the BAD/DUP error message in phase 2. Inodes that have overlapping blocks may be determined by examining this error condition and the DUP error condition in phase 1.

When a duplicate block is found, the file system is rescanned to find the inode that previously claimed that block.

Phase 2: Check Path Names

This phase removes directory entries pointing to bad inodes found in phases 1 and 1B. It reports error conditions resulting from:

- Incorrect root inode mode and status
- Directory inode pointers out of range
- Directory entries pointing to bad inodes
- Directory integrity checks

When the file system is being preened (`-o p` option), all errors in this phase terminate `fsck`, except those related to directories not being a multiple of the block size, duplicate and bad blocks, inodes out of range, and extraneous hard links.

BAD INODE *state-number* TO DESCEND

An `fsck` internal error has passed an impossible state *state-number* to the routine that descends the file system directory structure. `fsck` exits. If this error message is displayed, contact your local service provider or another qualified person.

BAD INODE NUMBER FOR '.' I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size* MTIME=*modification-time* DIR=*filename* (FIX)

A directory *inode-number* has been found whose inode number for "." does not equal *inode-number*.

At the FIX prompt, type:

y – To change the inode number for "." to be equal to *inode-number*.

n – To leave the inode number for "." unchanged.

BAD INODE NUMBER FOR '..' I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size* MTIME=*modification-time* DIR=*filename* (FIX)

A directory *inode-number* has been found whose inode number for “..” does not equal the parent of *inode-number*.

At the FIX prompt, type:

y – To change the inode number for “..” to be equal to the parent of *inode-number*. (Note that “..” in the root inode points to itself.)

n – To leave the inode number for “..” unchanged.

BAD RETURN STATE *state-number* FROM DESCEND

An fsck internal error has returned an impossible state *state-number* from the routine that descends the file system directory structure. fsck exits. If this message is displayed, contact your local service provider or another qualified person.

BAD STATE *state-number* FOR ROOT INODE

An internal error has assigned an impossible state *state-number* to the root inode. fsck exits. If this error message is displayed, contact your local service provider or another qualified person.

BAD STATE *state-number* FOR INODE=*inode-number*

An internal error has assigned an impossible state *state-number* to inode *inode-number*. fsck exits. If this error message is displayed, contact your local service provider or another qualified person.

DIRECTORY TOO SHORT I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size* MTIME=*modification-time* DIR=*filename* (FIX)

A directory *filename* has been found whose size *file-size* is less than the minimum directory size. The owner *UID*, mode *file-mode*, size *file-size*, modify time *modification-time*, and directory name *filename* are displayed.

At the FIX prompt, type:

y – To increase the size of the directory to the minimum directory size.

n – To ignore this directory.

DIRECTORY *filename*: LENGTH *file-size* NOT MULTIPLE OF *block-number*
(ADJUST)

A directory *filename* has been found with size *file-size* that is not a multiple of the directory block size *block-number*.

At the ADJUST prompt, type:

y – To round up the length to the appropriate block size. When preening the file system (-o p option), only a warning is printed and the directory is adjusted.

n – To ignore this condition.

DIRECTORY CORRUPTED I=*inode-number* OWNER=*UID* MODE=*file-mode*
SIZE=*file-size* MTIME=*modification-time* DIR=*filename* (SALVAGE)

A directory with an inconsistent internal state has been found.

At the SALVAGE prompt, type:

y – To throw away all entries up to the next directory boundary (usually a 512-byte boundary). This drastic action can throw away up to 42 entries. Take this action only after other recovery efforts have failed.

n – To skip to the next directory boundary and resume reading, but not modify the directory.

DUP/BAD I=*inode-number* OWNER=O MODE=M SIZE=*file-size*
MTIME=*modification-time* TYPE=*filename* (REMOVE)

Phase 1 or phase 1B found duplicate blocks or bad blocks associated with directory or file entry *filename*, inode *inode-number*. The owner *UID*, mode *file-mode*, size *file-size*, modify time *modification-time*, and directory or file name *filename* are displayed. If the -p (preen) option is specified, the duplicate/bad blocks are removed.

At the SALVAGE prompt, type:

y – To remove the directory or file entry *filename*.

n – To ignore this error condition.

DUPS/BAD IN ROOT INODE (REALLOCATE)

Phase 1 or phase 1B has found duplicate blocks or bad blocks in the root inode (usually inode number 2) of the file system.

At the REALLOCATE prompt, type:

y – To clear the existing contents of the root inode and reallocate it. The files and directories usually found in the root will be recovered in phase 3 and put into the `lost+found` directory. If the attempt to allocate the root fails, `fsck` will exit with: `CANNOT ALLOCATE ROOT INODE`.

n – To get the CONTINUE prompt. To respond to the CONTINUE prompt, type:

y – To ignore the DUPS/BAD error condition in the root inode and continue running the file system check. If the root inode is not correct, this may generate many other error messages.

n – To terminate the program.

EXTRA '.' ENTRY I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size* MTIME=*modification-time* DIR=*filename* (FIX)

A directory *inode-number* has been found that has more than one entry for ".".

At the FIX prompt, type:

y – To remove the extra entry for "."

n – To leave the directory unchanged.

EXTRA '..' ENTRY I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size* MTIME=*modification-time* DIR=*filename* (FIX)

A directory *inode-number* has been found that has more than one entry for ".." (the parent directory).

At the FIX prompt, type:

y – To remove the extra entry for '..' (the parent directory).

n – To leave the directory unchanged.

hard-link-number IS AN EXTRANEOUS HARD LINK TO A DIRECTORY
filename (REMOVE)

`fsck` has found an extraneous hard link *hard-link-number* to a directory *filename*. When preening (`-o p` option), the extraneous hard links are ignored.

At the SALVAGE prompt, type:

y – To delete the extraneous entry *hard-link-number*.

n – To ignore the error condition.

inode-number OUT OF RANGE I=*inode-number* NAME=*filename* (REMOVE)

A directory entry *filename* has an inode number *inode-number* that is greater than the end of the inode list. If the `-p` (preen) option is specified, the inode will be removed automatically.

At the SALVAGE prompt, type:

y – To delete the directory entry *filename*.

n – To ignore the error condition.

MISSING '.' I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size*
MTIME=*modification-time* DIR=*filename* (FIX)

A directory *inode-number* has been found whose first entry (the entry for “.”) is unallocated.

At the FIX prompt, type:

y – To build an entry for “.” with inode number equal to *inode-number*.

n – To leave the directory unchanged.

MISSING '.' I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size*
MTIME=*modification-time* DIR=*filename*
CANNOT FIX, FIRST ENTRY IN DIRECTORY CONTAINS *filename*

A directory *inode-number* has been found whose first entry is *filename*. `fsck` cannot resolve this problem. Mount the file system and move entry *filename* elsewhere. Unmount the file system and run `fsck` again.

```
MISSING '.' I=inode-number OWNER=UID MODE=file-mode SIZE=file-size
MTIME=modification-time DIR=filename
CANNOT FIX, INSUFFICIENT SPACE TO ADD '.'
```

A directory *inode-number* has been found whose first entry is not “.”. *fsck* cannot resolve the problem. If this error message is displayed, contact your local service provider or another qualified person.

```
MISSING '..' I=inode-number OWNER=UID MODE=file-mode SIZE=file-size
MTIME=modification-time DIR=filename (FIX)
```

A directory *inode-number* has been found whose second entry is unallocated.

At the `FIX` prompt, type:

y – To build an entry for “.” with inode number equal to the parent of *inode-number*. (Note that “.” in the root inode points to itself.)

n – To leave the directory unchanged.

```
MISSING '..' I=inode-number OWNER=UID MODE=file-mode SIZE=file-size
MTIME=modification-time DIR=filename
CANNOT FIX, SECOND ENTRY IN DIRECTORY CONTAINS filename
```

A directory *inode-number* has been found whose second entry is *filename*. *fsck* cannot resolve this problem. Mount the file system and move entry *filename* elsewhere. Then unmount the file system and run *fsck* again.

```
MISSING '..' I=inode-number OWNER=UID MODE=file-mode SIZE=file-size
MTIME=modification-time DIR=filename
CANNOT FIX, INSUFFICIENT SPACE TO ADD '..'
```

A directory *inode-number* has been found whose second entry is not “.” (the parent directory). *fsck* cannot resolve this problem. Mount the file system and move the second entry in the directory elsewhere. Then unmount the file system and run *fsck* again.

```
NAME TOO LONG filename
```

An excessively long path name has been found, which usually indicates loops in the file system name space. This error can occur if a privileged user has made circular links to directories. You must remove these links.

ROOT INODE UNALLOCATED (ALLOCATE)

The root inode (usually inode number 2) has no allocate mode bits.

At the ALLOCATE prompt, type:

y – To allocate inode 2 as the root inode. The files and directories usually found in the root will be recovered in phase 3 and put into the `lost+found` directory. If the attempt to allocate the root fails, `fsck` displays this message and exits:

```
CANNOT ALLOCATE ROOT INODE
```

n – To terminate the program.

ROOT INODE NOT DIRECTORY (REALLOCATE)

The root inode (usually inode number 2) of the file system is not a directory inode.

At the REALLOCATE prompt, type:

y – To clear the existing contents of the root inode and reallocate it. The files and directories usually found in the root will be recovered in phase 3 and put into the `lost+found` directory. If the attempt to allocate the root fails, `fsck` displays this message and exits:

```
CANNOT ALLOCATE ROOT INODE
```

n – To have `fsck` prompt with `FIX`.

At the `FIX` prompt, type:

y – To change the type of the root inode to directory. If the root inode's data blocks are not directory blocks, many error messages will be generated.

n – To terminate the program.

UNALLOCATED I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size*
 MTIME=*modification-time* type=*filename* (REMOVE)

A directory or file entry *filename* points to an unallocated inode *inode-number*. The owner *UID*, mode *file-mode*, size *file-size*, modify time *modification-time*, and file name *filename* are displayed.

At the SALVAGE prompt, type:

y – To delete the directory entry *filename*.

n – To ignore the error condition.

ZERO LENGTH DIRECTORY I=*inode-number* OWNER=*UID* MODE=*file-mode*
 SIZE=*file-size* MTIME=*modification-time* DIR=*filename* (REMOVE)

A directory entry *filename* has a size *file-size* that is zero. The owner *UID*, mode *file-mode*, size *file-size*, modify time *modification-time*, and directory name *filename* are displayed.

At the SALVAGE prompt, type:

y – To remove the directory entry *filename*; this results in the BAD/DUP error message in phase 4.

n – To ignore the error condition.

Phase 3: Check Connectivity Messages

This phase checks the directories examined in phase 2 and reports error conditions resulting from:

- Unreferenced directories
- Missing or full `lost+found` directories

BAD INODE *state-number* TO DESCEND

An internal error has caused an impossible state *state-number* to be passed to the routine that descends the file system directory structure. `fsck` exits. If this occurs, contact your local service provider or another qualified person.

DIR I=*inode-number1* CONNECTED. PARENT WAS I=*inode-number2*

This is an advisory message indicating a directory inode *inode-number1* was successfully connected to the `lost+found` directory. The parent inode *inode-number2* of the directory inode *inode-number1* is replaced by the inode number of the `lost+found` directory.

DIRECTORY *filename* LENGTH *file-size* NOT MULTIPLE OF *block-number*
(ADJUST)

A directory *filename* has been found with size *file-size* that is not a multiple of the directory block size B. (This condition can recur in phase 3 if it is not adjusted in phase 2.)

At the ADJUST prompt, type:

y – To round up the length to the appropriate block size. When preening, only a warning is printed and the directory is adjusted.

n – To ignore this error condition.

`lost+found` IS NOT A DIRECTORY (REALLOCATE)

The entry for `lost+found` is not a directory.

At the REALLOCATE prompt, type:

y – To allocate a directory inode and change the `lost+found` directory to reference it. The previous inode reference by the `lost+found` directory is not cleared and it will either be reclaimed as an unreferenced inode or have its link count adjusted later in this phase. Inability to create a `lost+found` directory displays the message:

SORRY. CANNOT CREATE `lost+found` DIRECTORY

and aborts the attempt to link up the lost inode, which generates the UNREF error message in phase 4.

n – To abort the attempt to link up the lost inode, which generates the UNREF error message in phase 4.

NO lost+found DIRECTORY (CREATE)

There is no lost+found directory in the root directory of the file system. When preening, fsck tries to create a lost+found directory.

At the CREATE prompt, type:

y – To create a lost+found directory in the root of the file system. This may lead to the message NO SPACE LEFT IN / (EXPAND). See the explanation of this message below. If the lost+found directory cannot be created, fsck displays the message:

SORRY. CANNOT CREATE lost+found DIRECTORY

and aborts the attempt to link up the lost inode. This in turn generates the UNREF error message later in phase 4.

n – To abort the attempt to link up the lost inode. This generates the UNREF error message later in phase 4.

NO SPACE LEFT IN /lost+found (EXPAND)

Another entry cannot be added to the lost+found directory in the root directory of the file system because no space is available. When preening, the lost+found directory is expanded.

At the EXPAND prompt, type:

y – To expand the lost+found directory to make room for the new entry. If the attempted expansion fails, fsck displays:

SORRY. NO SPACE IN lost+found DIRECTORY

and aborts the request to link a file to the lost+found directory. This error generates the UNREF error message later in phase 4. Delete any unnecessary entries in the lost+found directory. This error terminates fsck when preening is in effect.

n – To abort the attempt to link up the lost inode. This generates the UNREF error message in phase 4.

UNREF DIR I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size*
 MTIME=*modification-time* (RECONNECT)

The directory inode *inode-number* was not connected to a directory entry when the file system was traversed. The owner *UID*, mode *file-mode*, size *file-size*, and modify time *modification-time* of directory inode *inode-number* are displayed. When preening, the non-empty directory inode is reconnected if it has a non-zero size; otherwise, it is cleared.

At the RECONNECT prompt, type:

y – To reconnect the directory inode *inode-number* into the `lost+found` directory. If successful, a CONNECTED message is displayed. If not successful, one of the `lost+found` error messages is displayed.

n – To ignore this error condition. This error causes the UNREF error condition in phase 4.

Phase 4: Check Reference Counts Messages

This phase checks the link count information obtained in phases 2 and 3. It reports error conditions resulting from:

- Unreferenced files
- A missing or full `lost+found` directory
- Incorrect link counts for files, directories, symbolic links, or special files
- Unreferenced files, symbolic links, and directories
- Bad or duplicate blocks in files and directories
- Incorrect total free-inode counts

All errors in this phase (except running out of space in the `lost+found` directory) are correctable when the file system is being preened.

BAD/DUP *type* I=*inode-number* OWNER=*UID* MODE=*file-mode* SIZE=*file-size*
 MTIME=*modification-time* (CLEAR)

Phase 1 or phase 1B found duplicate blocks or bad blocks associated with file or directory inode *inode-number*. The owner *UID*, mode *file-mode*, size *file-size*, and modify time *modification-time* of inode *inode-number* are displayed. This error does not display in this phase when the file system is being preened because `fsck` would have terminated earlier.

At the CLEAR prompt, type:

y – To deallocate inode *inode-number* by zeroing its contents.

n – To ignore this error condition.

(CLEAR)

The inode mentioned in the UNREF error message immediately preceding cannot be reconnected. This message does not display if the file system is being preened because lack of space to reconnect files terminates `fsck`.

At the CLEAR prompt, type:

y – To deallocate the inode by zeroing out its contents.

n – To ignore the preceding error condition.

```
LINK COUNT type I=inode-number OWNER=UID MODE=file-mode SIZE=file-size
MTIME=modification-time COUNT link-count SHOULD BE corrected-link-count
(ADJUST)
```

The link count for directory or file inode *inode-number* is *link-count* but should be *corrected-link-count*. The owner *UID*, mode *file-mode*, size *file-size*, and modify time *modification-time* of inode *inode-number* are displayed. If the `-o p` option is specified, the link count is adjusted unless the number of references is increasing. This condition does not occur unless there is a hardware failure. When the number of references is increasing during preening, `fsck` displays this message and exits:

```
LINK COUNT INCREASING
```

At the ADJUST prompt, type:

y – To replace the link count of directory or file inode *inode-number* with *corrected-link-count*.

n – To ignore this error condition.

```
lost+found IS NOT A DIRECTORY (REALLOCATE)
```

The entry for `lost+found` is not a directory.

At the `REALLOCATE` prompt, type:

y – To allocate a directory inode and change the `lost+found` directory to reference it. The previous inode reference by the `lost+found` directory is not cleared. It will either be reclaimed as an unreferenced inode or have its link count adjusted later in this phase. Inability to create a `lost+found` directory displays this message:

```
SORRY. CANNOT CREATE lost+found DIRECTORY
```

and aborts the attempt to link up the lost inode. This error generates the `UNREF` error message later in phase 4.

n – To abort the attempt to link up the lost inode. This error generates the `UNREF` error message later in phase 4.

`NO lost+found DIRECTORY (CREATE)`

There is no `lost+found` directory in the root directory of the file system. When preening, `fsck` tries to create a `lost+found` directory.

At the `CREATE` prompt, type:

y – To create a `lost+found` directory in the root of the file system. If the `lost+found` directory cannot be created, `fsck` displays the message:

```
SORRY. CANNOT CREATE lost+found DIRECTORY
```

and aborts the attempt to link up the lost inode. This error in turn generates the `UNREF` error message later in phase 4.

n – To abort the attempt to link up the lost inode. This generates the `UNREF` error message later in phase 4.

`NO SPACE LEFT IN / lost+found (EXPAND)`

There is no space to add another entry to the `lost+found` directory in the root directory of the file system. When preening, the `lost+found` directory is expanded.

At the EXPAND prompt, type:

y – To expand the `lost+found` directory to make room for the new entry. If the attempted expansion fails, `fsck` displays the message:

SORRY. NO SPACE IN `lost+found` DIRECTORY

and aborts the request to link a file to the `lost+found` directory. This error generates the UNREF error message later in phase 4. Delete any unnecessary entries in the `lost+found` directory. This error terminates `fsck` when preening (`-o p` option) is in effect.

n – To abort the attempt to link up the lost inode. This results in the UNREF error message later in phase 4.

```
UNREF FILE I=inode-number OWNER=UID MODE=file-mode SIZE=file-size
MTIME=modification-time (RECONNECT)
```

File inode *inode-number*, was not connected to a directory entry when the file system was traversed. The owner *UID*, mode *file-mode*, size *file-size*, and modify time *modification-time* of inode *inode-number* are displayed. When preening, the file is cleared if either its size or its link count is zero; otherwise, it is reconnected.

At the RECONNECT prompt, type:

y – To reconnect inode *inode-number* to the file system in the `lost+found` directory. This error may generate the `lost+found` error message in phase 4 if there are problems connecting inode *inode-number* to the `lost+found` directory.

n – To ignore this error condition. This error always invokes the CLEAR error condition in phase 4.

```
UNREF type I=inode-number OWNER=UID MODE=file-mode SIZE=file-size
MTIME=modification-time (CLEAR)
```

Inode *inode-number* (whose *type* is directory or file) was not connected to a directory entry when the file system was traversed. The owner *UID*, mode *file-mode*, size *file-size*, and modify time *modification-time* of inode *inode-number* are displayed. When preening, the file is cleared if either its size or its link count is zero; otherwise, it is reconnected.

At the CLEAR prompt, type:

y – To deallocate inode *inode-number* by zeroing its contents.

n – To ignore this error condition.

ZERO LENGTH DIRECTORY I=*inode-number* OWNER=*UID* MODE=*file-mode*
SIZE=*file-size* MTIME=*modification-time* (CLEAR)

A directory entry *filename* has a size *file-size* that is zero. The owner *UID*, mode *file-mode*, size *file-size*, modify time *modification-time*, and directory name *filename* are displayed.

At the CLEAR prompt, type:

y – To deallocate the directory inode *inode-number* by zeroing out its contents.

n – To ignore the error condition.

Phase 5: Check Cylinder Groups Messages

This phase checks the free-block and used-inode maps. It reports error conditions resulting from:

- Allocated inodes missing from used-inode maps
- Free blocks missing from free-block maps
- Free inodes in the used-inode maps
- Incorrect total free-block count
- Incorrect total used inode count

BLK(S) MISSING IN BIT MAPS (SALVAGE)

A cylinder group block map is missing some free blocks. During preening, the maps are reconstructed.

At the SALVAGE prompt, type:

y – To reconstruct the free-block map.

n – To ignore this error condition.

CG *character-for-command-option*: BAD MAGIC NUMBER

The magic number of cylinder group *character-for-command-option* is wrong. This error usually indicates that the cylinder group maps have been destroyed. When running interactively, the cylinder group is marked as needing reconstruction. *fsck* terminates if the file system is being preened.

FREE BLK COUNT(S) WRONG IN SUPERBLK (SALVAGE)

The actual count of free blocks does not match the count of free blocks in the superblock of the file system. If the `-o p` option was specified, the free-block count in the superblock is fixed automatically.

At the SALVAGE prompt, type:

y – To reconstruct the superblock free-block information.

n – To ignore this error condition.

SUMMARY INFORMATION BAD (SALVAGE)

The summary information is incorrect. When preening, the summary information is recomputed.

At the SALVAGE prompt, type:

y – To reconstruct the summary information.

n – To ignore this error condition.

Cleanup Phase Messages

Once a file system has been checked, a few cleanup functions are performed. The cleanup phase displays the following status messages.

number-of files, *number-of-files* used, *number-of-files* free (*number-of* frags, *number-of* blocks, *percent* fragmentation)

This message indicates that the file system checked contains *number-of* files using *number-of* fragment-sized blocks, and that there are *number-of* fragment-sized blocks free in the file system. The numbers in parentheses break the free count down into *number-of* free fragments, *number-of* free full-sized blocks, and the *percent* fragmentation.

```
***** FILE SYSTEM WAS MODIFIED *****
```

This message indicates that the file system was modified by `fsck`. If this file system is mounted or is the current root file system, reboot. If the file system is mounted, you may need to unmount it and run `fsck` again; otherwise, the work done by `fsck` may be undone by the in-core copies of tables.

```
filename FILE SYSTEM STATE SET TO OKAY
```

This message indicates that file system *filename* was marked as “stable.” `fsck` with the `-m` option uses this information to determine that the file system does not need checking.

```
filename FILE SYSTEM STATE NOT SET TO OKAY
```

This message indicates that file system *filename* was *not* marked as “stable.” `fsck` with the `-m` option uses this information to determine that the file system needs checking.

Modifying Automatic Boot Checking

During boot up, a preliminary check on each file system to be mounted from a hard disk is run using the boot script `/sbin/rcS`, which checks the `/`, `/usr`, `/usr/kvm` file systems. The other `rc` shell scripts then use the `fsck` command to check each additional file system sequentially. They do not check file systems in parallel. File systems are checked sequentially during booting even if the `fsck` `pass` numbers are greater than one.

The `/etc/vfstab` File

When the commands for checking and mounting file systems are run without specifying a file system directly, the commands step through the file system table (`/etc/vfstab`) using the information specified in the various fields. The `fsck` `pass` field specifies information for file system checking. The `automount` field specifies information for mounting the file system at boot time.

When you create new file systems, add entries to `/etc/vfstab` indicating whether they are to be checked and mounted at boot time. See Chapter 3, “Mounting and Unmounting File Systems” for more information about adding entries to the `/etc/vfstab` file.

Information in the `/etc/vfstab` file is specific for the partitions and file systems for each system. Here is an example of an `/etc/vfstab` file:

```
cinderella% more /etc/vfstab
#device      device      mount      FS      fsck      auto-      mount
#to mount    to fsck     point      type     pass     mount?    options#
#/dev/dsk/c1d0s2 /dev/rdisk/c1d0s2 /usr      ufs      1        yes      -
/proc        -           /proc     proc     -        no       -
fd           -           /dev/fd   fd       -        no       -
swap         -           /tmp      tmpfs    -        yes      -

/dev/dsk/c0t0d0s0 /dev/rdisk/c0t0d0s0 /          ufs      1        no       -
/dev/dsk/c0t0d0s1 -           -         swap     -        no       -
/dev/dsk/c0t0d0s6 /dev/rdisk/c0t0d0s6 /usr      ufs      2        no       -
/dev/dsk/c0t0d0s7 /dev/rdisk/c0t0d0s7 /opt      ufs      3        yes      -
swsvr4-50:/export/svr4/man -         /usr/man  nfs      no       yes      -
cinderella%
```

If you put a hyphen (-) in the `fsck pass` (the pass number) field, the generic `fsck` command will not check the file system regardless of the state of the file system. Use a hyphen in the `fsck pass` field for read-only file systems, remote file systems, or pseudo file systems, such as `/proc`, to which checking does not apply.

If you put a number (0 or greater) in the `fsck pass` field, the file system-specific `fsck` command is called. For `ufs` file systems, when the value is 0, the file system is not checked.

`fsck` automatically checks `ufs` file systems in parallel when the `fsck pass` value is greater than 1 and the `preen` option (`fsck -o p`) is used. The values can be any number greater than 1.

In `preen` mode, `fsck` allows only one active file system check per disk, starting a new check only after the previous one completes. `fsck` automatically uses the major and minor numbers of the devices on which the file systems reside to determine how to check file systems on different disks at the same time.

When the `fsck pass` number is 1, file systems are checked sequentially, in the order they appear in the `/etc/vfstab` file. Usually, the root file system has the `fsck pass` set to 1.

Note – `fsck` does *not* use the `fsck pass` number to determine the sequence of file system checking.

▼ How to Modify Automatic Checking Done During Booting

1. **Become superuser.**
2. **Edit `/etc/vfstab` entries in the `fsck pass` field, and save the changes.**
The next time the system is booted, the new values are used.

Interactively Checking and Repairing a `ufs` File System

You may need to interactively check file systems:

- When they cannot be mounted
- When they develop problems while in use

When an in-use file system develops inconsistencies, strange error messages may be displayed in the console window or the system may crash.

Before using `fsck`, you may want to refer to “Syntax and Options for the `fsck` Command” on page 270 and “Error Messages” on page 236 for more information.

▼ How to See If a File System Needs Checking

1. **Become superuser.**
2. **Type `fsck -m /dev/rdisk/cntndnsn` and press Return.**
The state flag in the superblock of the file system you specify is checked to see whether the file system is clean or requires checking.

If you omit the device argument, all the `ufs` file systems listed in `/etc/vfstab` with a `fsck pass` value greater than 0 are checked.

In this example, the first file system needs checking; the second file system does not:

```
# fsck -m /dev/rdisk/c0t0d0s6
** /dev/rdisk/c0t0d0s6
ufs fsck: sanity check: /dev/rdisk/c0t0d0s6 needs checking
# fsck -m /dev/rdisk/c0t0d0s7
** /dev/rdisk/c0t0d0s7
ufs fsck: sanity check: /dev/rdisk/c0t0d0s7 okay
#
```

▼ How to Check File Systems Interactively

1. Become superuser.
2. Unmount the file system.
3. Type `fsck` and press Return.

All file systems in the `/etc/vfstab` file with entries in the `fsck pass` field greater than zero are checked. You can also specify the mount point directory or `/dev/rdisk/cntndnsn` as arguments to `fsck`. Any inconsistency messages are displayed. See “Error Messages” on page 236 for information about how to respond to the error message prompts to interactively check one or more `ufs` file systems:

In this example, `/dev/rdisk/c0t0d0s6` is checked and the incorrect block count is corrected:

```
# fsck /dev/rdisk/c0t0d0s6
checkfileys: /dev/rdisk/c0t0d0s6
** Phase 1 - Check Block and Sizes
INCORRECT BLOCK COUNT I=2529 (6 should be 2)
CORRECT? y

** Phase 2 - Check Pathnames
** Phase 3 - Check Connectivity
** Phase 4 - Check Reference Counts
** Phase 5 - Cylinder Groups
929 files, 8928 used, 2851 free (75 frags, 347 blocks, 0.6%
fragmentation)
```

```
/dev/rdisk/c0t0d0s6 FILE SYSTEM STATE SET TO OKAY  
  
***** FILE SYSTEM WAS MODIFIED *****
```

4. If you corrected any errors, type `fsck` and press Return.

`fsck` may not be able to fix all errors in one execution. If you see the message `FILE SYSTEM STATE NOT SET TO OKAY`, run the command again. If that does not work, see “How to Fix a ufs File System `fsck` Cannot Repair” on page 270.

5. Rename and move any files put in `lost+found`.

Individual files put in the `lost+found` directory by `fsck` are renamed with their inode numbers. If possible, rename the files and move them where they belong. You may be able to use the `grep` command to match phrases with individual files and the `file` command to identify file types. When whole directories are dumped into `lost+found`, it is easier to figure out where they belong and move them back.

Preening ufs File Systems

The `preen` option to `fsck` (`fsck -o p`) checks `ufs` file systems and automatically fixes only the simple problems that normally result from an unexpected system halt. It exits immediately if it encounters a problem that requires operator intervention. The `preen` option also permits parallel checking of file systems.

You can run `fsck` with the `-o p` option to preen the file systems after an unclean halt. In this mode, `fsck` does not look at the clean flag and does a full check. While preening a file system, `fsck` only fixes corruptions that are expected to result from an unclean halt. These actions are a subset of the actions that `fsck` takes when it runs interactively.

▼ **How to Preen `ufs` File Systems**

1. **Become superuser.**
2. **Unmount the `ufs` file systems.**
3. **Type `fsck -o p` and press Return.**
 All file systems in the `/etc/vfstab` file with entries greater than zero in the `fsck pass` field are checked. Files with an `fsck pass` number greater than 1 are checked in parallel according to their major and minor numbers. Normal inconsistencies that occur when the CPU halts without warning are repaired. If `fsck` encounters a more serious error, it exits immediately.

You can preen individual file systems by using *mount-point* or `/dev/rdisk/cntndnsn` as arguments to `fsck`. For example, to preen the `/usr` file system, type `fsck -o p /usr` and press Return.

Restoring a Bad Superblock

When the superblock of a file system becomes damaged, you must restore it. `fsck` tells you when a superblock is bad. Fortunately, redundant copies of the superblock are stored within a file system. You can use `fsck -o b` to replace the superblock with one of the copies.

▼ **How to Restore a Bad Superblock**

1. **Become superuser.**
2. **Change to a directory outside the damaged file system.**
3. **Type `umount mount-point` and press Return.**



Caution – Be sure to use the `-N` option with `newfs` in the next step. If you omit the `-N` option, you will create a new, empty file system.

4. **Type `newfs -N /dev/rdisk/cntndnsn` and press Return.**
 The output of this command displays the block numbers that were used for the superblock copies when `newfs` created the file system.

5. Type `fsck -F ufs -o b=block-number /dev/rdisk/cntndnsn` and press Return.

`fsck` uses the alternative superblock you specify to restore the primary superblock. You can always try 32 as an alternative block, or use any of the alternative blocks show by `newfs -N`.

In this example, superblock copy 5264 is restored for the `/files7` file system:

```
# cd /
# umount /files7
# newfs -N /dev/rdisk/c0t3d0s7
/dev/rdisk/c0t3d0s7: 163944 sectors in 506 cylinders of 9 tracks,
36 sectors
83.9MB in 32 cyl groups (16 c/g, 2.65MB/g, 1216 i/g)
super-block backups (for fsck -b #) at:
 32, 5264, 10496, 15728, 20960, 26192, 31424, 36656, 41888,
 47120, 52352, 57584, 62816, 68048, 73280, 78512, 82976, 88208,
 93440, 98672, 103904, 109136, 114368, 119600, 124832, 130064,
135296,
 140528, 145760, 150992, 156224, 161456,
# fsck -F ufs -o b=5264 /dev/rdisk/c0t3d0s7
Alternate superblock location: 5264.
** /dev/rdisk/c0t3d0s7
** Last Mounted on
** Phase 1 - Check Blocks and Sizes
** Phase 2 - Check Pathnames
** Phase 3 - Check Connectivity
** Phase 4 - Check Reference Counts
** Phase 5 - Check Cyl groups
36 files, 867 used, 75712 free (16 frags, 9462 blocks, 0.0%
fragmentation)
/dev/rdisk/c0t3d0s7 FILE SYSTEM STATE SET TO OKAY

***** FILE SYSTEM WAS MODIFIED *****
#
```

If the superblock in the root file system becomes damaged and you cannot boot the system, reinstall `/kernel/unix` and rebuild the root file system with `newfs`. Because a superblock is created by the `newfs` command, you do not need to restore it. See “Restoring Complete File Systems” on page 136 for information on how to restore `/` and `/usr` file systems.

How to Fix a ufs File System fsck Cannot Repair

Sometimes you need to run `fsck` a few times to fix a file system, because problems corrected on one pass may uncover other problems not found in earlier passes. `fsck` does not keep running until it comes up clean, so you must rerun it manually.

Pay attention to the information displayed by `fsck`. It may help you fix the problem. For example, the messages may point to a bad directory. If you delete the directory, you may find that `fsck` runs cleanly.

If `fsck` still cannot repair the file system, you can try to use the `fsdb`, `ff`, `clri`, and `ncheck` commands to figure out and fix what is wrong. See the manual pages for information about how to use these commands. You may, ultimately, need to recreate the file system and restore its contents from backup media. See Chapter 7, “Restoring Files and File Systems” for information about restoring complete file systems.

If you cannot fully repair a file system but you can mount it read-only, try using `cp`, `tar`, or `cpio` to retrieve all or part of the data from the file system.

If hardware disk errors are causing the problem, you may need to reformat and repartition the disk before recreating and restoring file systems. Hardware errors usually display the same error again and again across different commands. The `format(1M)` command tries to work around bad blocks on the disk. If the disk is too severely damaged, however, the problems may persist, even after reformatting. See the `format(1M)` manual page for information about using the `format` command. See *SunOS 5.2 Adding and Maintaining Devices and Drivers* for information about installing a new disk.

Syntax and Options for the fsck Command

The `fsck` command checks and repairs inconsistencies in file systems. It has four options:

- Checks only whether a file system can be mounted (`fsck -m`)
- Interactively asks for confirmation before making repairs (`fsck`)

- Assumes yes or no response for all repairs (`fsck -y`)
- Noninteractively preens the file system, fixing all expected (innocuous) inconsistencies, but exiting when a serious problem is encountered (`fsck -o p`)

Generic fsck Command Syntax, Options, and Arguments

The `fsck` command has two components: a generic component and a component specific to each type of file system. The generic commands apply to most types of file systems, while the specific commands apply to only one type of file system. You should always use the generic command, which calls the file system-specific command, as needed.

Usually, you must be superuser to run `fsck`. You can run the `fsck` command without being superuser; but to make repairs, the file system should be unmounted and you must have read permission for the raw device file for the partition (a potential security hole).

The generic `fsck` command goes through `/etc/vfstab` to see what file systems to check. It runs the appropriate file system-specific `fsck` command on each file system listed, except those excluded by an `fsck` pass number of - or 0 (`ufs` only).

The generic `fsck` command has the following syntax:

```
/usr/sbin/fsck [-F type] [-V] [-m] [special]  
  
/usr/sbin/fsck [-F type] [-V] [-[y|Y] | [n|N]] [-o specific-options] [special]
```

The generic `fsck` command has the following options and arguments:

`-F`

Specifies the file system type (*type*). If *type* is not specified on the command line, it is obtained from `/etc/vfstab` by matching an entry in that file with the *special* device name specified. If no entry is found, the default local file system type specified in `/etc/default/fs` is used.

-V

Verbose. Echoes the completed command line. The echoed line includes additional information derived from `/etc/vfstab`. This option can be used to verify and validate the command line. It does not execute the command.

-m

Performs a preliminary (“sanity”) check only. It returns a code indicating the state of the file system: 0 for “clean” and 32 for “dirty.” This option is used by the start-up script `/etc/bcheckrc` to determine whether a file system needs to be checked.

-y or -Y or -n or -N

Run the command automatically answering yes or no to all prompts.

specific-options

A comma separated list of options that follow the `-o` option. This list describes the options that are passed to the `ufs-specific fsck` command for interpretation.

p

Preen. Runs the command automatically in silent mode, correcting what it can, but exiting when it encounters a problem that requires intervention. This option also enables parallel checking of `ufs` file systems.

b=*blocknumber*

Use the alternative (redundant) superblock, located at the specified location. This option can be used to repair a bad superblock. You can display a list of alternative superblocks using the `newfs -N` command.

c

Convert an old format file system with statically allocated tables to new format dynamically allocated tables. Static allocation imposes a hard maximum on table size, while dynamic allocation means space for tables can be added as needed after the initial allocation. If the file system is in the new format, convert it to the old format, unless the table allocation exceeds the fixed maximum allowed in the old format. `fsck` lists the direction of the conversion. In interactive mode, `fsck` prompts for confirmation before doing the conversion. When you use the `-o p` option, the conversion is attempted without asking for confirmation. This option is useful when you want to convert a number of file systems at

once. You can determine whether a file system is in the old or new format by running the `fstyp(1M)` command, and looking at the first line displayed.

`w`

Check only file systems that permit write access.

special

Argument can be used to specify the mount point or raw device name of one or more file systems. An entry for the mount point must exist in `/etc/vfstab`. If you omit the *special* argument, entries in `/etc/vfstab` with a specified `fsck` device and a `fsck` pass number greater than zero are checked. If preening (`-o p`) is in effect and more than one entry has an `fsck` pass number greater than 1, file systems on different disks are checked in parallel.

This chapter contains these sections:

<i>What Happens When a System Crashes</i>	<i>page 276</i>
<i>What Is a Crash Dump?</i>	<i>page 278</i>
<i>Enabling Crash Dumps</i>	<i>page 278</i>
<i>Recovering from a Crash</i>	<i>page 281</i>
<i>Using a Crash Dump</i>	<i>page 283</i>
<i>Additional Diagnostic Techniques</i>	<i>page 284</i>

A system may *crash* or *hang* so that it no longer responds to commands. You can set up a system so that it automatically saves an image of the kernel when the system crashes. This image is called a *crash dump*. You can use the information in the crash dump files to diagnose and troubleshoot the cause of the failure.

This chapter describes how to enable crash dumps, and how to use the files and messages to help determine the cause of the failure.

What Happens When a System Crashes

When a system crashes, it:

- Aborts all running processes
- Tries to save recent data changes
- Displays an error message telling why it crashed
- Tries to write out a *crash dump* to the disk
- Tries to reboot the system

The sync Command

During operation, the system stores data in memory buffers and writes out this data to the disk only when necessary. If a system crashes, data stored in the buffers can be lost. To keep the system up to date, the operating system synchronizes the file system every 30 seconds. It runs the `sync` command, which updates the superblock and writes out any new information to the disk.

Even so, loss of power before the system completes all disk writes can cause problems that need to be fixed by the `fsck` program.

Error Messages Created by Crash

When a system crashes, it displays a message like this:

```
panic: error message
```

where *error message* is one of the panic error messages described in the `crash(1M)` manual page.

Less frequently, this message may be displayed instead of the `panic` message:

```
Watchdog reset !
```

Crash messages are automatically stored in the `var/adm/messages` file throughout the session. These messages are saved regardless of whether or not crash dumps are enabled for a system.

▼ How to Display System Log Messages

◆ Type `dmesg` and press Return.

The contents of `/var/adm/messages` are displayed on the screen.

or

◆ Type `more /var/adm/messages` and press Return.

The contents of `/var/adm/messages` are displayed on the screen

This example shows a `/var/adm/messages` file for a system with a hardware problem for an external disk drive (old disk PROM). Although the system does not crash, it is not completely functional. See “Understanding the Boot Messages File” on page 224 for a description of the booting messages.

```
cinderella% dmesg

Feb 14 12:12
SunOS Release 5.0 UNIX(R) System V Release 4.0]
Copyright (c) 1983-1992, Sun Microsystems, Inc.
mem = 16384K (0x1000000)
avail mem = 14045184
Ethernet address = 8:0:20:e:fd:7c
root nexus = SUNW,Sun 4_75
sbus0 at obio 0xf8000000
dma0 at SBus slot 0 0x400000
esp0 at SBus slot 0 0x800000 SBus level 3 sparc ipl 3
sd0 at esp0 target 0 lun 0
/sbus@1,f8000000/esp@0,800000/sd@0,0 (sd0):
    <SUN0669 cyl 1614 alt 2 hd 15 sec 54>
root on /sbus@1,f8000000/esp@0,800000/sd@0,0:a fstype ufs
swap on swapfs fstype swapfs size 13384K
le0 at SBus slot 0 0xc00000 SBus level 4 sparc ipl 5
zs0 at obio 0xf1000000 sparc ipl 12
zs1 at obio 0xf0000000 sparc ipl 12
dump on /dev/dsk/c0t0d0s1 size 64788K
cgsix0 at SBus slot 2 0x0 SBus level 5 sparc ipl 7
cgsix0: screen 1152x900, single buffered, 1M mappable, rev 1

WARNING: /sbus@1,f8000000/esp@0,800000 (esp0):
n    Disconnected command timeout for Target 0 Lun 0
    State=FREE (0x0), Last State=CLEARING (0x8)
    Cmd dump for Target 0 Lun 0:
```

```

        cdb=[ 0xa 0x1 0x25 0x98 0x30 0x0 0x0 0x0 0x0 0x0 ]

WARNING: /sbus@1,f8000000/esp@0,800000/sd@0,0 (sd0):
1       SCSI transport failed: reason 'timeout': retrying command
@
WARNING: /sbus@1,f8000000/esp@0,800000/sd@0,0 (sd0):
g'1     device busy too long
cinderella%

```

What Is a Crash Dump?

A crash dump is the image of the state of the kernel that was in physical memory at the time the system failed. The physical memory (or `core` file) is a “snapshot” of the kernel containing all of the program text, data, and control structures that are part of the operating system. When a system crashes, the physical memory is written to the end of the swap partition of the disk. Although the system writes a `core` file whenever it crashes, it does not save the crash dump file unless you configure the system to do so.

Enabling Crash Dumps

Crash dumps are not enabled by default. Using the crash dump output requires detailed knowledge of the kernel and how it works. You should enable crash dumps only on individual systems that are experiencing frequent system crashes. Once the problem is diagnosed and fixed, disable crash dumps for that system. In other words, do not enable crash dumps unless you plan to use them.

To enable crash dumps, you must modify the `/etc/init.d/syssetup` file for the system; see “How to Enable a Crash Dump” on page 279. With crash dumps enabled, when you reboot a system after a crash, the `savecore` program runs. `savecore` preserves a copy of the crash dump by writing it from the end of the swap partition into the directory `/var/crash/host-name`, where `host-name` is the name of the system. `savecore` incrementally saves the core image in the file `vmcore.n` and the namelist for the kernel in the file, `unix.n`. The `n` suffix is incremented each time `savecore` is run. As a result, the `/var/crash/system-name` directory can grow quite large on a system that crashes repeatedly.

Before `savecore` writes out a core image, it tries to determine the amount of available space left in the file system by reading the `minfree` file in the `/var/crash/host-name` directory. The `minfree` file contains a single ASCII number that represents the number of kilobytes of free space that must remain available in the file system. If saving the core file reduces the minimum free space to below the number in the `/var/crash/system-name/minfree` file, then `savecore` does not write out the crash dump. If the `minfree` file does not exist, `savecore` always writes out the core file, if one was created.

One way you can control the size of the `/var/crash/system-name` directory is to edit the `minfree` file and set the number large enough to prevent `savecore` from writing out the core file.

You can save a crash dump manually on a system with crash dumps disabled by running `savecore` as soon as the system has completed booting. If you do not run `savecore` immediately, the swap space containing the crash dump will be overwritten by programs. See the `savecore(1M)` manual page for more information.

▼ How to Enable a Crash Dump

To create a directory where the core file is saved:

1. **Become superuser.**
2. **Type `cd /var` and press Return.**
3. **Type `mkdir crash` and press Return.**
The `/var/crash` directory is created.
4. **Type `cd crash` and press Return.**
5. **Type `mkdir system-name` and press Return.**
A directory with the name of the system is created.
6. **[Optional] Type `cd system-name` and press Return.**
7. **[Optional] Create a file named `minfree` and specify the minimum available free space (in kilobytes) that must remain available in the file system.**

For example, to reserve 5000 Kbytes of available free space, create a minfree file that looks like this:

```
cinderella% more /var/crash/cinderella/minfree
5000
cinderella%
```

To enable crash dumps:

Edit the `/etc/init.d/sysetup` file and delete the comment marks (#) from the lines that enable crash dumps. Here is the appropriate section of the default `/etc/init.d/sysetup` file:

```
##
## Default is to not do a savecore
##
#If [ ! -d /var/crash/`uname -n` ]
#then mkdir -p /var/crash/`uname -n`
#fi
#   echo 'checking for crash dump...\c '
#savecore /var/crash/`uname -n`
#   echo ''
```

1. Type `vi /etc/init.d/sysetup` and press Return.
2. “Uncomment” the lines that enable the crash dumps.
3. Save the changes.

This example shows the appropriate section of the `/etc/init.d/sysetup` file edited to enable crash dumps:

```
##
## Default is to not do a savecore
##
If [ ! -d /var/crash/`uname -n` ]
then mkdir -p /var/crash/`uname -n`
fi
    echo 'checking for crash dump...\c '
savecore /var/crash/`uname -n`
    echo ''
```

Recovering from a Crash

This section describes how to recover from a crash, what to do if rebooting fails, and how to force a crash dump.

When a system crashes, you need to bring it back up before you can look at the crash dump files. After a crash, the system may reboot automatically.

What to Do if a System Hangs

If a system hangs, use this checklist:

- Type Control-Q in case the user accidentally pressed Control-S, which freezes the screen. Note that, in a windowing environment, Control-S freezes only the window, not the entire screen. If a window is frozen, try using another window.
- Check to be sure that the pointer is in the window where you are typing the commands.
- Type Control-\ to force a “quit” in the running program and (probably) write out a `core` file.
- Type Control-C to interrupt the program that may be running.

- If possible, log onto the system from another terminal or remote login from another system on the network. Type `ps -ef` and look for the hung process. If it looks like the window system is hung, find the process and kill it.
- Try becoming superuser and rebooting the system.
- If the system still does not respond, press L1-A, type `sync` and press Return, and then type `boot` and press Return. Follow the procedure “How to Force a Crash Dump” on page 283.
- If the system still does not respond, turn the power off, wait a minute or so, then turn the power back on. This procedure is frequently called *power cycling*.
- If you cannot get the system to respond at all, please contact your local service provider for help.

What to Do if Rebooting Fails

After a crash, the system may reboot automatically. If the automatic reboot fails with a messages such as:

```
reboot failed: help
```

run `fsck` in single-user mode.

If the system does not reboot, or if it reboots and then crashes again, there may be a hardware problem with a disk or one of the boards.

Check your hardware connections:

- Make sure the equipment is plugged in.
- Check to see if all the switches are in the proper settings and pushed all the way in.
- Look at all the connectors and cables, including the ethernet cables.
- If all this fails, try turning off the power to the system, wait 10 to 20 seconds, and then turn on the power again.

If you cannot find any obvious fault with the connections, and the system still refuses to respond, contact your local service provider.

Before You Call for Help

Before calling for help, make sure you have accurately copied down crash messages from the console or taken them from the `/var/adm/messages` files.

If you are having frequent crashes, gather all the information you can about them and have it ready when you call for help.

▼ **How to Force a Crash Dump**

Sometimes a system will hang without crashing. In this situation, you can usually force a crash dump as follows:

1. Type L1-A.

The specific abort sequence depends on your keyboard type.

2. At the `ok` prompt, type `sync` and press Return.

The system tries to write out information from the kernel buffer to the file system. Using the `sync` command can result in less loss of information and less file system damage. If there is room, the dump is saved in the swap partition. The dump can be written to the `/var/crash/host-name` directory by `savecore` when the system is rebooted.

If the system does not have an OpenBoot PROM:

◆ **Type `g0` (g followed by a zero).**

A crash dump is forced.

Using a Crash Dump

Use the `crash` kernel debugger to examine the memory images of a live or crashed system kernel. You can examine the control structures, active tables, and other information about the operation of the kernel. The syntax of the command is:

```
/usr/sbin/crash [ -d dump-file ] [ -n name-list ] [ -w output-file ]
```

Only a few aspects of `crash` are useful to a system administrator. Completely describing the crash debugger is beyond the scope of this book. To use `crash` to its full potential requires a detailed knowledge of the kernel. Saved crash

dumps can, however, be useful to send to a customer service representative for analysis. For details on the operation of the crash utility, see the `crash(1M)` manual page.

Additional Diagnostic Techniques

Log files and system messages provide information that may prove useful in determining what is wrong with a system that hangs, crashes, or does not reboot. This section describes how to read and use these messages.

Looking at Messages Generated During Booting

The `/usr/sbin/dmesg` command displays the most recent error messages generated during booting. You can view these messages or redirect them to a file.

You can display additional messages during booting by typing `boot -v` and pressing Return to boot in verbose mode.

Using System Error Logging (syslogd)

Many system facilities use the error logging daemon, `syslogd`, to record messages whenever an unusual event occurs. Typically, these messages are written to `/var/adm/messages` or to the system console. These messages can help you determine the cause of problems with a system. For example, an increasing number of error messages coming from a device may be an indication that the device is about to fail.

Setting Up System Logging

To set up system logging, you must have an `/etc/syslog.conf` file. This file has two columns: the first column specifies the source of the error condition and its priority; the second specifies the place where the errors are logged.

The message sources are specified with two levels separated by a dot (.). The first level is the originator of the message. The second level is the priority of the message. A few of the possible originators are shown in Table 13-1. Some of the possible priorities are shown in Table 13-2.

Table 13-1 Originators for `syslog.conf` Messages

Originator	Meaning
kern	the kernel
auth	authentication
daemon	all daemons
mail	mail system
lp	spooling system
user	user processes

Table 13-2 Priorities for `syslog.conf` Messages

Priority	Meaning
err	all error output
debug	debugging output
notice	routine output
crit	critical errors
emerg	system emergencies
non	don't log output

For, example, the entries:

<code>user.err</code>	<code>/dev/console</code>
<code>user.err</code>	<code>/var/adm/messages</code>
<code>mail.debug</code>	<code>/var/log/syslog</code>

show that user errors are logged to the file `/var/adm/messages` and are also printed to the console. Mail debugging output is logged to the file `/var/log/syslog`.

Here is the default `/etc/syslog.conf` file:

```
#ident  "%Z%%M% %I%      %E% SMI"          /* SunOS 5.0 */
#
# Copyright (c) 1991 by Sun Microsystems, Inc.
#
# syslog configuration file.
#
# This file is processed by m4 so be careful to quote (') names
# that match m4 reserved words.  Also, within ifdef's, arguments
# containing commas must be quoted.
#
# Note: Have to exclude user from most lines so that user.alert
#       and user.emerg are not included, because old sendmails
#       will generate them for debugging information.  If you
#       have no 4.2BSD based systems doing network logging, you
#       can remove all the special cases for "user" logging.
#
*.err;kern.debug;auth.notice;user.none          /dev/console
*.err;kern.debug;daemon,auth.notice;mail.crit;user.none /var/adm/messages

*.alert;kern.err;daemon.err;user.none          operator
*.alert;user.none                              root

*.emerg;user.none                              *

# if a non-loghost machine chooses to have authentication messages
# sent to the loghost machine, un-comment out the following line:
#auth.notice          ifdef('LOGHOST', /var/log/authlog, @loghost)

mail.debug           ifdef('LOGHOST', /var/log/syslog, @loghost)

#
# non-loghost machines will use the following lines to cause "user"
# log messages to be logged locally.
#
ifdef('LOGHOST', ,
user.err          /dev/console
user.err          /var/adm/messages
user.alert        'root, operator'
user.emerg        *
)

```

The `/var/adm` directory contains several message files. The most recent messages are in `/var/adm/messages` (and in `messages.0`), and the oldest are in `messages.3`. After a period of time (usually every ten days), a new messages file is created. The file `messages.0` is renamed `messages.1`, `messages.1` is renamed `messages.2`, and `messages.2` is renamed `messages.3`. The current `/var/adm/messages.3` is deleted.

File System Reference



This appendix has these sections:

<i>Default Directories for / and /usr File Systems</i>	<i>page 289</i>
<i>The Structure of ufs File System Cylinder Groups</i>	<i>page 294</i>
<i>Deciding on Custom File System Parameters</i>	<i>page 298</i>
<i>Commands for Creating a Customized File System</i>	<i>page 302</i>

Default Directories for / and /usr File Systems

Table A-1 describes all the directories contained in the default root and /usr file systems. See “The Default SunOS 5.2 File System” on page 13 for a description of all of the directories in the default SunOS 5.2 file system.

Table A-1 Default Directories for root and /usr File Systems

Directory	Description
Directories in the root file system:	
/	Root of the overall file system name space
/dev	Primary location for special files
/dev/dsk	Block disk devices
/dev/pts	pty slave devices

Table A-1 Default Directories for root and /usr File Systems (Continued)

Directory	Description
/dev/rdisk	Raw disk devices
/dev/rmt	Raw tape devices
/dev/sad	Entry points for the STREAMS Administrative Driver
/dev/term	Terminal devices
/etc	Host-specific system administrative configuration files and databases
/etc/acct	Accounting system configuration information
/etc/cron.d	Configuration information for cron
/etc/default	Defaults information for various programs
/etc/dfs	Configuration information for exported file systems
/etc/fs	Binaries organized by fs types for operations required before /usr is mounted.
/etc/inet	Configuration files for Internet services
/etc/init.d	Scripts for changing between run levels
/etc/lp	Configuration information for the printer subsystem
/etc/mail	Mail subsystem configuration
/etc/net	Configuration information for ti (transport-independent) network services
/etc/opt	Configuration information for optional packages
/etc/rc0.d	Scripts for entering/leaving run level 0
/etc/rc1.d	Scripts for entering/leaving run level 1
/etc/rc2.d	Scripts for entering/leaving run level 2
/etc/rc3.d	Scripts for entering/leaving run level 3
/etc/rcS.d	Scripts for bringing the system up in single user mode
/etc/rfs	Primary RFS administrative directory
/etc/saf	Service Access Facility files (including FIFOs)
/etc/skel	Default profile scripts for new user accounts
/etc/sm	Status monitor information

Table A-1 Default Directories for root and /usr File Systems (Continued)

Directory	Description
/etc/sm.bak	Backup copy of status monitor information
/etc/tm	Trademark files; contents displayed at boot time
/etc/uucp	uucp configuration information
/export	Default root of the exported file system tree
/home	Default root of a subtree for user directories
/kernel	Subtree of loadable kernel modules, including the base kernel itself as /kernel/unix
/mnt	Convenient, temporary mount point for file systems
/opt	Root of a subtree for add-on application packages
/opt/SUNWspro	Mount/installation point for unbundled language products
/sbin	Essential executables used in the booting process and in manual system failure recovery
/stand	Standalone programs
/tmp	Temporary files; cleared during boot sequence
/usr	Mount point for /usr file system
/var	Root of a subtree of varying files
/var/adm	System logging and accounting files
/var/crash	Default depository for kernel crash dumps
/var/cron	cron's log file
/var/lp	Line printer subsystem logging information
/var/mail	Directory where users' mail is kept
/var/news	Community service messages (<i>note</i> : not the same as USENET-style news)
/var/nis	NIS+ databases
/var/opt	Root of a subtree for varying files associated with software packages
/var/preserve	Backup files for vi and ex
/var/rfs	Transient RFS-related state (lock files, etc.)

Table A-1 Default Directories for root and /usr File Systems (Continued)

Directory	Description
/var/sadm	Databases maintained by the software package management utilities
/var/saf	saf (service access facility) logging and accounting files
/var/spool	Directories for spooled temporary files
/var/spool/cron	cron and at spool files
/var/spool/locks	Spooling lock files
/var/spool/lp	Line printer spool files
/var/spool/mqueue	Mail queued for delivery
/var/spool/pkg	Spooled packages
/var/spool/uucp	Queued uucp jobs
/var/spool/uucppublic	Files deposited by uucp
/var/tmp	Directory for temporary files; not cleared during boot sequence
/var/uucp	c log and status files
/var/yp	NIS databases (for backwards compatibility with NIS and unnecessary after full transition to NIS+)

Directories in the /usr file system

bin	Location for standard system commands
demo	Demo programs and data
games	Game binaries and data
include	Header files (for C programs, etc.)
kernel	Additional modules
kvm	Implementation architecture-specific binaries and libraries
lib	Various program libraries, architecture-dependent databases, and binaries not invoked directly by the user
lib/acct	Accounting scripts and binaries

Table A-1 Default Directories for root and /usr File Systems (Continued)

Directory	Description
lib/class	Scheduling class-specific directories containing executables for <code>priocntl</code> and <code>dispadm</code> commands
lib/font	<code>troff</code> font description files
lib/fs	File system type-dependent modules; not invoked directly by the user
lib/iconv	Conversion tables for <code>iconv(1)</code>
lib/libp	Profiled libraries
lib/locale	Internationalization localization databases
lib/lp	Line printer subsystem databases and back-end executables
lib/mail	Auxiliary programs for the <code>mail</code> subsystem
lib/netsvc	Internet network services
lib/nfs	Auxiliary NFS-related programs and daemons
lib/pics	PIC archives needed to build the run-time linker
lib/refer	Auxiliary refer-related programs
lib/rfs	Auxiliary RFS-related programs and daemons
lib/sa	Scripts and commands for the system activity report package
lib/saf	Auxiliary programs and daemons related to the service access facility
lib/uucp	Auxiliary <code>uucp</code> -related programs and daemons
lib/zoneinfo	Time zone information
local	Commands local to a site
net	Used only by RFS
net/servers	Entry points for foreign name service requests relayed by the listener
old	Programs that are being phased out
openwin	Mount/installation point for OpenWindows software
sadm	Various files and directories related to system administration; see specifics below

Table A-1 Default Directories for root and /usr File Systems (Continued)

Directory	Description
sadm/bin	"valtools" binaries for use by FMLI scripts
sadm/install	Executables and scripts for pkg management
sbin	Executables for system administration
sbin/static	Statically linked version of selected programs from /usr/bin and /usr/sbin
share	Architecture-independent sharable files
share/lib	Architecture-independent databases
share/lib/keytables	Keyboard layout description tables
share/lib/mailx	mailx-related help files
share/lib/nterm	nroff terminal tables
share/lib/pub	Various data files
share/lib/spell	Auxiliary spell-related databases and scripts
share/lib/tabset	Tab setting escape sequences
share/lib/terminfo	terminfo-style terminal description files
share/lib/tmac	[nt]roff macro packages
share/src	Source code for kernel, libraries, and utilities
ucb	Berkeley compatibility package binaries
ucbinclude	Berkeley compatibility package header files
ucblib	Berkeley compatibility package libraries

The Structure of ufs File System Cylinder Groups

When you create a ufs file system, the disk slice (partition) is divided into cylinder groups, which are then divided into blocks to control and organize the structure of the files within the cylinder group. Each type of block has a specific function in the file system. A ufs file system has these four types of blocks:

- Boot block – Used to store information used when booting the system
- Superblock – Used to store much of the information about the file system
- Inode – Used to store all information about a file except its name
- Storage or data block – Used to store data for each file

This section provides additional information about the organization and function of these blocks.

The Boot Block

The boot block stores the procedures used in booting the system. If a file system is not to be used for booting, the boot block is left blank. The boot block appears only in the first cylinder group (cylinder group 0) and is the first 8 Kbytes in a partition.

The Superblock

The superblock stores much of the information about the file system. A few of the more important things it contains are:

- Size and status of the file system
- Label (file system name and volume name)
- Size of the file system logical block
- Date and time of the last update
- Cylinder group size
- Number of data blocks in a cylinder group
- Summary data block
- File system state: clean, stable, or active
- Path name of the last mount point

The superblock is located at the beginning of the disk partition. It is also replicated in each *cylinder group*. A cylinder group has one or more consecutive disk cylinders. Because the superblock contains critical data, multiple superblocks are made when the file system is created. Each of the superblock replicas is offset by a different amount from the beginning of its cylinder group. For multiple-platter disk drives, the offsets are calculated so that a superblock appears on each platter of the drive. That way, if the first platter is lost, an alternate superblock can always be retrieved. Except for the leading blocks in the first cylinder group, the leading blocks created by the offsets are used for data storage.

A summary information block is kept with the superblock. It is not replicated, but is grouped with the first superblock, usually in cylinder group 0. The summary block records changes that take place as the file system is used, and lists the number of inodes, directories, fragments, and storage blocks within the file system.

Inodes

An inode contains all the information about a file except its name, which is kept in a directory. An inode is 128 bytes. The inode information is kept in the cylinder information block, and contains:

- The type of the file
 - Regular
 - Directory
 - Block special
 - Character special
 - Symbolic link
 - FIFO, also known as named pipe
 - Socket
- The mode of the file (the set of read-write-execute permissions)
- The number of hard links to the file
- The user-id of the owner of the file
- The group-id to which the file belongs
- The number of bytes in the file
- An array of 15 disk-block addresses
- The date and time the file was last accessed
- The date and time the file was last modified
- The date and time the file was created

The array of 15 disk addresses (0 to 14) point to the data blocks that store the contents of the file. The first 12 are direct addresses; that is, they point directly to the first 12 logical storage blocks of the contents of the file. If the file is larger than 12 logical blocks, the 13th address points to an indirect block, which contains direct block addresses instead of file contents. The 14th address points to a double indirect block, which contains addresses of indirect blocks. The 15th address is for triple indirect addresses, if they are ever needed. Figure A-1 shows this chaining of address blocks starting from the inode.

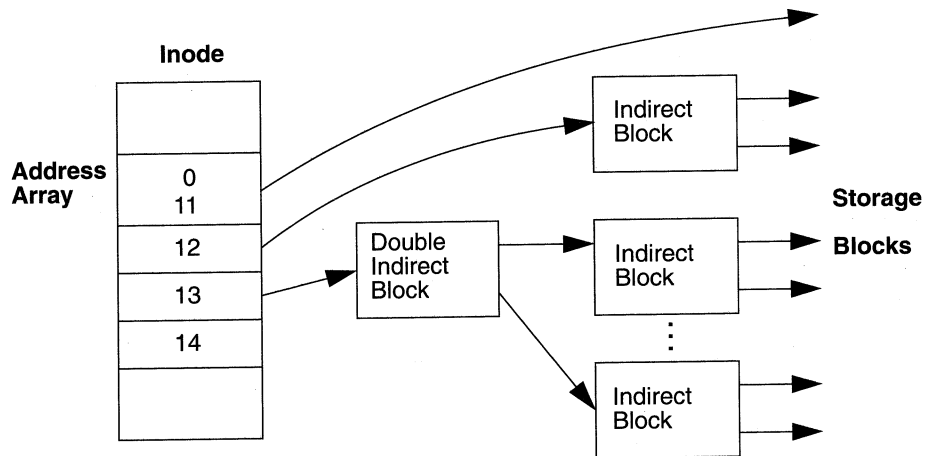


Figure A-1 The File System Address Chain in a ufs System

Storage Blocks

The rest of the space allocated to the file system is occupied by storage blocks, also called data blocks. The size of these storage blocks is determined at the time a file system is created. Storage blocks are allocated, by default, in two sizes: an 8-Kbyte logical block size, and a 1-Kbyte fragmentation size.

For a regular file, the storage blocks contain the contents of the file. For a directory, the storage blocks contain entries that give the inode number and the file name of the files in the directory.

Free Blocks

Blocks not currently being used as inodes, as indirect address blocks, or as storage blocks are marked as free in the cylinder group map. This map also keeps track of fragments to prevent fragmentation from degrading disk performance.

To give you an idea of the appearance of a typical ufs file system, Figure A-2 shows a series of cylinder groups in a generic ufs file system.

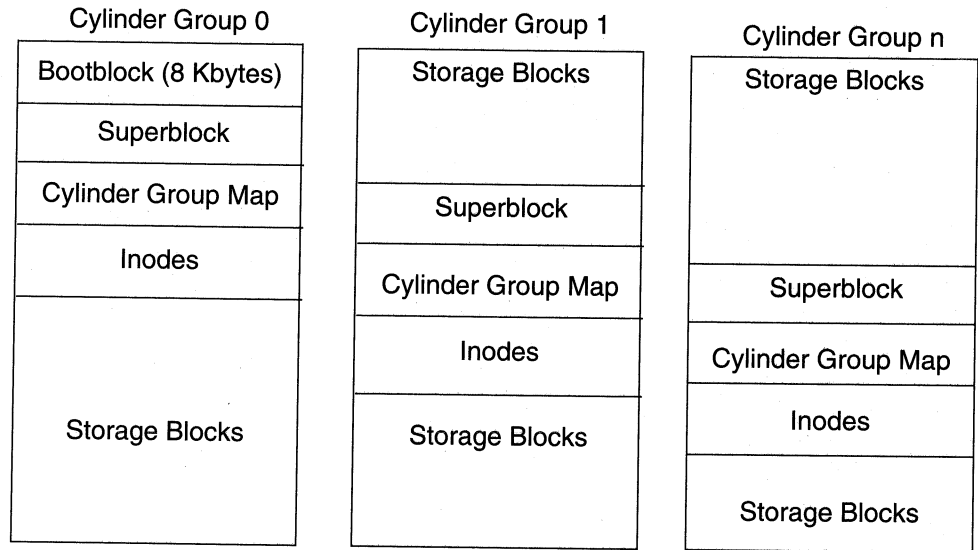


Figure A-2 A Typical `ufs` File System

Deciding on Custom File System Parameters

If you choose to alter the default file system parameters assigned by the `newfs` command, you need to understand them so you can decide whether to use the default values or to change them. This section describes each of these parameters:

- Block size
- Fragment size
- Minimum free space
- Rotational delay
- Optimization type
- Number of inodes

Logical Block Size

The logical block size is the size of the blocks that the UNIX kernel uses to read or write files. The logical block size is usually different from the physical block size (usually 512 bytes), which is the size of the smallest block that the disk controller can read or write.

You can specify the logical block size of the file system. Once the file system is created, you cannot change this parameter without rebuilding the file system. You can have file systems with different logical block sizes on the same disk.

By default, the logical block size is 8192 bytes (8 Kbytes) for `ufs` file systems. The `ufs` file system supports block sizes of 4096 or 8192 bytes (4 or 8 Kbytes). 8 Kbytes is the recommended logical block size.

To choose the best logical block size for your system, consider both the performance desired and the available space. For most `ufs` systems, an 8 Kbyte file system provides the best performance, offering a good balance between disk performance and use of space in primary memory and on disk.

As a general rule, to increase efficiency, use a larger logical block size for file systems where most of the files are very large. Use a smaller logical block size for file systems where most of the files are very small. You can use the `quot -c file-system` command on a file system to display a complete report on the distribution of files by block size.

Fragment Size

As files are created or expanded, they are allocated disk space in either full logical blocks or portions of logical blocks called fragments. When disk space is needed to hold a data for a file, full blocks are allocated first, and then one or more fragments of a block are allocated for the remainder. For small files allocation begins with fragments.

The ability to allocate fragments of blocks to files, rather than just whole blocks saves space by reducing “fragmentation” of disk space resulting from unused holes in blocks.

You define the *fragment size* when you create a `ufs` file system. The default fragment size is 1 Kbyte. Each block can be divided into 1, 2, 4, or 8 fragments, which results in fragment sizes from 8192 bytes to 512 bytes (for 4-Kbyte file systems, only). The lower bound is actually tied to the disk sector size, typically 512 bytes.

Note – The upper bound may equal the full block size, in which case the fragment is not a fragment at all. This configuration may be optimal for file systems with very large files when you are more concerned with speed than with space.

When choosing a fragment size, look at the trade-off between time and space: a small fragment size saves space, but requires more time to allocate. As a general rule, to increase storage efficiency, use a larger fragment size for file systems where most of the files are large. Use a smaller fragment size for file systems where most of the files are small.

Minimum Free Space

The *minimum free space* is the percentage of the total disk space held in reserve when you create the file system. The default reserve is 10 percent. Free space is important because file access becomes less and less efficient as a file system gets full. As long as there is an adequate amount of free space, `ufs` file systems operate efficiently. When a file system becomes full, using up the available user space, only the superuser can access the reserve free space.

Commands such as `df` report the percentage of space that is available to users, excluding the percentage allocated as the minimum free space. When the command reports that more than 100 percent of the disk space in the file system is in use, some of the reserve has been used by root.

If you impose quotas on users, the amount of space available to the users does not include the free space reserve. You can change the value of the minimum free space for an existing file system using the `tunefs` command.

Rotational Delay (Gap)

The *rotational delay* is the expected minimum time (in milliseconds) it takes the CPU to complete a data transfer and initiate a new data transfer on the same disk cylinder. The default delay depends on the type of the disk, and is usually optimized for each disk type.

When writing a file, the `ufs` allocation routines try to position new blocks on the same disk cylinder as the previous block in the same file. The allocation routines also try to optimally position new blocks within tracks to minimize the disk rotation needed to access them.

To position file blocks so they are “rotationally well-behaved,” the allocation routines must know how fast the CPU can service transfers and how long it takes the disk to skip over a block. Using other options to the `mkfs` command, you can indicate how fast the disk rotates and how many disk blocks (sectors) it has per track. The allocation routines use this information to figure out how many milliseconds it takes to skip a disk block. Then using the expected transfer time (rotational delay), blocks can be optimally positioned or spaced so that the next block is just coming under the disk head when the system is ready to read it.

Place blocks consecutively only if your system is fast enough to read them on the same disk rotation. If the system is too slow, the disk spins past the beginning of the next block in the file and must complete a full rotation before the block can be read, which takes a lot of time. You should try to specify an appropriate value for the gap so that the head is located over the appropriate block when the next disk request occurs.

You can change the value of this parameter for an existing file system using the `tunefs` command. The change applies only to subsequent block allocation, not to blocks already allocated.

Optimization Type

The *optimization type* is either *space* or *time*.

- *Space* – When you select *space* optimization, disk blocks are allocated to minimize fragmentation and disk use is optimized. Space is the default when you set the minimum free space to less than 10 percent.

- *Time* – When you select *time* optimization, disk blocks are allocated as quickly as possible, with less emphasis on their placement. Time is the default when you set the minimum free space to 10 percent or greater. When there is enough free space, it is relatively easy to allocate disk blocks well, without resulting in too much fragmentation.

You can change the value of this parameter for an existing file system using the `tunefs` command.

Number of Bytes per Inode

The number of inodes determines the number of files you can have in the file system: one inode for each file. The *number of bytes per inode* determines the total number of inodes created when the file system is made: the total size of the file system divided by the number of bytes per inode. Once the inodes are allocated, you cannot change the number without recreating the file system.

The default number of bytes per inode is 2048 bytes (2 Kbytes), which assumes the average size of each file is 2 Kbytes or greater. Most files are larger than 2 Kbytes. If you have a file system with many symbolic links, they can lower the average file size. If your file system is going to have many small files, you can give this parameter a lower value. Note, however, that having too many inodes is much better than running out of them. If you have too few inodes, you could reach the maximum number of files on disk partition that is practically empty.

Commands for Creating a Customized File System

This section describes the two commands you use to create a customized file system:

- `newfs`
- `mkfs`

The `newfs` Command Syntax, Options, and Arguments

The `newfs` command is located in `/usr/sbin/newfs`.

The syntax for the `newfs` command is:

```
newfs [-Nv] [mkfs_options] special
```

The `newfs` command has the following options and arguments:

`-N`

Prints out the file system parameters that would be used in creating the file system without actually creating it. This option does not display the parameters used to create an existing file system. The example shows information for `/dev/rdsd/c0t0d0s0`.

```
# newfs -N /dev/rdsk/c0t0d0s0
/dev/rdsk/c0t0d0s0: 37260 sectors in 115 cylinders of 9 tracks, 36 sectors
19.1MB in 8 cyl groups (16 c/g, 2.65MB/g, 1216 i/g)
superblock backups (for fsck -b #) at:
32, 5264, 10496, 15728, 20960, 26192, 31424, 36656,
#
```

`-v`

Displays the parameters to be passed to the `mkfs` command and creates the file system, unless used with the `-N` option. The example shows the information displayed by the `-v` option:

size	sectors per track	tracks per cylinder	block size	fragment size	cyl per cylinder group	free space	rps	bytes per inode	opt style	alt per cyl	rot delay	rot pos
<pre>mkfs -F ufs /dev/rdsk/c0t0d0s0 37260 36 9 8192 1024 16 10 60 2048 t 0 -1 8</pre>												

mkfs-options

Use the following options to set the parameters passed to the `mkfs` command. The options are listed in the order they are passed to `mkfs`. Separate the options with spaces without any preceding keywords.

`-s size`

The size of the file system in sectors. The default is automatically determined from the disk label.

- t *ntrack*
The number of tracks per cylinder on the disk. The default is determined from the disk label.
- b *bsize*
The logical block size in bytes to use for data transfers. Specify the size of 4096 or 8192 (4 or 8 Kbytes). The default is 8192 bytes (8 Kbytes).
- f *fragsize*
The smallest amount of disk space in bytes that is allocated to a file. Specify the fragment size in powers of two in the range from 512 to 8192 bytes. The default is 1024 bytes (1 Kbyte).
- c *cgsize*
The number of disk cylinders per cylinder group. This number must be in the range 1 to 32. The default is 16.
- m *free*
The minimum percentage of free disk space to allow. The default is 10 percent.
- r *rpm*
The speed of the disk, in revolutions per minute. The default is 3600. This parameter is converted to revolutions per second before it is passed to `mkfs`.
- i *nbpi*
The number of bytes per inode to use in computing how many inodes to create. The default is 2048.
- o *opt*
Optimization type to use for allocating disk blocks to files: `s` for space or `t` for time.
- a *apc*
The number of alternate blocks per disk cylinder (SCSI devices only) to reserve for bad block placement. The default is 0.
- d *gap*
(Rotational delay.) The expected minimum number of milliseconds it takes the CPU to complete a data transfer and initiate a new data transfer on the same disk cylinder. The default is 4.

-d *nrpos*

The number of different rotation positions in which to divide a cylinder group. The default is 8.

-C *maxcontig*

The maximum number of blocks, belonging to one file, that will be allocated contiguously before inserting a rotational delay. The default varies from drive to drive. Drives without internal (track) buffers (or drives/controllers that don't advertise the existence of an internal buffer) default to 1. Drives with buffers default to 7.

This parameter is limited in the following way:

*blocksize * maxcontig* must be \leq *maxphys*

maxphys is a read-only kernel variable that specifies the maximum block transfer size (in bytes) that the I/O subsystem is capable of satisfying. (This limit is enforced by *mount*, not by *newfs* or *mkfs*.)

This parameter also controls clustering. Regardless of the value of *rotdelay*, clustering is enabled only when *maxcontig* is greater than 1. Clustering allows higher I/O rates for sequential I/O and is described in the *tunefs(1M)* manual page.

The following argument is required:

special

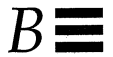
The special character (raw) device file name of the partition to contain the file system.

The Generic *mkfs* Command

The generic *mkfs* command calls a file system-specific *mkfs*, which then creates a file system of a specified type on a specified disk partition. Although *mkfs* can support different types of file systems, in practice you would use it to create *ufs* file systems. To make other types of file systems, you would have to write the software for the file system-specific versions of the *mkfs* command to use. Normally, you do not run *mkfs* directly; it is called by the *newfs* command.

The generic *mkfs* command is located in */usr/sbin*. See the *mkfs(1M)* manual page for a description of the arguments and options.

Bibliography



This appendix contains a list of books that describe system administration and UNIX System V Release 4. Although these books are not specific to the SunOS 5.x releases, you may find them to be useful.

General References

UNIX System V Release 4: The Complete Reference. Stephen Coffin. Osborne McGraw-Hill, 1990.

UNIX System V Release 4: An Introduction. Kenneth H. Rosen, Richard R. Rosinski, and James M. Farber. Osborne McGraw-Hill, 1990.

UNIX System Administration Handbook. Evi Nemeth, Garth Snyder, and Scott Seebass. Prentice Hall Software Series, 1989.

System Performance Tuning. Mike Loukides. O'Reilly & Associates, 1990.

Managing NFS and NIS. Hal Stern. O'Reilly & Associates, 1991.

Practical UNIX Security. Simson Garfinkel and Gene Spifford. O'Reilly & Associates, 1991.

Electronic Mail References

!%@: A Directory of Electronic Mail Addressing & Network. 2d ed. Donnalyn Frey and Rick Adams. O'Reilly & Associates, 1990.

The DDN Protocol Handbook. Three-volume set of RFCs, available from SRI International, 333 Ravenswood Avenue, Menlo Park, CA 94025.

RFC 1211 *Problems with Maintaining Large email Lists.*

RFC 822 *Standard for the Format of ARPA INTERNET Text Messages.*

Shell References

The UNIX C Shell Field Guide. Gail Anderson and Paul Anderson. Prentice Hall, 1986.

Programming Languages

The AWK Programming Language. Alfred V. Aho, Brian W. Kernighan, and Peter J. Weinberger. Addison-Wesley, 1988.

sed & awk. Dale Dougherty. O'Reilly & Associates, 1991.

Glossary

Administration Tool

An OpenWindows tool from which you can access Host Manager and Database Manager applications. See also **Database Manager**.

archive

A copy of files on secondary media, which will be removed from the system because they are no longer active.

automounter

Software that automatically mounts a directory when a user changes into it, and unmounts the directory when it is no longer in use.

Auto_home database

The database that you use to add home directories to the automounter. You access the Auto_home Database using the Database Manager.

backup schedule

The schedule you establish for a site that determines when you run the `ufsdump` command. Use `ufsdump` regularly at different levels to back up user files and essential file systems.

bang

An exclamation point (!) that acts as a single-character UNIX command or as a separator between the routes of a route-based email address.

boot block	An 8-Kbyte disk block that contains information used during booting, including block numbers that point to the location of the <code>/boot</code> program on the disk. The boot block directly follows the disk label.
booting	The process of powering up a system, testing to determine which attached hardware devices are running, and bringing the operating system kernel into memory and operation at the run level specified by the boot command.
cache	A small, fast memory area that holds the most active part of a larger and slower memory.
core file	An image of the state of the software when it failed, used for troubleshooting. <code>core</code> files can be created by any software, including the operating system kernel.
crash	See hang .
cylinder group	One or more consecutive disk cylinders that include inode slots for files.
cylinder group map	A bit map in a <code>ufs</code> file system that stores information about block use and availability within each cylinder. The cylinder group replaces the traditional free list.
crash dump	A <code>core</code> file image of the operating system kernel that is saved in the swap partition when a system crashes. If crash dumps are enabled, the <code>core</code> image is written from the swap partition to a file.
daemon	A special type of program that, once activated, starts itself and carries out a specific task without any need for user input. Daemons are typically used to handle jobs that have been queued such as printing, mail, and communication.
Database Manager	An OpenWindows tool accessed from the Administration Tool, which is used to administer NIS+ tables and <code>ufs</code> files in the <code>/etc</code> directory. You can also use the Database Manager to look at (but not edit) the contents of NIS maps.

diskette

A nonvolatile storage medium used to store and access data magnetically. SunOS 5.x system software supports 3.5-inch double-sided high density (DS, HD) diskettes.

disk quotas

A mechanism for controlling how much of a file system's resources any individual user can access. Disk quotas are optional and must be configured and administered to be used.

diskless client

A system with no local disk drive that relies on an NFS server for the operating system, swap space, file storage, and other basic services.

domain

A directory structure for electronic mail addressing and network address naming. Within the United States, top-level domains include *com* for commercial organizations, *edu* for educational organizations, *gov* for governments, *mil* for the military, *net* for networking organizations, and *org* for other organizations. Outside of the United States, top-level domains designate the country. Subdomains designate the organization and the individual system.

domain addressing

Using a domain address to specify the destination of an electronic mail message.

DS, HD

Double-sided, high density. The type of 3.5-inch diskettes supported by the SunOS 5.x system software.

dump

The process of copying directories onto media (usually tape) for offline storage, using the `ufsdump` command.

electronic mail

A set of programs that transmit mail messages from one system to another, usually over communications lines. Electronic mail is frequently referred to as *email*.

email

See **electronic mail**.

environment variable	A system- or user-defined variable that provides information about the operating environment to the shell.
file system	A hierarchical arrangement of directories and files.
floppy diskette	See diskette .
free list	See cylinder group map .
full backup	A complete, level 0 backup of a file system done using the <code>ufsdump</code> command.
fully qualified domain name	A domain name that contains all of the elements needed to specify where an electronic mail message should be delivered. See also domain .
gateway	A system that handles electronic mail traffic between differing communications networks.
GID	The group identification number used by the system to control access to accounts owned by other users.
Group database	The database that you use to create new group accounts or to modify existing group accounts. You access the Group Database from the Database Manager.
hang	A condition where a system does not respond to input from the keyboard or mouse.
hard limit	For disk quotas, a maximum limit on file system resources (blocks and inodes) that users cannot exceed.
home directory	The part of the file system allocated to an individual user for private files.

Hosts database

The database that you use to control network security. You access the Hosts Database from the Database Manager.

incremental backup

A partial backup of a file system using the `ufsdump` command that includes only those files in the specified file system that have changed since a previous backup at a lower level.

initialization files

The “dot” files (files prefixed with “.”) in a user’s home directory that set the path, environment variables, windowing environment, and other characteristics to get users up and functioning.

init state

One of the seven initialization states, or run levels, a system can be running. A system can run only in one init state at a time.

inode

An entry in a predesignated area of a disk that describes where a file is located on that disk, the size of the file, when it was last used, and other identification information.

IP address

A unique internet protocol number that identifies each system in a network.

kernel

The master program set of SunOS software that manages all the physical resources of the computer, including file system management, virtual memory, reading and writing files to disks and tapes, scheduling of processes, printing, and communicating over a network.

login name

The name assigned to an individual user that controls access to a system.

monitor

The program in the PROM that provides a limited set of commands that can be used before the kernel is available.

mount point

A directory in the file system hierarchy where another file system is attached to the hierarchy.

NIS	The SunOS 4.x network information service.
NIS+	The SunOS 5.x network information service.
nfs	The default SunOS 5.x distributed file system that provides file sharing among systems. NFS servers can also provide kernels and swap files to diskless clients.
OpenWindows	A windowing system based on the OPEN LOOK [®] graphical user interface.
parse	To divide a string of characters or a series of words into parts to determine their collective meaning. Virtually every program that accepts command input must do some sort of parsing before the commands can be acted upon. For example, the <code>sendmail</code> program divides an email address into parts to decide where to send the message.
partition	A discrete portion of a disk, configured using the <code>format</code> program.
Passwd database	The database that you use to add, modify, or delete user accounts. You access the Passwd Database from the Database Manager.
path	The list of directories that are searched to find an executable command.
path name	A list of directory names, separated with slashes (/), that specifies the location of a particular file.
port	A physical connection between a peripheral device such as a terminal, printer, or modem and the device controller.
power cycling	Turning the system power off and then on again.

preen

To run `fsck` with the `-o p` option, which automatically fixes any basic file system inconsistencies normally found when a system halts abruptly, without trying to repair more serious errors.

Printer Manager

An OpenWindows tool accessed from the Administration Tool, which is used to add printers to both print servers and print clients. The Printer Manager automatically updates the LP system files and the Service Access Facility files required to configure port monitors for printing.

process

A program in operation.

PROM

Programmable read-only memory. A chip containing permanent, nonvolatile memory and a limited set of commands used to test the system and start the boot process.

RFC

Request for Comments, define Internet protocols and standards. RFCs are submitted to SRI-NIC, where they are assigned numbers and distributed by electronic mail to the Internet community.

run level

See **init state**.

server

A system that provides network service such as disk storage and file transfer, or a program that provides such a service.

shell

The command interpreter for a user, specified in the Passwd Database. The SunOS 5.x system software supports the Bourne (default), C, and Korn shells.

slice

An alternate name for a partition. See **partition**.

soft limit

For disk quotas, a limit on file system resources (blocks and inodes) that users can temporarily exceed. Exceeding the soft limit starts a timer. When users exceed the soft limit for the specified time period (default 1 week), no further system resources are allocated until the user reduces file system use to below the soft limit.

spooling directory	A directory where files are stored until they are processed.
spooling space	The amount of space allocated on a print server for storing requests in the printer queue.
standalone system	A system that has a local disk and can boot without relying on a server.
state flag	A flag in the superblock that the <code>fsck</code> file system check program updates to record the condition of a file system. If a file system state flag is clean, the <code>fsck</code> program is not run on that file system.
striping	Combining one or more physical disks (or disk partitions) into a single logical disk. The logical disk is viewed by the operating system like any other disk-based file system.
superblock	A block on a disk that contains information about a file system, such as its name, size in blocks, and so on. Each file system has its own superblock.
superuser	A user with special privileges granted if the correct password is supplied when logging in as root or using the <code>su</code> command. For example, only the superuser can edit major administrative files in the <code>/etc</code> directory.
swap file	A disk partition or file used to temporarily hold the contents of a memory area until it can be loaded back into memory.
symbolic link	A file that contains a pointer to the name of another file.
system	A computer with a keyboard and terminal. A system can have either local or remote disks, and may have additional peripheral devices such as CD-ROM players, tape drives, diskette drives, and printers.
UID number	The user identification number assigned to each login name. UID numbers are used by the system to identify, by number, the owners of files and directories.

ufs

UNIX file system. The default disk-based file system for the SunOS 5.x operating system.

user account

An account set up for an individual user in the Passwd database that specifies the user's login name, UID, GID, login directory, and login shell.

user mask

The setting that controls default file permissions assigned when a file or directory is created. The `umask` command controls the user mask settings.

virtual memory

A memory management technique used by the operating system for programs that require more space in memory than can be allotted to them. The kernel moves only pages of the program currently needed into memory, while unneeded pages remain on the disk.

zombie

A process that has terminated but remains in the process table because its parent process has not sent the proper exit code. Zombie processes are removed from the process table when a system is rebooted and do not consume any system resources.



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