

# man pages section 4: File Formats

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## Preface

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

## Overview

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

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

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

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

NAME	function	This section gives the names of the commands or functions documented, followed by a brief description of what they do.	
SYNOPSIS	function in the s Options single le argume	This section shows the syntax of commands or functions. When a command or file does not exist in the standard path, its full path name is shown. Options and arguments are alphabetized, with single letter arguments first, and options with arguments next, unless a different argument order is required.	
	The foll section:	owing special characters are used in this	
	[]	Brackets. The option or argument enclosed in these brackets is optional. If the brackets are omitted, the argument must be specified.	
		Ellipses. Several values can be provided for the previous argument, or the previous argument can be specified multiple times, for example, "filename".	
	I	Separator. Only one of the arguments separated by this character can be specified at a time.	
	{ }	Braces. The options and/or arguments enclosed within braces are interdependent, such that everything enclosed must be treated as a unit.	

PROTOCOL	This section occurs only in subsection 3R to indicate the protocol description file.
DESCRIPTION	This section defines the functionality and behavior of the service. Thus it describes concisely what the command does. It does not discuss OPTIONS or cite EXAMPLES. Interactive commands, subcommands, requests, macros, and functions are described under USAGE.
IOCTL	This section appears on pages in Section 7 only. Only the device class that supplies appropriate parameters to the ioctl(2) system call is called ioctl and generates its own heading. ioctl calls for a specific device are listed alphabetically (on the man page for that specific device). ioctl calls are used for a particular class of devices all of which have an io ending, such as mtio(7I).
OPTIONS	This secton lists the command options with a concise summary of what each option does. The options are listed literally and in the order they appear in the SYNOPSIS section. Possible arguments to options are discussed under the option, and where appropriate, default values are supplied.
OPERANDS	This section lists the command operands and describes how they affect the actions of the command.
OUTPUT	This section describes the output – standard output, standard error, or output files – generated by the command.
RETURN VALUES	If the man page documents functions that return values, this section lists these values and describes the conditions under which they are returned. If a function can return only constant values, such as 0 or $-1$ , these values are listed in tagged paragraphs. Otherwise, a single paragraph describes the return values of each function. Functions declared void do not return values, so they are not discussed in RETURN VALUES.
ERRORS	On failure, most functions place an error code in the global variable errno indicating why they failed. This section lists alphabetically all error codes a function can generate and describes the

	conditions that cause each error. When more than one condition can cause the same error, each condition is described in a separate paragraph under the error code.
USAGE	This section lists special rules, features, and commands that require in-depth explanations. The subsections listed here are used to explain built-in functionality:
	Commands Modifiers Variables Expressions Input Grammar
EXAMPLES	This section provides examples of usage or of how to use a command or function. Wherever possible a complete example including command-line entry and machine response is shown. Whenever an example is given, the prompt is shown as example%, or if the user must be superuser, example#. Examples are followed by explanations, variable substitution rules, or returned values. Most examples illustrate concepts from the SYNOPSIS, DESCRIPTION, OPTIONS, and USAGE sections.
ENVIRONMENT VARIABLES	This section lists any environment variables that the command or function affects, followed by a brief description of the effect.
EXIT STATUS	This section lists the values the command returns to the calling program or shell and the conditions that cause these values to be returned. Usually, zero is returned for successful completion, and values other than zero for various error conditions.
FILES	This section lists all file names referred to by the man page, files of interest, and files created or required by commands. Each is followed by a descriptive summary or explanation.
ATTRIBUTES	This section lists characteristics of commands, utilities, and device drivers by defining the attribute type and its corresponding value. See attributes(5) for more information.
SEE ALSO	This section lists references to other man pages, in-house documentation, and outside publications.

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DIAGNOSTICS	This section lists diagnostic messages with a brief explanation of the condition causing the error.
WARNINGS	This section lists warnings about special conditions which could seriously affect your working conditions. This is not a list of diagnostics.
NOTES	This section lists additional information that does not belong anywhere else on the page. It takes the form of an aside to the user, covering points of special interest. Critical information is never covered here.
BUGS	This section describes known bugs and, wherever possible, suggests workarounds.

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# Introduction

#### Intro(4)

#### **NAME** | Intro – introduction to file formats

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

File Formats

#### admin(4)

#### **NAME** | admin – installation defaults file

#### DESCRIPTION

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

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

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

#### param=value

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

The valid parameters and their possible values are shown below except as noted. They can be specified in any order. Any of these parameters (except the mail and proxy parameters) can be assigned the value ask, which means that, when the parameter is reached during the installation sequence, the installer is notified and asked to supply instructions (see NOTES).

#### basedir

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

#### mail

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

#### runlevel

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

nocheck Do not check for run level.
-------------------------------------

quit Abort installation if run level is not met.

#### conflict

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

	admin(4)	
nocheck	Do not check for conflict; files in conflict will be overwritten.	
quit	Abort installation if conflict is detected.	
nochange	Override installation of conflicting files; they will not be installed.	
etuid Checks for executables which will have setuid or setgid bits enabled after installation. Options are:		
nocheck	Do not check for setuid executables.	
quit	Abort installation if setuid processes are detected.	
nochange	Override installation of setuid processes; processes will be installed without setuid bits enabled.	
ction Determines if action scripts provided by package developers contain possible security impact. Options are:		
nocheck	Ignore security impact of action scripts.	
quit	Abort installation if action scripts may have a negative security impact.	
artial Checks to see if a version of the package is already partially installed on the system. Options are:		
nocheck	Do not check for a partially installed package.	
quit	Abort installation if a partially installed package exists.	
nstance Determines how to handle installation if a previous version of the package (including a partially installed instance) already exists. Options are:		
quit	Exit without installing if an instance of the package already exists (does not overwrite existing packages).	
overwrite	Overwrite an existing package if only one instance exists. If there is more than one instance, but only one has the same	

architecture, it overwrites that instance. Otherwise, the installer

Do not overwrite an existing instance of a package. Instead, a

new instance of the package is created. The new instance will be

is prompted with existing instances and asked which to

assigned the next available instance identifier.

Controls resolution if the package to be installed depends on other packages and if

overwrite.

other packages depend on the one to be installed. Options are:

setuid

action

partial

quit instance

unique

idepend

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## admin(4)

nocheck	Do not check package dependencies.
quit	Abort installation if package dependencies are not met.
determin	solution if other packages depend on the package to be removed. Also behavior if registered products components to be removed. See (3LIB) and prodreg(1M) for a definition of product components.
nochecł	Do not check package or product dependencies.
quit	Abort removal if package or product dependencies are not met.
space Controls	solution if disk space requirements for package are not met. Options are
nochecł	Do not check space requirements (installation fails if it runs out of space).
quit	Abort installation if space requirements are not met.
authentic Controls Options	solution when a datastream package with signature is to be installed.
nochecł	Do not verify package signature. This also disables the use of the Online Certificate Status Protocol (OCSP) to validate the package's signing certificate.
quit	Abort installation if package signature cannot be verified.
downloa	eout seconds to wait before giving up a network connection when ng a package. This entry must be a positive integer. If not present, the ne of 60 is used.
	ties times to retry a failed network connection when downloading a nis entry must be a positive integer. If not present, the default value of 5
when ver location packages use /var /var/sa KEYSTOP	trusted certificates used when downloading packages over SSL and ying signatures on packages. This is the base directory of the certificate trusted certificates used when validating digital signatures on for example, if this setting is /var/sadm/security, then pkgadd will sadm/security/pkgadd/truststore, then n/security/truststore when searching for trusted certificates. See LOCATIONS and KEYSTORE AND CERTIFICATE FORMATS in 1) for details on certificate store format and usage.

#### proxy

The default proxy to use when installing packages from the network. Currently, only HTTP or HTTPS proxies are supported. If this field is blank or nonexistent, then no proxy will be used.

#### rscriptalt=root | noaccess

Determines the user that will run request scripts. This parameter can have either of the values described below. See pkgadd(1M) for details on the conditions under which this parameter is useful.

#### root

Run request script as user install, if such a user exists, with the privileges of that user. Otherwise, run script as user root, with UID equal to 0 and with all/zone privileges. (See zones(5).)

#### noaccess

Run request script as user install, if such a user exists, with the privileges of that user. Otherwise, run script as user noaccess, with the basic privileges of the unprivileged user noaccess.

If this parameter is not present or has a null value, the user noaccess is assumed. Likewise, if this parameter is set to anything other than the values described here, a warning is issued, and noaccess is assumed. rscriptalt is not present in the default admin file, /var/sadm/install/admin/default. In this case, request scripts are run as the user noaccess.

#### **EXAMPLES EXAMPLE 1** Default admin File

The default admin file, named default, is shipped with user-, group-, and world-read privileges (444). Its contents are as follows:

```
mail=
instance=unique
partial=ask
runlevel=ask
idepend=ask
rdepend=ask
space=ask
setuid=ask
conflict=ask
action=ask
basedir=default
authentication=quit
networktimeout=10
networkretries=3
keystore=/var/sadm/security
proxy=
```

#### **EXAMPLE 2** Sample admin file.

Below is a sample admin file.

basedir=default
runlevel=quit
conflict=quit

admin(4)

	<b>EXAMPLE 2</b> Sample admin file. (Continued)	
	<pre>setuid=quit action=quit partial=quit instance=unique idepend=quit rdepend=quit space=quit authentication=quit networktimeout=10 networkretries=5 keystore=/opt/certs proxy=syrinx.eng.example.com:8080</pre>	
FILES	The default admin file is consulted during file is specified	package installation when no other admin
	file is specified. /var/sadm/install/admin/default default admin file	
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:
		ATTRIBUTE VALUE
	Availability	SUNWpkgcmdsr
	Interface Stability	Evolving
SEE ALSO	pkgadd(1M), prodreg(1M), libwsreg(3I zones(5)	-
SEE ALSO NOTES	pkgadd(1M), prodreg(1M), libwsreg(3I zones(5) The value ask should not be defined in an non-interactive installation (because, by de	IB), pkginfo(4), attributes(5), admin file that will be used for finition, there is no installer interaction).
	pkgadd(1M), prodreg(1M), libwsreg(3I zones(5) The value ask should not be defined in an	IB), pkginfo(4), attributes(5), admin file that will be used for finition, there is no installer interaction).
	pkgadd(1M), prodreg(1M), libwsreg(3I zones(5) The value ask should not be defined in an non-interactive installation (because, by de	IB), pkginfo(4), attributes(5), admin file that will be used for finition, there is no installer interaction).
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	pkgadd(1M), prodreg(1M), libwsreg(3I zones(5) The value ask should not be defined in an non-interactive installation (because, by de	IB), pkginfo(4), attributes(5), admin file that will be used for finition, there is no installer interaction).
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	pkgadd(1M), prodreg(1M), libwsreg(3I zones(5) The value ask should not be defined in an non-interactive installation (because, by de	IB), pkginfo(4), attributes(5), admin file that will be used for finition, there is no installer interaction).

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		alias(4)
NAME	alias – alias table file of encoding names	
SYNOPSIS	/usr/lib/iconv/alias	
DESCRIPTION	This file contains the alias table of encoding names for iconv_open(3C).	
	The format of the alias table is as follows:	
	"%s %s\n", <variant encoding="" name="">, <can< th=""><th>onical encoding name&gt;</th></can<></variant>	onical encoding name>
	The string specified for the variant encoding name is case-insensitive. A line beginning with '#' is treated as a comment.	
ATTRIBUTES	See attributes (5) for descriptions of the	e following attributes:
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	Evolving
SEE ALSO	iconv(3C), iconv_close(3C), iconv_op	pen(3C), attributes (5)

alias(4)

aliases(4)

NAME	aliases, addresses, forward – addresses and aliases for sendmail		
SYNOPSIS	/etc/mail/aliases		
	/etc/mail/aliases.db		
	/etc/mail/aliases.dir		
	/etc/mail/aliases.pag		
	~/.forward		
DESCRIPTION	These files contain mail addresses or aliases, recognized by sendmail(1M) for the local host:		
	/etc/passwd	Mail addresses (usernames) of local users.	
	/etc/mail/aliases	Aliases for the local host, in ASCII format. Root can edit this file to add, update, or delete local mail aliases.	
	/etc/mail/aliases.{ <i>dir,pag</i> }	The aliasing information from /etc/mail/aliases, in binary ndbm(3C) format for use by sendmail(1M). The program newaliases(1M) maintains these files.	
	/etc/mail/aliases.db	The aliasing information from /etc/mail/aliases, in binary, Berkeley DataBase format for use by sendmail(1M). The program maintains these files.	
		Depending on the configuration of the AliasFile option in /etc/mail/sendmail.cf, either the single file aliases.db or the pair of files aliases.{dir, pag} is generated by newaliases(1M). As shipped with Solaris, sendmail(1M) supports both formats. If neither is specified, the Berkeley DataBase format which generates the single.db file is used.	
	~/.forward	Addresses to which a user's mail is forwarded (see Automatic Forwarding).	
	In addition, the NIS name services aliases map <i>mail.aliases</i> , and the NIS+ <i>mail_aliases</i> table, both contain addresses and aliases available for use across the network.		
Addresses	As distributed, sendmail(1M) supports the following types of addresses:		
Local Usernames	username		
	Each local <i>username</i> is listed in the local host's /etc/passwd file.		

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aliases(4)

Local Filenames	pathname
	Messages addressed to the absolute <i>pathname</i> of a file are appended to that file.
Commands	command
	If the first character of the address is a vertical bar ( $ $ ), sendmail(1M) pipes the message to the standard input of the command the bar precedes.
Internet-standard Addresses	username@domain
Autresses	If <i>domain</i> does not contain any '.' (dots), then it is interpreted as the name of a host in the current domain. Otherwise, the message is passed to a <i>mailhost</i> that determines how to get to the specified domain. Domains are divided into subdomains separated by dots, with the top-level domain on the right.
	For example, the full address of John Smith could be:
	js@jsmachine.Podunk-U.EDU
	if he uses the machine named jsmachine at Podunk University.
uucp Addresses	[host !] host ! username
	These are sometimes mistakenly referred to as "Usenet" addresses. $uucp(1C)$ provides links to numerous sites throughout the world for the remote copying of files.
	Other site-specific forms of addressing can be added by customizing the sendmail.cf configuration file. See sendmail(1M) for details. Standard addresses are recommended.
Aliases	
	Local Aliases
	/etc/mail/aliases is formatted as a series of lines of the form
	aliasname: address [, address]
	<i>aliasname</i> is the name of the alias or alias group, and <i>address</i> is the address of a recipient in the group. Aliases can be nested. That is, an <i>address</i> can be the name of another alias group. Because of the way sendmail(1M) performs mapping from upper-case to lower-case, an <i>address</i> that is the name of another alias group must not contain any upper-case letters.
	Lines beginning with white space are treated as continuation lines for the preceding alias. Lines beginning with # are comments.
	Special Aliases
	An alias of the form:
	owner-aliasname : <i>address</i>
·	

#### aliases(4)

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

owner-aliasname:	aliasname-request
aliasname-request	address

An alias of the form:

aliasname: :include:pathname

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

#### NIS and NIS+ Domain Aliases

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

jsmith:js@jsmachine

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

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

For example, the alias:

jsmith:root

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

#### Automatic Forwarding

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

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

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

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

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

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

ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsndmr

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

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

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

a.out(4)
----------

NAME	a.out – Executable and Linking Format (ELF) files	
SYNOPSIS	<pre>#include <elf.h></elf.h></pre>	
SCRIPTION	The file name a . out is the default output file name from the	

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

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

Linking View	Execution View
ELF header	ELF header
Program header table	Program header table
optional	
Section 1	Segment 1
Section <i>n</i>	Segment 2
Section header table	Section header table
	optional

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

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

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

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

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

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

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archives(4)

#### **NAME** | archives – device header

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

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archives(4)

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

archives(4)

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

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#### NAME | asetenv – ASET environment file

SYNOPSIS

/usr/aset/asetenv

DESCRIPTION

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

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

]	ΓZ	<i>IS</i>	K

CKLISTPATH\_MED CKLISTPATH HIGH

YPCHECK

UID ALIASES

This variable defines the list of tasks that aset will execute the next time it runs. The available tasks are:

	tune	Tighten system files.
	usrgrp	Check user/group.
	sysconf	Check system configuration file.
	env	Check environment.
	cklist	Compare system files checklist.
	eeprom	Check eeprom(1M) parameters.
	firewall	Disable forwarding of IP packets.
CKLISTPATH LOW		

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

This variable is a boolean parameter. It specifies whether aset should extend checking (when applicable) on system tables to their NIS equivalents or not. The value true enables it while the value false disables it.

This variable specifies an alias file for user ID sharing. Normally, aset warns about multiple user accounts sharing the same user ID because it is not advisable for

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asetenv(4)

		accountability reason. Exceptions can be created using an alias file. User ID sharing allowed by the alias file will not be reported by aset. See asetmasters(4) for the format of the alias file.	
	PERIODIC_SCHEDULE	This variable specifies the schedule for periodic execution of ASET. It uses the format of crontab(1) entries. Briefly speaking, the variable is assigned a string of the following format:	
		minutes hours day-of-month month day-of-week	
		Setting this variable does <i>not</i> activate the periodic schedule of ASET. To execute ASET periodically, aset(1M) must be run with the -p option. See aset(1M). For example, if PERIODIC_SCHEDULE is set to the following, and aset(1M) was started with the -p option, aset will run at 12:00 midnight every day:	
		0 0 * * *	
EXAMPLES	<b>EXAMPLE 1</b> Sample asetenv file showing the settings of the ASET configurable parameters		
	The following is a sample asetenv file, showing the settings of the ASET configurable parameters:		
	CKLISTPATH_LOW=/etc:/ CKLISTPATH_MED=\$CHECKLISTPATH_LOW:/usr/bin:/usr/ucb CKLISTPATH_HIGH=\$CHECKLISTPATH_MED:/usr/lib:/usr/sbin YPCHECK=false UID_ALIASES=/usr/aset/masters/uid_aliases PERIODIC_SCHEDULE="0 0 * * *" TASKS="env sysconf usrgrp"		
	When aset -p is run with this file, aset is executed at midnight of every day. The / and /etc directories are checked at the <i>low</i> security level; the /, /etc, /usr/bin, and /usr/ucb directories are checked at the <i>medium</i> security level; and the /, /etc, /usr/bin, /usr/lib, and /usr/sbin directories are checked at the <i>high</i> security level. Checking of NIS system files is disabled. The /usr/aset/masters/uid_aliases file specifies the used IDs available for sharing. The env, sysconf, and usrgrp tasks will be performed, checking the environment variables, various system tables, and the local passwd and group files.		
SEE ALSO	crontab(1), aset(1M), asetmasters(4)		
	ASET Administrator Manual		

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asetmasters(4)

NAME	asetmasters, tune.low, tune.med, tune.high, uid_aliases, cklist.low, cklist.med, cklist.high – ASET master files					
SYNOPSIS	/usr/aset/masters/tune.low					
	/usr/aset/master	cs/tune.med				
	/usr/aset/masters/tune.high					
	/usr/aset/masters/uid_aliases					
	/usr/aset/masters/cklist.low					
	/usr/aset/master	s/cklist.med				
	/usr/aset/master	s/cklist.high				
DESCRIPTION	Security Enhancen ASET. An alternati	usr/aset/masters directory contains several files used by the Automated ty Enhancement Tool (ASET). /usr/aset is the default operating directory for An alternative working directory can be specified by the administrators through et -d command or the ASETDIR environment variable. See aset(1M).				
	administrators, ho	2	meet the need of most environments. The e files to meet their specific needs. The format below.			
		les allow comments and blank lines to improve readability. Comment with a leading "#" character.				
	tune.low tune.med tune.high	These files are used by the tune task (see aset(1M)) to restrict the permission settings for system objects. Each file is used by ASET at the security level indicated by the suffix. Each entry in the files is of the form:				
		pathname mode owner group type				
		where	is the full pathpame			
		pathnameis the full pathnamemodeis the permission setting				
		owner	is the owner of the object			
		group	is the group of the object			
		type	is the type of the object It can be symlink for a symbolic link, directory for a directory, or file for everything else.			

asetmasters(4)

		<i>pathname</i> for multinumber that represents	card ("*", "?",) characters can be used in the ple references. See sh(1). The <i>mode</i> is a five-digit sents the permission setting. Note that this a least restrictive value. If the current setting is ictive than the specified value, ASET does not sion settings.	
			<i>de</i> is 00777, the permission will not be changed, ess restrictive than the current setting.	
		? can be used as a	eed for <i>owner</i> and <i>group</i> instead of numeric ID's. "don't care" character in place of <i>owner</i> , <i>group</i> , ent ASET from changing the existing values of	
	uid_alias	Normally, ASET d reason and reports	er ID's to be shared by multiple user accounts. iscourages such sharing for accountability s user ID's that are shared. The administrators ne permissible sharing by adding entries to the of the form:	
		uid=alias1=alias2=alias3	=	
		where		
		uid	is the shared user id	
		alias?	is the user accounts sharing the user ID	
		For example, if sy corresponding ent	nc and daemon share the user ID 1, the ry is:	
		1=sync=daemon		
	cklist.low cklist.med cklist.high	created the first tir levels. When the c	d by the cklist task (see aset(1M)), and are ne the task is run at the <i>low, medium</i> , and <i>high</i> cklist task is run, it compares the specified ts with the appropriate cklist. <i>level</i> file and pancies.	
EXAMPLES	EXAMPLE 1 Example	s of Valid Entries for	the tune.low, tune.med, and tune.high Files	
	The following is an tune.high files:	ring is an example of valid entries for the tune.low, tune.med, and gh files:		
		staffsymlink staffdirectory rootoperatorfile		

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## asetmasters(4)

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

**SEE ALSO** aset(1M), asetenv(4)

ASET Administrator Manual

```
NAME | au – AU audio file format
    SYNOPSIS
                 #include <audio/au.h>
DESCRIPTION
                 An AU audio file is composed of three parts: a header, an optional description field,
                 and a contiguous segment of audio data. The header is 24 bytes, and the description
                 field is at least 4 bytes. Therefore, the offset for most AU files is 28 bytes. However,
                 some people store additional data in the AU header.
                 The AU audio structure members and audio data are stored big endian. That is, it
                 starts with the most significant byte, regardless of the native byte order of the machine
                 architecture on which an application may be running. Therefore, multi-byte audio data
                 may require byte reversal for proper playback on different processor architectures. See
                 the macro section for properly reading and writing the AU audio structure members.
                 The AU header is defined by the following structure:
                 struct au filehdr {
                    uint32 t au magic;
                                             /* magic number (.snd) */
                                           /* byte offset to start of audio data */
                    uint32 t au offset;
                    uint32_t au_data_size; /* data length in bytes */
                    uint32 t au encoding;
                                            /* data encoding */
                    uint32_t au_sample_rate; /* samples per second */
                    };
                 typedef struct au_filehdr au_filehdr_t;
                 The au magic field always contains the following constant for an AU audio file:
                 AUDIO AU_FILE_MAGIC ( 0x2e736e64 ) /* ".snd" */
                 The au offset field contains the length of the audio file header plus the variable
                 length info field. Consequently, it can be interpreted as the offset from the start of the
                 file to the start of the audio data.
                 The au data size field contains the length, in bytes, of the audio data segment. If
                 this length is not known when the header is written, it should be set to
                 AUDIO AU UNKNOWN SIZE, defined as follows:
                 AUDIO AU UNKNOWN SIZE ( ~0 )
                                                     /* (unsigned) -1 */
                 When the au data size field contains AUDIO AU UNKNOWN SIZE, the length of
                 the audio data can be determined by subtracting au offset from the total length of
                 the file.
                 The encoding field contains one of the following enumerated keys:
                 AUDIO AU ENCODING ULAW
                                                /* 8-bit u-law */
                 AUDIO_AU_ENCODING_LINEAR_8 /* 8-bit linear PCM */
                 AUDIO_AU_ENCODING_LINEAR_16 /* 16-bit linear PCM */
                 AUDIO AU ENCODING LINEAR 24
                                              /* 24-bit linear PCM */
```

au(4)

	au(4
	AUDIO_AU_ENCODING_LINEAR_32 /* 32-bit linear PCM */ AUDIO_AU_ENCODING_FLOAT /* Floating point */ AUDIO_AU_ENCODING_DOUBLE /* Double precision float */ AUDIO_AU_ENCODING_FRAGMENTED /* Fragmented sample data */ AUDIO_AU_ENCODING_DSP /* DSP program */ AUDIO_AU_ENCODING_FIXED_8 /* 8-bit fixed point */ AUDIO_AU_ENCODING_FIXED_16 /* 16-bit fixed point */ AUDIO_AU_ENCODING_FIXED_24 /* 24-bit fixed point */ AUDIO_AU_ENCODING_FIXED_32 /* 32-bit fixed point */ AUDIO_AU_ENCODING_EMPHASIS /* 16-bit linear with emphasis */ AUDIO_AU_ENCODING_COMPRESSED /* 16-bit linear compressed */ AUDIO_AU_ENCODING_EMP_COMP /* 16-bit linear with emphasis and compression */ AUDIO_AU_ENCODING_ADPCM_G721 /* CCITT G.721 ADPCM */ AUDIO_AU_ENCODING_ADPCM_G723_3 /* CCITT G.723.3 ADPCM */ AUDIO_AU_ENCODING_ADPCM_G723_5 /* CCITT G.723.5 ADPCM */ AUDIO_AU_ENCODING_ALAW /* 8-bit A-law G.711 */
	All of the linear encoding formats are signed integers centered at zero. The au_sample_rate field contains the audio file's sampling rate in samples per second. Some common sample rates include 8000, 11025, 22050, 44100, and 48000 samples per second. The au_channels field contains the number of interleaved data channels. For monaural data, this value is set to one. For stereo data, this value is set to two. More than two data channels can be interleaved, but such formats are currently unsupported by the Solaris audio driver architecture. For a stereo sound file, the first sample is the left track and the second sample is the right track.
	The optional info field is a variable length annotation field that can be either text or data. If it is a text description of the sound, then it should be NULL terminated. However, some older files might not be terminated properly. The size of the info field is set when the structure is created and cannot be enlarged later.
Macros	Accessing all of the AU audio structure members should be done through the supplied AUDIO_AU_FILE2HOST and AUDIO_AU_HOST2FILE macros. By always using these macros, code will be byte-order independent. See the example below.
EXAMPLES	<b>EXAMPLE 1</b> Displaying Header Information for a Sound File
	The following program reads and displays the header information for an AU sound file. The AUDIO_AU_FILE2HOST macro ensures that this information will always be in the proper byte order. void main(void) { au_filehdr_t hdr; au_filehdr_t local; int fd;

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

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

```
ATTRIBUTES
```

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE	
Availability	SUNWaudh	
Stability Level	Evolving	

## **SEE ALSO** | attributes(5)

}

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

au(4)

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## audit\_class(4)

## NAME audit\_class - audit class definitions **SYNOPSIS** /etc/security/audit\_class DESCRIPTION /etc/security/audit class is a user-configurable ASCII system file that stores class definitions used in the audit system. Audit events in audit event(4) are mapped to one or more of the defined audit classes. audit event can be updated in conjunction with changes to audit class. See audit control(4) and audit user(4) for information about changing the preselection of audit classes in the audit system. Programs can use the getauclassent(3BSM) routines to access audit class information. The fields for each class entry are separated by colons. Each class entry is a bitmap and is separated from each other by a newline. Each entry in the audit class file has the form: mask:name:description The fields are defined as follows: mask class mask name class name description class description Each class is represented as a bit in the class mask which is an unsigned integer. Thus, there are 32 different classes available. Meta-classes can also be defined. These are supersets composed of multiple base classes, and thus will have more than 1 bit in its mask. See EXAMPLES. Two special meta-classes are also pre-defined: all, and no. all Represents a conjunction of all allowed classes, and is provided as a shorthand method of specifying all classes. no Is the invalid class, and any event mapped solely to this class will not be audited. Turning auditing on to the all meta class will not cause events mapped solely to the no class to be written to the audit trail. This class is also used to map obsolete events which are no longer generated. Obsolete events are retained to process old audit trails files. **EXAMPLES EXAMPLE 1** Using an audit class File The following is an example of an audit class file: 0x00000000:no:invalid class 0x0000001:fr:file read 0x0000002.fw.file write 0x00000004:fa:file attribute access 0x0000008:fm:file attribute modify 0x00000010:fc:file create 0x0000020:fd:file delete 0x00000040:cl:file close 0x00000100:nt:network

audit\_class(4) **EXAMPLE 1** Using an audit class File (Continued) 0x00000200:ip:ipc 0x00000400:na:non-attribute 0x00001000:lo:login or logout 0x00004000:ap:application 0x000f0000:ad:old administrative (meta-class) 0x00070000:am:administrative (meta-class) 0x00010000:ss:change system state 0x00020000:as:system-wide administration 0x00040000:ua:user administration 0x00080000:aa:audit utilization 0x00300000:pc:process (meta-class) 0x00100000:ps:process start/stop 0x00200000:pm:process modify 0x20000000:io:ioctl 0x40000000:ex:exec 0x80000000:ot:other 0xffffffff:all:all classes (meta-class) FILES /etc/security/audit class **ATTRIBUTES** See attributes(5) for descriptions of the following attributes: ATTRIBUTE TYPE ATTRIBUTE VALUE See below Interface Stability The file format stability is evolving. The file content is unstable. **SEE ALSO** bsmconv(1M), au preselect(3BSM), getauclassent(3BSM), audit\_control(4), audit\_event(4), audit\_user(4), attributes(5) NOTES It is possible to deliberately turn on the no class in the kernel, in which case the audit trail will be flooded with records for the audit event AUE NULL. This functionality is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

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#### audit\_control(4)

**NAME** | audit\_control – control information for system audit daemon

SYNOPSIS

/etc/security/audit\_control

DESCRIPTION

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

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

dir:directory-name

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

The following configuration is recommended:

/etc/security/audit/server/files

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

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

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

minfree:percentage

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

The plugin definition line selects a plugin to be loaded by the audit daemon for processing audit records.

The format of a plugin line is:

plugin: keyword1=value1;keyword2=value2;

The following keywords are defined:

audit\_control(4)

name

The value is the pathname of the plugin. This specification is required.

qsize

The value is the maximum number of records to queue for audit data sent to the plugin. If omitted, the current hiwater mark (see the -getqctrl of auditconfig(1M)) is used. When this maximum is reached, auditd will either block or discard data, depending on the audit policy cnt. See auditconfig(1M).

p \*

A keyword with the prefix p\_ is passed to the plugin defined by the value associated with the name attribute. These attributes are defined for each plugin. By convention, if the value associated with a plugin attribute is a list, the list items are separated with commas.

If pathname is a relative path (it does not start with /) the library path will be taken as relative to /usr/lib/security/\$ISA. The \$ISA token is replaced by an implementation-defined directory name that defines the path relative to the auditd(1M) instruction set architecture.

See audit\_syslog(5) for the attributes expected for plugin: name=audit\_syslog.so.

No plugin specifier is required for generation of a binary audit log. However, to set a queue size of other than the default, a plugin line with name=audit\_binfile.so can be used as described in audit\_binfile(5).

You must specify one or more plugins. (In the case of audit\_binfile.so, use of dir: or plugin: suffices.)

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

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

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

The format of a flags line is:

flags:audit-flags

where *audit-flags* specifies which event classes are to be audited. The character string representation of *audit-flags* contains a series of flag names, each one identifying a single audit class, separated by commas. A name preceded by '--' means that the class should be audited for failure only; successful attempts are not audited. A name

	preceded by '+' means that the class should be audited for success only; failing				
	attempts are not audited. Without a prefix, the name indicates that the class is to be audited for both successes and failures. The special string all indicates that all events should be audited; -all indicates that all failed attempts are to be audited, and +all all successful attempts. The prefixes ^, ^-, and ^+ turn off flags specified earlier in the string (^- and ^+ for failing and successful attempts, ^ for both). They are typically used to reset flags.				
	The non-attributable flags line is similar to the flags line, but this one contain the audit flags that define what classes of events are audited when an action cannot be attributed to a specific user. The format of a naflags line is:				
	naflags: <i>audit-flags</i>				
	The flags are separated by commas, with no spaces. See audit_class(4) for a list of the predefined audit classes. Note that the classes are configurable as also described in audit_class(4).				
	A line can be continued by appending a backslash $(\)$ .				
EXAMPLES	<b>EXAMPLE 1</b> Sample audit_control File for Specific Host				
	The following is a sample /etc/security/audit_control file for the machine eggplant.				
	The file's contents identify server jedgar with two file systems normally used for audit data, another server, global, used only when jedgar fills up or breaks, and specifies that the warning script is run when the file systems are 80% filled. It also specifies that all logins, administrative operations are to be audited, whether or not they succeed. All failures except failures to access object attributes are to be audited.				
	dir: /etc/security/jedgar/eggplant dir: /etc/security/jedgar.aux/eggplant				
	# # Last-ditch audit file system when jedgar fills up.				
	# dir: /etc/security/global/eggplant				
	<pre>minfree: 20 flags: lo,ad,-all,^-fm</pre>				
	naflags: lo,ad				
	<b>EXAMPLE 2</b> Sample audit_control File for syslog and Local Storage				
	Shown below is a sample /etc/security/audit_control file for syslog and local storage. For the binary log, the output is all lo and ad records, all failures of class fm and any classes specified by means of audit_user(4). For syslog output, all lo records are output, only failure ad records are output, and no fm records are output. The specification for the plugin is given in two lines.				

```
dir: /etc/security/jedgar/eggplant
dir: /etc/security/jedgar.aux/eggplant
#
```

audit\_control(4)

	<b>EXAMPLE 2</b> Sample audit_control File for syslog and Local Storage (Continued)						
	<pre># Last-ditch audit file system when jedgar fills up. # dir. /etc/security/global/eggplant</pre>						
	dir: /etc/security/global/eggplant minfree: 20						
	flags: lo,ad,-fm naflags: lo,ad						
	plugin: name=audit_syslog.so;p_flags=lo,+ad;\ qsize=512						
	<b>EXAMPLE 3</b> Overriding the Default Queue Size						
	Shown below is a sample /etc/security default queue size for binary audit log file g		nat overrides the				
	<pre>dir: /etc/security/jedgar/eggplant dir: /etc/security/jedgar.aux/eggplant "</pre>						
	# # Last-ditch audit file system when jedga #	ar fills up.					
	dir: /etc/security/global/eggplant minfree: 20						
	flags: lo,ad,-fm						
	<pre>naflags: lo,ad plugin: name=audit_binfile.so; qsize=256</pre>						
FILES	/etc/security/audit_control						
	/etc/security/audit_warn						
	/etc/security/audit/*/*/*						
	/etc/security/audit_user						
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:					
	ATTRIBUTE TYPE	ATTRIBUTE V	ALUE				
	Interface Stability Evolving						
SEE ALSO	<pre>audit(1M), audit_warn(1M), auditd(1M), bsmconv(1M), audit(2), getfauditflags(3BSM), audit.log(4), audit_class(4), audit_user(4), attributes(5), audit_binfile(5), audit_syslog(5)</pre>						
NOTES	Use of the plugin configuration line to inclu/etc/syslog.conf be configured for auc details.						

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audit\_data(4)

		auun_uata(4)		
NAME	audit_data – current information on audit o	laemon		
SYNOPSIS	/etc/security/audit_data			
DESCRIPTION	The audit_data file contains information about the audit daemon. The file contains the process ID of the audit daemon, and the pathname of the current audit log file. The format of the file is:			
	pid>: <pathname></pathname>			
	Where <i>pid</i> is the process ID for the audit date for the current audit log file.	nemon, and <i>pathname</i> is the full pathname		
EXAMPLES	EXAMPLE 1 A sample audit_data file.			
	64:/etc/security/audit/server1/199305060	81249.19930506230945.bongos		
FILES	/etc/security/audit_data			
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE		
	Interface Stability	Obsolete		
	audit(1M), auditd(1M), bsmconv(1M), audit(2), audit_control(4), audit.log(4)			
SEE ALSO		<pre>udit(2), audit_control(4),</pre>		
SEE ALSO NOTES				
	audit.log(4) The functionality described on this manual	page is internal to audit(1M) and might nechanism to communicate with		
	<pre>audit.log(4) The functionality described on this manual not be supported in a future release. The auditd utility is the only supported m auditd(1M). The current audit log can be</pre>	page is internal to audit(1M) and might nechanism to communicate with determined by examining the configured page is available only if the Basic Security		
	<pre>audit.log(4) The functionality described on this manual not be supported in a future release. The auditd utility is the only supported m auditd(1M). The current audit log can be audit directories. See audit_control(4). The functionality described on this manual</pre>	page is internal to audit(1M) and might nechanism to communicate with determined by examining the configured page is available only if the Basic Security		
	<pre>audit.log(4) The functionality described on this manual not be supported in a future release. The auditd utility is the only supported m auditd(1M). The current audit log can be audit directories. See audit_control(4). The functionality described on this manual</pre>	page is internal to audit(1M) and might nechanism to communicate with determined by examining the configured page is available only if the Basic Security		
	<pre>audit.log(4) The functionality described on this manual not be supported in a future release. The auditd utility is the only supported m auditd(1M). The current audit log can be audit directories. See audit_control(4). The functionality described on this manual</pre>	page is internal to audit(1M) and might nechanism to communicate with determined by examining the configured page is available only if the Basic Security		
	<pre>audit.log(4) The functionality described on this manual not be supported in a future release. The auditd utility is the only supported m auditd(1M). The current audit log can be audit directories. See audit_control(4). The functionality described on this manual</pre>	page is internal to audit(1M) and might nechanism to communicate with determined by examining the configured page is available only if the Basic Security		
	<pre>audit.log(4) The functionality described on this manual not be supported in a future release. The auditd utility is the only supported m auditd(1M). The current audit log can be audit directories. See audit_control(4). The functionality described on this manual</pre>	page is internal to audit(1M) and might nechanism to communicate with determined by examining the configured page is available only if the Basic Security		
	<pre>audit.log(4) The functionality described on this manual not be supported in a future release. The auditd utility is the only supported m auditd(1M). The current audit log can be audit directories. See audit_control(4). The functionality described on this manual</pre>	page is internal to audit(1M) and might nechanism to communicate with determined by examining the configured page is available only if the Basic Security		
	<pre>audit.log(4) The functionality described on this manual not be supported in a future release. The auditd utility is the only supported m auditd(1M). The current audit log can be audit directories. See audit_control(4). The functionality described on this manual</pre>	page is internal to audit(1M) and might nechanism to communicate with determined by examining the configured page is available only if the Basic Security		

audit_event(4)							
NAME	audit_event – audit event definition and class mapping						
SYNOPSIS	/etc/security/audit_event						
DESCRIPTION	<pre>/etc/security/audit_event is a user-configurable ASCII system file that stores event definitions used in the audit system. As part of this definition, each event is mapped to one or more of the audit classes defined in audit_class(4). See audit_control(4) and audit_user(4) for information about changing the preselection of audit classes in the audit system. Programs can use the getauevent(3BSM) routines to access audit event information.</pre>						
			parated by colons. Each event is separated from the audit_event file has the form:				
	number : name : descripti	on : flags					
	The fields are defi	ned as follows:					
	number	Event number.					
		Event number ran	ges are assigned as follows:				
		0	Reserved as an invalid event number.				
		1-2047	Reserved for the Solaris Kernel events.				
		2048-32767	Reserved for the Solaris TCB programs.				
	32768-65535 Available for third party TCB applications.						
	System administrators must <i>not</i> add, delete, o modify (except to change the class mapping), events with an event number less than 32768 These events are reserved by the system.						
	name	Event name.					
	description	Event description					
	flags	<i>flags</i> Flags specifying classes to which the event is mapped. Classes are comma separated, without spaces.					
	Obsolete events are commonly assigned to the special class no (invalid) to indicate they are no longer generated. Obsolete events are retained to process old audit trail files. Other events which are not obsolete may also be assigned to the no class.						
EXAMPLES	EXAMPLE 1 Using the audit_event File						
	The following is a	n example of some	audit_event file entries:				
	The following is an example of some audit_event file entries: 7:AUE_EXEC:exec(2):ps,ex 79:AUE_OPEN_WTC:open(2) - write,creat,trunc:fc,fd,fw 6152:AUE_login:login - local:lo 6153:AUE_logout:logout:lo						

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audit\_event(4)

**EXAMPLE 1** Using the audit\_event File (Continued)

6154:AUE\_telnet:login - telnet:lo 6155:AUE\_rlogin:login - rlogin:lo

### ATTRIBUTES Se

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	See below

The file format stability is evolving. The file content is unstable.

FILES /etc/security/audit\_event

- SEE ALSO bsmconv(1M), getauevent(3BSM), audit\_class(4), audit\_control(4), audit\_user(4)
  - **NOTES** This functionality is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

11 (4)					
audit.log(4)	1. 1. 1. 1				
NAME	audit.log – audit trail file				
SYNOPSIS	<pre>#include <bsm audit.h=""></bsm></pre>				
	<pre>#include <bsm audit_record.h=""></bsm></pre>				
DESCRIPTION	<pre>audit.log files are the depository for audit records stored locally or on an on an NFS-mounted audit server. These files are kept in directories named in the file audit_control(4) using the dir option. They are named to reflect the time they are created and are, when possible, renamed to reflect the time they are closed as well. The name takes the form yyyymmddhhmmss.not_terminated.hostname</pre>				
	when open or if the aud	itd(1M) terminated ungracefully, and the form			
	yyyymmddhhmmss . yyyyr	nmddhhmmss . hostname			
	when properly closed. yyyy is the year, mm the month, dd day in the month, hh hour in the day, mm minute in the hour, and ss second in the minute. All fields are of fixed width.				
	Audit data is generated in the binary format described below; the default for Solaris audit is binary format. See audit_syslog(5) for an alternate data format.				
	The audit.log file begins with a standalone file token and typically ends with one also. The beginning file token records the pathname of the previous audit file, while the ending file token records the pathname of the next audit file. If the file name is NULL the appropriate path was unavailable.				
	The audit.log files contains audit records. Each audit record is made up of <i>audit tokens</i> . Each record contains a header token followed by various data tokens. Depending on the audit policy in place by auditon(2), optional other tokens such as trailers or sequences may be included.				
	The tokens are defined as follows:				
	The file token consists of:				
	token ID1 byteseconds of time4 bytesmicroseconds of time4 bytesfile name length2 bytesfile pathnameN bytes + 1 terminating NULL byte				
	The header token consi	sts of:			
	token ID record byte count version # event type	1 byte 4 bytes 1 byte [2] 2 bytes			
	1				

event modifier		bytes	
seconds of time	4	bytes/8 bytes (32-bit/64-bit val	ue)
nanoseconds of time	4	bytes/8 bytes (32-bit/64-bit val	.ue)

## The expanded header token consists of:

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

#### The trailer token consists of:

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

## The arbitrary data token is defined:

	token ID	1 byte
	how to print	1 byte
	basic unit	1 byte
	unit count	1 byte
	data items	(depends on basic unit)
1		

## The in\_addr token consists of:

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

## The expanded in\_addr token consists of:

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

## The ip token consists of:

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

The expanded ip token consists of:

token ID 1 byte version and ihl 1 byte 1 byte type of service 2 bytes length id 2 bytes offset 2 bytes ttl 1 byte 1 byte protocol 2 bytes checksum address type/type 1 byte 4 bytes/16 bytes (IPv4/IPv6 address) source address address type/length 1 byte 4 bytes/16 bytes (IPv4/IPv6 address) destination address The iport token consists of: token ID 1 byte port IP address 2 bytes The path token consists of: token ID 1 byte path length 2 bytes N bytes + 1 terminating NULL byte path The path attr token consists of: token ID 1 byte count 4 bytes count null-terminated string(s) path The process token consists of: token ID 1 byte audit ID 4 bytes effective user ID 4 bytes effective group ID 4 bytes real user ID 4 bytes real group ID 4 bytes process ID 4 bytes session ID 4 bytes terminal ID port ID 4 bytes/8 bytes (32-bit/64-bit value) machine address 4 bytes The expanded process token consists of: token ID 1 byte audit ID 4 bytes effective user ID 4 bytes effective group ID 4 bytes real user ID 4 bytes real group ID 4 bytes process ID 4 bytes session ID 4 bytes terminal ID port ID 4 bytes/8 bytes (32-bit/64-bit value)

address type/length	1 byte
machine address	4 bytes/16 bytes (IPv4/IPv6 address)
The return token cons	ists of:
token ID	1 byte
error number	1 byte
return value	4 bytes/8 bytes (32-bit/64-bit value)
The subject token con	
token ID	1 buto
audit ID	1 byte
	4 bytes
effective user ID	4 bytes 4 bytes
	4 bytes
real user ID	4 bytes
real group ID	4 bytes
process ID	4 bytes
session ID	4 bytes
terminal ID	
port ID	4 bytes/8 bytes (32-bit/64-bit value)
machine address	4 bytes
The expanded subject	token consists of:
token ID	1 byte
audit ID	4 bytes
effective user ID	-
	4 bytes
effective group ID	
real user ID real group ID	4 bytes
	4 bytes
process ID	4 bytes
session ID	4 bytes
terminal ID	
port ID	4 bytes/8 bytes (32-bit/64-bit value)
address type/length	1 byte
machine address	4 bytes/16 bytes (IPv4/IPv6 address)
The System V IPC toke	en consists of:
token ID	1 byte
object ID type	1 byte
object ID	4 bytes
The text token consists	s of:
tokon ID	1 buto
token ID	1 byte
text length	2 bytes
text	N bytes + 1 terminating NULL byte
The attribute token of	consists of:
token ID	1 byte
file access mode	4 bytes
owner user ID	4 bytes 4 bytes
	4 bytes 4 bytes
owner group ID	-
file system ID	4 bytes

node ID 8 bytes device 4 bytes/8 bytes (32-bit/64-bit) The groups token consists of: token ID 1 byte 2 bytes number groups group list N \* 4 bytes The System V IPC permission token consists of: token ID 1 byte owner user ID 4 bytes owner group ID 4 bytes creator user ID 4 bytes creator group ID 4 bytes access mode 4 bytes slot sequence # 4 bytes key 4 bytes The arg token consists of: token ID 1 byte argument # 1 byte argument value 4 bytes/8 bytes (32-bit/64-bit value) text length 2 bytes N bytes + 1 terminating NULL byte text The exec args token consists of: token ID 1 byte count 4 bytes text count null-terminated string(s) The exec env token consists of: token ID 1 byte count 4 bytes count null-terminated string(s) text The exit token consists of: token ID 1 byte status 4 bytes return value 4 bytes The socket token consists of: token ID 1 byte socket type 2 bytes remote port 2 bytes remote Internet address 4 bytes The expanded socket token consists of: token ID 1 byte socket domain 2 bytes socket type 2 bytes local port 2 bytes

	local Internet address remote port	2 bytes 2 bytes 4 bytes/16 bytes (IPv4/IPv6 address) 2 bytes 4 bytes/16 bytes (IPv4/IPv6 address)
	The seq token consists o	f:
	token ID sequence number	1 byte 4 bytes
	The privilege token c	onsists of:
	text length privilege set name text length	1 byte 2 bytes N bytes + 1 terminating NULL byte 2 bytes N bytes + 1 terminating NULL byte
	The use-of-auth token	n consists of:
	token ID text length authorization(s)	1 byte 2 bytes N bytes + 1 terminating NULL byte
	The command token cons	sists of:
	argument list text length argument text count of env strings environment list	1 byte 2 bytes (count times) 2 bytes N bytes + 1 terminating NULL byte 2 bytes (count times) 2 bytes N bytes + 1 terminating NULL byte
	The ACL token consists o	f:
	token ID type value 4 file mode	1 byte 4 bytes bytes 4 bytes
	The zonename token con	nsists of:
	-	yte ytes <i>nelength&gt;</i> including terminating NULL byte
ATTRIBUTES	See attributes(5) for a	descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
binary file format	Evolving
binary file contents	Unstable
audit(1M), auditd(1M), bsmconv( audit_control(4), audit_syslog	(1M), audit(2), auditon(2), au_to(3BSM) g(5)
Each token is generally written using	g the au_to(3BSM) family of function calls.
1	

NAME	audit_user – per-user auditing	g data file	_ ()
SYNOPSIS	/etc/security/audit_user		
DESCRIPTION	audit_user is an access-restricted database that stores per-user auditing preselection data. You can use the audit_user file with other authorization sources, including the NIS map audit_user.byname and the NIS+ table audit_user. Programs use the getauusernam(3BSM) routines to access this information.		
	The search order for multiple user audit information sources is specified in the /etc/nsswitch.conf file. See nsswitch.conf(4). The lookup follows the search order for passwd(4).		
	The fields for each user entry are separated by colons (:). Each user is separated from the next by a newline. audit_user does not have general read permission. Each entry in the audit_user file has the form:		
	username : always-audit-flags : never-audi	t-flags	
	The fields are defined as follow	ws:	
	username	User's login	name.
	always-audit-flags	Flags specify	ving event classes to <i>always</i> audit.
	never-audit-flags	Flags specify	ving event classes to <i>never</i> audit.
	For a complete description of audit_control(4).	the audit flag	s and how to combine them, see
EXAMPLES	<b>EXAMPLE 1</b> Using the audit_us	er File	
	<pre>other:lo,am:io,cl fred:lo,ex,+fc,-fr,-fa:io,cl ethyl:lo,ex,nt:io,cl</pre>		
FILES	/etc/nsswitch.conf		
	/etc/passwd		
	/etc/security/audit_use	er	
ATTRIBUTES	See attributes(5) for descri	ptions of the	following attributes:
	ATTRIBUTE TYPE		ATTRIBUTE VALUE
	Interface Stability		See below
	The file format stability is evol	lving. The file	content is unstable.
SEE ALSO	bsmconv(1M),getauuserna passwd(4)	.m(3BSM), aud	<pre>dit_control(4), nsswitch.conf(4),</pre>

audit\_user(4)

NOTES

This functionality is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

			auth_attr(4)	
NAME	auth_attr – author	ization deso	cription database	
SYNOPSIS	/etc/security/au	th_attr		
DESCRIPTION	descriptions. The aut	y/auth_attr is a local source for authorization names and e auth_attr file can be used with other authorization sources, th_attr NIS map and NIS+ table. Programs use the SECDB) routines to access this information.		
		ne search order for multiple authorization sources is specified in the etc/nsswitch.conf file, as described in the nsswitch.conf(4) man page.		
	An authorization is a right assigned to users that is checked by certain privileged programs to determine whether users can execute restricted functionality. Each entry in the auth_attr database consists of one line of text containing six fields separated by colons (:). Line continuations using the backslash (\) character are permitted. The format of each entry is:			
	name : res1 : res2 : short_d	lesc : long_desc :	attr	
	name	The name of the authorization. Authorization names are unique strings. Construct authorization names using the following convention:		
		prefix. or prefix.suffix		
		prefix	Everything in the name field up to the final dot (.). Authorizations from Sun Microsystems, Inc. use <code>solaris</code> as a prefix. To avoid name conflicts, all other authorizations should use a prefix that begins with the reverse–order Internet domain name of the organization that creates the authorization (for <code>example, com.xyzcompany</code> ). Prefixes can have additional arbitrary components chosen by the authorization's developer, with components separated by dots.	
		suffix	The final component in the name field. Specifies what is being authorized.	
			When there is no suffix, the name is defined as a heading. Headings are not assigned to users but are constructed for use by applications in their GUIs.	
		authoriza fine-grain authoriza To assign	ame ends with the word grant, the entry defines a grant tion. Grant authorizations are used to support ed delegation. Users with appropriate grant tions can delegate some of their authorizations to others. an authorization, the user needs to have both the tion itself and the appropriate grant authorization.	
	res1	Reserved	for future use.	

auth\_attr(4)

	res2	Reserved for future use.	
	short_desc	A short description or terse name for the authorization. This name should be suitable for displaying in user interfaces, such as in a scrolling list in a GUI.	
	long_desc	A long description. This field can explain the precise purpose of the authorization, the applications in which it is used, and the type of user that would be interested in using it. The long description can be displayed in the help text of an application.	
	attr	An optional list of semicolon-separated (;) key-value pairs that describe the attributes of an authorization. Zero or more keys may be specified. The keyword help identifies a help file in HTML.	
EXAMPLES	EXAMPLE 1 Construct	cting a Name	
	In the following ex followed by a suff	xample, the name has a prefix (solaris.admin.usermgr) ix (read):	
	solaris.admin.use	rmgr.read	
	EXAMPLE 2 Defining	a Heading	
	Because the name field ends with a dot, the following entry defines a heading:		
solaris.admin.usermgr.:::User Accounts::help=AuthUsermgrHea		rmgr.:::User Accounts::help=AuthUsermgrHeader.html	
	EXAMPLE 3 Assignin	g Separate Authorizations to Set User Attributes	
	The entries below attributes. The <i>attr</i>	heading entry is followed by other associated authorization entries. the heading provide separate authorizations for setting user field for each entry, including the heading entry, assigns a help file. at uses the help key requires the value to equal the name of a file .html:	
	solaris.admin.use	rmgr.:::User Accounts::help=AuthUsermgrHeader.html rmgr.pswd:::Change Password::help=AuthUserMgrPswd.html rmgr.write:::Manage Users::help=AuthUsermgrWrite.html	
	EXAMPLE 4 Assignin	g a Grant Authorization	
	This example assig	gns to an administrator the following authorizations:	
	solaris.admin.pri solaris.admin.pri	-	
	solaris.admin.pri solaris.admin.pri	nter.modify	
	solaris.login.ena		
	1		

	<b>EXAMPLE 4</b> Assigning a Grant Authorization ( <i>Continued</i> )
	With the above authorizations, the administrator can assign to others the solaris.admin.printer.delete, solaris.admin.printer.modify, and solaris.admin.printer.read authorizations, but not the solaris.login.enable authorization. If the administrator has both the grant authorization, solaris.admin.printmgr.grant, and the wildcard authorization, solaris.admin.printmgr.frant to others any of the printer authorizations. See user_attr(4) for more information about how wildcards can be used to assign multiple authorizations whose names begin with the same components.
	<b>EXAMPLE 5</b> Authorizing the Ability to Assign Other Authorizations
	The following entry defines an authorization that grants the ability to assign any authorization created with a solaris prefix, when the administrator also has either the specific authorization being granted or a matching wildcard entry:
	solaris.grant:::Grant All Solaris Authorizations::help=PriAdmin.html
	EXAMPLE 6 Consulting the Local Authorization File Ahead of the NIS Table
	With the following entry from /etc/nsswitch.conf, the local auth_attr file is consulted before the NIS table:
	auth_attr:files nisplus
FILES	/etc/nsswitch.conf
	/etc/user_attr
	/etc/security/auth_attr
SEE ALSO	<pre>getauthattr(3SECDB), getexecattr(3SECDB), getprofattr(3SECDB), getuserattr(3SECDB), exec_attr(4), nsswitch.conf(4), user_attr(4)</pre>
NOTES	When deciding which authorization source to use, keep in mind that NIS+ provides stronger authentication than NIS.
	Because the list of legal keys is likely to expand, any code that parses this database must be written to ignore unknown key-value pairs without error. When any new keywords are created, the names should be prefixed with a unique string, such as the company's stock symbol, to avoid potential naming conflicts.
	Each application has its own requirements for whether the help value must be a relative pathname ending with a filename or the name of a file. The only known requirement is for the name of a file.

auth\_attr(4)

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

	autofs(4)
NAME	autofs – file containing parameter values for automountd daemon and automount command
SYNOPSIS	/etc/default/autofs
DESCRIPTION	The autofs file resides in directory /etc/default and supplies default parameters for the automountd(1M) daemon and the automount(1M) command.
	The autofs file format is ASCII; comment lines begin with the crosshatch (#) character. Parameters consist of a keyword followed by an equal sign followed by the parameter value, of the form:
	keyword=value
	As shipped, the parameters in the autofs file are commented out. As root, you must uncomment a keyword-value line to make the value for that parameter take effect.
	Administrators can make changes to the startup parameters for automountd by logging in as root and editing the autofs file. Changes made to autofs values on an automount or automountd command line override values in /etc/default/autofs.
	Unlike /etc/init.d/autofs, the /etc/default/autofs file is preserved across operating system upgrades.
	The following parameters are currently supported in the autofs file:
	AUTOMOUNT_TIMEOUT= <num> Specifies a duration, in seconds, that a file system is to remain mounted when not in use. The default value is 600 (10 minutes). Equivalent to the -t option in automount.</num>
	AUTOMOUNT_VERBOSE=TRUE   FALSE Verbose mode. Causes you to be notified of non-critical events, suchs as autofs mounts and unmounts. The default value is FALSE. Equivalent to the -v option in automount.
	AUTOMOUNTD_VERBOSE=TRUE   FALSE Verbose mode. Causes status messages to be logged to the console. The default value is FALSE. Equivalent to the -v option in automountd.
	AUTOMOUNTD_NOBROWSE=< <i>num&gt;</i> Turn on or off browsing for all autofs mount points. The default value is FALSE. Equivalent to the -n option in automountd.
	AUTOMOUNTD_TRACE= <num> Expands each RPC call and displays it on standard output. The default value, 0, turns off such tracing. Starting with 1, with each higher value, the verbosity of trace output increases.</num>
	AUTOMOUNTD_ENV=< <i>name&gt;</i> =< <i>value&gt;</i> Environment variables. Each environment variable-value pairing must be on its own line. You can specify multiple such pairings. There are no environment
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	variable settings supplied. For example: AUTOMOUNTD_ENV=DAY=TUES
SEE ALSO	automount(1M), automountd(1M)

			burt_intainiest(1)
NAME	bart_manifest – system audit manifest file		
DESCRIPTION	The bart(1M) command generates a manifest that describes the contents of a managed host. A manifest consists of a header and entries. Each entry represents single file. Entries are sorted in ascending order by file name. Any nonstandard fi names, such as those that contain embedded newline or tab characters, have the special characters quoted prior to being sorted. See Quoting Syntax.		
	Lines that begin with ! supply metadata about the manifest. The manifest version line indicates the manifest specification version. The date line shows the date on which the manifest was created, in date(1) form.		
	Some lines are ignored by the manifest comparison tool. Ignored lines include blank lines, lines that consist only of white space, and comments that begin with #.		
	In addition to metadata lines, the header contains the format comment block. This comment block lists the attributes reported for each file type.		
	To see the format of a manifest file, see EXAMPLES.		
Manifest File Entries	Each manifest file entry is a single line of one of the following forms, depending on the file type:		
	fnameDsize mode acl dirmtime uid gidfnamePsize mode acl mtime uid gidfnameSsize mode acl mtime uid gidfnameFsize mode acl mtime uid gid contentsfnameLsize mode acl lnmtime uid gid destfnameBsize mode acl mtime uid gid devnodefnameCsize mode acl mtime uid gid devnode		
	The fields of the manifest file entries are described as follows:		
	fname	problems characters	the file. To prevent parsing that are caused by special s embedded in file names, file e encoded as described in Quoting
	type	Type of fi	le.
		Possible v	values for <i>type</i> are as follows:
		В	Block device node
		С	Character device node
		D	Directory
		F	File
		L	Symbolic link
		Р	Pipe
		S	Socket
			File Formata 67

bart\_manifest(4)

	size	File size in bytes.		
	mode	Octal number that represents the permissions of the file.		
	acl	ACL attributes for the file. For a file with ACL attributes, this field contains the output from acltotext().		
	uid	Numerical user ID of the owner of this entry.		
	gid	Numerical group ID of the owner of this entry.		
	dirmtime	Modification time in seconds since 00:00:00 UTC, January 1, 1970 for directories.		
	Inmtime	Creation time for links.		
	mtime	Modification time in seconds since 00:00:00 UTC, January 1, 1970 for files.		
	contents	Checksum value of the file. This attribute is only specified for regular files. If you turn off context checking or if checksums cannot be computed, the value of this field is		
	dest	Destination of a symbolic link.		
	devnode	Value of the device node. This attribute is for character device files and block device files only.		
Quoting Syntax	The rules file supports a quoting syntax for representing nonstandard file names.			
- 0,	The rules me supports a quoting syntax r	or representing nonstandard file names.		
		es that embeded TAB, SPACE, or NEWLINE		
	When generating a manifest for file name	es that embeded TAB, SPACE, or NEWLINE		
	When generating a manifest for file name characters, the special characters are enco	es that embeded TAB, SPACE, or NEWLINE oded in their octal forms.		
	When generating a manifest for file name characters, the special characters are enco	es that embeded TAB, SPACE, or NEWLINE oded in their octal forms.		
	When generating a manifest for file name characters, the special characters are enco Input Character SPACE	es that embeded TAB, SPACE, or NEWLINE oded in their octal forms.           Quoted Character           \SPACE		
	When generating a manifest for file name characters, the special characters are enco Input Character SPACE TAB	es that embeded TAB, SPACE, or NEWLINE oded in their octal forms.           Quoted Character           \SPACE           \TAB		
	When generating a manifest for file name characters, the special characters are enco Input Character SPACE TAB NEWLINE	es that embeded TAB, SPACE, or NEWLINE oded in their octal forms.           Quoted Character           \SPACE           \TAB           \NEWLINE		

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## **EXAMPLES** | **EXAMPLE 1** Sample Manifest File

The following is a sample system manifest file. The file entries are sorted by the encoded versions of the file names to correctly handle special characters.

! Version 1.0 ! Mon Feb 11 10:55:30 2002 # Format: # fname D size mode acl dirmtime uid gid # fname P size mode acl mtime uid gid # fname S size mode acl mtime uid gid # fname F size mode acl mtime uid gid contents # fname L size mode acl lnmtime uid gid dest # fname B size mode acl mtime uid gid devnode # fname C size mode acl mtime uid gid devnode /etc D 3584 40755 user::rwx,group::r-x,mask::r-x,other::r-x, 3c6803d7 0 3 /etc/.login F 524 100644 user::rw-,group::r--,mask::r--,other::r--, 3c165878 0 3 27b53d5c3e844af3306f1f12b330b318 /etc/.pwd.lock F 0 100600 user::rw-,group::---,mask::---,other::---, 3c166121 0 0 d41d8cd98f00b204e9800998ecf8427e /etc/.syslog\_door L 20 120777 user::rw-,group::r--,mask::rwx,other::r--, 3c6803d5 0 0 /var/run/syslog door /etc/autopush L 16 120777 user::r-x,group::r-x,mask::r-x,other::r-x, 3c165863 0 0 ../sbin/autopush /etc/cron.d/FIFO P 0 10600 user::rw-,group::---,mask::---,other::---, 3c6803d5 0 0

**SEE ALSO** | date(1), bart(1M), bart rules(4), attributes(5)

bart	rules	(4)	
Dari	Tuico	マリ	

irt_rules(4)			
NAME	bart_rules – bart rules file		
DESCRIPTION	The bart_rules file is a text file that is used by the bart(1M) command. The r file determines which files to validate and which file attributes of those files to is		
	Some lines are ignored by the manifest comparison tool. Ignored lines include blank lines, lines that consist only of white space, and comments that begin with #.		
	The rules file supports three directives: CHECK, IGNORE, and a <i>subtree</i> directive, which is an absolute path name and optional pattern matching modifiers. Each CHECK, IGNORE, and <i>subtree</i> directive must be on a separate line. Bart supports continuation of long lines using a backslash (\). The rules file uses the directives to create logical blocks.		
Syntax	The syntax for the rules file is as follows:		
	<pre>[IGNORE attribute]* [CHECK] [attribute]* subtree1 [pattern]* [IGNORE attribute]* [CHECK] [attribute]*</pre>		
	<pre>subtree2 [pattern] * subtree3 [pattern] * subtree4 [pattern] * [IGNORE attribute] * [CHECK] [attribute] *</pre>		
Rule Blocks	Rule blocks are composed of statements that are created by using directives and arguments.		
	There are three types of block	S:	
	Global Block	The first block in the file. The block is considered "global" if it specifies CHECK and IGNORE statements, but no previous subtree statement. A global block pertains to all subsequent blocks.	
	Local block	A block that specifies CHECK and IGNORE statements as well as a subtree directive. The rules in this block pertain to files and directories found in the specified subtree.	
	Heir block	A block that contains a null CHECK statement, no arguments. This block inherits the global CHECK statements and IGNORE statements.	
	bart command processes CH	d IGNORE statements appear in blocks is important. The ECK and IGNORE statements in the order in which they s overriding earlier statements.	

	absolute p	pecifications must appear one per line. Each specification must begin with an path name. Optionally, each specification can be followed by latching arguments.	
		le system being tracked belongs to more than one subtree directive, bart the following resolution steps:	
		es the CHECK and IGNORE statements set in the global block. Note that all and IGNORE statements are processed in order.	
	■ Finds	the last subtree directive that matches the file.	
	<ul> <li>Processes the CHECK and IGNORE statements that belong to the last matching subtree directive. These statements are processed in the order in which they are read, overriding global settings.</li> </ul>		
Pattern Matching	There are two types of pattern matching statements		
Statements	AND	For a given subtree directive, all pattern matching statements are logically ANDed with the subtree. Patterns have the following syntax:	
		<ul> <li>Wildcards are permitted for both the subtree and pattern matching statements.</li> <li>The exclamation point (!) character represents logical NOT.</li> <li>A pattern that terminates with a slash is a subtree. The absence of a slash indicates that the pattern is not a directory. The subtree itself does not require an end slash.</li> </ul>	
		For example, the following subtree example includes the contents of /home/nickiso/src except for object files, core files, and all of the SCCS subtrees. Note that directory names that terminate with .o and directories named core are <i>not</i> excluded because the patterns specified do not terminate with /.	
		/home/nickiso/src !*.o !core !SCCS/ CHECK all	
	OR	Group multiple subtree directives together. Such subtree directives are logically ORed together.	
		/home/nickiso/src !*.o !core /home/nickiso/Mail /home/nickiso/docs *.sdw CHECK all IGNORE mtime lnmtime dirmtime	
		The files included in the previous example are as follows:	
		<ul> <li>Everything under /home/nickiso/src except for *.o and core files</li> <li>Everything under /home/nickiso/Mail</li> <li>All files under /home/nickiso/docs that end in *.sdw</li> </ul>	
		For these files, all attributes are checked except for modification times.	

# bart\_rules(4)

File Attributes	The bart command uses CHECK and IGNORE statements to define which attributes to track or ignore. Each attribute has an associated keyword.		
	The attribute keywords are as follows:		
	acl	ACL attributes for the file. For a file with ACL attributes, this field contains the output from acltotext().	
	all	All attributes.	
	contents	Checksum value of the file. This attribute is only specified for regular files. If you turn off context checking or if checksums cannot be computed, the value of this field is	
	dest	Destination of a symbolic link.	
	devnode	Value of the device node. This attribute is for character device files and block device files only.	
	dirmtime	Modification time in seconds since 00:00:00 UTC, January 1, 1970 for directories.	
	gid	Numerical group ID of the owner of this entry.	
	Inmtime	Creation time for links.	
	mode	Octal number that represents the permissions of the file.	
	mtime	Modification time in seconds since 00:00:00 UTC, January 1, 1970 for files.	
	size	File size in bytes.	
	type	Type of file.	
	uid	Numerical user ID of the owner of this entry.	
EXAMPLES	MPLES EXAMPLE 1 Sample Rules File		
	The following is a sample rules file:		
	# Global rules, track everything except dirmtime. CHECK all IGNORE dirmtime		
	<pre># The files in /data* are expected to change, so don't bother # tracking the attributes expected to change. # Furthermore, by specifying ``IGNORE contents,'' you save # time and resources. /data* IGNORE contents mtime size</pre>		
	/home/nickiso f* bar/		

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## bart\_rules(4)

```
EXAMPLE 1 Sample Rules File
                                          (Continued)
             IGNORE acl
             # For /usr, apply the global rules.
             /usr
             CHECK
             # Note: Since /usr/tmp follows the /usr block, the /usr/tmp
             # subtree is subjected to the ``IGNORE all.''
             /usr/tmp
             /home/nickiso *.o
             /home/nickiso core
             /home/nickiso/proto
             IGNORE all
             The following files are cataloged based on the sample rules file:
             All attributes, except for dirmtime, mtime, size, and contents, are tracked for
                files under the /data* subtrees.
             ■ Files under the /usr subtree, except for /usr/tmp, are cataloged by using the
                global rules.
             ■ If the /home/nickiso/foo.c file exists, its attributes, except for acl and
                dirmtime, are cataloged.
               All .o and core files under /home/nickiso, as well as the
             /home/nickiso/proto and /usr/tmp subtrees, are ignored.
             If the /home/nickiso/bar/foo.o file exists, it is ignored because it is subject to
                the last block.
SEE ALSO
             bart(1M), bart manifest(4), attributes(5)
```

bootparams(4)			
NAME	bootparams – boot parameter data base		
SYNOPSIS	/etc/bootparams		
DESCRIPTION	The bootparams file contains a list of client entries that diskless clients use for booting. Diskless booting clients retrieve this information by issuing requests to a server running the rpc.bootparamd(1M) program. The bootparams file may be used in conjunction with or in place of other sources for the bootparams information. See nsswitch.conf(4).		
	For each client the file contains an entry with the client's name and a list of boot parameter values for that client. Each entry has the form:		
	clientname keyword=value		
	The first item of each entry is the host name of the diskless client. You can use the asterisk ('*') character as a "wildcard" in place of the client name in a single entry. A wildcard entry applies to all clients for which there is not an entry that specifically names them.		
	In a given entry, the host name or asterisk is followed by one or more whitespace characters and a series of keyword—value pairs separated by whitespace characters. There must not be any whitespace within a keyword—value pair.		
	Each keyword—value pair has the syntax:		
	keyword=value		
	The preceding form breaks out further as:		
	keyword=server : value		
	Where <i>server</i> can be null and <i>value</i> can be a pathname.		
	An example that includes a server is:		
client1 root=server1:/export/client1/root			
	An example where <i>server</i> is null is:		
client1 rootopts=:vers2			
	A minor variation of the <i>keyword=value</i> syntax is used for the domain keyword. Unlike the forms shown above, this syntax does not use a colon. For example:		
client1 domain=bldg1.workco.com			
	Entries can span multiple lines. Use the backslash ('\') character as the last character of a line to continue the entry to the following line. For multiple-line entries, you can split a line only in places where whitespace is allowed. For example, you can use a backslash to split the following entry between the end of the path (root) and the keyword domain:		

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	<pre>client1 root=server1:/export/client1/root domain=bldg1.workco.com</pre>
	In entries that specify a server, <i>server</i> is the name of the server that will provide the file or filesystem to the diskless client and <i>value</i> is the pathname of the exported file or filesystem on that server.
	In entries that use the domain keyword, the domain name specified must be the client's domain name. The algorithm for determining a client's domain name is to first check for a domain keyword in the client-specific entry and then in "wildcard" entry. If none is found, the server's domain name is used.
	For the JumpStart installation of machines that do not have video displays, use the term keyword to identify the terminal type of the boot server. Terminal types are listed in /usr/share/lib/terminfo (see terminfo(4)).
	An entry with the ns keyword associates a server (a name server) with, instead of a pathname, a specific name service (NIS+, NIS, LDAP, or none) and, if that server is not on a local subnet, the netmask needed to reach it. For example:
	ns=hoot:nisplus(255.255.0)
	An ns entry forces sysidtool(1M) to use the specified name service. By default, sysidtool uses NIS+ in preference to NIS or LDAP if it can find an NIS+ server for the system's domain on the subnet. An ns entry might be necessary if you are trying to set up a hands-off installation, or if the name server is on a different subnet, which is common with NIS+.
	If an ns keyword is not used, sysidtool uses broadcast to attempt to bind to either a NIS+, NIS, or LDAP server. If a name server is not on the local subnet, which is possible for NIS+ or LDAP, the bind will fail, automatic configuration of the name service will fail, and an interactive screen is displayed, prompting the user to specify the name service.
	The ns keyword can be set in add_install_client or by Host Manager.
EXAMPLES	EXAMPLE 1 Sample bootparams Entry
	Here is an example of an entry in the bootparams file:
	<pre>client1 root=server1:/export/client1/root rootopts=:vers=2 \     domain=bldg1.workco.com client2 root=server2:/export/client2/root ns=:nis client3 root=server2:/export/client3/root ns=watson: client4 root=server2:/export/client4/root \     ns=mach:nisplus(255.255.0)</pre>
	EXAMPLE 2 Sample Entry for JumpStart
	The following is an example of an entry that might be used for the JumpStart installation of diskless clients that do not have displays.

# bootparams(4)

	<b>EXAMPLE 2</b> Sample Entry for JumpStart ( <i>Continued</i> )
	<pre>mozart root=haydn:/export/install/sparc/os/latest/Solaris_9/boot \ install=haydn:/export/install/sparc/os/8.1/latest boottype=:in \ install_config=haydn:/usr/local/share/lib/jump-net \ ns=otis:nisplus(255.255.255.0) term=:xterms domain=eu.cte.work.com</pre>
FILES	/etc/bootparams
SEE ALSO	<pre>rpc.bootparamd(1M), sysidtool(1M), nsswitch.conf(4)</pre>
NOTES	Solaris diskless clients use the keywords root and rootopts to look up the pathname for the root filesystem and the mount options for the root filesystem, respectively. These are the only keywords meaningful for diskless booting clients. See mount_ufs(1M).

## cdtoc(4)

#### NAME | cdtoc – CD-ROM table of contents file

## DESCRIPTION

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

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

PARAM=value

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

*PRODNAME=value* 

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

PRODNAME	The full name of the product. This must be unique within the .cdtoc file and is preferably unique across all possible products. This value may contain white space. The length of this value is limited to 256 ASCII characters; other restrictions may apply (see below).
PRODVERS	The version of the product. The value can contain any combination of letters, numbers, or other characters. This value may contain white space. The length of this value is limited to 256 ASCII characters; other restrictions may apply (see below).
PRODDIR	The name of the top-level directory containing the product. This name should be relative to the top-level directory of the distribution media, for example, Solaris_2.6/Product. The number of path components in the name is limited only by the system's maximum path name length, which is 1024 ASCII characters. Any single component is limited to 256 ASCII characters. This value cannot contain white space.

```
cdtoc(4)
                     The lengths of the values of PRODNAME and PRODVERS are further constrained by
                     the fact that the initial install programs concatenate these values to produce the full
                     product name. For unbundled products the combined length of the values of
                     PRODNAME and PRODVERS must not exceed 256 ASCII characters.
                      When you install OS services with Solstice Host Manager, directories for diskless
                     clients are created by constructing names derived from a concatenation of the values
                     of PRODNAME, PRODVERS, and client architecture, for example,
                      /export/exec/Solaris 2.x sparc.all/usr/platform. The length of the
                     component containing the product name and version must not exceed 256 ASCII
                     characters. Thus, for products corresponding to bundled OS releases (for example,
                     Solaris 2.4), the values of PRODNAME and PRODVERS are effectively restricted to
                     lengths much less than 256.
                      The initial install programs use the value of the PRODDIR macro in the .cdtoc file to
                     indicate where packages can be found.
       EXAMPLES
                     EXAMPLE 1 Sample of .cdtoc file.
                     Here is a sample . cdtoc file:
                              #
                              # .cdtoc file -- Online product family CD
                              #
                              PRODNAME=Online DiskSuite
                              PRODVERS=2.0
                              PRODDIR=Online_DiskSuite_2.0
                              PRODNAME=Online Backup
                              PRODVERS=2.0
                              PRODDIR=Online Backup 2.0
                     This example corresponds to the following directory layout on a CD-ROM partition:
                              /.cdtoc
                              /Online DiskSuite 2.0
                                   ./SUNWmddr.c
                                    ./SUNWmddr.m
                                    ./SUNWmddu
                              /Online_Backup_2.0
                                    ./SUNWhsm
                     The bundled release of Solaris 2.6 includes the following .cdtoc file:
                              PRODNAME=Solaris
                              PRODVERS=2.6
                              PRODDIR=Solaris 2.6/Product
                     This file corresponds to the following directory layout on slice 0 of the Solaris 2.6
                     product CD:
```

cdtoc(4)

	<b>EXAMPLE 1</b> Sample of .cdtoc file. (Continued)
	/.cdtoc /Solaris_2.6/Product ./SUNWaccr ./SUNWaccu ./SUNWadmap
SEE ALSO	<pre>clustertoc(4), packagetoc(4), pkginfo(4)</pre>

clustertoc(4)

NAME | clustertoc – cluster table of contents description file

DESCRIPTION

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

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

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

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

PARAM=value

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

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

CLUSTER=value

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

METACLUSTER=value

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

The following parameters are mandatory:

CLUSTER

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

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

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

## DESC

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

### METACLUSTER

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

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

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

#### NAME

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

### SUNW\_CSRMEMBER

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

## VENDOR

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

## VERSION

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

The following parameters are optional:

## DEFAULT

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

## HIDDEN

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

## REQUIRED

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

## SUNW\_CSRMBRIFF

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

clustertoc(4)	
	SUNW_CSRMBRIFF=(test test_arc)package
	This line is converted into a SUNW_CSRMEMBER entry at media installation time if the test provided matches the platform on which the media is being installed. There may be zero or more SUNW_CSRMBRIFF parameters per (meta-)cluster.
	SUNW_CSRMBRIFF=( <i>test value</i> ) <i>package</i> where the <i>test</i> is either the builtin test of "platform" or a shell script which returns shell true (0) or shell false (1) depending on the tests being performed in the script. <i>value</i> is passed to the test as the first argument and can be used to create a script that tests for multiple hardware objects. Finally <i>package</i> is the package that is included in the final .clustertoc file as a SUNW_CSRMEMBER. See parse_dynamic_clustertoc(1M) for more information about the scripts.
EXAMPLES	EXAMPLE 1 A Cluster Description
	The following is an example of a cluster description in a .clustertoc file.
	CLUSTER=SUNWCacc NAME=System Accounting DESC=System accounting utilities VENDOR=Sun Microsystems, Inc. VERSION=7.2 SUNW_CSRMEMBER=SUNWaccr SUNW_CSRMEMBER=SUNWaccu END
	EXAMPLE 2 A Meta-cluster Description
	The following is an example of a meta-cluster description in a .clustertoc file.
	METACLUSTER=SUNWCreq NAME=Core System Support DESC=A pre-defined software configuration consisting of the minimum required software for a standalone, non-networked workstation. VENDOR=Sun Microsystems, Inc. VERSION=2.x SUNW_CSRMEMBER=SUNWadmr
	SUNW_CSRMEMBER=SUNWcar SUNW_CSRMEMBER=SUNWCcs SUNW_CSRMEMBER=SUNWccg6 SUNW_CSRMEMBER=SUNWcdfb SUNW_CSRMEMBER=SUNWcm SUNW_CSRMEMBER=SUNWcnis SUNW_CSRMEMBER=SUNWcv SUNW_CSRMEMBER=SUNWter END
	<b>EXAMPLE 3</b> A Meta-cluster Description With a Dynamic Cluster Entry
	The following is an example of a meta-cluster description with a dynamic cluster entry as indicated by the use of the SUNW_CSRMBRIFF parameter entries.
	METACLUSTER=SUNWCprog NAME=Developer System Support DESC=A pre-defined software configuration consisting of the
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## clustertoc(4)

```
EXAMPLE 3 A Meta-cluster Description With a Dynamic Cluster Entry
                                                                              (Continued)
             typical software used by software developers.
             VENDOR=Sun Microsystems, Inc.
             VERSION=2.5
             SUNW_CSRMEMBER=SUNWCadm
             SUNW CSRMBRIFF=(smcc.dctoc tcx)SUNWCtcx
             SUNW_CSRMBRIFF=(smcc.dctoc leo)SUNWCleo
             SUNW_CSRMBRIFF=(smcc.dctoc sx)SUNWCsx
             . . .
             END
SEE ALSO
             parse dynamic clustertoc(1M), cdtoc(4), order(4), packagetoc(4),
             pkginfo(4)
   NOTES
             The current implementation of the initial system installation programs depend on the
             .clustertoc describing three required meta-clusters for the base OS product:
             SUNWCall
                               Contains all of the software packages in the OS distribution.
             SUNWCuser
                               Contains the typical software packages for an end-user of the OS
                               distribution.
             SUNWCreq
                               Contains the bare-minimum packages required to boot and
                               configure the OS to the point of running a multi-user shell.
```

compver(	4)
comp ver	

ompver(4)	
NAME	compver – compatible versions file
DESCRIPTION	compver is an ASCII file used to specify previous versions of the associated package which are upward compatible. It is created by a package developer.
	Each line of the file specifies a previous version of the associated package with which the current version is backward compatible.
	Since some packages may require installation of a specific version of another software package, compatibility information is extremely crucial. Consider, for example, a package called "A" which requires version "1.0" of application "B" as a prerequisite for installation. If the customer installing "A" has a newer version of "B" (version 1.3), the compver file for "B" must indicate that "1.3" is compatible with version "1.0" in order for the customer to install package "A".
EXAMPLES	EXAMPLE 1 Sample compver file.
	A sample compver file is shown below:
	Version 1.3 Version 1.0
SEE ALSO	pkginfo(4)
	Application Packaging Developer's Guide
NOTES	The comparison of the version string disregards white space and tabs. It is performed on a word-by-word basis. Thus, "Version 1.3" and "Version 1.3" would be considered the same.
	The entries in the compver file must match the values assigned to the VERSION parameter in the pkginfo(4) files.

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contents(4)

## **NAME** | contents – list of files and associated packages

SYNOPSIS

/var/sadm/install/contents

DESCRIPTION

The file /var/sadm/install/contents is a source of information about the packages installed on the system. This file must never be edited directly. Always use the package and patch commands (see SEE ALSO) to make changes to the contents file.

Each entry in the contents file is a single line. Fields in each entry are separated by a single space character.

Two major styles of entries exist, old style and new style. The following is the format of an old-style entry:

ftype class path package(s)

The following is the general format of a new-style entry:

path [=rpath] ftype class [ftype-optional-fields] package(s)

New-style entries differ for each ftype. The ftype designates the entry type, as specified in pkgmap(4). The format for new-style entries, for each ftype, is as follows:

ftype s: path=rpath s class package
ftype 1: path 1 class package
ftype d: path d class mode owner group package(s)
ftype b: path b class major minor mode owner group package
ftype c: path c class major minor mode owner group package
ftype f: path f class mode owner group size cksum modtime package
ftype x: path x class mode owner group size cksum modtime package
ftype v: path v class mode owner group size cksum modtime package
ftype e: path e class mode owner group size cksum modtime package

A significant distinction between old- and new-style entries is that the former do not begin with a slash (/) character, while the latter (new-style) always do. For example, the following are new-style entries:

d none /dev SUNWcsd e passwd /etc/passwd SUNWcsr

The following are new-style entries:

/dev d none 0755 root sys SUNWcsr SUNWcsd /etc/passwd e passwd 0644 root sys 580 48299 1077177419 SUNWcsr

The following are the descriptions of the fields in both old- and new-style entries.

path

The absolute path of the node being described. For ftype s (indicating a symbolic link) this is the indirect pointer (link) name.

rpath

The relative path to the real file or linked-to directory name.

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contract(4)

		contract(4)	
NAME	contract – the cont	ract file system	
SYNOPSIS	/system/contract		
DESCRIPTION	The /system/contract file system acts as the primary interface to the contract subsystem. There is a subdirectory of /system/contract for each available contract type.		
	/system/contract can be mounted on any mount point, in addition to the the standard /system/contract mount point, and can be mounted several places at once. Such additional mounts are allowed in order to facilitate the confinement of processes to subtrees of the file system using chroot(1M) and yet allow such processes to continue to use contract commands and interfaces.		
		standard system calls (for example, open(2), close(2), and poll(2)) ontract(3LIB) access /system/contract files.	
	Consumers of the lfcompile64(5).	contract file system must be large file aware. See largefile(5) and	
DIRECTORY STRUCTURE	At the top level, the /system/contract directory contains subdirectories named with each available contract type, and one special directory, all. Each of these directories is world-readable and world-searchable.		
STRUCTURE OF /system/contract	Each /system/contract/ <i>type</i> directory contains a fixed number of files. It also <b><i>teppe</i></b> directories corresponding to existing contracts of type <i>type</i> and named with the decimal representation of the contracts' IDs.		
	The following files are in a /system/contract/ <i>type</i> directory:		
	template	Opening this file returns a file descriptor for a new <i>type</i> contract template.	
		You can use the following libcontract(3LIB) calls on a template file descriptor:	
		ct_tmpl_activate(3contract) ct_tmpl_clear(3contract) ct_tmpl_create(3contract)	
		See TERMS for additional template functions.	
	latest	Opening this file returns a file descriptor for the status file of the last <i>type</i> contract written by the opening LWP. See STRUCTURE OF /system/contract/ <i>type/id</i> . If the opening LWP has not created a <i>type</i> contract, opening latest fails with ESRCH.	
	bundle	Opening this file returns a file descriptor for an event endpoint which receives events from all <i>type</i> contracts on the system. No privileges are required to open a type bundle event endpoint.	

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		Events sent by contracts owned and written by users other than the reader's effective user id are invisible, that is, they are silently skipped, unless the reader has {PRIV_CONTRACT_OBSERVER} in its effective set. See EVENTS.
	pbundle	Opening this file returns a file descriptor for an event endpoint which receives events from all <i>type</i> contracts held by the opening process. See EVENTS.
STRUCTURE OF /system/contract/all	contract in the sys	ntract/all directory contains a numerically named file for each tem. Each file is a symbolic link to the type-specific directory for that system/contract/all/ <i>id</i> points to /system/contract/ <i>type/id</i> .
STRUCTURE OF		ontract/type/id directory contains the following files:
/system/contract/type	ctl	Opening this file returns a file descriptor for contract $id$ 's control file. The open fails if the opening process does not hold contract $id$ and the contract has not been inherited by the process contract of which the opening process is a member. See process(4).
		The following libcontract(3LIB) calls can be made on a ctl file descriptor if the contract is owned by the caller:
		ct_ctl_abandon(3contract) ct_ctl_newct(3contract) ct_ctl_ack(3contract) ct_ctl_qack(3contract)
		The following libcontract(3LIB) call can be made on a ctl file descriptor if the contract doesn't have an owner:
		ct_ctl_adopt(3contract)
	status	Opening this file returns a file descriptor for contract <i>id</i> 's status file. The following libcontract(3LIB) calls can be made on a status file descriptor:
		ct_status_read(3contract)
		See STATUS.
	events	Opening this file returns a file descriptor for an event endpoint which receives events from contract <i>id</i> . See EVENTS.

	Only a process which has the same effective user ID as the process owning the contract, the same effective user ID as the contract's author, or has {PRIV_CONTRACT_OBSERVER} in its effective set can open the event endpoint for a contract.
TERMS	The following terms are defined for all contracts:
	cookie Specifies a 64-bit quantity that the contract author can use to identify the contract. Use ct_tmpl_set_cookie(3CONTRACT) to set this term.
	<pre>informative event set    Selects which events are delivered as informative events. Use    ct_tmpl_set_informative(3CONTRACT) to set this term.</pre>
	critical event set Selects which events are delivered as critical events. Use ct_tmpl_set_critical(3CONTRACT) to set this term.
STATUS	A status object returned by ct_status_read(3CONTRACT) contains the following pieces of information:
	<pre>contract ID    The numeric ID of the contract. Use ct_status_get_id(3CONTRACT) to obtain    this information.</pre>
	<pre>contract type The type of the contract, specifed as a string. Obtained using ct_status_get_type(3CONTRACT). The contract type is the same as its subdirectory name under /system/contract.</pre>
	creator's zone ID The zone ID of the process which created the contract. Obtained using ct_status_get_zoneid(3CONTRACT).
	ownership state The state of the contract, specified as CTS_OWNED, CTS_INHERITED, CTS_ORPHAN, or CTS_DEAD. Use ct_status_get_state(3CONTRACT) to obtain this information.
	contract holder If the contract's state is CTS_OWNED, the ID of the process which owns the contract. If the contract's state is CTS_INHERITED, the ID of the contract which is acting as regent. If the contract's state is CTS_ORPHAN or CTS_DEAD, this is undefined. Use ct_status_get_holder(3CONTRACT) to obtain this information.
	number of critical events The number of unacknowledged critical events pending on the contract's event queue. Use ct_status_get_nevents(3CONTRACT) to obtain this information.
	negotiation time The time remaining before the current synchronous negotiation times out. Use ct_status_get_ntime(3CONTRACT) to obtain this information.
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		the current negotiation quantum runs out. Use 3CONTRACT) to obtain this information.	
	The ID of the event which initiated the negotiation timeout. Use ct_status_get_nevid(3CONTRACT) to obtain this information.		
	cookie (term) The contract's cookie term. this information.	Use ct_status_get_cookie(3CONTRACT) to obtain	
	Informative event set (term) The contract's informative ct_status_get_inform	event set. Use lative(3CONTRACT) to obtain this information.	
	Critical event set (term) The contract's critical event to obtain this information.	tset.Usect_status_get_critical(3CONTRACT)	
EVENTS	TS All three event endpoints, /system/contract/type/bundle, /system/contract/type/pbundle, and /system/contract/type/id/even are accessed in the same manner.		
	The following libcontract(3LIB) interfaces are used with an event endpoint file descriptor:		
	ct_event_read(3contract) ct_event_read_critical(3contract) ct_event_reset(3contract) ct_event_next(3contract)		
	To facilitate processes watching multiple event endpoints, it is possible to poll(2 event endpoints. When it is possible to receive on an endpoint file descriptor, Pois set for that descriptor.		
	An event object returned by ct_event_read(3CONTRACT) contains the fo information:		
	contract ID	The ID of the contract that generated the event. Use ct_event_get_ctid(3CONTRACT) to obtain this information.	
	event ID	The ID of the contract event.Use ct_event_get_evid(3CONTRACT).	
	flags	A bit vector possibly including CT_ACK and CTE_INFO. Use ct_event_get_flags(3CONTRACT) to obtain this	
		information.	
	event type	The type of event, equal to one of the constants specified in the contract type's manual page or	

contract(4)

	CT_EV_NEGEND. Use ct_event_get_type(3CONTRACT) to obtain this information.
EVENT TYPES	The following event types are defined:
	CT_EV_NEGEND Some time after an exit negotiation is initiated, the CT_EV_NEGEND event is sent. This indicates that the negotiation ended. This might be because the operation was cancelled, or because the operation was successful. If successful, and the owner requested that a new contract be written, this contains the ID of that contract.
	CT_EV_NEGEND cannot be included in a contract's informative or critical event set. It is always delivered and always critical. If CT_EV_NEGEND indicates that the operation was successful, no further events are sent. The contract's owner should use ct_ctl_abandon(3CONTRACT) to abandon the contract.
	A CT_EV_NEGEND event contains:
	negotiation ID The ID of the negotiation which ended. Use ct_event_get_nevid(3CONTRACT) to obain this information.
	<pre>new contract ID The ID of the newly created contract. This value is 0 if no contract was created, or the ID of the existing contract if the operation was not completed. Use ct_event_get_newct(3CONTRACT) to obtain this information.</pre>
FILES	/system/contract List of all contract types
	/system/contract/all Directory of all contract IDs
	/system/contract/all/ <i>id</i> Symbolic link to the type-specific directory of contract <i>id</i>
	/system/contract/type Specific type directory
	/system/contract/ <i>type</i> /templete Template for the contract type
	/system/contract/ <i>type</i> /bundle Listening point for all contracts of that type
	/system/contract/ <i>type</i> /pbundle Listening point for all contracts of that type for the opening process
	<pre>/system/contract/type /latest Status of most recent type contract created by the opening LWP</pre>
	/system/contract/type/ID Directory for contract id

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/system/contract/*type/ID*/events Listening point for contract id's events /system/contract/type/ID/ctl Control file for contract ID /system/contract/*type/ID*/status Status info for contract ID **SEE ALSO** ctrun(1), ctstat(1), ctwatch(1), chroot(1M), close(2), ioctl(2), open(2), poll(2), ct\_ctl\_abandon(3CONTRACT), ct\_event\_get\_ctid(3CONTRACT), ct event get evid(3CONTRACT), ct event get flags(3CONTRACT), ct event get nevid(3CONTRACT), ct event get newct(3CONTRACT), ct event get type(3CONTRACT), ct status read(3CONTRACT)ct status qet cookie(3CONTRACT), ct status get critical(3CONTRACT), ct status get holder(3CONTRACT), ct status get id(3CONTRACT), ct status get informative(3CONTRACT), ct\_status\_get\_nevid(3CONTRACT), ct\_status\_get\_nevents(3CONTRACT), ct\_status\_get\_ntime(3CONTRACT), ct\_status\_get\_qtime(3CONTRACT), ct status get state(3CONTRACT), ct status get type(3CONTRACT), ct\_tmpl\_set\_cookie(3CONTRACT), ct\_tmpl\_set\_critical(3CONTRACT), ct tmpl set informative(3CONTRACT), libcontract(3LIB), process(4), largefile(5), lfcompile(5), privileges(5)

NAME	copyright – copyright information file
DESCRIPTION	copyright is an ASCII file used to provide a copyright notice for a package. The text may be in any format. The full file contents (including comment lines) are displayed on the terminal at the time of package installation.
SEE ALSO	Application Packaging Developer's Guide

core(4)

#### **NAME** | core – process core file

## DESCRIPTION

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

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

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

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

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

security. These processes can be explicitly granted permission to produce core files using coreadm(1M), at the risk of exposing secure information.

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

For ELF executable programs (see a.out(4)), the core file generated is also an ELF file, containing ELF program and file headers. The e\_type field in the file header has type ET\_CORE. The program header contains an entry for every segment that was part of the process address space, including shared library segments. The contents of the mappings specified by coreadm(1M) are also part of the core image. Each program header has its p\_memsz field set to the size of the mapping. The program headers that represent mappings whose data is included in the core file have their p\_filesz field set the same as p\_memsz, otherwise p\_filesz is zero.

A mapping's data may be excluded due to the core file content settings (see coreadm(1M)), or due to some failure. If the data is excluded because of a failure, the program header entry will have the PF\_SUNW\_FAILURE flag set in its p\_flags field.

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

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

prpsinfo_t	<pre>n_type: NT_PRPSINFO. This entry contains information of interest to the ps(1) command, such as process status, CPU usage, "nice" value, controlling terminal, user-ID, process-ID, the name of the executable, and so forth. The prpsinfo_t structure is defined in <sys old_procfs.h="">.</sys></pre>
char array	n_type: NT_PLATFORM. This entry contains a string describing the specific model of the hardware platform on which this core file was created. This information is the same as provided by sysinfo(2) when invoked with the command SI_PLATFORM.
auxv_t array	n_type: NT_AUXV. This entry contains the array of auxv_t structures that was passed by the operating system as startup information to the dynamic linker. Auxiliary vector information is defined in <sys auxv.h="">.</sys>

core(4)

Following these entries, for each active (non-zombie) light-weight process (LWP) in the process, the old NOTE segment contains an entry with a prstatus t structure, plus other optionally-present entries describing the LWP, as follows: n\_type: NT\_PRSTATUS. This structure contains things prstatus t of interest to a debugger from the operating system, such as the general registers, signal dispositions, state, reason for stopping, process-ID, and so forth. The prstatus t structure is defined in <sys/old procfs.h>. n type: NT PRFPREG. This entry is present only if the prfpregset t LWP used the floating-point hardware. It contains the floating-point registers. The prfpregset t structure is defined in <sys/procfs isa.h>. n type: NT GWINDOWS. This entry is present only on a gwindows t SPARC machine and only if the system was unable to flush all of the register windows to the stack. It contains all of the unspilled register windows. The gwindows t structure is defined in <sys/reqset.h>. prxregset t n type: NT PRXREG. This entry is present only if the machine has extra register state associated with it. It contains the extra register state. The prxregset t structure is defined in <sys/procfs isa.h>. The new NOTE segment contains the following entries. Each has entry name "CORE" and presents the contents of a system structure: n type: NT PSINFO. This structure contains psinfo t information of interest to the ps(1) command, such as process status, CPU usage, "nice" value, controlling terminal, user-ID, process-ID, the name of the executable, and so forth. The psinfo t structure is defined in <sys/procfs.h>. pstatus t n type: NT PSTATUS. This structure contains things of interest to a debugger from the operating system, such as pending signals, state, process-ID, and so forth. The pstatus t structure is defined in <sys/procfs.h>. char array n type: NT PLATFORM. This entry contains a string describing the specific model of the hardware platform on which this core file was created. This information is the same as provided by sysinfo(2) when invoked with the command SI PLATFORM.

auxv_t array	n_type: NT_AUXV. This entry contains the array of auxv_t structures that was passed by the operating system as startup information to the dynamic linker. Auxiliary vector information is defined in <sys auxv.h="">.</sys>
struct utsname	n_type: NT_UTSNAME. This structure contains the system information that would have been returned to the process if it had performed a uname(2) system call prior to dumping core. The utsname structure is defined in <sys utsname.h="">.</sys>
prcred_t	n_type: NT_PRCRED. This structure contains the process credentials, including the real, saved, and effective user and group IDs. The prcred_t structure is defined in <aasys procfs.h="">. Following the structure is an optional array of supplementary group IDs. The total number of supplementary group IDs is given by the pr_ngroups member of the prcred_t structure, and the structure includes space for one supplementary group. If pr_ngroups is greater than 1, there is pr_ngroups - 1 gid_t items following the structure; otherwise, there is no additional data.</aasys>
char array	n_type: NT_ZONENAME. This entry contains a string which describes the name of the zone in which the process was running. See zones(5). The information is the same as provided by getzonenamebyid(3C) when invoked with the numerical ID returned by getzoneid(3C).
struct ssd array	n_type: NT_LDT. This entry is present only on an 32-bit x86 machine and only if the process has set up a Local Descriptor Table (LDT). It contains an array of structures of type struct ssd, each of which was typically used to set up the %gs segment register to be used to fetch the address of the current thread information structure in a multithreaded process. The ssd structure is defined in <sys sysi86.h="">.</sys>
core_content_t	n_type: NT_CONTENT. This optional entry indicates which parts of the process image are specified to be included in the core file. See coreadm(1M).

Following these entries, for each active and zombie LWP in the process, the new NOTE segment contains an entry with an lwpsinfo\_t structure plus, for a non-zombie LWP, an entry with an lwpstatus\_t structure, plus other optionally-present entries describing the LWP, as follows. A zombie LWP is a non-detached LWP that has terminated but has not yet been reaped by another LWP in the same process.

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	lwpsinfo_t	n_type: NT_LWPSINFO. This structure contains information of interest to the ps(1) command, such as LWP status, CPU usage, "nice" value, LWP-ID, and so forth. The lwpsinfo_t structure is defined in <sys procfs.h="">. This is the only entry present for a zombie LWP.</sys>
	lwpstatus_t	<pre>n_type: NT_LWPSTATUS. This structure contains things of interest to a debugger from the operating system, such as the general registers, the floating point registers, state, reason for stopping, LWP-ID, and so forth. The lwpstatus_t structure is defined in <sys procfs.h="">&gt;.</sys></pre>
	gwindows_t	n_type: NT_GWINDOWS. This entry is present only on a SPARC machine and only if the system was unable to flush all of the register windows to the stack. It contains all of the unspilled register windows. The gwindows_t structure is defined in <sys regset.h="">.</sys>
	prxregset_t	n_type: NT_PRXREG. This entry is present only if the machine has extra register state associated with it. It contains the extra register state. The prxregset_t structure is defined in <sys procfs_isa.h="">.</sys>
	asrset_t	n_type: NT_ASRS. This entry is present only on a SPARC V9 machine and only if the process is a 64-bit process. It contains the ancillary state registers for the LWP. The asrset_t structure is defined in <sys regset.h="">.</sys>
	The size of the core getrlimit(2)).	e file created by a process may be controlled by the user (see
SEE ALSO	<pre>SO gcore(1), mdb(1), proc(1), ps(1), coreadm(1M), getrlimit(2), setrlimit(2), setuid(2), sysinfo(2), uname(2), getzonenamebyid(3C), getzoneid(3C), elf(3ELF), signal.h(3HEAD), a.out(4), proc(4), zones(5) ANSI C Programmer's Guide</pre>	

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NAME	crypt.conf – configuration file for pluggable crypt modules
SYNOPSIS	/etc/security/crypt.conf
DESCRIPTION	crypt.conf is the configuration file for the pluggable crypt architecture. Each crypt module must provide a function to generate a password hash, crypt_genhash_impl(3C), and a function to generate the salt, crypt_gensalt_impl(3C).
	There must be at least one entry in crypt.conf with the same name as is stored in the crypt_algorithm_magic symbol of the module. The documentation provided with the module should list this name.
	The module_path field specifies the path name to a shared library object that implements crypt_genhash_impl(), crypt_gensalt_impl(), and crypt_algorithm_magic. If the path name is not absolute, it is assumed to be relative to /usr/lib/security/\$ISA. If the path name contains the \$ISA token, the token is replaced by an implementation-defined directory name that defines the path relative to the calling program's instruction set architecture.
	The params field is used to pass module-specific options to the shared objects. See crypt_genhash_impl(3C) and crypt_gensalt_impl(3C). It is the responsibility of the module to parse and interpret the options. The params field can be used by the modules to turn on debugging or to pass any module-specific parameters that control the output of the hashing algorithm.
EXAMPLES	<b>EXAMPLE 1</b> Provide compatibility for md5crypt-generated passwords.
EXAMPLES	<b>EXAMPLE 1</b> Provide compatibility for md5crypt-generated passwords. The default configuration preserves previous Solaris behavior while adding compatibility for md5crypt-generated passwords as provided on some BSD and Linux systems.
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EXAMPLES	The default configuration preserves previous Solaris behavior while adding compatibility for md5crypt-generated passwords as provided on some BSD and Linux systems. # # crypt.conf # 1 /usr/lib/security/\$ISA/crypt_bsdmd5.so EXAMPLE 2 Use md5crypt to demonstrate compatibility with BSD- and Linux-based systems. The following example lists 4 algorithms and demonstrates how compatibility with BSD- and Linux-based systems using md5crypt is made available, using the algorithm names 1 and 2. # # crypt.conf #
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EXAMPLES	The default configuration preserves previous Solaris behavior while adding compatibility for md5crypt-generated passwords as provided on some BSD and Linux systems. # # crypt.conf # 1 /usr/lib/security/\$ISA/crypt_bsdmd5.so EXAMPLE 2 Use md5crypt to demonstrate compatibility with BSD- and Linux-based systems. The following example lists 4 algorithms and demonstrates how compatibility with BSD- and Linux-based systems using md5crypt is made available, using the algorithm names 1 and 2. # # crypt.conf # md5 /usr/lib/security/\$ISA/crypt_md5.so

## crypt.conf(4)

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

1 /usr/lib/security/\$ISA/crypt\_bsdmd5.so 2 /usr/lib/security/\$ISA/crypt\_bsdbf.so

### ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

SEE ALSO passwd(1), crypt(3C), crypt\_genhash\_impl(3C), crypt\_gensalt(3C), crypt\_gensalt\_impl(3C), getpassphrase(3C), passwd(4), attributes(5), crypt\_unix(5)

		crypto_certs(4)
NAME	crypto_certs - directory for certificate files for Solaris Cryptographic Framework	
SYNOPSIS	/etc/crypto/certs/CA	
	/etc/crypto/certs/SUNWosnet	
DESCRIPTION	The /etc/crypto/certs directory contains ASN.1 BER or PEM encoded certificate files for use by the Solaris Cryptographic Framework.	
	A default installation contains only two certificates. The CA certificate is the trust anchor for all other certificates. The SUNWosnet certificate contains the certificate use to sign the Solaris user and kernel cryptographic plug-ins.	
	Additional certificates my be installed by third-party cryptographic providers. They should either be copied to /etc/crypto/certs or included in the package that delivers the provider.	
	Only certificates that are issued by the CA certificate are accepted by the Solaris Cryptographic Framework. This restriction is in place due to US Export Law on the export of open cryptographic interfaces at the time of shipping this revision of the product.	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWcsr
	Availability Interface Stability	SUNWcsr Evolving
SEE ALSO	Availability	SUNWcsr Evolving
SEE ALSO	Availability Interface Stability	SUNWcsr Evolving
SEE ALSO	Availability Interface Stability	SUNWcsr Evolving
SEE ALSO	Availability Interface Stability	SUNWcsr Evolving
SEE ALSO	Availability Interface Stability	SUNWcsr Evolving
SEE ALSO	Availability Interface Stability	SUNWcsr Evolving
SEE ALSO	Availability Interface Stability	SUNWcsr Evolving
SEE ALSO	Availability Interface Stability	SUNWcsr Evolving
SEE ALSO	Availability Interface Stability	SUNWcsr Evolving

dacf.conf(4)

NAME	dacf.conf – device auto-configuration config	guration file
SYNOPSIS	/etc/dacf.conf	
DESCRIPTION	The kernel uses the dacf.conf file to automatically configure hot plugged devices. Because the dacf.conf file contains important kernel state information, it should not be modified.	
	The format of the /etc/dacf.conf file is not public and might change in versions of the Solaris operating environment that are not compatible with Solaris 8.	
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWcsr
SEE ALSO	attributes(5)	
NOTES	This document does not constitute an API. or might contain different contents or interp operating environment that are not compat notice does not imply that any other docum API.	pretations in versions of the Solaris ible with Solaris 8. The existence of this

### dat.conf(4)

## **NAME** | dat.conf – DAT static registry

SYNOPSIS /etc/dat/dat.conf

DESCRIPTION

The DAT static registry, /etc/dat/dat.conf is a system-wide data resource maintained by the system administrative command datadm(1M).

/etc/dat/dat.conf contains a list of interface adapters supported by uDAPL service providers. An interface adapter on Infiniband (IB) corresponds to an IPoIB device instance, for example, ibd0. An IPoIB device name represents an IP interface plumbed by ifconfig(1M) on an IB partition/Host Channel Adapter port combination.

Each entry in the DAT static registry is a single line that contains eight fields. Fields are separated by a SPACE. Lines that begin with a pound sign (#) are considered comments. All characters that follow the # are ignored. Enclose Solaris specific strings (*Solaris\_specific\_string*) and service provider's instance data (*service\_provider\_instance\_data*) in quotes.

The following shows the order of the fields in a dat.conf entry:

```
"interface_adapter_name" "API_version" "threadsafe | nonthreadsafe" \
"default | nondefault" "service_provider_library_pathname" \
"service_provider_version" "service _provider_instance_data" \
"Solaris_specific_string"
```

The fields are defined as follows:

interface\_adapter\_name

Specifies the Interface Adapter (IA) name. In IB, this is the IPoIB device instance name, for example, ibd0. This represents an IP interface plumbed on an IB partition/port combination of the HCA.

API\_version

Specifies the API version of the service provide library: For example, "u"major.minor is ul.2.

threadsafe | nonthreadsafe

Specifies a threadsafe or non-threadsafe library.

default | nondefault

Specifies a default or non-default version of library. A service provider can offer several versions of the library. If so, one version is designated as default with the rest as nondefault.

service\_provider\_library\_pathname

Specifies the pathname of the library image.

service\_provider\_version

Specifies the version of the service provider. By convention, specify the company stock symbol as the service provider, followed by major and minor version numbers, for example, SUNW1.0.

service \_provider\_instance\_data

Specifies the service provider instance data.

## dat.conf(4)

	Solaris_specific_string Specifies a platform specific string, for example, the device name in the service_provider.conf file.
EXAMPLES	EXAMPLE 1 Sample dat.conf File
	The following dat.conf file shows a uDAPL 1.2 service provider for tavor, udapl_tavor.so.l supporting two interfaces, ibd0 and ibd1:
	<pre># # dat.conf for uDAPL 1.2 # ibd0 u1.2 nonthreadsafe default udapl_tavor.so.1 SUNW.1.0 "" "driver_name=tavor" ibd1 u1.2 nonthreadsafe default udapl_tavor.so.1 SUNW.1.0 "" "driver_name=tavor"</pre>

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWudaplr
Interface Stability	Standard

#### 

**NOTES** An empty dat.conf is created during the package SUNWudaplr installation if no file is present beforehand. Entries in the file are added or removed by running datadm(1M).

The content of the platform specific string does not constitute an API. It is generated by datadm(1M) and might have a different content or interpretation in a future release.

# defaultdomain(4)

NAME	defaultdomain – specify host's domain name
SYNOPSIS	/etc/defaultdomain
DESCRIPTION	The file /etc/defaultdomain determines a host's domain name for direct use by the NIS and NIS+ name services. The defaultdomain file is read at boot time and its contents used by the domainname(1M) command. Because of its use by domainname, defaultdomain is also used by the LDAP service (see ldap(1)). Under certain, narrow circumstances (see resolv.conf(4)), because domainname uses defaultdomain, a DNS client can use the contents of defaultdomain. The contents of defaultdomain consists of a single line containing a host's domain
	name.
SEE ALSO	<pre>nis+(1), uname(1), ldapclient(1M), nisclient(1M), ypbind(1M), ypinit(1M), resolv.conf(4)</pre>
NOTES	The defaultdomain file is created and modified by Solaris installation and configuration scripts. Only users knowledgeable of name service configuration should edit the file.

default\_fs(4)

elault_15(4)			
NAME	default_fs, fs - specify the default file system type for local or remote file systems		
DESCRIPTION	When file system administration commands have both specific and generic components (for example, fsck(1M)), the file system type must be specified. If it is not explicitly specified using the -F <i>FSType</i> command line option, the generic command looks in /etc/vfstab in order to determine the file system type, using the supplied raw or block device or mount point. If the file system type can not be determined by searching /etc/vfstab, the command will use the default file system type specified in either /etc/default/fs or /etc/dfs/dfstypes, depending on whether the file system is local or remote.		
	The default local file system type is specified in /etc/default/fs by a line of the form LOCAL= <i>fstype</i> (for example, LOCAL=ufs). The default remote file system type is determined by the first entry in the /etc/dfs/fstypes file.		
	File system administration commands will determine whether the file system is local or remote by examining the specified device name. If the device name starts with "/" (slash), it is considered to be local; otherwise it is remote.		
	The default file system types can be changed by editing the default files with a text editor.		
FILES	/etc/vfstab	list of default parameters for each file system	
	/etc/default/fs	the default local file system type	
	/etc/dfs/fstypes	the default remote file system type	
SEE ALSO	<pre>fsck(1M), fstypes(4), vfstab(4)</pre>		

# defaultrouter(4)

		defutition(1)	
NAME	defaultrouter – configuration file for de	fault router(s)	
SYNOPSIS	/etc/defaultrouter		
DESCRIPTION	The /etc/defaultrouter file specifies a IPv4 host's default router(s). The format of the file is as follows:		
	IP_address		
	The /etc/defaultrouter file can contain the IP addresses or hostnames of one or more default routers, with each entry on its own line. If you use hostnames, each hostname must also be listed in the local /etc/hosts file, because no name services are running at the time that defaultrouter is read.		
	Lines beginning with the "#" character are treated as comments.		
	The default routes listed in this file replace those added by the kernel during diskless booting. An empty /etc/defaultrouter file will cause the default route added by the kernel to be deleted.		
	Use of a default route, whether received /etc/defaultrouter, prevents a mause routeadm(1M) to override this beh	chine from acting as an IPv4 router. You can	
FILES	/etc/defaultrouter	Configuration file containing the hostnames or IP addresses of one or more default routers.	
	in.rdisc(1M), $in.routed(1M)$ , $routeadm(1M)$ , $hosts(4)$		
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), $hosts(4)$	
SEE ALSO	<pre>in.rdisc(1M), in.routed(1M), rou</pre>	teadm(1M), $hosts(4)$	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	
SEE ALSO	in.rdisc(1M), in.routed(1M), rou	teadm(1M), hosts(4)	

depend(4)

NAME depend - software dependencies file DESCRIPTION depend is an ASCII file used to specify information concerning software dependencies for a particular package. The file is created by a software developer. Each entry in the depend file describes a single software package. The instance of the package is described after the entry line by giving the package architecture and/or version. The format of each entry and subsequent instance definition is: type pkg name (arch)version (arch)version . . . The fields are: Defines the dependency type. Must be one of the following type characters: Ρ Indicates a prerequisite for installation; for example, the referenced package or versions must be installed. Т Implies that the existence of the indicated package or version is incompatible. Indicates a reverse dependency. Instead of defining the R package's own dependencies, this designates that another package depends on this one. This type should be used only when an old package does not have a depend file, but relies on the newer package nonetheless. Therefore, the present package should not be removed if the designated old package is still on the system since, if it is removed, the old package will no longer work. Indicates the package abbreviation. pkg name Specifies the full package name. (arch)version Specifies a particular instance of the software. A version name cannot begin with a left parenthesis. The instance specifications, both (arch) and version, are completely optional, but each (arch)version pair must begin on a new line that begins with white space. A null version set equates to any version of the indicated package. **EXAMPLES EXAMPLE 1** Sample of depend file Here are the contents of a sample depend file, for the SUNWftpr (FTP Server) package, stored in /var/sadm/pkg/SUNWftpr/install:

# depend(4)

# **EXAMPLE 1** Sample of depend file (Continued)

P SUNWcar	Core Architecture, (Root)
P SUNWkvm	Core Architecture, (Kvm)
P SUNWcsr	Core Solaris, (Root)
P SUNWcsu	Core Solaris, (Usr)
P SUNWcsd	Core Solaris Devices
P SUNWcsl	Core Solaris Libraries
R SUNWftpu	FTP Server, (Usr)
it boimzopu	111 001(01) (001)

# SEE ALSO pkginfo(4)

Application Packaging Developer's Guide

device_allocate(4)			
NAME	device_allocate – device_allocate file		
SYNOPSIS	/etc/security/device_allocate		
DESCRIPTION	The device_allocate file contains mandatory access control information about each physical device. Each device is represented by a one line entry of the form:		
	device-name;device-type;reserve	ed;reserved;auths;device-exec	
	where		
	device-name	This is an arbitrary ASCII string naming the physical device. This field contains no embedded white space or non-printable characters.	
	device-type	This is an arbitrary ASCII string naming the generic device type. This field identifies and groups together devices of like type. This field contains no embedded white space or non-printable characters.	
	reserved	This field is reserved for future use.	
	reserved	This field is reserved for future use.	
	auths	This field contains a comma-separated list of authorizations required to allocate the device, or asterisk (*) to indicate that the device is <i>not</i> allocatable, or an '@' symbol to indicate that no explicit authorization is needed to allocate the device.	
		The default authorization is solaris.device.allocate.See auths(1)	
	device-exec	This is the physical device's data purge program to be run any time the device is acted on by allocate(1). This is to ensure that all usable data is purged from the physical device before it is reused. This field contains the filename of a program in /etc/security/lib or the full pathname of a cleanup script provided by the system administrator.	
	The device_allocate file is an ASCII file that resides in the /etc/security directory.		
	Lines in device_allocate	can end with a '\' to continue an entry on the next line.	
	Comments may also be included. A '#' makes a comment of all further text until the next NEWLINE not immediately preceded by a $^{\prime}$ .		
	White space is allowed in any	7 field.	

device\_allocate(4)

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

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

#### EXAMPLES EXA

**EXAMPLE 1** Declaring an allocatable device

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

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

**EXAMPLE 2** Declaring an allocatable device with authorizations

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

```
# floppy drive
fd0;\
    fd;\
    reserved;\
    reserved;\
    solaris.device.allocate;\
    /etc/security/lib/fd_clean
```

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

- FILES /etc/security/device\_allocate Contains list of allocatable devices
- SEE ALSO auths(1), allocate(1), bsmconv(1M), deallocate(1), list\_devices(1), auth\_attr(4)
  - **NOTES** The functionality described in this man page is available only if the Basic Security Module (BSM) has been enabled. See bsmconv(1M) for more information.

device_maps(4)			
NAME	device_maps – device_maps file		
SYNOPSIS	/etc/security/device_maps		
DESCRIPTION	The device_maps file conta Each device is represented by	ins access control information about each physical device. a one line entry of the form:	
	device-name : device-type : device-li	st :	
	where		
	device-name	This is an arbitrary ASCII string naming the physical device. This field contains no embedded white space or non-printable characters.	
	device-type	This is an arbitrary ASCII string naming the generic device type. This field identifies and groups together devices of like type. This field contains no embedded white space or non-printable characters.	
	device-list	This is a list of the device special files associated with the physical device. This field contains valid device special file path names separated by white space.	
	The device_maps file is an A	ASCII file that resides in the /etc/security directory.	
	Lines in device_maps can end with a '\' to continue an entry on the next line.		
	Comments may also be included. A '#' makes a comment of all further text until the next NEWLINE not immediately preceded by a '\'.		
	Leading and trailing blanks are allowed in any of the fields.		
	The device_maps file must be created by the system administrator bef\ore device allocation is enabled.		
	This file is owned by root, with a group of sys, and a mode of 0644.		
EXAMPLES	<b>EXAMPLE 1</b> A sample device_n	naps file	
	<pre># scsi tape st1:\ rmt:\ /dev/rst21 /dev/nrst21 /dev/rst5 /dev/nrst5 /dev/rst13 \ /dev/nrst13 /dev/rst29 /dev/nrst29 /dev/rmt/11 /dev/rmt/1m \ /dev/rmt/1 /dev/rmt/1h /dev/rmt/1u /dev/rmt/1ln /dev/rmt/1mn \ /dev/rmt/1n /dev/rmt/1hn /dev/rmt/1un /dev/rmt/1b /dev/rmt/1bn:\</pre>		
FILES	/etc/security/device_m	naps	
SEE ALSO	allocate(1), bsmconv(1M),	<pre>deallocate(1), dminfo(1M), list_devices(1)</pre>	

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

# devices(4)

NAME	devices, devid_cache, snapshot_cache, vhci_cache – device configuration information
SYNOPSIS	/etc/devices
	/etc/devices/devid_cache
DESCRIPTION	The directory /etc/devices is a repository of device-related data. Files in this directory are used to preserve this information across reboots and are created and updated as necessary by the system.
	There are no administrative actions necessary with respect to files in /etc/devices. Should the contents of a file become corrupted or an update fail, the file can simply be removed. The system re-creates the file as necessary.
SEE ALSO	<pre>devfsadm(1M), ddi_devid_register(9F), ddi_devid_register(9F)</pre>
NOTES	Files in this directory do not constitute an API. Files might not exist or might have a different content or interpretation in a future release. The existence of this notice does not imply that any other documentation that lacks this notice constitutes an API.

	dfstab(4)
NAME	dfstab – file containing commands for sharing resources across a network
DESCRIPTION	dfstab resides in directory /etc/dfs and contains commands for sharing resources across a network. dfstab gives a system administrator a uniform method of controlling the automatic sharing of local resources.
	Each line of the dfstab file consists of a share(1M) command. The dfstab file can be read by the shell to share all resources. System administrators can also prepare their own shell scripts to execute particular lines from dfstab.
	The contents of dfstab are executed automatically when the system enters run-level 3.
SEE ALSO	<pre>share(1M), shareall(1M)</pre>

NAME | dhcp\_inittab – information repository for DHCP options

## DESCRIPTION

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

The DHCP inittab file provides three general pieces of information:

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

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

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

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

STANDARD	All client and server DHCP implementations agree on the semantics. These are administered by the Internet Assigned Numbers Authority (IANA). These options are numbered from 1 to 127.
SITE	Within a specific site, all client and server implementations agree on the semantics. However, at another site the type and meaning of the option may be quite different. These options are numbered from 128 to 254.
VENDOR	Each vendor may define 254 options unique to that vendor. The vendor is identified within a DHCP packet by the "Vendor Class" option, number 60. An option with a specific numeric identifier belonging to one vendor will, in general, have a type and semantics different from that of a different vendor. Vendor options

		are "super-encapsulated" into the vendor field number 43, as defined in <i>RFC 2132</i> . The dhcp_inittab file only contains Sun vendor options. Define non-Sun vendor options in the dhcptab file.		
	FIELD	This category allows the fixed fields within a DHCP packet to be aliased to a mnemonic name for use with dhcpinfo(1).		
	INTERNAL	This category is internal to the Solaris DHCP implementation and will not be further defined.		
DHCP inittab Format	information for one second, which are cannot be continue	itten one per line and have seven fields; each entry provides e option. Each field is separated by a comma, except for the first and separated by whitespace (as defined in isspace(3C)). An entry d onto another line. Blank lines and those whose first aracter is '#' are ignored.		
	The fields, in order	, are:		
	<ul> <li>Mnemonic Ider</li> </ul>	tifier		
	case sensitive. T all categories. T should not over	The Mnemonic Identifier is a user-friendly alias for the option number; it is not case sensitive. This field must be per-category unique and should be unique across all categories. The option names in the STANDARD, SITE, and VENDOR spaces should not overlap, or the behavior will be undefined. See Mnemonic Identifiers for Options section of this man page for descriptions of the option names.		
	<ul> <li>Category (scope</li> </ul>	Category (scope)		
		The Category field is one of STANDARD, SITE, VENDOR, FIELD, or INTERNAL and identifies the scope in which the option falls.		
	<ul> <li>Option Number</li> </ul>	r		
	The Option Number is the number of this option when it is in a DHCP packet. This field should be per-category unique and the STANDARD and SITE fields should not have overlapping code fields or the behavior is undefined.			
	<ul> <li>Data Type</li> </ul>			
	Data Type is on	e of the following values, which are not case sensitive:		
	Ascii	A printable character string		
	Bool	Has no value. Scope limited to category limited to INTERNAL. Presence of an option of this type within a Solaris configuration file represents TRUE, absence represents FALSE.		
	Octet	An array of bytes		
	Unumber8	An 8-bit unsigned integer		
	Snumber8	An 8-bit signed integer		
	Unumber16	A 16-bit unsigned integer		

Snumber16	A 16-bit signed integer
Unumber32	A 32-bit unsigned integer
Snumber32	A 32-bit signed integer
Unumber64	A 64-bit unsigned integer
Snumber64	A 64-bit signed integer
Ip	An IP address

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

Granularity

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

Maximum Number Of Items

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

Visibility

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

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

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

Symbol	Code	Description
Impress	10	List of Imagen Impress servers, IP.
Resource	11	List of RFC-887 resource location servers, IP.
Hostname	12	Client's hostname, value from hosts database.
Bootsize	13	Number of 512 octet blocks in boot image, NUMBER.
Dumpfile	14	Path where core image should be dumped, ASCI
DNSdmain	15	DNS domain name, ASCII.
Swapserv	16	Client's swap server, IP.
Rootpath	17	Client's Root path, ASCII.
ExtendP	18	Extensions path, ASCII.
IpFwdF	19	IP Forwarding Enable/Disable, NUMBER.
NLrouteF	20	Non-local Source Routing, NUMBER.
PFilter	21	Policy Filter, IP.
MaxIpSiz	22	Maximum datagram Reassembly Size, NUMBER
IpTTL	23	Default IP Time to Live, (1= <x<=255), number.<="" td=""></x<=255),>
PathTO	24	RFC-1191 Path MTU Aging Timeout, NUMBER.
PathTbl	25	RFC-1191 Path MTU Plateau Table, NUMBER.
MTU	26	Interface MTU, x>=68, NUMBER.
SameMtuF	27	All Subnets are Local, NUMBER.
Broadcst	28	Broadcast Address, IP.
MaskDscF	29	Perform Mask Discovery, NUMBER.
MaskSupF	30	Mask Supplier, NUMBER.
RDiscvyF	31	Perform Router Discovery, NUMBER.
RSolictS	32	Router Solicitation Address, IP.
StaticRt	33	Static Route, Double IP (network router).
TrailerF	34	Trailer Encapsulation, NUMBER.
ArpTimeO	35	ARP Cache Time out, NUMBER.
EthEncap	36	Ethernet Encapsulation, NUMBER.
TcpTTL	37	TCP Default Time to Live, NUMBER.
TcpKaInt	38	TCP Keepalive Interval, NUMBER.

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Symbol	Code	Description
TcpKaGbF	39	TCP Keepalive Garbage, NUMBER.
NISdmain	40	NIS Domain name, ASCII.
NISservs	41	List of NIS servers, IP.
NTPservs	42	List of NTP servers, IP.
NetBNms	44	List of NetBIOS Name servers, IP.
NetBDsts	45	List of NetBIOS Distribution servers, IP.
NetBNdT	46	NetBIOS Node type (1=B-node, 2=P, 4=M, 8=H).
NetBScop	47	NetBIOS scope, ASCII.
XFontSrv	48	List of X Window Font servers, IP.
XDispMgr	49	List of X Window Display managers, IP.
LeaseTim	51	Lease Time Policy, (-1 = PERM), NUMBER.
Message	56	Message to be displayed on client, ASCII.
T1Time	58	Renewal (T1) time, NUMBER.
T2Time	59	Rebinding (T2) time, NUMBER.
NW_dmain	62	NetWare/IP Domain Name, ASCII.
NWIPOpts	63	NetWare/IP Options, OCTET (unknown type).
NIS+dom	64	NIS+ Domain name, ASCII.
NIS+serv	65	NIS+ servers, IP.
TFTPsrvN	66	TFTP server hostname, ASCII.
OptBootF	67	Optional Bootfile path, ASCII.
MblIPAgt	68	Mobile IP Home Agent, IP.
SMTPserv	69	Simple Mail Transport Protocol Server, IP.
POP3serv	70	Post Office Protocol (POP3) Server, IP.
NNTPserv	71	Network News Transport Proto. (NNTP) Server, IP.
WWWservs	72	Default WorldWideWeb Server, IP.
Fingersv	73	Default Finger Server, IP.
IRCservs	74	Internet Relay Chat Server, IP.
STservs	75	StreetTalk Server, IP.
STDAservs	76	StreetTalk Directory Assist. Server, IP.

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

#### EXAMPLES

### **EXAMPLE 1** Altering the DHCP inittab File

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

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

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

#### FILES /etc/dhcp/inittab

## ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr
Interface Stability	Evolving

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

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

#### **NAME** | dhcp\_network – DHCP network tables

#### DESCRIPTION

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

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

The dhcp\_network file is used as a policy mechanism for whether in.dhcpd(1M) leases addresses on a given network. If the DHCP server is not serving leases or information to a network, there should be no dhcp\_network file for that network. To set the DHCP server in *informational* mode, where it responds to INFORM messages but does not lease addresses on that network, create an empty dhcp\_network file for that network. For normal operations, where the DHCP server both leases addresses and responds to INFORM packets, create a dhcp\_network file using dhcpmgr(1M) or pntadm(1M) and populate it with leasable addresses.

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

Client_ID	The client identifier field, Client_ID, is an ASCII hexadecimal representation of the unique octet string value of the DHCP Client Identifier Option (code 61) which identifies a DHCP client. In the absence of the DHCP Client Identifier Option, the DHCP client is identified using the form given below for BOOTP clients. The number of characters in this field must be an even number, with a maximum length of 64 characters. Valid characters are 0 - 9 and A-F. Entries with values of 00 are freely available for dynamic allocation to requesting clients. BOOTP clients are identified by the concatenation of the network's hardware type (as defined by RFC 1340, titled "Assigned Numbers") and the client's hardware address. For example, the following BOOTP client has a hardware type of '01' (10mb ethernet) and a hardware address of 8:0:20:11:12:b7, so its client identifier would be: 010800201112B7
Flags	The Flags field is a decimal value, the bit fields of which can have a combination of the following values:
	<ol> <li>(PERMANENT)</li> <li>Evaluation of the Lease field is turned off (lease is permanent).</li> <li>If this bit is not set, Evaluation of the Lease field is enabled and the Lease is DYNAMIC.</li> </ol>

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		2 (MANUAL) This entry has a manual client ID binding (cannot be reclaimed by DHCP server). Client will not be allocated another address.
		4 (UNUSABLE) When set, this value means that either through ICMP echo or client DECLINE, this address has been found to be unusable. Can also be used by the network administrator to <i>prevent</i> a certain client from booting, if used in conjunction with the MANUAL flag.
8 (BOOTP) This entry is reserved fo		8 (BOOTP) This entry is reserved for allocation to BOOTP clients only.
		The Client_IP field holds the IP address for this entry. This value must be unique in the database.
	Server_IP	This field holds the IP address of the DHCP server which <i>owns</i> this client IP address, and thus is responsible for initial allocation to a requesting client. On a multi-homed DHCP server, this IP address must be the first address returned by gethostbyname(3NSL).
	Lease	This numeric field holds the entry's absolute lease expiration time, and is in seconds since January 1, 1970. It can be decimal, or hexadecimal (if 0x prefixes number). The special value -1 is used to denote a permanent lease.
	Macro	This ASCII text field contains the dhcptab macro name used to look up this entry's configuration parameters in the dhcptab(4) database.
	Comment	This ASCII text field contains an optional comment.
TREATISE ON LEASES	This section describes how the DHCP/BOOTP server calculates a client's configuration lease using information contained in the dhcptab(4) and DHCP network tables. The server consults the LeaseTim and LeaseNeg symbols in the dhcptab, and the Flags and Lease fields of the chosen IP address record in the DHCP network table.	
		nmines the Flags field for the identified DHCP network table IANENT flag is on, then the client's lease is considered permanent.
the Lease field in the network table record has expired. If the lease server checks if the client has requested a new lease. If the LeaseN been included in the client's dhcptab parameters, then the client's extension is ignored, and the lease is set to be the time remaining a Lease field. If the LeaseNeg symbol <i>has</i> been included, then the s		ne client's dhcptab parameters, then the client's requested lease d, and the lease is set to be the time remaining as shown by the LeaseNeg symbol <i>has</i> been included, then the server will extend the value it requested if this requested lease is less than or equal to

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

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

## **ATTRIBUTES** See attributes(5) for a description of the following attribute:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWdhcsu
Interface Stability	Evolving

SEE ALSO

ALSO dhcpconfig(1M), dhcpmgr(1M), dhtadm(1M), in.dhcpd(1M), pntadm(1M), dhcptab(4), dhcp(5), dhcp\_modules(5), attributes(5)

Solaris DHCP Service Developer's Guide

System Administration Guide: IP Services

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

dhcpsvc.conf(	4)
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NAME | dhcpsvc.conf – file containing service configuration parameters for the DHCP service

#### DESCRIPTION

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

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

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

Keyword=Value

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

#### BOOTP\_COMPAT

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

#### CACHE\_TIMEOUT

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

#### CONVER

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

#### DAEMON\_ENABLED

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

#### HOSTS\_DOMAIN

String. Defines name service domain that DHCP administration tools use when managing the hosts table. Valid only when HOSTS\_RESOURCE is set to nisplus or dns.

#### HOSTS\_RESOURCE

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

#### ICMP\_VERIFY

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

#### INTERFACES

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

#### LOGGING\_FACILITY

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

#### OFFER\_CACHE\_TIMEOUT

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

#### PATH

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

#### **RELAY\_DESTINATIONS**

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

#### RELAY\_HOPS

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

#### RESCAN\_INTERVAL

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

#### RESOURCE

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

#### RESOURCE\_CONFIG

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

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

int configure(const char \*configp);

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

#### RUN\_MODE

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

#### SECONDARY\_SERVER\_TIMEOUT

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

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	<ul> <li>UPDATE_TIMEOUT         Integer. Number of seconds to wait for a response from the DNS server before timing out. If this parameter is present, the DHCP daemon updates DNS on behalf of DHCP clients, and waits the number of seconds specified for a response before timing out. You can use UPDATE_TIMEOUT without specifying a number to enable DNS updates with the default timeout of 15 seconds. If this parameter is not present, the DHCP daemon does not update DNS for DHCP clients.     </li> <li>VERBOSE         TRUE/FALSE. Toggles verbose mode, determining amount of status and error messages reported by the daemon. Default is FALSE. Set to TRUE only for debugging. Generic parameter.     </li> </ul>	
SEE ALSO	$dhcpmgr(1M)$ , in. $dhcpd(1M)$ , $dhcp(5)$ , $dhcp_modules(5)$	
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NAME	dhcptab – DHCP configuration parameter table			
DESCRIPTION	configuration para definition of other	'he dhcptab configuration table allows network administrators to organize groups of onfiguration parameters as macro definitions, which can then be referenced in the lefinition of other useful macros. These macros are then used by the DHCP server to eturn their values to DHCP and BOOTP clients.		
	dhcpmgr(1M) or d	method of managing the dhcptab is through the use of the ) or dhtadm(1M) utility. The description of dhcptab entries included in age is intended for informational purposes only, and should not be used dit entries.		
		the contents of the dhcptab using the DHCP manager's tabs for Macros or using the dhtadm -P command.		
Syntax of dhcptab Entries			ds on the data store used to maintain it. the following fields in each record:	
	Name	search key into the must consist of AS characters. Names	s the macro or symbol record and is used as a e dhcptab table. The name of a macro or symb ICII characters, with the length limited to 128 can include spaces, except at the end of the s not case-sensitive.	ol
	Туре		the type of record and is used as a search key Currently, there are only two legal values for	
		m	This record is a DHCP macro definition.	
		S	This record is a DHCP symbol definition. It is used to define vendor and site-specific option	
the m type, separated b consist of a define a sys		the m type, the values separated by the consist of a series of the consist of a series of the constant of the series of the seri	the value for the specified type of record. For ue will consist of a series of symbol=value pairs olon (:) character. For the s type, the value will of fields, separated by a comma (,), which characteristics. Once defined, a symbol can be initions.	
Symbol Characteristics	<b>Symbol</b> The Value field of a symbols definition contain the following fields characteristics of a symbol:		n contain the following fields describing the	
			he context in which the symbol definition is to ve one of the following values:	
		Site This symbol def	fines a site-specific option, codes 128-254.	
Vendor context take		Class fines a vendor-specific option, codes 1-254. The takes ASCII string arguments which identify th this vendor option is associated with. Multiple	ne	

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	Only those cliv values will see class matches	mes can be specified, separated by white space. ents whose client class matches one of these e this option. For Sun machines, the Vendor client the value returned by the command uname -i with periods replacing commas.		
Code	symbol. Valid va	This field specifies the option code number associated with this symbol. Valid values are 128-254 for site-specific options, and 1-254 for vendor-specific options.		
Туре		field defines the type of data expected as a value for this bol, and is not case-sensitive. Legal values are:		
	ASCII	NVT ASCII text. Value is enclosed in double-quotes ("). Granularity setting has no effect on symbols of this type, since ASCII strings have a natural granularity of one (1).		
	BOOLEAN	No value is associated with this data type. Presence of symbols of this type denote boolean TRUE, whereas absence denotes FALSE. Granularity and Miximum values have no meaning for symbols of this type.		
	IP	Dotted decimal form of an Internet address. Multi-IP address granularity is supported.		
	NUMBER	An unsigned number with a supported granularity of 1, 2, 4, and 8 octets.		
		Valid NUMBER types are: UNUMBER8, SNUMBER8, UNUMBER16, SNUMBER16, UNUMBER32, SNUMBER32, UNUMBER64, and SNUMBER64. See dhcp_inittab(4) for details.		
	OCTET	Uninterpreted ASCII representation of binary data. The client identifier is one example of an OCTET string. Valid characters are 0–9, a-f, A-F. One ASCII character represents one nibble (4 bits), thus two ASCII characters are needed to represent an 8 bit quantity. The granularity setting has no effect on symbols of this type, since OCTET strings have a natural granularity of one (1).		
		For example, to encode a sequence of bytes with decimal values 77, 82, 5, 240, 14, the option value would be encoded as 4d5205f00e. A macro which supplies a value		

			uncptab(4)
			for option code 78, SLP_DA, with a 0 Mandatory byte and Directory Agents at 192.168.1.5 and 192.168.0.133 would appear in the dhcptab as:
			slpparams Macro :SLP_DA=00c0a80105c0a80085:
	Granularity	instance of the s option is defined t of two IP addresse granularity is defin	s how many objects of Type define a single symbol value. For example, the static route o be a variable list of routes. Each route consists s, so the Type is defined to be IP, and the data's ned to be 2 IP addresses. The granularity field NUMBER data types.
	Maximum	are permissible in there can only be of the Maximum num	s the maximum items of Granularity which a definition using this symbol. For example, one IP address specified for a subnet mask, so ber of items in this case is one (1). A Maximum neans that a variable number of items is
	code 130, type IP	, and granularity 2	pecific option (symbol) called MystatRt, of , and a Maximum of 0. This definition of the static route option (StaticRt).
	MystatRt s Site,1	30,IP,2,0	
	a scope value of ha option is the Manc 0 (00). The balan	appy and mandator latory octet, which i	how a SLP Service Scope symbol (SLP_SS) with y byte set to 0 is encoded. The first octet of the s set either to 0 or 1. In this example, it is set to e hexidecimal ASCII code numbers representing o.
	SLP_SS=0068617070	79	
Macro Definitions	The following example symbol just define		acro defined using the MystatRt site option
		bles (see dhcp_net	30: Macros can be specified in the Macro field in work(4)), which will bind particular macro
		definitions are consu turned to the reques	alted by the DHCP server to determine the sting client.
	These macros are p	processed in the foll	owing order:

dhcptab(4)

Client Class	A macro named using the ASCII representation of the client class (e.g. SUNW.Ultra-30) is searched for in the dhcptab. If found, its symbol/value pairs will be selected for delivery to the client. This mechanism permits the network administrator to select configuration parameters to be returned to all clients of the same class.
Network	A macro named by the dotted Internet form of the network address of the client's network (for example, 10.0.0.0) is searched for in the dhcptab. If found, its symbol/value pairs will be combined with those of the Client Class macro. If a symbol exists in both macros, then the Network macro value overrides the value defined in the Client Class macro. This mechanism permits the network administrator to select configuration parameters to be returned to all clients on the same network.
IP Address	This macro may be named anything, but must be specified in the DHCP network table for the IP address record assigned to the requesting client. If this macro is found in the dhcptab, then its symbol/value pairs will be combined with those of the Client Class macro and the Network macro. This mechanism permits the network administrator to select configuration parameters to be returned to clients using a particular IP address. It can also be used to deliver a macro defined to include "server-specific" information by including this macro definition in all DHCP network table entries owned by a specific server.
Client Identifier	A macro named by the ASCII representation of the client's unique identifier as shown in the DHCP network table (see dhcp_network(4)). If found, its symbol/value pairs are combined to the sum of the Client Class, Network, and IP Address macros. Any symbol collisions are replaced with those specified in the client identifier macro. The client mechanism permits the network administrator to select configuration parameters to be returned to a particular client, regardless of what network that client is connected to.
Refer to <i>System Administration</i> processing.	a Guide: IP Services for more information about macro
	4) man page for more information about symbols used in

Solaris DHCP.

# SEE ALSO | dhcpmgr(1M), dhtadm(1M), in.dhcpd(1M), dhcp\_inittab(4), dhcp\_network(4), dhcp(5)

System Administration Guide: IP Services

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

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

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

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

latups(4)			
NAME	dialups – list of terminal devices requiring a dial-up password		
SYNOPSIS	/etc/dialups		
DESCRIPTION	SCRIPTION dialups is an ASCII file which contains a list of terminal devices that require a dial-up password. A dial-up password is an additional password required of us who access the computer through a modem or dial-up port. The correct passwor must be entered before the user is granted access to the computer. The set of por require a dial-up password are listed in the dialups file.		
	Each entry in the dialups file	e is a single line of the form:	
	terminal-device		
	where		
	<i>terminal-device</i> The full path name of the terminal device that wi require a dial-up password for users accessing th computer through a modem or dial-up port.		
	The dialups file should be owned by the root user and the root group. The file should have read and write permissions for the owner (root) only.		
EXAMPLES	<b>EXAMPLE 1</b> A sample dialups fi	le.	
	Here is a sample dialups file	2	
	/dev/term/a /dev/term/b /dev/term/c		
FILES	/etc/d_passwd	dial-up password file	
	/etc/dialups	list of dial-up ports requiring dial-up passwords	
SEE ALSO	d_passwd(4)		

dir\_ufs(4)

		ull_uls(4)
NAME	dir_ufs, dir – format of ufs directories	
SYNOPSIS	<pre>#include <sys param.h=""></sys></pre>	
	<pre>#include <sys types.h=""></sys></pre>	
	<pre>#include <sys fs="" ufs_fsdir.h=""></sys></pre>	
DESCRIPTION	A directory consists of some number of blo DIRBLKSIZ is chosen such that it can be tra operation, for example, 512 bytes on most r	ansferred to disk in a single atomic
	Each DIRBLKSIZ-byte block contains some which are of variable length. Each directory of it, containing its inode number, the lengt contained in the entry. These entries are fol boundary with null bytes. All names are gu length of a name in a directory is MAXNAML	y entry has a struct direct at the front h of the entry, and the length of the name lowed by the name padded to a 4 byte maranteed null-terminated. The maximum
		DEV_BSIZE 256 /* inode number of entry */ /* length of this record */ /* length of string in d_name */ /* maximum name length */
ATTRIBUTES	See attributes(5) for a description of the	e following attributes:
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	Unstable
SEE ALSO	attributes(5), ufs(7FS)	J

d_passwd(4)				
NAME	d_passwd – dial-up password file			
SYNOPSIS	/etc/d_passwd			
DESCRIPTION	A dial-up password is an additional password required of users who access the computer through a modem or dial-up port. The correct password must be entered before the user is granted access to the computer.			
	d_passwd is an ASCII file which contains a list of executable programs (typically shells) that require a dial-up password and the associated encrypted passwords. When a user attempts to log in on any of the ports listed in the dialups file (see dialups(4)), the login program looks at the user's login entry stored in the passwd file (see passwd(4)), and compares the login shell field to the entries in d_passwd. These entries determine whether the user will be required to supply a dial-up password.			
	Each entry in d_passwd is a single line of the form:			
	login-shell : password :			
	where			
	login-shell	The name of the login program that will require an additional dial-up password.		
	password	An encrypted password. Users accessing the computer through a dial-up port or modem using <i>login-shell</i> will be required to enter this password before gaining access to the computer.		
	d_passwd should be owned by the root user and the root group. The file should have read and write permissions for the owner (root) only.			
	If the user's login program in the passwd file is not found in d_passwd or if the login shell field in passwd is empty, the user must supply the default password. The default password is the entry for /usr/bin/sh. If d_passwd has no entry for /usr/bin/sh, then those users whose login shell field in passwd is empty or does not match any entry in d_passwd will not be prompted for a dial-up password.			
	Dial-up logins are	disabled if d_passwd has only the following entry:		
	/usr/bin/sh:*:			
EXAMPLES	EXAMPLE 1 Sample of	l_passwd file.		
	Here is a sample d	l_passwd file:		
	/usr/lib/uucp/uuc /usr/bin/csh:6k/7 /usr/bin/ksh:9df/ /usr/bin/sh:41FuG	FDf.4jkRt:		
Generating An Encrypted Password	for each login prog	passwd(1)) utility can be used to generate the encrypted password gram. passwd generates encrypted passwords for users and places he shadow (see shadow(4)) file. Passwords for the d_passwd file		

	will need to be generated by first adding a temporary user id using useradd (see useradd(1M)), and then using passwd(1) to generate the desired password in the shadow file. Once the encrypted version of the password has been created, it can be copied to the d_passwd file.	
	For example:	
	1. Type useradd tempuser and press Return. This creates a user named tempuser.	
	<ol> <li>Type passwd tempuser and press Return. This creates an encrypted password for tempuser and places it in the shadow file.</li> </ol>	
	3. Find the entry for tempuser in the shadow file and copy the encrypted password to the desired entry in the d_passwd file.	
	4. Type userdel tempuser	and press Return to delete tempuser.
	These steps must be executed	as the root user.
FILES	/etc/d_passwd	dial-up password file
	/etc/dialups	list of dial-up ports requiring dial-up passwords
	/etc/passwd	password file
	/etc/shadow	shadow password file
SEE ALSO	passwd(1), useradd(1M), di	alups(4), passwd(4), shadow(4)
WARNINGS	terminal while testing the new	password, be sure to remain logged in on at least one v password. This ensures that there is an available correct any mistakes that were made when the new

driver.conf(4)

driver.conf - driver configuration files NAME **SYNOPSIS** driver.conf DESCRIPTION Driver configuration files pass information about device drivers and their configuration to the system. Most device drivers do not have to have configuration files. Drivers for devices that are self-identifying, such as the SBus devices on many systems, can usually obtain all the information they need from the FCode PROM on the SBus card using the DDI property interfaces. See ddi prop get int(9F) and ddi prop lookup(9F) for details. The system associates a driver with its configuration file by name. For example, a driver in /usr/kernel/drv called wombat has the driver configuration file wombat.conf, also stored in /usr/kernel/drv, associated with it. On systems capable of support 64-bit drivers, the driver configuration file should be placed in the directory in which the 32-bit driver is (or would be) located, even if only a 64-bit version is provided. For example, a 64-bit driver stored in /usr/kernel/drv/sparcv9 stores its driver configuration file in /usr/kernel/drv. The value of the name property (see the name field, below) needs to match the binding name of the device. The binding name is the name chosen by the system to bind a driver to a device and is either an alias associated with the driver or the hardware node name of the device. The syntax of a single entry in a driver configuration file takes one of three forms: name="node name" parent="parent name" [property-name=value ...]; In this form, the parent name can be either a simple nexus driver name to match all instances of that parent/node, or the parent name can be a specific full pathname, beginning with a slash (/) character, identifying a specific instance of a parent bus. Alternatively, the parent can be specified by the type of interface it presents to its children. name="node name" class="class name" [property-name=value ...]; For example, the driver for the SCSI host adapter may have different names on different platforms, but the target drivers can use class scsi to insulate themselves from these differences. Entries of either form above correspond to a device information (devinfo) node in the kernel device tree. Each node has a *name* which is usually the name of the driver, and a *parent* name which is the name of the parent devinfo node it will be connected to. Any number of name-value pairs may be specified to create properties on the prototype devinfo node. These properties can be retrieved using the DDI property interfaces (for example, ddi prop get int(9F) and ddi prop lookup(9F)). The prototype devinfo node specification must be terminated with a semicolon (;). The third form of an entry is simply a list of properties.

	[property-name=value];
	A property created in this way is treated as global to the driver. It can be overridden by a property with the same name on a particular devinfo node, either by creating one explicitly on the prototype node in the driver.conf file or by the driver.
	Items are separated by any number of newlines, SPACE or TAB characters.
	The configuration file may contain several entries to specify different device configurations and parent nodes. The system may call the driver for each possible prototype devinfo node, and it is generally the responsibility of the drivers probe(9E) routine to determine if the hardware described by the prototype devinfo node is really present.
	Property names must not violate the naming conventions for Open Boot PROM properties or for IEEE 1275 names. In particular, property names should contain only printable characters, and should not contain at-sign (@), slash (/), backslash (\), colon (:), or square brackets ([]). Property values can be decimal integers or strings delimited by double quotes ("). Hexadecimal integers can be constructed by prefixing the digits with 0x.
	A comma separated list of integers can be used to construct properties whose value is an integer array. The value of such properties can be retrieved inside the driver using ddi_prop_lookup_int_array(9F).
	Comments are specified by placing a # character at the beginning of the comment string, the comment string extends for the rest of the line.
EXAMPLES	<b>EXAMPLE 1</b> Configuration File for a PCI Bus Frame Buffer
	The following is an example of a configuration file called ACME, simple.conf for a PCI bus frame buffer called ACME, simple.
	# # Copyright (c) 1993, by ACME Fictitious Devices, Inc.
	# #ident "@(#)ACME,simple.conf 1.3 1999/09/09"
	name="ACME,simple" class="pci" unit-address="3,1" debug-mode=12;
	This example creates a prototype devinfo node called ACME, simple under all parent nodes of class pci. The node has device and function numbers of 3 and 1, respectively; the property debug-mode is provided for all instances of the driver.
	<b>EXAMPLE 2</b> Configuration File for a Pseudo Device Driver
	The following is an example of a configuration file called ACME, example.conf for a pseudo device driver called ACME, example.

# driver.conf(4)

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## environ(4)

NAME	environ, pref, variables – user-preference variables files for AT&T FACE		
SYNOPSIS	\$HOME/pref/.environ		
	<pre>\$HOME/pref/.variables</pre>		
	\$HOME/FILECABINE	T/.pref	
	\$HOME/WASTEBASKE	T/.pref	
DESCRIPTION	The .environ, .pref, and .variables files contain variables that indicate user preferences for a variety of operations. The .environ and .variables files are located under the user's \$HOME/pref directory. The .pref files are found under \$HOME/FILECABINET, \$HOME/WASTEBASKET, and any directory where preferences were set via the organize command. Names and descriptions for each variable are presented below. Variables are listed one per line and are of the form <i>variable=value</i> .		
.environ Variables	Variables found in	n .environ include:	
	LOGINWIN [1-4]	Windows	that are opened when FACE is initialized.
	SORTMODE	Sort mode for file folder listings. Values include the following hexadecimal digits:	
		1	Sorted alphabetically by name.
		2	Files most recently modified first.
		800	Sorted alphabetically by object type.
		The values above may be listed in reverse order by ORing the following value:	
		1000	List objects in reverse order. For example, a value of 1002 will produce a folder listing with files LEAST recently modified displayed first. A value of 1001 would produce a "reverse" alphabetical by name listing of the folder.
	DISPLAYMODE		node for file folders. Values include the following nal digits:
		0	File names only.
		4	File names and brief description.
		8	File names, description, plus additional information.
	WASTEPROMPT	Prompt b	efore emptying wastebasket (yes/no?).
	WASTEDAYS	Number o	of days before emptying wastebasket.
	PRINCMD[1-3]	Print com	mand defined to print files.

environ(4)

environ(4)		
	UMASK	Holds default permissions with which files will be created.
.pref Variables	Variables found in	.pref are the following:
	SORTMODE	Contains the same values as the SORTMODE variable described in . environ above.
	DISPMODE	Contains the same values as the $\tt DISPLAYMODE$ variable described in .environ above.
.variable Variables	Variables found in	.variables include:
	EDITOR	Default editor.
	PS1	Shell prompt.

NAME	ethers – Ethernet address to hostname database or domain
DESCRIPTION	The ethers file is a local source of information about the (48-bit) Ethernet addresses of hosts on the Internet. The ethers file can be used in conjunction with or instead of other ethers sources, including the NIS maps ethers.byname and ethers.byaddr, the NIS+ table ethers, or Ethernet address data stored on an LDAP server. Programs use the ethers(3SOCKET) routines to access this information.
	The ethers file has one line for each host on an Ethernet. The line has the following format:
	Ethernet-address official-host-name
	Items are separated by any number of SPACE and/or TAB characters. A '#' indicates the beginning of a comment extending to the end of line.
	The standard form for Ethernet addresses is " $x:x:x:x:x:x$ " where $x$ is a hexadecimal number between 0 and ff, representing one byte. The address bytes are always in network order. Host names may contain any printable character other than SPACE, TAB, NEWLINE, or comment character.
FILES	/etc/ethers
SEE ALSO	ethers(3SOCKET), hosts(4), nsswitch.conf(4)

exec\_attr(4)

(ec_util(1)		
NAME	exec_attr – execution profiles database	
SYNOPSIS	/etc/security/exec_attr	
DESCRIPTION	<pre>/etc/security/exec_attr is a local database that specifies the execution attributes associated with profiles. The exec_attr file can be used with other sources for execution profiles, including the exec_attr NIS map and NIS+ table. Programs use the getexecattr(3SECDB) routines to access this information.</pre>	
	The search order for multiple execution profile sources is specified in the /etc/nsswitch.conf file, as described in the nsswitch.conf(4) man page. The search order follows the entry for prof_attr(4).	
	A profile is a logical grouping of authorizations and commands that is interpreted by a profile shell to form a secure execution environment. The shells that interpret profiles are pfcsh, pfksh, and pfsh. See the pfsh(1) man page. Each user's account is assigned zero or more profiles in the user_attr(4) database file.	
	Each entry in the exec_attr database consists of one line of text containing seven fields separated by colons (:). Line continuations using the backslash (\) character are permitted. The basic format of each entry is:	
	name:policy:type:res1:res2:id:attr	
	<i>name</i> The name of the profile. Profile names are case-sensitive.	
	policy The security policy that is associated with the profile entry. The valid policies are suser (standard Solaris superuser) and solaris. The solaris policy recognizes privileges (see privileges(5)); the suser policy does not.	
	The solaris and suser policies can coexist in the same exec_attr database, so that Solaris releases prior to the current release can use the suser policy and the current Solaris release can use a solaris policy. solaris is a superset of suser; it allows you to specify privileges in addition to UIDs. Policies that are specific to the current release of Solaris or that contain privileges should use solaris. Policies that use UIDs only or that are not specific to the current Solaris release should use suser.	
	<i>type</i> The type of object defined in the profile. The only valid type is cmd.	
	<i>res</i> 1 Reserved for future use.	
	res2 Reserved for future use.	

exec\_attr(4)

id A string that uniquely identifies the object described by the profile. For a profile of type cmd, the id is either the full path to the command or the asterisk (\*) symbol, which is used to allow all commands. An asterisk that replaces the filename component in a pathname indicates all files in a particular directory. To specify arguments, the pathname should point to a shell script that is written to execute the command with the desired argument. In a Bourne shell, the effective UID is reset to the real UID of the process when the effective UID is less than 100 and not equal to the real UID. Depending on the euid and egid values, Bourne shell limitations might make other shells preferable. To prevent the effective UIDs from being reset to real UIDs, you can start the script with the -p option. #!/bin/sh -p attr An optional list of semicolon-separated (;) key-value pairs that describe the security attributes to apply to the object upon execution. Zero or more keys may be specified. The list of valid key words depends on the policy enforced. The following key words are valid: euid, uid, egid, and gid. euid and uid contain a single user name or a numeric user ID. Commands designated with euid run with the effective UID indicated, which is similar to setting the setuid bit on an executable file. Commands designated with uid run with both the real and effective UIDs. Setting uid may be more appropriate than setting the euid on privileged shell scripts. egid and gid contain a single group name or a numeric group ID. Commands designated with egid run with the effective GID indicated, which is similar to setting the setgid bit on a file. Commands designated with gid run with both the real and effective GIDs. Setting gid may be more appropriate than setting guid on privileged shell scripts. privs contains a privilege set which will be added to the inheritable set prior to running the command. limit prives contains a privilege set which will be assigned to the limit set prior to running the command. privs and limitprivs are only valid for the solaris policy. **EXAMPLES EXAMPLE 1** Using effective user and group IDs The following example shows the audit command specified in the Audit Control profile to execute with an effective user ID of root (0) and effective group ID of bin (3):

Audit Control:suser:cmd:::/etc/init.d/audit:euid=0;egid=3

FILES /etc/nsswitch.conf

/etc/user attr

exec\_attr(4)

	/etc/security/exec_attr		
CAVEATS	<b>TS</b> When deciding which authorization source to use (see DESCRIPTION), keep in m that NIS+ provides stronger authentication than NIS.		
	Because the list of legal keys is likely to expand, any code that parses this database must be written to ignore unknown key-value pairs without error. When any new keywords are created, the names should be prefixed with a unique string, such as the company's stock symbol, to avoid potential naming conflicts.		
	The following characters are used in describing the database format and must be escaped with a backslash if used as data: colon (:), semicolon (;), equals (=), and backslash ( $\$ ).		
SEE ALSO	<pre>auths(1), profiles(1), roles(1), sh(1), makedbm(1M), getauthattr(3SECDB), getauusernam(3BSM), getexecattr(3SECDB), getprofattr(3SECDB), getuserattr(3SECDB), kva_match(3SECDB), auth_attr(4), prof_attr(4), user_attr(4), privileges(5)</pre>		

NAME	fd – file descriptor files
DESCRIPTION	These files, conventionally called $/dev/fd/0$ , $/dev/fd/1$ , $/dev/fd/2$ , and so on, refer to files accessible through file descriptors. If file descriptor <i>n</i> is open, these two system calls have the same effect:
	<pre>fd = open("/dev/fd/n",mode); fd = dup(n);</pre>
	On these files creat(2) is equivalent to open, and mode is ignored. As with dup, subsequent reads or writes on fd fail unless the original file descriptor allows the operations.
	For convenience in referring to standard input, standard output, and standard error, an additional set of names is provided: /dev/stdin is a synonym for /dev/fd/0, /dev/stdout for /dev/fd/1, and /dev/stderr for /dev/fd/2.
SEE ALSO	creat(2), dup(2), open(2)
DIAGNOSTICS	open(2) returns -1 and EBADF if the associated file descriptor is not open.

flash_archive(4)	)
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NAME	flash_archive – format of flash archive	
SYNOPSIS	flash_archive	
DESCRIPTION	A flash archive is an easily transportable version of a reference configuration of the Solaris operating environment, plus optional other software. Such an archive is used for the rapid installation of Solaris on large numbers of machines. The machine that contains a flash archive is referred to as a <i>master</i> system. A machine that receives a copy of a flash archive is called a <i>clone</i> system.	
There are two types of flash archives: full and differential. A full archive is us initial installation or whenever a complete, fresh installation is called for. A c archive is used to update an installation. A full archive contains all of the file master and overwrites the installed software on a clone completely. A differe archive contains only the differences between the software on a master and o These differences include new files, changed files, and deleted files. (These w deleted on clones, as well). Installation of a differential archive is faster and o fewer resources than installation of a full archive.		
	You create a flash archive, full or differential, with the flar(1M) or flarcreate(1M) command. You view information about a given flash archive with flar. flar also enables you to split or combine the sections of a flash archive.	
	Flash archives are monolithic files containing both archive identification informat and the actual files that have been copied from a master system and that will be extracted onto a clone system. The standard extension for a flash archive is .flas	
	The flash archive is laid out in the following sections:	
	<ul> <li>archive cookie</li> <li>archive identification</li> <li>manifest (for differential archives only)</li> <li>predeployment</li> <li>postdeployment</li> <li>reboot</li> <li>summary</li> <li>user-defined (optional)</li> <li>archive files</li> </ul>	
	The only assumptions regarding section number and placement that an application processing the archive can make is that there is an identification section located immediately after the archive cookie and that the last section in the archive is an archive files section.	
	These sections are described in the following subsections.	
Archive Cookie	The very beginning of the archive contains a cookie, which serves to identify the file as a flash archive. It is also used by the deployment code for identification and validation purposes.	
	The case-sensitive, newline-terminated cookie that identifies version $1.n$ flash archives, is FlAsH-aRcHiVe-1. $n$ , where $n$ is an integer in the range 0 through 9.	

The archive version is designed to allow for the future evolution of the flash archive specification while allowing applications that process flash archives to determine whether specific archives are of a format that can be handled correctly. The archive version is a number of the form x.y, where x is the major version number, and y is the minor version number.

When an application encounters a flash archive with an unknown major version number, it should issue an error message and exit.

#### Archive Identification Section

The archive identification section is plain text, delimited with newline characters. It is composed of a series of keyword/value pairs, with one pair allowed per line. Keywords and values are separated by a single equal sign. There are no limits to the length of individual lines. Binary data to be included as the value to a keyword is base64 encoded. The keywords themselves are case-insensitive. The case-sensitivity of the values is determined by the definition of the keyword, though most are case-insensitive.

The global order of the keywords within the identification section is undefined, save for the section boundary keywords. The identification section must begin with section begin=*ident* and must end with section end=*ident*.

In addition to the keywords defined for the flash archive and enumerated below, users can define their own. These user-defined keywords are ignored by the flash mechanisms, but can be used by user-provided scripts or programs that process the identification section. User-defined keywords must begin with X, and contain characters other than linefeeds, equal signs, and null characters. For example, X-department is a valid user-defined keyword. department, which lacks the X-prefix, is not. Suggested naming conventions for user-defined keyword include the underscore-delimited descriptive method used for the pre-defined keywords, or a federated convention similar to that used to name Java packages.

Applications that process the identification section will process unrecognized non-user-defined keywords differently, depending on whether the archive version is known. If the application recognizes the archive specification version, it will reject any unrecognized non-user-defined keyword. If the application does not recognize the specification version, that is, if the minor version number is higher than the highest minor version it knows how to process, unrecognized non-user-defined keywords will be ignored. These ignored keyword are reported to the user by means of a non-fatal warning message.

The keywords defined for this version of the Flash archive specification are listed below.

Keyword	Value	Required
section_begin	text	yes
section_end	text	yes

Keyword	Value	Required
archive_id	text	no
files_archived_method	text	no
files_compressed_method	text	no
files_archived_size	numeric	no
files_unarchived_size	numeric	no
creation_date	text	no
creation_master	text	no
content_name	text	yes
content_type	text	no
content_description	text	no
content_author	text	no
content_architectures	text list	no
creation_node	text	no
creation_hardware_class	text	no
creation_platform	text	no
creation_processor	text	no
creation_release	text	no
creation_os_name	text	no
creation_os_version	text	no

Future versions of the identification section might define additional keywords. The only guarantee regarding the new keywords is that they will not intrude upon the user-defined keyword namespace as given above.

The following is an example identification section:

```
section_begin=identification
files_archived_method=cpio
files_compressed_method=compress
files_archived_size=259323342
files_unarchived_size=591238111
creation_date=20000131221409
creation_master=pumbaa
content_name=Finance Print Server
content_type=server
content_type=server
content_description=Solaris 8 Print Server
content_author=Mighty Matt
content architectures=sun4u
```

```
creation_node=pumbaa
creation_hardware_class=sun4u
creation_platform=SUNW,Sun-Fire
creation_processor=sparc
creation_release=5.9
creation_os_name=SunOS
creation_os_version=s81_49
x-department=Internal Finance
section_end=identification
```

The following are descriptions of the identification section keywords:

section\_begin
section\_end

These keywords are used to delimit sections in the archive and are not limited exclusively to the identification section. For example, the archive files section includes a section\_begin keyword, though with a different value. User-defined archive sections will be delimited by section\_begin and section\_end keywords, with values appropriate to each section. The currently defined section names are given in the table below. User-defined names should follow the same convention as user-defined identification sections, with the additional restriction that they not contain forward slashes ( / ).

Section	Boundary	
identification	identification	
archive files	archive	
archive cookie	cookie	

Note that while the archive cookie does not use section boundaries, and thus has no need for a section name within the archive itself, the flar(1M) command uses section names when splitting the archive, and thus requires a section name for the archive cookie. The name cookie is reserved for that purpose.

The following keywords, used in the archive identification section, describe the contents of the archive files section.

## archive id

This optional keyword *uniquely* describes the contents of the archive. It is computed as a unique hash value of the bytes representing the archive. Currently this value is represented as an ASCII hexadecimal 128-bit MD5 hash of the archive contents. This value is used by the installation software only to validate the contents of the archive during archive installation.

If the keyword is present, the hash value is recomputed during extraction based on the contents of the archive being extracted. If the recomputed value does not match the stored value in the identification section, the archive is deemed corrupt, and appropriate actions can be taken by the application.

If the keyword is not present, no integrity check is performed.		
files_archived_method This keyword describes the archive method used in the files section. If this keyword is not present, the files section is assumed to be in CPIO format with ASCII header (the -c option to cpio). If the keyword is present, it can have the following value		
cpio	The archive format in the files section is CPIO with ASCII headers.	
	icated by the files_compressed_method keyword rchive file created by the archive method.	
	Il archive methods will require a change in the major number, as applications aware only of cpio will be t use other archive methods.	
If this keyword is not present	ompression algorithm (if any) used on the files section. t, the files section is assumed to be uncompressed. If have one of the following values:	
none	The files section is not compressed.	
compress	The files section is compressed using compress(1).	
created by the archive methor files_archived_method	icated by this keyword is applied to the archive file d indicated by the value of the keyword (if any). gzip compression of the flash orted, as the gzip decompression program is not iroot.	
major archive specification ve	compression algorithm would require a change in the ersion number, as applications aware only of the above tract archives that use other compression algorithms.	
files_archived_size The value associated with this keyword is the size of the archived files section, in bytes. This value is used by the deployment software only to give extraction progress information to the user. While the deployment software can easily determine the size of the archived files section prior to extraction, it cannot do so in the case of archive retrieval via a stream. To determine the compressed size when extracting from a stream, the extraction software would have to read the stream twice. This double read would result in an unacceptable performance penalty compared to the value of the information gathered.		
information. Because this key	value is used only for the provision of status word is only advisory, deployment software must be rchives for which the actual file section size does not s_archive_size.	

If files\_archive\_size is not present and the archive is being read from a stream device that does not allow the prior determination of size information, such as a tape drive, completion status information will not be generated. If the keyword is not present and the archive is being read from a random-access device such as a mounted file system, or from a stream that provides size information, the compressed size will be generated dynamically and used for the provision of status information.

files\_unarchived\_size

This keyword defines the cumulative size in bytes of the extracted archive. The value is used for file system size verification. The following verification methods are possible using this approach:

No checking	If the files_unarchived_size keyword is absent, no space checking will be performed.
Aggregate checking	If the files_unarchived_size keyword is present and the associated value is an integer, the integer will be compared against the aggregate free space created by the requested file system configuration.

The following keywords provide descriptive information about the archive as a whole. They are generally used to assist the user in archive selection and to aid in archive management. These keywords are all optional and are used by the deployment programs only to assist the user in distinguishing between individual archives.

### creation date

The value of the creation\_date keyword is a textual timestamp representing the time of creation for the archive. The value of this keyword can be overridden at archive creation time through the flarcreate(1M). The timestamp must be in ISO-8601 complete basic calendar format without the time designator (ISO-8601, §5.4.1(a)) as follows:

CCYYMMDDhhmmss

For example:

20000131221409 (January 31st, 2000 10:14:09pm)

The date and time included in the value should be in GMT.

#### creation master

The value of the creation\_master keyword is the name of the master machine used to create the archive. The value can be overridden at archive creation time.

#### content name

The value of the content\_name keyword should describe the archive's function and purpose. It is similar to the NAME parameter found in Solaris packages.

The value of the content\_name keyword is used by the deployment utilities to identify the archive and can be presented to the user during the archive selection process and/or the extraction process. The value must be no longer than 256 characters.

## content\_type

The value of this keyword specifies a category for the archive. This category is defined by the user and is used by deployment software for display purposes. This keyword is the flash analog of the Solaris packaging CATEGORY keyword.

#### content\_description

The value of this keyword is used to provide the user with a description of what the archive contains and should build on the description provided in content\_name. In this respect, content\_description is analogous to the DESC keyword used in Solaris packages.

There is no length limit to the value of content\_description. To facilitate display, the value can contain escaped newline characters. As in C, the escaped newline takes the form of \n. Due to the escaped newline, backlashes must be included as \\. The description is displayed in a non-proportional font, with at least 40 characters available per line. Lines too long for display are wrapped.

#### content author

The value of this keyword is a user-defined string identifying the creator of the archive. Suggested values include the full name of the creator, the creator's email address, or both.

## content\_architectures

The value of this keyword is a comma-delimited list of the kernel architectures supported by the given archive. The value of this keyword is generated at archive creation time, and can be overridden by the user at that time. If this keyword is present in the archive, the extraction mechanism validates the kernel architecture of the clone system with the list of architectures supported by the archive. The extraction fails if the kernel architecture of the clone is not supported by the archive. If the keyword is not present, no architecture validation is performed.

The keywords listed belowhave values filled in by uname(2) at the time the flash archive is created. If you create a flash archive in which the root directory is not /, the flash archive software inserts the string UNKNOWN for all of the creation\_\* keywords except creation\_node, creation\_release, and creation\_os\_name. For creation\_node, the flash software uses the contents of the nodename(4) file. For creation\_release and creation\_os\_name, the flash software attempts to use the contents of <*root\_directory*>/var/sadm/system/admin/INST\_RELEASE. If it is unsuccessful in reading this file, it assigns the value UNKNOWN.

Regardless of their sources, you cannot override the values of the creation\_\* keywords.

creation\_node The return from uname -n.

	creation_hardware_class The return from uname -m.
	creation_platform The return from uname -i.
	creation_processor The return from uname -p.
	creation_release The return from uname -r.
	creation_os_name The return from uname -s.
	creation_os_version The return from uname -v.
Manifest Section	The manifest section is used only for differential flash archives. It contains a filter that specifies selection of an operating environment image and a list of the files to be retained in, added to, and deleted from a clone system. The list contains permissions, modification times, and other information on each file. The flash software uses this section to perform a consistency check prior to deployment of an archive on a clone. If the user who created the differential archive used the -M option to flar(1M) or flarcreate(1M), this section will not be present.
	The manifest section is for the exclusive use of the flash software. The format of this section is internal to Sun and is subject to change.
Predeployment, Postdeployment, and Reboot Sections	Contain internal information that the flash software uses before and after deploying an operating environment image. These sections are for the exclusive use of the flash software.
Summary Section	Contains a summary of archive creation. This section records the activities of predeployment and postdeployment scripts.
User-Defined Sections	Following the identification section can be zero or more user-defined sections. These sections are not processed by the archive extraction code and can be used for any purpose.
	User-defined sections must be line-oriented, terminated with newline (ASCII 0x0a) characters. There is no limit on the length of individual lines. If binary data is to be included in a user-defined section, it should be encoded using base64 or a similar algorithm.
Archive Files Section	The archive files section contains the files gathered from the master system. While the length of this section should be the same as the value of the files_archived_size keyword in the identification section, you should not assume that these two values are equal. This section begins with section_begin=archive, but it does not have an ending section boundary.

**ATTRIBUTES** | See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWinst
SEE ALSO	SO compress(1), cpio(1), flar(1M), flarcreate(1M), md5(3EXT), attributes(5	

	format.dat(4)		
NAME	format.dat – disk o	drive configuration for the format command	
DESCRIPTION	Solaris 2.3 and cor	bles you to use your specific disk drives with format(1M). On npatible systems, format will automatically configure and label at they need not be defined in format.dat. Three things can be a file:	
	<ul><li>search paths</li><li>disk types</li><li>partition tables</li></ul>	3.	
Syntax	x The following syntax rules apply to the data file:		
	<ul> <li>The pound # sign is the comment character. Any text on a line after a pound not interpreted by format.</li> </ul>		
		in the format.dat file appears on a single logical line. If the ore than one line long, all but the last line of the definition must end $sh$ (\).	
	<ul> <li>A definition consists of a series of assignments that have an identifier on the leside and one or more values on the right side. The assignment operator is the sign (=). Assignments within a definition must be separated by a colon (:).</li> </ul>		
	<ul> <li>White space is ignored by format(1M). If you want an assigned value to contair white space, enclose the entire value in double quotes ("). This will cause the white space within quotes to be preserved as part of the assignment value.</li> </ul>		
	<ul> <li>Some assignments can have multiple values on the right hand side. Separate values by a comma (,).</li> </ul>		
Keywords	The data file contains disk definitions that are read in by format(1M) who up. Each definition starts with one of the following keywords: search_padisk type, and partition.		
	search_path	4.x: Tells format which disks it should search for when it starts up. The list in the default data file contains all the disks in the GENERIC configuration file. If your system has disks that are not in the GENERIC configuration file, add them to the search_path definition in your data file. The data file can contain only one search_path definition. However, this single definition lets you specify all the disks you have in your system.	
		5.x: By default, format(1M) understands all the logical devices that are of the form /dev/rdsk/cntndnsn; hence search_path is not normally defined on a 5.x system.	
	disk_type	Defines the controller and disk model. Each disk_type definition contains information concerning the physical geometry of the disk. The default data file contains definitions for the controllers and	

# format.dat(4)

disks that the Solaris operating environment supports. You need to add a new disk\_type only if you have an unsupported disk. You can add as many disk\_type definitions to the data file as you want.

The following controller types are supported by format(1M):

XY450	Xylogics 450 controller (SMD)
XD7053	Xylogics 7053 controller (SMD)
SCSI	True SCSI (CCS or SCSI-2)
ISP-80	IPI panther controller

The keyword itself is assigned the name of the disk type. This name appears in the disk's label and is used to identify the disk type whenever format(1M) is run. Enclose the name in double quotes to preserve any white space in the name.

Below are lists of identifiers for supported controllers. Note that an asterisk ('\*') indicates the identifier is mandatory for that controller -- it is not part of the keyword name.

The following identifiers are assigned values in all disk\_type definitions:

acyl*		alternate cylinders
asect		alternate sectors per track
atrks		alternate tracks
fmt_time		formatting time per cylinder
ncyl*		number of logical cylinders
nhead*		number of logical heads
nsect*		number of logical sectors per track
pcyl*		number of physical cylinders
phead		number of physical heads
psect		number of physical sectors per track
rpm*		drive RPM
These identifiers are for SCSI and MD-21 Controllers		
read_retries	page 1 byt	te 3 (read retries)
write_retries	page 1 byt	te 8 (write retries)
cyl_skew	page 3 byt	tes 18-19 (cylinder skew)

format.dat(4)

		ioiniai.aa(4)
	trk_skew	page 3 bytes 16-17 (track skew)
	trks_zone	page 3 bytes 2-3 (tracks per zone)
	cache	page 38 byte 2 (cache parameter)
	prefetch	page 38 byte 3 (prefetch parameter)
	max_prefetch	page 38 byte 4 (minimum prefetch)
	min_prefetch	page 38 byte 6 (maximum prefetch)
		values are device-specific. Refer the user to the annual for these values.
	For SCSI disks, the mode select on the	e following geometry specifiers may cause a byte(s) indicated:
	asect	page 3 bytes 4-5 (alternate sectors per zone)
	atrks	page 3 bytes 8-9 (alt. tracks per logical unit)
	phead	page 4 byte 5 (number of heads)
	psect	page 3 bytes 10-11 (sectors per track)
	And these identified	ers are for SMD Controllers Only
	bps*	bytes per sector (SMD)
	bpt*	bytes per track (SMD)
		S 5.x, bpt is only required for SMD disks. Under s required for all disk types, even though it was disks.
	And this identifier	is for XY450 SMD Controllers Only
	drive_type*	drive type (SMD) (just call this "xy450 drive type")
partition		
	Partition naming c 5.x.	onventions differ in SunOS 4.x and in SunOS
	4.x: the partitions a	are named as a, b, c, d, e, f, g, h.
	5.x: the partitions a	are referred to by numbers 0, 1, 2, 3, 4, 5, 6, 7.

format.dat(4)

EXAMPLES	<b>EXAMPLE 1</b> A sample disk_type and partition.	
	Following is a sample disk_type and partition definition in format.dat file for SUN0535 disk device.	
	<pre>disk_type = "SUN0535" \     : ctlr = SCSI : fmt_time = 4 \     : ncyl = 1866 : acyl = 2 : pcyl = 2500 : nhead = 7 : nsect = 80 \     : rpm = 5400 partition = "SUN0535" \     : disk = "SUN0535" : ctlr = SCSI \         : 0 = 0, 64400 : 1 = 115, 103600 : 2 = 0, 1044960 : 6 = 300, 876960</pre>	
FILES	<pre>/etc/format.dat default data file if format -x is not specified, nor is there a format.dat file in the current directory.</pre>	
SEE ALSO	format(1M)	
	System Administration Guide: Basic Administration	
	1	

# **NAME** | fspec – format specification in text files

# DESCRIPTION

It is sometimes convenient to maintain text files on the system with non-standard tabs, (tabs that are not set at every eighth column). Such files must generally be converted to a standard format, frequently by replacing all tabs with the appropriate number of spaces, before they can be processed by system commands. A format specification occurring in the first line of a text file specifies how tabs are to be expanded in the remainder of the file.

A format specification consists of a sequence of parameters separated by blanks and surrounded by the brackets < : and : >. Each parameter consists of a keyletter, possibly followed immediately by a value. The following parameters are recognized:

ttabs	The t parameter specifies the tab settings for the file. The value of tabs must be one of the following:
	<ul> <li>A list of column numbers separated by commas, indicating tabs set at the specified columns.</li> <li>A '-' followed immediately by an integer <i>n</i>, indicating tabs at intervals of <i>n</i> columns.</li> <li>A '-' followed by the name of a "canned" tab specification.</li> </ul>
	Standard tabs are specified by $t-8$ , or equivalently, $t1$ , 9, 17, 25, etc. The canned tabs that are recognized are defined by the $tabs(1)$ command.
ssize	The s parameter specifies a maximum line size. The value of size must be an integer. Size checking is performed after tabs have been expanded, but before the margin is prepended.
m <i>margin</i>	The m parameter specifies a number of spaces to be prepended to each line. The value of <i>margin</i> must be an integer.
d	The d parameter takes no value. Its presence indicates that the line containing the format specification is to be deleted from the converted file.
е	The e parameter takes no value. Its presence indicates that the current format is to prevail only until another format specification is encountered in the file.

Default values, which are assumed for parameters not supplied, are t-8 and m0. If the s parameter is not specified, no size checking is performed. If the first line of a file does not contain a format specification, the above defaults are assumed for the entire file. The following is an example of a line containing a format specification:

\* <:t5,10,15 s72:> \*

If a format specification can be disguised as a comment, it is not necessary to code the d parameter.

fspec(4)	

**SEE ALSO** | ed(1), newform(1), tabs(1)

NAME	fstypes – file that registers distributed file system packages
DESCRIPTION	fstypes resides in directory /etc/dfs and lists distributed file system utilities packages installed on the system. For each installed distributed file system type, there is a line that begins with the file system type name (for example, "nfs"), followed by white space and descriptive text.
	The file system indicated in the first line of the file is the default file system; when Distributed File System (DFS) Administration commands are entered without the option –F <i>fstypes</i> , the system takes the file system type from the first line of the fstypes file.
	The default file system can be changed by editing the fstypes file with any supported text editor.
SEE ALSO	dfmounts(1M), $dfshares(1M)$ , $share(1M)$ , $shareall(1M)$ , $unshare(1M)$

ftp(4)

NAME	ftp – FTP client configuration file	
SYNOPSIS	/etc/default/ftp	
DESCRIPTION	Use the ftp file to configure the behavior of the FTP client. Lines that begin with a hash symbol ("# ") are treated as comment lines and are ignored.	
Behavior Directives ATTRIBUTES	The ftp file supports the following behavior directives: FTP_LS_SENDS_NLST=yes   no The ls command of the ftp client sends an NLST to the FTP Server by default. Several non-Solaris clients send LIST instead. In order to make the Solaris ftp client send LIST when the ls command is issued, set FTP_LS_SENDS_NLST to no. The value of FTP_LS_SENDS_NLST is yes by default. If the user sets a value for FTP_LS_SENDS_NLST in the user's environment, this value will override any FTP_LS_SENDS_NLST directive that is specified in /etc/default/ftp. See attributes(5) for descriptions of the following attributes:	
		0
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWbipr
SEE ALSO	ftp(1), attributes(5)	<u>х</u>

	itpuccess(i)
NAME	ftpaccess – FTP Server configuration file
SYNOPSIS	/etc/ftpd/ftpaccess
DESCRIPTION	The ftpaccess file is used to configure the operation of the FTP Server.
Access	The following access capabilities are supported:
Capabilities	<pre>autogroup groupname class [class] If an anonymous user is a member of any of class, the FTP Server will perform a setegid(2) to groupname. This allows access to group and owner read-only files and directories to a particular class of anonymous users. groupname is a valid group returned by getgrnam(3C).</pre>
	<pre>class class typelist addrglob [addrglob] Define class of users, with source addresses of the form addrglob. Multiple members of class may be defined. There may be multiple class commands listing additional members of the class. If multiple class commands can apply to the current session, the first one listed in the access file is used. If a valid class for a host is not defined, access will be denied. typelist is a comma-separated list of any of the keywords anonymous, guest, and real. If the real keyword is included, the class can match users using FTP to access real accounts. If the anonymous keyword is included the class can match users using anonymous FTP. The guest keyword matches guest access accounts.</pre>
	addrglob may be a globbed domain name or a globbed numeric IPv4 address. It may also be the name of a file, starting with a slash ('/'), which contains additional address globs. IPv4 numeric addresses may also be specified in the form address:netmask or address/CIDR. IPv6 numeric addresses can only be specified with an optional CIDR, not using globs or netmasks.
	Placing an exclamation (!) before an <i>addrglob</i> negates the test. For example,
	class rmtuser real !*.example.com
	will classify real users from outside the example.com domain as the class rmtuser. Use care with this option. Remember, the result of each test is OR'ed with other tests on the line.
	<pre>deny addrglob [message_file] Deny access to host(s) that match addrglob and display message_file. If the value of addrglob is !nameserved access to sites without a working nameservers is denied. message_file may contain magic cookies. See message for more details.</pre>
	<pre>guestgroup groupname [groupname] guestuser username [username] realgroup groupname [groupname] realuser username [username] For guestgroup, if a real user is a member of any groupname, the session is set up like anonymous FTP. groupname is a valid group returned by getgrnam(3C). The user's home directory must be set up exactly as anonymous FTP would be. The home directory field of the passwd entry is divided into two directories. The first</pre>
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field is the root directory that will be the argument to the chroot(2) call. The second field is the user's home directory, relative to the root directory. Use a "/./" to separate the two fields. For example, the following is the real entry in /etc/passwd:

guest1:x:100:92:Guest FTP:/export/home/guests/./guest1:/bin/true

When guest1 successfully logs in, the FTP Server will chroot() to /export/home/guests and then chdir(2) to /guest1. The guest user will only be able to access the directory structure under /export/home/guests, which will look and act as / to guest1, just as an anonymous FTP user would. The -d option to ftpconfig(1M) is useful when creating guest FTP user accounts. The group name may be specified by either name or numeric ID. To use a numeric group ID, place a percent sign (%) before the number. You can give ranges. Use an asterisk to indicate all groups. guestuser works like guestgroup, except that it uses the user name or numeric ID. realuser and realgroup have the same syntax, but they reverse the effect of guestuser and guestgroup. They allow real user access when the remote user would otherwise be determined a guest.

guestuser \* realgroup admin

causes all non-anonymous users to be treated as guest, with the sole exception of users in the admin group, who are granted real user access.

nice nice-delta [class]

Adjust the process nice value of the FTP server process by the indicated *nice-delta* value if the remote user is a member of the named *class*. If *class* is not specified, then use *nice-delta* as the default adjustment to the FTP server process nice value. This default nice value adjustment is used to adjust the nice value of the server process only for those users who do not belong to any class for which a class-specific nice directive exists in the ftpaccess file.

defumask umask [class]

Set the *umask* applied to files created by the FTP server if the remote user is a member of the named class. If *class* is not specified, then use the *umask* as the default for classes that do not have one specified.. The mode of files created may be specified by using the upload directive.

tcpwindow *size* [class]

Set the TCP window size (socket buffer size) for the data connection. Use this to control network traffic. For instance, slow PPP dialin links may need smaller TCP windows to speed up throughput. If you do not know what this does, do not set it.

ipcos control|data value [typelist]

Set the IP Class of Service for either the control or data connection.

For connections using AF\_INET type sockets, this sets the Type of Service field in the IP header to the value specified.

For connections using AF\_INET6 type sockets, this sets the Traffic Class field in the IP header to the value specified.

When configured through inetd.conf(4), the socket type is controlled by the protocol field of the ftp service. When running in standalone mode the default socket type is AF\_INET6. The in.ftpd(1M) -4 option selects AF\_INET.

*typelist* is a comma-separated list of any of the keywords anonymous, guest, real, and class=. When class= appears, it must be followed by a class name.

keepalive yes Ino

Set the TCP SO\_KEEPALIVE option for control and data sockets. This can be used to control network disconnect. If yes, then set it. If no, then use the system default (usually off). You probably want to set this.

timeout accept seconds

timeout connect seconds

timeout data seconds

timeout idle seconds

timeout maxidle seconds

timeout RFC931 seconds

Set various timeout conditions.

accept	How long the FTP Server will wait for an incoming (PASV) data connection. The default is 120 seconds.
connect	How long the FTP Server will wait attempting to establish an outgoing (PORT) data connection. This effects the actual connection attempt. The daemon makes several attempts, sleeping between each attempt, before giving up. The default is 120 seconds.
data	How long the FTP Server will wait for some activity on the data connection. You should keep this long because the remote client may have a slow link, and there can be quite a bit of data queued for the client. The default is 1200 seconds.
idle	How long the FTP Server will wait for the next command. The default is 900 seconds. The default can also be overridden by using the -t option at the command-line. This access clause overrides both.
maxidle	The SITE IDLE command allows the remote client to establish a higher value for the idle timeout. The maxidle clause sets the upper limit that the client may request. The default can also be overridden by using the -T option at the command-line. This access clause overrides both. The default is 7200 seconds.
RFC931	The maximum time the FTP server allows for the entire RFC931 (AUTH/ident) conversation. Setting this to zero (0) disables the server's use of this

protocol. The information obtained by means of RFC931 is recorded in the system logs and is not actually used in any authentication. The default is 10 seconds.

# file-limit [raw] in | out | total count [class]

Limit the number of data files a user in the given class may transfer. The limit may be placed on files *in*, *out*, or *total*. If no class is specified, the limit is the default for classes which do not have a limit specified. The optional parameter *raw* applies the limit to the total traffic rather than just data files.

data-limit [raw] in | out | total count [class]

Limit the number of data bytes a user in the given class may transfer. The limit may be placed on bytes *in*, *out*, or *total*. If no class is specified, the limit is the default for classes which do not have a limit specified. Note that once it has been exceeded, this limit will prevent transfers, but it will not terminate a transfer in progress. The optional parameter *raw* applies the limit to total traffic rather than just data files.

limit-time \*|anonymous|guest minutes

Limit the total time a session can take. By default, there is no limit. Real users are never limited.

guestserver [hostname...]

Control which hosts may be used for anonymous access. If used without *hostname*, all anonymous access is denied to this site. More than one *hostname* may be specified. Anonymous access will only be allowed on the named machines. If access is denied, the user will be asked to use the first *hostname* listed.

limit class n times [message\_file]

Limit *class* to *n* users at times *times*, displaying *message\_file* if the user is denied access. A limit check is performed at login time only. If multiple limit commands can apply to the current session, the first applicable one is used. Failing to define a valid limit, or a limit of -1, is equivalent to no limits. The format of *times* is :

day [day...] [time-range] [ | day [day...] [time-range] ] ...

The value of *day* can be Su, Mo, Tu, We, Th, Fr, Sa, Wk (for any weekday Monday through Friday), or Any. *time-range* is in 24–hour clock notation. If a time range is not specified, any time of the day is matched. Multiple *day* and *time-range* may be specified by the "I" symbol. For example, Wk1730-0900 | Sa | Su specifies 5:30 p.m. to 9:00 a.m., Monday through Friday, and anytime on weekends. *message\_file* may contain magic cookies. See message for more details.

noretrieve [absolute|relative]

[class=classname...][-] filename [filename...]

Always deny retrievability of these files. If *filename* specifies a pathname that begins with '/' character, then only those files are marked no retrieve. Otherwise all files that match the *filename* are refused transfer. For example, noretrieve /etc/passwd core specifies no one will be able to retrieve the /etc/passwd file. You will be allowed to transfer any file named passwd that is not in /etc.

On the other hand, no one will be able to get files named core, wherever they are. Directory specifications mark all files and subdirectories in the named directory unretrievable. The *filename* may be specified as a file glob. For example,

noretrieve /etc /home/\*/.htaccess

noretrieve /etc /nome/*/.ntaccess
specifies that no files in /etc or any of its subdirectories may be retrieved. Also, no files named .htaccess anywhere under the /home directory may be retrieved. The optional first parameter selects whether names are interpreted as absolute or relative to the current chroot'd environment. The default is to interpret names beginning with a slash as absolute. The noretrieve restrictions may be placed upon members of particular classes. If any class= is specified, the named files cannot be retrieved only if the current user is a member of one of the given classes.
allow-retrieve [absolute relative] [class <i>=classname</i> ][-] <i>filename</i> [ <i>filename</i> ] Allows retrieval of files which would otherwise be denied by noretrieve.
loginfails <i>number</i> After <i>number</i> login failures, log a "repeated login failures" message and terminate the FTP connection. The default value for <i>number</i> is 5.
<pre>private yes   no Allow or deny use of the SITE GROUP and SITE GPASS commands after the user logs in. The SITE GROUP and SITE GPASS commands specify an enhanced access group and associated password. If the group name and password are valid, the user becomes a member of the group specified in the group access file /etc/ftpd/ftpgroups by means of setegid(2). See ftpgroups(4) for the format of the file. For this option to work for anonymous FTP users, the FTP Server must keep /etc/group permanently open and load the group access file into memory. This means that the FTP Server now has an additional file descriptor open, and the necessary passwords and access privileges granted to users by means of SITE GROUP will be static for the duration of an FTP session. If you have an urgent need to change the access groups or passwords now, you have to kill all of the running FTP Servers.</pre>
The following informational capabilities are supported:
<pre>greeting full brief terse greeting text message The greeting command allows you to control how much information is given out before the remote user logs in. greeting full, which is the default greeting, shows the hostname and daemon version. greeting brief shows the hostname. greeting terse simply says "FTP Server ready." Although full is the default, brief is suggested. The text form allows you to specify any greeting message. message can be any string. Whitespace (spaces and tabs) is converted to a single space.</pre>

the banr	th ner command operates similarly to the message command, except that her is displayed before the user enters the username. The <i>path</i> is relative to system root, not to the base of the anonymous FTP directory.	
from ma	ne banner command can completely prevent non-compliant FTP clients king use of the FTP Server. Not all clients can handle multi-line responses, how the banner is displayed.	
	e command to define the email address for the FTP Server administrator. ng will be printed every time the %E magic cookie is used in message files.	
hostname <i>some.host.name</i> Defines the default host name of the FTP Server. This string will be printed on the greeting message and every time the %L magic cookie is used. The host name for virtual servers overrides this value. If no host name is specified, the default host name for the local machine is used.		
<pre>message path [when [class]] Define a file with path such that the FTP Server will display the contents of the file to the user at login time or upon using the change working directory command. The when parameter may be LOGIN or CWD=dirglob. If when is CWD=dirglob, dirglob specifies the new default directory that will trigger the notification. A dirglob of "*" matches all directories.</pre>		
The optional <i>class</i> specification allows the message to be displayed only to members of a particular class. More than one class may be specified.		
	prookies" can be present in <i>path</i> that cause the FTP Server to replace the <i>v</i> ith a specified text string:	
8T	Local time. For example, Thu Nov 15 17:12:42 1990.	
۶F	Free space in partition of CWD, in Kbytes.	
₽C	Current working directory.	
%E	The email address for the FTP Server administrator.	
۶R	Remote host name.	
۶L	Local host name.	
۶U	Username given at login time.	
€u	Username as defined by means of RFC 931 authentication.	
۶M	Maximum allowed number of users in this class.	
%N	Current number of users in this class.	
	owing quota magic cookies are also supported but not always set (see the info capability):	
%B	absolute limit on disk blocks allocated	

	%b	preferred limit on disk blocks		
	۶Q	current block count		
	%I	maximum number of allocated inodes (+1)		
	۶i	preferred inode limit		
	۶q	current number of allocated inodes		
	%H	time limit for excessive disk use		
	%h	time limit for excessive files		
	The message is displayed only once to avoid annoying the user. Remember that when messages are triggered by an anonymous or guest FTP user, they must be relative to the base of the anonymous or guest FTP directory tree.			
	<pre>quota-info uid-range [uid-range] Enable retrieval of quota information for users matching uid-range. This sets the quota magic cookies. Retrieving quota information might cause a significant de when logging into the server.</pre>			
	<i>uid-range</i> can be a username, single UID, or a UID range. Place a percent sign( before a number. An asterisk means "all users."			
	Define a f or upon u date that i <i>when</i> is CV notificatio displayed are trigger	glob [when [class]] ile with pathglob such that the FTP Server will notify the user at login time using the change working directory command that the file exists and the it was modified. The when parameter may be LOGIN or CWD=dirglob. If MD=dirglob, dirglob specifies the new default directory that will trigger the on. A dirglob of "*" matches all directories. The message will only be once, to avoid bothering users. Remember that when README messages red by an anonymous or guest FTP user, the pathglob must be relative to of the anonymous or guest FTP directory tree.		
		nal <i>class</i> specification allows the message to be displayed only to members cular class. You can specify more than one class.		
Logging Capabilities	The followin	g logging capabilities are supported:		
	log commands <i>typelist</i> Enables logging of the individual FTP commands sent by users. <i>typelist</i> is a comma-separated list of any of the keywords anonymous, guest, and real. Command logging information is written to the system log.			
	Log file tr transfers t server. <i>dir</i> and outb	ers typelist directions ansfers made by FTP users to the xferlog(4) file. Logging of incoming to the server can be enabled separately from outbound transfers from the <i>ections</i> is a comma-separated list of any of the two keywords inbound ound, and will respectively cause transfers to be logged for files sent to the server.		

# log security typelist

Enables logging of violations of security rules to the system log, including for example, noretrieve and .notar.

# log syslog

log syslog+xferlog

Redirect the logging messages for incoming and outgoing transfers to syslog. Without this option the messages are written to xferlog. When you specify syslog+xferlog, the transfer log messages are sent to both the system log file and the xferlog file.

# xferlog format formatstring

Customize the format of the transfer log entry written. *formatstring* can be any string, which might include magic cookies. Strings of whitespace characters are converted into a single space.

The following transfer-specific magic cookies are recognized only immediately after a transfer has been completed:

	a transfer has been completed:		
	%Xt	transfer-time	
	%Xn	bytes-transferred	
	%XP	filename	
	%Xp	chroot-filename	
	%Xy	transfer-type	
	%Xf	special-action-flag	
	%Xd	direction	
	%Xm	access-mode	
	%Xa	authentication-method	
	%XC	completion-status	
	%Xs	file-size	
	%Xr	restart-offset	
	<pre>xferlog(4) includes a description of these fields. If no xferlog format entry is present, the default is:</pre>		
	xferlog format %T %Xt %R %Xn %XP %Xy %Xf %Xd %Xm %U ftp %Xa %u %Xc		
Miscellaneous	The following miscellaneous capabilities are supported:		
Capabilities	alias <i>string dir</i> Define an alias, <i>string</i> , for a directory. Use this command to add the concept of logical directories. For example: alias rfc: /pub/doc/rfc would allow the user to access /pub/doc/rfc from any directory by the command "cd rfc:". Aliases only apply to the cd command.		

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## cdpath dir

Define an entry in the cdpath. This command defines a search path that is used when changing directories. For example:

```
cdpath /pub/packages
cdpath /.aliases
```

would allow the user to move into any directory directly under either the /pub/packages or the /.aliases directories. The search path is defined by the order in which the lines appear in the ftpaccess file. If the user were to give the command ftp> cd foo the directory will be searched for in the following order:

```
./foo
an alias called foo
/pub/packages/foo
/.aliases/foo
```

The cdpath is only available with the cd command. If you have a large number of aliases, you might want to set up an aliases directory with links to all of the areas you wish to make available to users.

```
compress yes no classglob [classglob...]
```

tar yes | no classglob [classglob...]

```
Enable the use of conversions marked with the O_COMPRESS, O_UNCOMPRESS, and O TAR options in /etc/ftpd/ftpconversions. See ftpconversions(4).
```

shutdown path

If the file pointed to by *path* exists, the server will check the file regularly to see if the server is going to be shut down. If a shutdown is planned, the user is notified. New connections are denied after a specified time before shutdown. Current connections are dropped at a specified time before shutdown.

The format of the file specified by *path* is:

year month day hour minute deny\_offset disc\_offset text

year	A value of 1970 or greater.
month	A value of 0 to 11.
day	A value of 1 to 31.
hour	A value of 0 to 23.
minute	A value of 0 to 59.
deny_offset disc_offset	The offsets in HHMM format that new connections will be denied and existing connections will be disconnected before the shutdown time.
text	Follows the normal rules for any <i>message</i> . The following additional magic cookies are available:

°S	The time at which the system is going to
	shut down.

- %r The time at which new connections will be denied.
- %d The time at which current connections will be dropped.

All times are in the form: ddd MMM DD hh:mm:ss YYYY. Only one shutdown command can be present in the configuration file. You can use the external program ftpshut(1M) to automate generation of this file.

daemonaddress address

Listen only on the IP address specified. If the value is not set, then the FTP Server will listen for connections on every IP address. This applies only when the FTP Server is run in standalone mode.

virtual *address* root | banner | logfile *path* 

Enable the FTP Server limited virtual hosting capabilities. The *address* is the IP address of the virtual server. The second argument specifies that the *path* is either the path to the root of the filesystem for this virtual server, the banner presented to the user when connecting to this virtual server, or the logfile where transfers are recorded for this virtual server. If the logfile is not specified the default log file will be used. All other message files and permissions as well as any other settings in this file apply to all virtual servers. The *address* may also be specified as a hostname rather than as an IP number. This is strongly discouraged since, if DNS is not available at the time the FTP session begins, the hostname will not be matched.

root | logfile path

In contrast to limited virtual hosting, complete virtual hosting allows separate configuration files to be virtual host specific. See ftpservers(4). The only additions that are necessary in a virtual host's ftpaccess file is the root directive that ensures the correct root directory is used for the virtual host. This only works with complete virtual hosting, which in contrast to limited virtual hosting, allows separate configuration files to be specified for each virtual host.

*path* is either the root of the filesystem for this virtual server or the logfile where transfers for this virtual server are recorded. root and logfile may only be specified when not preceded by virtual *address* in a virtual hosts's ftpaccess file.

- virtual *address* hostname | email *string* Set the hostname shown in the greeting message and status command, or the email address used in message files and on the HELP command, to the given *string*.
- virtual address allow username [username...]
  virtual address deny username [username...]

By default, real and guest users are not allowed to log in on the virtual server, unless they are guests that are chroot'd to the virtual root. The users listed on the virtual allow line(s) are granted access. You can grant access to all users by giving '\*' as the *username*. The virtual deny clauses are processed after the virtual allow clauses. Thus specific users can be denied access although all users were allowed in an earlier clause.

#### virtual *address* private

Deny log in access to anonymous users on the virtual server. Anonymous users are generally allowed to log in on the virtual server if this option is not specified.

### virtual address passwd file

Use a different passwd file for the virtual host.

## virtual address shadow file

Use a different shadow file for the virtual host.

# defaultserver deny username [username...]

defaultserver allow username [username...]
By default, all users are allowed access to the non-virtual FTP Server. Use
defaultserver deny to revoke access for specific real and guest users. Specify '\*'
to deny access to all users, except anonymous users. Specific real and guest users

#### defaultserver private

By default, all users are allowed access to the non-virtual FTP Server. Use defaultserver private to revoke access for anonymous users.

can then be allowed access by using defaultserver allow.

The virtual and defaultserver allow, deny and private clauses provide a means to control which users are allowed access to which FTP Servers.

## passive address *externalip cidr*

Allow control of the address reported in response to a passive command. When any control connection matching *cidr* requests a passive data connection (PASV), the *externalip* address is reported. This does not change the address that the daemon actually listens on, only the address reported to the client. This feature allows the daemon to operate correctly behind IP renumbering firewalls. For example:

passive address 10.0.1.15 10.0.0.0/8 passive address 192.168.1.5 0.0.0.0/0

Clients connecting from the class-A network 10 will be told the passive connection is listening on IP address 10.0.1.15 while all others will be told the connection is listening on 192.168.1.5. Multiple passive addresses may be specified to handle complex, or multi-gatewayed, networks.

passive ports cidr min max

Allows control of the TCP port numbers which may be used for a passive data connection. If the control connection matches the *cidr*, a port in the range *min* to *max* will be randomly selected for the daemon to listen on. This feature allows firewalls to limit the ports that remote clients may use to connect into the protected network.

*cidr* is shorthand for an IP address followed by a slash and the number of left-most bits that represent the network address, as opposed to the machine address. For example, if you are using the reserved class-A network 10, instead of a netmask of 255.0.0.0, use a CIDR of /8, as in 10.0.0.0/8, to represent your network.

When *min* and *max* are both 0, the kernel rather than the FTP server selects the TCP port to listen on. Kernel port selection is usually not desirable if the kernel allocates TCP ports sequentially. If in doubt, let the FTP server do the port selection.

pasv-allow class [addrglob...]

port-allow class [addrglob...]

Normally, the FTP Server does not allow a PORT command to specify an address different than that of the control connection. Nor does it allow a PASV connection from another address.

The port-allow clause provides a list of addresses that the specified class of user may give on a PORT command. These addresses will be allowed even if they do not match the IP address of the client-side of the control connection.

The pasv-allow clause provides a list of addresses that the specified class of user may make data connections from. These addresses will be allowed even if they do not match the IP address of the client-side of the control connection.

lslong command [options...]

lsshort command [options...]

lsplain command [options...]

Use the lslong, lsshort, and lsplain clauses to specify the commands and options to use to generate directory listings. The options cannot contain spaces, and the default values for these clauses are generally correct. Use lslong, lsshort, or lsplain only if absolutely necessary.

mailserver *hostname* 

Specify the name of a mail server that will accept upload notifications for the FTP Server. Multiple mail servers may be listed. The FTP Server will attempt to deliver the upload notification to each, in order, until one accepts the message. If no mail servers are specified, localhost is used. This option is only meaningful if anyone is to be notified of anonymous uploads. See incmail.

incmail emailaddress

virtual address incmail emailaddress

defaultserver incmail emailaddress

Specify email addresses to be notified of anonymous uploads. Multiple addresses can be specified. Each will receive a notification. If no addresses are specified, no notifications are sent.

If addresses are specified for a virtual host, only those addresses will be sent notification of anonymous uploads on that host. Otherwise, notifications will be sent to the global addresses. defaultserver addresses only apply when the FTP session is not using one of the virtual hosts. In this way, you can receive notifications for your default anonymous area, but not see notifications to virtual hosts that do not have their own notifications.

mailfrom *emailaddress* 

virtual address mailfrom emailaddress

defaultserver mailfrom emailaddress

Specify the sender's email address for anonymous upload notifications. Only one address may be specified. If no mailfrom applies, email is sent from the default mailbox name wu-ftpd. To avoid problems if the recipient attempts to reply to a notification, or if downstream mail problems generate bounces, you should ensure the mailfrom address is deliverable.

sendbuf size [typelist]

recvbuf *size* [*typelist*]

Set the send or receive buffer sizes used for binary transfers. They have no effect on ASCII transfers.

rhostlookup yes | no [addrglob ...]

Allows or disallows the lookup of the remote host's name. Name lookups can be slow, but skipping them means that places where an *addrglob* is matched (for example, in the class capability) will match only an IP address, not a name. Also deny !nameserved and dns refuse\_no\_reverse or refuse\_mismatch will deny access when a name lookup is not done. The default is to lookup the remote host's name.

Only IP addresses, not names, are matched in addrglob.

flush-wait yes | no [typelist]

Controls the behavior at the end of a download or directory listing. If yes, shutdown the data connection for sending and wait for the client to close its end before sending a transfer complete reply on the control connection. This is the default behavior. If no, close the data connection and send the transfer complete reply without waiting for the client. With this behavior, data loss can go undetected.

If a client hangs at the end of a directory listing, or the system has many sockets in the FIN\_WAIT\_2 state, try setting to no as a workaround for broken client behavior.

Permission<br/>CapabilitiesThe following permission capabilities are supported:<br/>chmod yes | no typelist

delete yes | no typelist overwrite yes | no typelist rename yes | no typelist

umask yes | no typelist

Allows or disallows the ability to perform the specified function. By default, all real and guest users are allowed. Anonymous users are only allowed overwrite and umask.

*typelist* is a comma-separated list of any of the keywords anonymous, guest, real and class=. When class= appears, it must be followed by a classname. If any class= appears, the *typelist* restriction applies only to users in that class.

passwd-check none | trivial | rfc822 [enforce | warn]

Define the level and enforcement of password checking done by the FTP Server for anonymous FTP.

none	No password checking is performed.
trivial	The password must contain an '@'.
rfc822	The password must be RFC 822 compliant.
warn	Warn, but permit the login.
enforce	Notify and deny the login.

deny-email *case-insensitive-emailaddress* 

Consider the email address given as an argument as invalid. If passwd-check is set to enforce, anonymous users giving this address as a password cannot log in. That way, you can stop users from having stupid WWW browsers use fake addresses like IE?0User@ or mozilla@. (by using this, you are not shutting out users using a WWW browser for ftp - you just make them configure their browser correctly.) Only one address is allowed per line, but you can have as many deny-email addresses as you like.

path-filter typelist message allowed\_regexp

[disallowed\_regexp...]

For users in *typelist*, path-filter defines regular expressions that control what characters can be used in the filename of an uploaded file or created directory. There may be multiple disallowed regular expressions. If a filename is invalid due to failure to match the regular expression criteria, *message* will be displayed to the user. For example:

```
path-filter anonymous /etc/pathmsg ^[-A-Za-z0-9.]*$ ^\. ^-
```

specifies that all upload filenames for anonymous users must be made of only the characters A-Z, a-z, 0-9, and ".\_-" and may not begin with a "." or a "-". If the filename is invalid, /etc/pathmsg will be displayed to the user.

```
upload [absolute | relative] [class=classname]... [-]
root-dir dirglob yes | no owner group mode
```

[dirs|nodirs] [d\_mode]

Define a directory with *dirglob* that permits or denies uploads. If it does permit uploads, all newly created files will be owned by *owner* and *group* and will have their permissions set according to *mode*. Existing files that are overwritten will retain their original ownership and permissions. Directories are matched on a best-match basis. For example:

```
upload /var/ftp * no
upload /var/ftp /incoming yes ftp daemon 0666
upload /var/ftp /incoming/gifs yes jlc guest 0600 nodirs
```

would only allow uploads into /incoming and /incoming/gifs. Files that were uploaded to /incoming are owned by ftp/daemon and have permissions of 0666. Files uploaded to /incoming/gifs are owned by jlc/guest and have permissions of 0600. The optional "dirs" and "nodirs" keywords can be specified to allow or disallow the creation of new subdirectories using the mkdir command. If the upload command is used, directory creation is allowed by default. To turn it off by default, you must specify a user, group and mode followed by the "nodirs" keyword as the first line where the upload command is used in this file. If directories are permitted, the optional *d\_mode* determines the permissions for a newly created directory. If *d\_mode* is omitted, the permissions are inferred from mode. The permissions are 0777 if mode is also omitted. The upload keyword only applies to users who have a home directory of root-dir. root-dir may be specified as "\*" to match any home directory. The owner or group may each be specified as "\*", in which case any uploaded files or directories will be created with the ownership of the directory in which they are created. The optional first parameter selects whether root-dir names are interpreted as absolute or relative to the current chroot 'd environment. The default is to interpret <root-dir> names as absolute. You can specify any number of class=*classname* restrictions. If any are specified, this upload clause only takes effect if the current user is a member of one of the classes.

In the absence of any matching upload clause, real and guest users can upload files and make directories, but anonymous users cannot. The mode of uploaded files is 0666. For created directories, the mode is 0777. Both modes are modified by the current umask setting.

throughput root-dir subdir-glob file-glob-list

bytes-per-second bytes-per-second-multiply remote-glob-list

Define files by means of a comma-separated *file-glob-list* in subdir matched by *subdir-glob* under *root-dir* that have restricted transfer throughput of *bytes-per-second* on download when the remote hostname or remote IP address matches the comma-separated *remote-glob-list*. Entries are matched on a best-match basis. For example:

throughput /e/ftp \* \* 00 - \* throughput /e/ftp /sw \* 1024 0.5 \* throughput /e/ftp /sw \* README 00 - \* throughput /e/ftp /sw \* 00 - \*.foo.com

would set maximum throughput per default, but restrict download to 1024 bytes per second for any files under /e/ftp/sw/ that are not named README. The only exceptions are remote hosts from within the domain foo.com which always get maximum throughput. Every time a remote client has retrieved a file under /e/ftp/sw/ the bytes per seconds of the matched entry line are internally multiplied by a factor, here 0.5. When the remote client retrieves its second file, it is served with 512 bytes per second, the third time with only 256 bytes per second, the fourth time with only 128 bytes per second, and so on. The string "oo" for the bytes per second field means no throughput restriction. A multiply factor of 1.0 or "-" means no change of the throughput after every successful transfer. The *root-dir* here must match the home directory specified in the password database . The throughput keyword only applies to users who have a home directory of *root-dir*.

#### anonymous-root *root-dir* [*class*...]

*root-dir* specifies the chroot() path for anonymous users. If no anonymous-root is matched, the old method of parsing the home directory for the FTP user is used. If no *class* is specified, this is the root directory for anonymous users who do not match any other anonymous-root specification. Multiple classes may be specified on this line. If an anonymous-root is chosen for the user, the FTP user's home directory in the *root-dir*/etc/passwd file is used to determine the initial directory and the FTP user's home directory in the system-wide /etc/passwd is not used. For example:

anonymous-root /home/ftp
anonymous-root /home/localftp localnet

causes all anonymous users to be chroot'd to the directory /home/ftp. If the FTP user exists in /home/ftp/etc/passwd, their initial CWD is that home directory. Anonymous users in the class localnet, however, are chroot'd to the directory /home/localftp and their initial CWD is taken from the FTP user's home directory in /home/localftp/etc/passwd.

guest-root root-dir [uid-range...]

*root-dir* specifies the chroot() path for guest users. If no guest-root is matched, the old method of parsing the user's home directory is used. If no *uid-range* is specified, this is the root directory for guestusers who do not match any other guest-root specification. Multiple UID ranges may be given on this line. If a guest-root is chosen for the user, the user's home directory in the *root-dir*/etc/passwd file is used to determine the initial directory and the home directory in the system-wide /etc/passwd is not used. *uid-range* specifies names or numeric UID values. To use numbers, put a percent sign (%) symbol before it or before the range. Ranges are specified by giving the lower and upper bounds (inclusive), separated by a dash. If the lower bound is omitted, it means *all up to*. If the upper bound is omitted, it means *all starting from*. For example:

guest-root /home/users
guest-root /home/staff %100-999 sally
guest-root /home/users/owner/ftp frank

causes all guest users to chroot() to /home/users then starts each user in the user's home directory, as specifiedin /home/users/etc/passwd. Users in the range 100 through 999, inclusive, and user sally, will be chroot'd to /home/staff and the CWD will be taken from their entries in /home/staff/etc/passwd. The single user frank will be chroot'd to /home/users/owner/ftp and the CWD will be from his entry in /home/users/owner/ftp/etc/passwd.

The order is important for both anonymous-root and guest-root. If a user would match multiple clauses, only the first applies; with the exception of the clause which has no *class* or *uid-range*, which applies only if no other clause matches.

deny-uid uid-range [uid-range...]
deny-gid gid-range [gid-range...]
allow-uid uid-range [uid-range...]

ftpaccess(4)

allow-gid gid-range [gid-range...]

Use these clauses to specify UID and GID values that will be denied access to the FTP Server. The allow-uid and allow-gid clauses may be used to allow access for UID and GID values which would otherwise be denied. These checks occur before all others. deny is checked before allow. The default is to allow access. These clauses do not apply to anonymous users. Use defaultserver private to deny access to anonymous users. In most cases, these clauses obviate the need for an ftpusers(4) file. For example, the following clauses deny FTP Server access to all privileged or special users and groups, except the guest1 user or group.

deny-gid %-99 nobody noaccess nogroup
deny-uid %-99 nobody noaccess nobody4
allow-gid guest1
allow-uid quest1

Support for the ftpusers file still exists, so it may be used when changing the ftpaccess file is not desired. In any place a single UID or GID is allowed throughout the ftpaccess file, either names or numbers also may be used. To use a number, put a percent sign (%) symbol before it. In places where a range is allowed, put the percent sign before the range. A "\*" matches all UIDs or GIDs.

restricted-uid uid-range [uid-range...] restricted-gid gid-range [gid-range...] unrestricted-uid uid-range [uid-range...] unrestricted-gid gid-range [gid-range...]

These clauses control whether or not real or guest users will be allowed access to areas on the FTP site outside their home directories. These clauses are not meant to replace the use of guestgroup and guestuser. Instead, use these clauses to supplement the operation of guests. The unrestricted-uid and unrestricted-gid clauses may be used to allow users outside their home directories who would otherwise be restricted.

The following example shows the intended use for these clauses. Assume user dick has a home directory /home/dick and jane has a home directory /home/jane:

guest-root /home dick jane restricted-uid dick jane

While both dick and jane are chroot'd to /home, they cannot access each other's files because they are restricted to their home directories. However, you should not rely solely upon the FTP restrictions to control access. As with all other FTP access rules, you should also use directory and file permissions to support the operation of the ftpaccess configuration.

site-exec-max-lines number [class...]

The SITE EXEC feature traditionally limits the number of lines of output that may be sent to the remote client. Use this clause to set this limit. If this clause is omitted, the limit is 20 lines. A limit of 0 (zero) implies no limit. Be very careful if you choose to remove the limit. If a clause is found matching the remote user's class, that limit is used. Otherwise, the clause with class '\*', or no class given, is used. For example:

## ftpaccess(4)

	site-exec-max-lines 200 remote site-exec-max-lines 0 local site-exec-max-lines 25		
		refore SITE INDEX) to 200 lines for remote local users, and sets a limit of 25 lines for	
	not match. Lookups are done using the snsswitch.conf(4). Display the named	nd reverse lookups for the remote site do	
	dns refuse_no_reverse <i>filename</i> [over Refuse FTP sessions when the remote ho Lookups are done using the system's na nsswitch.conf(4). Display the named the user. If the optional override is speci- complaining.	ost's IP address has no associated name. me service as configured in file, such as a message file, admonishing	
		es. This only has an effect when DNS is used kes a series of options which are used to set e, see resolv.conf(4) for details. For	
	dns resolveroptions rotate attempts:1		
	turns on querying name servers round-robin and selects querying each name server only once.		
	Lines that begin with a # sign are treated as	s comment lines and are ignored.	
FILES	/etc/ftpd/ftpaccess		
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWftpr	
	Interface Stability	External	
SEE ALSO	<pre>compress(1), ls(1), tar(1), ftpaddhost( in.ftpd(1M), chroot(2), nice(2), umask ftpconversions(4), ftpgroups(4), ftp nsswitch.conf(4), resolv.conf(4), tin fnmatch(5)</pre>	(2), getgrnam(3C), resolver(3RESOLV), servers(4), ftpusers(4),	

Crocker, David H. *RFC 822, Standard For The Format Of ARPA Internet Text Messages.* Network Information Center. August 1982.

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ftpaccess(4)

St. Johns, Michael. *RFC 931, Authentication Server*. Network Working Group. January 1985.

ftpconversions(4)	
NAME	ftpconversions – FTP Server conversions database
SYNOPSIS	/etc/ftpd/ftpconversions
DESCRIPTION	When the FTP Server, in.ftpd(1M), receives the retrieve (RETR) command, if the specified file does not exist, it looks for a conversion to change an existing file or directory of the same base name into the format requested, subject to the ftpaccess(4) compress and tar capabilities.
	The conversions and their attributes known by in.ftpd(1M) are stored in an ASCII file of the following format. Each line in the file provides a description for a single conversion. The fields in this file are separated by colons (:).
	%s:%s:%s:%s:%s:%s 1 2 3 4 5 6 7 8
	The fields are described as follows:
	1 Strip prefix.
	2 Strip postfix.
	3 Addon prefix.
	4 Addon postfix.
	5 External command.
	6 Types.
	7 Options.
	8 Description.
	The Strip prefix and Addon prefix fields are not currently supported.
	The Strip postfix and addon postfix fields are extensions to be added to or removed from the requested filename in attempting to produce the name of an existing file or directory. When the attempt succeeds, the FTP Server runs the external command associated with the conversion. The magic cookie %s in the argument is passed to the command, replaced with the name of the existing file or directory.
	External command is the absolute pathname of a command to run followed by the appropriate options to carry out the conversion. The standard output of the command is sent back in response to the RETR (retrieve) command. For anonymous and guest users to be able to execute the command, it must be present in their chroot'd hierarchy along with any necessary dynamic libraries.
	Types specifies the conversion type. The following values are recognized:
	T_ASCIIASCII transfers are allowed of a file produced by the conversion.
	T_DIRDirectories can be converted.
	T_REG Regular files can be converted.

	are recorded in the		ss(4) compress and tar capabilities and ag field that is written to the FTP Server ons are supported:
	O_COMPRESS	conversion compresses	
	O_TAR	conversion archives	
	O_UNCOMPRESS	conversion uncompress	es
			sing " " to separate options. For example, version archives and compresses.
	Description is a messages returned		the conversion that is used in error
	Lines that begin w	ith a # sign are treated as	comment lines and are ignored.
EXAMPLES	EXAMPLE 1 Compres	sing a Regular File for Tra	nsfer
	compressing an ex	isting file filename. These and the absence of $T_2$	on which generates filename.Z by e conversion can only be applied to regular ASCII prevents the resulting file from
	: : :.Z:/usr/bin/	compress -c %s:T_REG:O_(	COMPRESS: COMPRESS
	-	ressing and Transferring ir	
			on that takes filename.Z and ich then can be transferred in ASCII mode.
	:.Z: : :/usr/bin/o		ASCII:O_UNCOMPRESS:UNCOMPRESS
FILES	/etc/ftpd/ftpc	conversions	
ATTRIBUTES	See attributes(	5) for descriptions of the	following attributes:
		,	0
	ATTE	RIBUTE TYPE	ATTRIBUTE VALUE
	Availability		SUNWftpr
SEE ALSO	ldd(1), in.ftpd(1	1M), ftpaccess(4), xfe	rlog(4), attributes(5)
	I		

# ftpgroups(4)

NAME	ftpgroups – FTP Server enhanced group access file		
SYNOPSIS	/etc/ftpd/ftpgroups		
DESCRIPTION	The ftpgroups file contains the enhanced group access information.		
	GROUP and SITE GPASS com password for that group. If th	mands to spec ne access group	es <i>private yes</i> , the user may use the SITE cify an enhanced access group and a p name and password are valid, the the ne user a member of the real group listed in
	The format for the ftpgroup	s file is:	
	accessgroup:encrypted_passwo	ord:real_group	_name
	The fields are defined as follo	ws:	
	accessgroup	An arbitrary characters.	string of alphanumeric and punctuation
	encrypted_password	The group pa /etc/shade	assword encrypted exactly like in ow.
	real_group_name	The name of	a valid group returned by getgrnam(3C).
		he ftpgroups	tool to add, delete and list enhanced file. See privatepw(1M). Lines that lines and are ignored.
FILES	/etc/ftpd/ftpgroups		
	/etc/ftpd/ftpaccess		
ATTRIBUTES	See attributes(5) for descr	riptions of the f	following attributes:
	ATTRIBUTE TYPE		ATTRIBUTE VALUE
	Availability		SUNWftpr
	Interface Stability		External
SEE ALSO	<pre>in.ftpd(1M), privatepw(1 group(4), shadow(4), attri</pre>		2),getgrnam(3C),ftpaccess(4),

## ftphosts(4)

NAME	ftphosts – FTP Server individual user host	access file
SYNOPSIS	/etc/ftpd/ftphosts	
DESCRIPTION	The ftphosts file is used to allow or deny access to accounts from specified hosts. The following access capabilities are supported:	
	allow <i>username addrglob</i> [ <i>addrglob</i> ] Only allow users to login as <i>username</i> from	om host(s) that match <i>addrglob</i> .
	deny <i>username addrglob</i> [addrglob] Do not allow users to login as <i>username</i>	from host(s) that match <i>addrglob</i> .
	A <i>username</i> of <b>*</b> matches all users. A <i>userna</i> anonymous user.	me of anonymous or ftp specifies the
	<i>addrglob</i> is a regular expression that is mate <i>addrglob</i> may also be in the form address name of a file that starts with a slash ('/') a exclamation mark ('!') placed before the a	netmask or address/CIDR, or be the and contains additional address globs. An
		osts file that matches a <i>username</i> and host en access is allowed. Otherwise, a matching
EXAMPLES	You can use the following ftphosts file to allow anonymous access from any host except those on the class A network 10, with the exception of 10.0.0.* IP addresses, which are allowed access:	
	allow ftp 10.0.0.* deny ftp 10.*.*.* allow ftp *	
	10.0.0.* can be written as 10.0.0.0:2	55.255.255.0 or 10.0.0.0/24.
FILES	/etc/ftpd/ftphosts	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWftpr
	Interface Stability	External
SEE ALSO	<pre>in.ftpd(1M), ftpaccess(4), attribute</pre>	es(5)

ftpservers(4)

NAME	ftpservers – FTP Server virtual hosting configuration file		
SYNOPSIS	/etc/ftpd/ftpservers		
DESCRIPTION	The ftpservers file is used to configure complete virtual hosting. In contrast to limited virtual hosting, complete virtual hosting allows separate configuration files to be specified for each virtual host.		
	The set of configuration files for each virtual host are placed in their own directory. The ftpservers file associates the address of each virtual host with the directory its configuration files are stored in. The virtual host configuration files must be named:		
	ftpaccess	Virtual host's access file	
	ftpusers	Restricts the accounts that can use the virtual host	
	ftpgroups	Virtual hosts enhanced group access file	
	ftphosts	Allow or deny usernames access to the virtual host	
	ftpconversions	Customize conversions available from the virtual host	
	host to use the master copy of	file in each virtual host directory. If you want a virtual f a file, then do not include it in the virtual host directory. master copy from the /etc/ftpd directory will be used.	
		actly. If you misspell any of them or name them find them, and the server will use the master copy	
	The ftpaddhost utility is ar ftpaddhost(1M).	administrative tool to configure virtual hosts. See	
File Format	There are two fields to each e	ntry in the ftpservers file:	
	address directory-contain:	ing-configuration-files	
	For example:		
	10.196.145.10 /etc/ftpd/v	/irtual-ftpd/10.196.145.10 /virtual-ftpd/10.196.145.200	
		to the FTP Server, in.ftpd(1M) tries to match the IP nt connected with one found in the ftpservers file.	
	The address can be an IPv4	or IPv6 address, or a hostname.	
	If a match is found, The FTP s directory.	server uses any configuration files found in the associated	
	to the configuration files are u	invalid directory path is encountered, the default paths used. The use of INTERNAL in the example above fails the and the master configuration files will be used.	

Either the actual IP address or a specific hostname can be used to specify the virtual host. It is better to specify the actual IP of the virtual host, as it reduces the need for a domain lookup and eliminates DNS security related naming issues, for example:

10.196.145.20 /etc/ftpd/config/faqs.org/ ftp.some.domain /etc/ftpd/config/faqs.org/

Lines that begin with a # sign are treated as comment lines and are ignored.

**FILES** /etc/ftpd/ftpservers

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWftpr
Interface Stability	External

**SEE ALSO** 

ftpaddhost(1M), in.ftpd(1M), ftpaccess(4), ftpconversions(4), ftpgroups(4), ftphosts(4), ftpusers(4), attributes(5)

ftpusers(4)
-------------

NAME	ftpusers – file listing users to be disallowed ftp login privileges
SYNOPSIS	/etc/ftpd/ftpusers
DESCRIPTION	The ftpusers file lists users for whom ftp login privileges are disallowed. Each ftpuser entry is a single line of the form:
	name
	where name is the user's login name.
	The FTP Server, in.ftpd(1M), reads the ftpusers file. If the login name of the user matches one of the entries listed, it rejects the login attempt.
	The ftpusers file has the following default configuration entries:
	root daemon bin sys adm lp uccp nuucp smmsp listen nobody noaccess nobody4
	These entries match the default instantiated entries from passwd(4). The list of default entries typically contains the superuser root and other administrative and system application identities.
	The root entry is included in the ftpusers file as a security measure since the default policy is to disallow remote logins for this identity. This policy is also set in the the default value of the CONSOLE entry in the /etc/default/login file. See login(1). If you allow root login privileges by deleting the root entry in ftpusers, you should also modify the security policy in /etc/default/login to reflect the site security policy for remote login access by root.
	Other default entries are administrative identities that are typically assumed by system applications but never used for local or remote login, for example sys and nobody. Since these entries do not have a valid password field instantiated in shadow(4), no login can be performed.
	If a site adds similar administrative or system application identities in passwd(4) and shadow(4), for example, majordomo, the site should consider including them in the ftpusers file for a consistent security policy.
	Lines that begin with # are treated as comment lines and are ignored.
FILES	/etc/ftpd/ftpusers A file that lists users for whom ftp login privileges are disallowed.

ftpusers(4)

/etc/ftpusers	See /etc/ftpd/ftpusers. This file is deprecated, although its use is still supported.
/etc/default/login	
/etc/passwd	password file
/etc/shadow	shadow password file

ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWftpr
Interface Stability	External
/etc/ftpd/ftpusers	
Interface Stability	Obsolete
/etc/ftpusers	

SEE ALSO login(1), in.ftpd(1M), ftpaccess(4), ftphosts(4), passwd(4), shadow(4), attributes(5), environ(5)

**NAME** | fx\_dptbl – fixed priority dispatcher parameter table

SYNOPSIS | fx\_dptbl

DESCRIPTION

The process scheduler or dispatcher is the portion of the kernel that controls allocation of the CPU to processes. The scheduler supports the notion of scheduling classes, where each class defines a scheduling policy used to schedule processes within that class. Associated with each scheduling class is a set of priority queues on which ready-to-run processes are linked. These priority queues are mapped by the system configuration into a set of global scheduling priorities, which are available to processes within the class. The dispatcher always selects for execution the process with the highest global scheduling priority in the system. The priority queues associated with a given class are viewed by that class as a contiguous set of priority levels numbered from 0 (lowest priority) to n (highest priority—a configuration-dependent value). The set of global scheduling priorities that the queues for a given class are mapped into might not start at zero and might not be contiguous, depending on the configuration.

Processes in the fixed priority class are scheduled according to the parameters in a fixed-priority dispatcher parameter table (fx\_dptbl). The fx\_dptbl table consists of an array (config\_fx\_dptbl[]) of parameter structures (struct fxdpent\_t), one for each of the *n* priority levels used by fixed priority processes in user mode. The structures are accessed by way of a pointer, (fx\_dptbl), to the array. The properties of a given priority level *i* are specified by the *i*th parameter structure in this array (fx\_dptbl [*i*]).

A parameter structure consists of the following members. These are also described in the /usr/include/sys/fx.h header.

fx_globpri	The global scheduling priority associated with this priority level. The mapping between fixed-priority priority levels and global scheduling priorities is determined at boot time by the system configuration. fx_globpri can not be changed with dispadmin(1M).
fx_quantum	The length of the time quantum allocated to processes at this level in ticks (hz). The time quantum value is only a default or starting value for processes at a particular level, as the time quantum of a fixed priority process can be changed by the user with the priocntl(1) command or the priocntl(2) system call.
	In the high resolution clock mode (hires_tick set to 1), the value of hz is set to 1000. Increase quantums to maintain the same absolute time quantums.
	An administrator can affect the behavior of the fixed priority portion of the scheduler by reconfiguring the fx_dptbl. There are two methods available for doing this: reconfigure with a loadable module at boot-time or by using dispadmin(1M) at run-time.

fx_dptbl Loadable Module	The fx_dptbl can be reconfigured with a loadable module that contains a new fixed priority dispatch table. The module containing the dispatch table is separate from the FX loadable module, which contains the rest of the fixed priority software. This is the only method that can be used to change the number of fixed priority priority levels or the set of global scheduling priorities used by the fixed priority class. The relevant procedure and source code is described in Replacing the fx_dptbl Loadable Module below.
dispadmin Configuration File	The fx_quantum values in the fx_dptbl can be examined and modified on a running system using the dispadmin(1M) command. Invoking dispadmin for the fixed-priority class allows the administrator to retrieve the current fx_dptbl configuration from the kernel's in-core table or overwrite the in-core table with values from a configuration file. The configuration file used for input to dispadmin must conform to the specific format described as follows:
	<ul> <li>Blank lines are ignored and any part of a line to the right of a # symbol is treated as a comment.</li> </ul>
	<ul> <li>The first non-blank, non-comment line must indicate the resolution to be used for interpreting the time quantum values. The resolution is specified as:</li> </ul>
	RES=res
	where <i>res</i> is a positive integer between 1 and 1,000,000,000 inclusive and the resolution used is the reciprocal of <i>res</i> in seconds (for example, RES=1000 specifies millisecond resolution). Although you can specify very fine (nanosecond) resolution, the time quantum lengths are rounded up to the next integral multiple of the system clock's resolution.
	<ul> <li>The remaining lines in the file are used to specify the fx_quantum values for each of the fixed-priority priority levels. The first line specifies the quantum for fixed-priority level 0, the second line specifies the quantum for fixed-priority level 1, and so forth. There must be exactly one line for each configured fixed priority priority level. Each fx_quantum entry must be a positive integer specifying the desired time quantum in the resolution given by <i>res</i>.</li> </ul>
	See EXAMPLES for an example of an excerpt of a dispadmin configuration file.
Replacing the fx_dptbl Loadable Module	To change the size of the fixed priority dispatch table, you must build the loadable module that contains the dispatch table information. Save the existing module before using the following procedure.
	<ol> <li>Place the dispatch table code shown below in a file called fx_dptbl.c. See EXAMPLES, below, for an example of this file.</li> </ol>
	2. Compile the code using the given compilation and link lines supplied:
	cc -c -0 -D_KERNEL fx_dptbl.c ld -r -o FX_DPTBL fx_dptbl.o
	3. Copy the current dispatch table in /usr/kernel/sched to FX_DPTBL.bak.
	4. Replace the current FX_DPTBL in /usr/kernel/sched.

- 5. Make changes in the /etc/system file to reflect the changes to the sizes of the tables. See system(4). The variables affected is fx\_maxupri. The syntax for setting this is as follows:
  - set FX:fx\_maxupri=(value for max fixed-priority user priority)
- 6. Reboot the system to use the new dispatch table.

Exercise great care in using the preceding method to replace the dispatch table. A mistake can result in panics, thus making the system unusable.

### **EXAMPLES EXAMPLE 1** Configuration File Excerpt

The following excerpt from a dispadmin configuration file illustrates the correct format. Note that, for each line specifying a set of parameters, there is a comment indicating the corresponding priority level. These level numbers indicate priority within the fixed priority class; the mapping between these fixed-priority priorities and the corresponding global scheduling priorities is determined by the configuration specified in the FX\_DPTBL loadable module. The level numbers are strictly for the convenience of the administrator reading the file and, as with any comment, they are ignored by dispadmin. The dispadmin command assumes that the lines in the file are ordered by consecutive, increasing priority level (from 0 to the maximum configured fixed-priority priority). For the sake of someone reading the file, the level numbers in the comments should agree with this ordering. If for some reason they do not, dispadmin is unaffected.

# Fixed Priority Dispatcher Configuration File RES=1000

RES=1000		
# TIME QUANTUM	PRI	LORITY
# (fx_quantum)	LEV	/EL
200	#	0
200	#	1
200	#	2
200	#	3
200	#	4
200	#	5
200	#	6
200	#	7
	•	
•	•	•
20	#	58
20	#	59
20	#	60

**EXAMPLE 2** fx\_dptbl.c File Used for Building the New fx\_dptbl

The following is an example of a fx\_dptbl.c file used for building the new fx\_dptbl.

```
EXAMPLE 2 fx dptbl.c File Used for Building the New fx dptbl
                                                               (Continued)
/* BEGIN fx dptbl.c */
#include <sys/proc.h>
#include <sys/priocntl.h>
#include <sys/class.h>
#include <sys/disp.h>
#include <sys/fx.h>
#include <sys/fxpriocntl.h>
/*
* This is the loadable module wrapper.
*/
#include <sys/modctl.h>
extern struct mod_ops mod_miscops;
/*
* Module linkage information for the kernel.
*/
static struct modlmisc modlmisc = {
  &mod_miscops, "Fixed priority dispatch table"
};
static struct modlinkage modlinkage = {
  MODREV 1, &modlmisc, 0
};
init()
{
  return (mod_install(&modlinkage));
}
_info(modinfop)
  struct modinfo *modinfop;
{
  return (mod_info(&modlinkage, modinfop));
}
#define FXGPUP0 0 /* Global priority for FX user priority 0 */
fxdpent t config fx dptbl[] = {
/* glbpri
              qntm */
  FXGPUP0+0, 20,
  FXGPUP0+1,
               20,
  FXGPUP0+2,
               20,
  FXGPUP0+3,
               20,
  FXGPUP0+4,
               20,
  FXGPUP0+5, 20,
  FXGPUP0+6, 20,
  FXGPUP0+7, 20,
```

FXGPUP0+8, 20, FXGPUP0+9, 20, FXGPUP0+10, 16, FXGPUP0+11, 16, FXGPUP0+12, 16, FXGPUP0+13, 16, FXGPUP0+14, 16, FXGPUP0+15, 16, FXGPUP0+16, 16, FXGPUP0+17, 16, FXGPUP0+18, 16, FXGPUP0+19, 16, FXGPUP0+20, 12, FXGPUP0+21, 12, FXGPUP0+22, 12, FXGPUP0+23, 12, FXGPUP0+24, 12, FXGPUP0+25, 12, FXGPUP0+26, 12, FXGPUP0+27, 12, FXGPUP0+28, 12, FXGPUP0+29, 12, FXGPUP0+30, 8, FXGPUP0+31, 8, FXGPUP0+32, 8, FXGPUP0+33, 8, FXGPUP0+34, 8, FXGPUP0+35, 8, FXGPUP0+36, 8, FXGPUP0+37, 8, FXGPUP0+38, 8, FXGPUP0+39, 8, FXGPUP0+40, 4, FXGPUP0+41, 4, FXGPUP0+42, 4, FXGPUP0+43, 4, FXGPUP0+44, 4, FXGPUP0+45, 4, FXGPUP0+46, 4, FXGPUP0+47, 4, FXGPUP0+48, 4, FXGPUP0+49, 4, FXGPUP0+50, 4, FXGPUP0+51, 4, FXGPUP0+52, 4, FXGPUP0+53, 4, FXGPUP0+54, 4, FXGPUP0+55, 4, FXGPUP0+56, 4, FXGPUP0+57, 4, FXGPUP0+58, 4, FXGPUP0+59, 2, FXGPUP0+60 2, };

```
EXAMPLE 2 fx dptbl.c File Used for Building the New fx dptbl
                                                                             (Continued)
             pri_t config_fx_maxumdpri =
                             sizeof (config fx dptbl) / sizeof (fxdpent t) - 1;
             /*
              * Return the address of config fx dptbl
              */
             fxdpent_t *
             fx_getdptbl()
             {
                return (config fx dptbl);
             }
             /*
             * Return the address of fx maxumdpri
             */
             pri_t
             fx_getmaxumdpri()
             {
             /*
              * the config_fx_dptbl table.
              */
                return (config_fx_maxumdpri);
             }
SEE ALSO
             priocntl(1), dispadmin(1M), priocntl(2), system(4)
             System Administration Guide, Volume 1, System Interface Guide
   NOTES
             In order to improve performance under heavy system load, both the nfsd daemon
             and the lockd daemon utilize the maximum priority in the FX class. Unusual
             fx dptbl configurations may have significant negative impact on the performance of
             the nfsd and lockd daemons.
```

#### gateways(4)

NAME gateways - configuration file for /usr/sbin/in.routed IPv4 network routing daemon **SYNOPSIS** /etc/gateways DESCRIPTION The /etc/gateways file is used by the routing daemon, in.routed(1M). When the daemon starts, it reads /etc/gateways to find such distant gateways that cannot be located using only information from a routing socket, to discover if some of the local gateways are passive, and to obtain other parameters. The /etc/gateways file consists of a series of lines, each in one of the two formats shown below or consisting of parameters described later. Blank lines and lines starting with "#" are treated as comments. One format specifies networks: net Nname[/mask] gateway Gname metric value <passive | active | extern> The other format specifies hosts: host Hname gateway Gname metric value <passive | active | extern> Host *hname* is equivalent to net *nname*/32. The parameters in the lines shown above are described as follows: Nname or Hname Name of the destination network or host. It can be a symbolic network name or an Internet address specified in "dot" notation (see inet(3SOCKET)). If it is a name, then it must either be defined in /etc/networks or /etc/hosts, or a naming service must have been started before in.routed(1M). Mask An optional number between 1 and 32 indicating the netmask associated with Nname. Gname Name or address of the gateway to which RIP responses should be forwarded. Value The hop count to the destination host or network. passive | active | extern One of these keywords must be present to indicate whether the gateway should be treated as passive or active, or whether the gateway is external to the scope of the RIP protocol. A passive gateway is not expected to exchange routing information, while gateways marked active should be willing to exchange RIP packets. See in.routed(1M) for further details. After turning on debugging in in.routed with the -t option, you can see that lines that follow the format described above create pseudo-interfaces. To set parameters for remote or external interfaces, use a line starting with if=alias (*Hname*), if=remote(*Hname*), and so forth.

For backward compatibility with the previous Solaris in.routed implementation, three special keyword formats are accepted. If present, these forms must each be on a separate line, and must not be combined on the same line with any of the keywords listed elsewhere in this document. These three forms are:

norip <i>ifname</i>	Disable all RIP processing on the specified interface.
noripin <i>ifname</i>	Disable the processing of received RIP responses on the specified interface.
noripout <i>ifname</i>	Disable RIP output on the specified interface.

Note that, in each of the preceding three keywords, the *ifname* argument is optional. If it is not present, the keyword applies to all interfaces.

Lines that start with neither "net" nor "host" must consist of one or more of the following parameter settings, separated by commas or blanks:

if=ifname

Indicates that the other parameters on the line apply only to the interface name *ifname*. If this parameter is not specified, then other parameters on the line apply to all interfaces.

subnet=nname[/mask][, metric]

Advertises a route to network nname with mask mask and the supplied metric (default 1). This is useful for filling "holes" in CIDR allocations. This parameter must appear by itself on a line. The network number must specify a full, 32-bit value, as in 192.0.2.0 instead of 192.0.2.

ripv1\_mask=nname/mask1,mask2

Specifies that the netmask of the network of which *nname/mask1* is a subnet should be *mask2*. For example, ripv1\_mask=192.0.2.16/28,27 marks 192.0.2.16/28 as a subnet of 192.0.2.0/27 instead of 192.0.2.0/24. It is better to turn on RIPv2 instead of using this facility. See the description of ripv2 out, below.

passwd=XXX[|KeyID[start|stop]]

Specifies a RIPv2 cleartext password that will be included on all RIPv2 responses sent, and checked on all RIPv2 responses received. Any blanks, tab characters, commas, or "#", "|", or NULL characters in the password must be escaped with a backslash (\). The common escape sequences n, r, r, t, b, and rxx have their usual meanings. The *KeyID* must be unique but is ignored for cleartext passwords. If present, *start* and *stop* are timestamps in the form year/month/day@hour:minute. They specify when the password is valid. The valid password with the longest future is used on output packets, unless all passwords have expired, in which case the password that expired most recently is used. If no password are valid yet, no password is output. Incoming packets can carry any password that is valid, will be valid within 24 hours, or that was valid within 24 hours. To protect password secrecy, the passwd settings are valid only in the /etc/gateways file and only when that file is readable only by UID 0.

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#### md5 passwd=XXX | KeyID[start | stop]

Specifies a RIPv2 MD5 password. Except that a KeyID is required, this keyword is similar to passwd (described above).

#### no\_ag

Turns off aggregation of subnets in RIPv1 and RIPv2 responses.

#### no\_host

Turns off acceptance of host routes.

#### no\_super\_ag

Turns off aggregation of networks into supernets in RIPv2 responses.

### passive

Marks the interface not to be advertised in updates sent over other interfaces, and turns off all RIP and router discovery through the interface.

#### no\_rip

Disables all RIP processing on the specified interface. If no interfaces are allowed to process RIP packets, in.routed acts purely as a router discovery daemon.

Note that turning off RIP without explicitly turning on router discovery advertisements with rdisc\_adv or -s causes in.routed to act as a client router discovery daemon, which does not advertise.

#### no\_rip\_mcast

Causes RIPv2 packets to be broadcast instead of multicast.

## no\_ripv1\_in

Causes RIPv1 received responses to be ignored.

## no\_ripv2\_in

Causes RIPv2 received responses to be ignored.

#### ripv2\_out

Turns on RIPv2 output and causes RIPv2 advertisements to be multicast when possible.

#### ripv2

Equivalent to no\_ripv1\_in and ripv2\_out. This enables RIPv2 and disables RIPv1.

#### no\_rdisc

Disables the Internet Router Discovery Protocol.

#### no\_solicit

Disables the transmission of Router Discovery Solicitations.

```
send solicit
```

Specifies that Router Discovery solicitations should be sent, even on point-to-point links, which, by default, only listen to Router Discovery messages.

```
no rdisc adv
```

Disables the transmission of Router Discovery Advertisements.

	Specifies that Router Discovery Advertisements should be sent, even on point-to-point links, which by default only listen to Router Discovery messages.
	bcast_rdisc Specifies that Router Discovery packets should be broadcast instead of multicast.
	rdisc_pref=N Sets the preference in Router Discovery Advertisements to the optionally signed integer N. The default preference is 0. Default routes with higher or less negative preferences are preferred by clients.
	rdisc_interval= $N$ Sets the nominal interval with which Router Discovery Advertisements are transmitted to $N$ seconds and their lifetime to $3*N$ .
	<pre>fake_default=metric Has an identical effect to -F net[/mask][=metric] with the network number and netmask coming from the specified interface.</pre>
	<pre>pm_rdisc Similar to fake_default. To prevent RIPv1 listeners from receiving RIPv2 routes when those routes are multicast, this feature causes a RIPv1 default route to be broadcast to RIPv1 listeners. Unless modified with fake_default, the default route is broadcast with a metric of 14. That serves as a "poor man's router discovery" protocol.</pre>
	<pre>trust_gateway=rtr_name [   net1/mask1   net2/mask2  ] Causes RIP packets from that router and other routers named in other trust_gateway keywords to be accepted, and packets from other routers to be ignored. If networks are specified, then routes to other networks will be ignored from that router.</pre>
	redirect_ok Causes RIP to allow ICMP Redirect messages when the system is acting as a router and forwarding packets. Otherwise, ICMP Redirect messages are overridden.
	<pre>rip_neighbor=x.x.x. By default, RIPv1 advertisements over point-to-point links are sent to the peer's address (255.255.255.255, if none is available), and RIPv2 advertisements are sent to either the RIP multicast address or the peer's address if no_rip_mcast is set. This option overrides those defaults and configures a specific address to use on the indicated interface. This can be used to set a "broadcast" type advertisement on a point-to-point link.</pre>
SEE ALSO	<pre>in.routed(1M), route(1M), rtquery(1M), inet(3SOCKET),</pre>
	Internet Transport Protocols, XSIS 028112, Xerox System Integration Standard

rdisc\_adv

111CO11V1D1(4)				
NAME	geniconvtbl – geniconvtbl input file format			
DESCRIPTION	An input file to geniconvtbl is an ASCII text file that contains an iconv code conversion definition from one codeset to another codeset.			
	The geniconvtbl utility accepts the code conversion definition file(s) and writes code conversion binary table file(s) that can be used in iconv(1) and iconv(3C) to support user-defined code conversions. See iconv(1) and iconv(3C) for more detail on the iconv code conversion and geniconvtbl(1) for more detail on the utility.			
The Lexical Conventions	The following lexical conventions are used in the iconv code conversion definition:			
	CONVERSION_NAME	A string of characters representing the name of the iconv code conversion. The iconv code conversion name should start with one or more printable ASCII characters followed by a percentage character '%' followed by another one or more of printable ASCII characters. Examples: ISO8859-1%ASCII, 646%eucJP, CP_939%ASCII.		
	NAME	A string of characters starts with any one of the ASCII alphabet characters or the underscore character, '_', followed by one or more ASCII alphanumeric characters and underscore character, '_'. Examples: _a1, ABC_codeset, K1.		
	HEXADECIMAL	A hexadecimal number. The representation consists of followed by the constant ' hexadecimal digits. Examplox1B3.	an escape character, '0'	
	DECIMAL	A decimal number, represe digits. Examples: 0, 123, 2	ented by one or more decimal 2165.	
	Each comment starts with $'//'$ ends at the end of the line.			
	The following keywords are reserved:			
	automatic	between	binary	
	break	condition	default	
	dense	direction	discard	
	else	error	escapeseq	
	false	if	index	
	init	input	inputsize	

	map	maptype	no_change_copy
	operation	output	output_byte_length
	outputsize	printchr	printhd
	printint	reset	return
	true		
	Additionally, the following	symbols are also reserved as	tokens:
	{ } [ ] ( ) ; ,		
The precedence and associativity	The following table shows the precedence and associativity of the operators from lower precedence at the top to higher precedence at the bottom of the table allowed in the iconv code conversion definition:		
	Operator (Symbol)		Associativity
	Assignment (=)		Right
	Logical OR (  )		Left
	Logical AND (&&)		Left
	Bitwise OR ( )		Left
	Exclusive OR (^)		Left
	Bitwise AND (&)		Left
	Equal-to (= =), Inequality (!=)		Left
	Less-than (<), Less-than-or-equal Greater-than (>), Greater-than-or-eq		Left
	Left-shift (<<), Right-shift (>>)		Left
	Addition (+), Subtraction (-)		Left
	Multiplication (*), Division (/), Remainder (%)		Left

```
geniconvtbl(4)
                     Logical negation (!),
                                                                               Right
                         Bitwise complement (~),
                         Unary minus (-)
                        The Syntax
                     Each iconv code conversion definition starts with CONVERSION NAME followed by
                     one or more semi-colon separated code conversion definition elements:
                     // a US-ASCII to ISO8859-1 iconv code conversion example:
                     US-ASCII%ISO8859-1 {
                         // one or more code conversion definition elements here.
                         :
                         :
                     }
                     Each code conversion definition element can be any one of the following elements:
                     direction
                     condition
                     operation
                     map
                     To have a meaningful code conversion, there should be at least one direction,
                     operation, or map element in the iconv code conversion definition.
                     The direction element contains one or more semi-colon separated condition-action
                     pairs that direct the code conversion:
                     direction For_US-ASCII_2_IS08859-1 {
                         // one or more condition-action pairs here.
                         :
                         :
                     }
                     Each condition-action pair contains a conditional code conversion that consists of a
                     condition element and an action element.
                     condition action
                     If the pre-defined condition is met, the corresponding action is executed. If there is no
                     pre-defined condition met, iconv(3C) will return -1 with errno set to EILSEQ. The
                     condition can be a condition element, a name to a pre-defined condition element, or a
                     condition literal value, true. The 'true' condition literal value always yields success
                     and thus the corresponding action is always executed. The action also can be an action
                     element or a name to a pre-defined action element.
```

The condition element specifies one or more condition expression elements. Since each condition element can have a name and also can exist stand-alone, a pre-defined condition element can be referenced by the name at any action pairs later. To be used in that way, the corresponding condition element should be defined beforehand:

```
condition For_US-ASCII_2_IS08859-1 {
    // one or more condition expression elements here.
    :
    :
}
```

The name of the condition element in the above example is For\_US-ASCII\_2\_ISO8859-1. Each condition element can have one or more condition expression elements. If there are more than one condition expression elements, the condition expression elements are checked from top to bottom to see if any one of the condition expression elements will yield a true. Any one of the following can be a condition expression element:

```
between
escapeseq
expression
```

The between condition expression element defines one or more comma-separated ranges:

```
between 0x0...0x1f, 0x7f...0x9f ;
between 0xalal...0xfefe ;
```

In the first expression in the example above, the covered ranges are 0x0 to 0x1f and 0x7f to 0x9f inclusively. In the second expression, the covered range is the range whose first byte is 0xa1 to 0xfe and whose second byte is between 0xa1 to 0xfe. This means that the range is defined by each byte. In this case, the sequence 0xa280 does not meet the range.

The escapeseq condition expression element defines an equal-to condition for one or more comma-separated escape sequence designators:

```
// ESC $ ) C sequence:
escapeseq 0x1b242943;
// ESC $ ) C sequence or ShiftOut (SO) control character code, 0x0e:
escapeseq 0x1b242943, 0x0e;
```

The expression can be any one of the following and can be surrounded by a pair of parentheses, '(' and ')':

```
// HEXADECIMAL:
0xalal
// DECIMAL
12
```

// A boolean value, true: true // A boolean value, false: false // Addition expression: 1 + 2 // Subtraction expression: 10 - 3 // Multiplication expression: 0x20 \* 10 // Division expression: 20 / 10 // Remainder expression: 17 % 3 // Left-shift expression: 1 << 4 // Right-shift expression: 0xa1 >> 2 // Bitwise OR expression: 0x2121 | 0x8080 // Exclusive OR expression: 0xala1 ^ 0x8080 // Bitwise AND expression: 0xa1 & 0x80 // Equal-to expression: 0x10 == 16// Inequality expression: 0x10 != 10 // Less-than expression: 0x20 < 25// Less-than-or-equal-to expression: 10 <= 0x10 // Bigger-than expression: 0x10 > 12// Bigger-than-or-equal-to expression: 0x10 >= 0xa // Logical OR expression: 0x10 || false

```
// Logical AND expression:
0x10 && false
// Logical negation expression:
! false
// Bitwise complement expression:
~0
// Unary minus expression:
-123
```

There is a single type available in this expression: integer. The boolean values are two special cases of integer values. The 'true' boolean value's integer value is 1 and the 'false' boolean value's integer value is 0. Also, any integer value other than 0 is a true boolean value. Consequently, the integer value 0 is the false boolean value. Any boolean expression yields integer value 1 for true and integer value 0 for false as the result.

Any literal value shown at the above expression examples as operands, that is, DECIMAL, HEXADECIMAL, and boolean values, can be replaced with another expression. There are a few other special operands that you can use as well in the expressions: 'input', 'inputsize', 'outputsize', and variables. input is a keyword pointing to the current input buffer. inputsize is a keyword pointing to the current input buffer size in bytes. outputsize is a keyword pointing to the current output buffer size in bytes. The NAME lexical convention is used to name a variable. The initial value of a variable is 0. The following expressions are allowed with the special operands:

```
// Pointer to the third byte value of the current input buffer:
input[2]
// Equal-to expression with the 'input':
input == 0x8020
// Alternative way to write the above expression:
0x8020 == input
// The size of the current input buffer size:
inputsize
// The size of the current output buffer size:
outputsize
// A variable:
saved_second_byte
// Assignment expression with the variable:
saved_second_byte = input[1]
```

The input keyword without index value can be used only with the equal-to operator, '=='. When used in that way, the current input buffer is consecutively compared with another operand byte by byte. An expression can be another operand. If the input keyword is used with an index value n, it is a pointer to the (n+1)th byte from the beginning of the current input buffer. An expression can be the index. Only a variable can be placed on the left hand side of an assignment expression.

The action element specifies an action for a condition and can be any one of the following elements:

direction operation map

The operation element specifies one or more operation expression elements:

```
operation For_US-ASCII_2_ISO8859-1 {
```

// one or more operation expression element definitions here.
:
:

```
}
```

If the name of the operation element, in the case of the above example, For\_US -ASCII\_2\_ISO8859-1, is either init or reset, it defines the initial operation and the reset operation of the iconv code conversion:

```
// The initial operation element:
operation init {
    // one or more operation expression element definitions here.
    :
    // The reset operation element:
    operation reset {
        // one or more operation expression element definitions here.
        :
        :
        // one or more operation expression element definitions here.
        :
        :
        :
    }
}
```

The initial operation element defines the operations that need to be performed in the beginning of the iconv code conversion. The reset operation element defines the operations that need to be performed when a user of the iconv(3) function requests a state reset of the iconv code conversion. For more detail on the state reset, refer to iconv(3C).

The operation expression can be any one of the following three different expressions and each operation expression should be separated by an ending semicolon:

```
if-else operation expression
output operation expression
control operation expression
```

The if-else operation expression makes a selection depend on the boolean expression result. If the boolean expression result is true, the true task that follows the 'if' is executed. If the boolean expression yields false and if a false task is supplied, the false task that follows the 'else' is executed. There are three different kinds of if-else operation expressions:

```
// The if-else operation expression with only true task:
if (expression) {
    \ensuremath{//} one or more operation expression element definitions here.
    :
    :
}
// The if-else operation expression with both true and false
// tasks:
if (expression) {
    // one or more operation expression element definitions here.
    :
    :
} else {
    // one or more operation expression element definitions here.
    :
    :
}
\ensuremath{//} The if-else operation expression with true task and
// another if-else operation expression as the false task:
if (expression) {
    \ensuremath{//} one or more operation expression element definitions here.
    :
} else if (expression) {
    // one or more operation expression element definitions here.
    :
    :
} else {
    \ensuremath{//} one or more operation expression element definitions here.
    :
    :
}
```

The last if-else operation expression can have another if-else operation expression as the false task. The other if-else operation expression can be any one of above three if-else operation expressions.

The output operation expression saves the right hand side expression result to the output buffer:

```
// Save 0x8080 at the output buffer:
output = 0x8080;
```

If the size of the output buffer left is smaller than the necessary output buffer size resulting from the right hand side expression, the iconv code conversion will stop with E2BIG errno and (size\_t) -1 return value to indicate that the code conversion needs more output buffer to complete. Any expression can be used for the right hand side expression. The output buffer pointer will automatically move forward appropriately once the operation is executed.

The control operation expression can be any one of the following expressions:

```
// Return (size t)-1 as the return value with an EINVAL errno:
error;
// Return (size_t)-1 as the return value with an EBADF errno:
error 9;
// Discard input buffer byte operation. This discards a byte from
// the current input buffer and move the input buffer pointer to
// the 2'nd byte of the input buffer:
discard;
// Discard input buffer byte operation. This discards
// 10 bytes from the current input buffer and move the input
// buffer pointer to the 11'th byte of the input buffer:
discard 10;
// Return operation. This stops the execution of the current
// operation:
return;
// Operation execution operation. This executes the init
// operation defined and sets all variables to zero:
operation init;
// Operation execution operation. This executes the reset
// operation defined and sets all variables to zero:
operation reset;
// Operation execution operation. This executes an operation
// defined and named 'ISO8859 1 to ISO8859 2':
operation IS08859 1 to IS08859 2;
// Direction operation. This executes a direction defined and
// named 'ISO8859 1 to KOI8 R:
direction ISO8859 1 to KOI8 R;
// Map execution operation. This executes a mapping defined
```

```
// and named 'Map_ISO8859_1_to_US_ASCII':
map Map ISO8859 1 to US ASCII;
// Map execution operation. This executes a mapping defined
// and named 'Map_ISO8859_1_to_US_ASCII' after discarding
// 10 input buffer bytes:
map Map_ISO8859_1_to_US_ASCII 10;
```

In case of init and reset operations, if there is no pre-defined init and/or reset operations in the iconv code conversions, only system-defined internal init and reset operations will be executed. The execution of the system-defined internal init and reset operations will clear the system-maintained internal state.

There are three special operators that can be used in the operation:

```
printchr expression;
printhd expression;
printint expression;
```

The above three operators will print out the given expression as a character, a hexadecimal number, and a decimal number, respectively, at the standard error stream. These three operators are for debugging purposes only and should be removed from the final version of the iconv code conversion definition file.

In addition to the above operations, any valid expression separated by a semi-colon can be an operation, including an empty operation, denoted by a semi-colon alone as an operation.

The map element specifies a direct code conversion mapping by using one or more map pairs. When used, usually many map pairs are used to represent an iconv code conversion definition:

```
map For US-ASCII 2 ISO8859-1 {
     // one or more map pairs here
     :
     :
```

}

Each map element also can have one or two comma-separated map attribute elements like the following examples:

```
// Map with densely encoded mapping table map type:
map maptype = dense {
     // one or more map pairs here
     :
     :
}
//\ {\rm Map} with hash mapping table map type with hash factor 10.
// Only hash mapping table map type can have hash factor. If
// the hash factor is specified with other map types, it will be
```

```
// ignored.
map maptype = hash : 10 {
    \ensuremath{{\prime}}\xspace one or more map pairs here.
    :
    :
}
// Map with binary search tree based mapping table map type:
map maptype = binary {
    //\ {\rm one} more more map pairs here.
    ٠
    :
}
// Map with index table based mapping table map type:
map maptype = index {
    // one or more map pairs here.
    :
    :
}
// Map with automatic mapping table map type. If defined,
\ensuremath{{//}} system will assign the best possible map type.
map maptype = automatic {
    //\ {\rm one} or more map pairs here.
    :
    :
}
// Map with output byte length limit set to 2.
map output_byte_length = 2 {
    // one or more map pairs here.
    :
    :
}
//\ {\rm Map} with densely encoded mapping table map type and
// output bute length limit set to 2:
map maptype = dense, output_byte_length = 2 {
   // one or more map pairs here.
    :
    :
}
```

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If no maptype is defined, automatic is assumed. If no output\_byte\_length is defined, the system figures out the maximum possible output byte length for the mapping by scanning all the possible output values in the mappings. If the actual output byte length scanned is bigger than the defined output\_byte\_length, the geniconvtbl utility issues an error and stops generating the code conversion binary table(s).

The following are allowed map pairs:

```
// Single mapping. This maps an input character denoted by
// the code value 0x20 to an output character value 0x21:
0x20 0x21
```

```
// Multiple mapping. This maps 128 input characters to 128
// output characters. In this mapping, 0x0 maps to 0x10, 0x1 maps
// to 0x11, 0x2 maps to 0x12, ..., and, 0x7f maps to 0x8f:
0x0...0x7f 0x10
```

```
// Default mapping. If specified, every undefined input character
// in this mapping will be converted to a specified character
// (in the following case, a character with code value of 0x3f):
default 0x3f;
```

```
// Default mapping. If specified, every undefined input character
// in this mapping will not be converted but directly copied to
// the output buffer:
default no change copy;
```

```
// Error mapping. If specified, during the code conversion,
// if input buffer contains the byte value, in this case, 0x80,
// the iconv(3) will stop and return (size_t)-1 as the return
// value with EILSEQ set to the errno:
0x80 error;
```

If no default mapping is specified, every undefined input character in the mapping will be treated as an error mapping. and thus the iconv(3C) will stop the code conversion and return (size t)-1 as the return value with EILSEQ set to the error.

The syntax of the iconv code conversion definition in extended BNF is illustrated below:

```
iconv_conversion_definition
    : CONVERSION_NAME '{' definition_element_list '}'
    ;

definition_element_list
    : definition_element ';'
    | definition_element
    : direction
    | condition
    | operation
    | map
    ;
```

```
direction
       : 'direction' NAME '{' direction_unit_list '}'
        / 'direction' '{' direction_unit_list '}'
direction_unit_list
      : direction_unit
        | direction unit list direction unit
        ;
direction_unit
       : condition action ';'
        | condition NAME ';'
        | NAME action ';'
        NAME NAME ';'
        | 'true' action ';'
| 'true' NAME ';'
        :
action
        : direction
        | map
        | operation
        ;
condition
       : 'condition' NAME '{' condition_list '}'
        / 'condition' '{' condition_list '}'
        ;
condition_list
       : condition expr ';'
       | condition_list condition_expr ';'
       ;
condition_expr
       : 'between' range_list
       expr
        / 'escapeseq' escseq list ';'
        ;
range_list
      : range pair
       | range_list ',' range_pair
       ;
range_pair
       : HEXADECIMAL '...' HEXADECIMAL
        ;
escseq_list
       : escseq
       | escseq_list ',' escseq
       ;
escseq : HEXADECIMAL
  ;
map : 'map' NAME '{' map list '}'
```

```
/ 'map' '{' map_list '}'
        / 'map' NAME map_attribute '{' map_list '}'
        / 'map' map_attribute '{' map_list '}'
        ;
map_attribute
       : map_type ',' 'output_byte_length' '=' DECIMAL
        map_type
        'output byte length' '=' DECIMAL ',' map type
        / 'output_byte_length' '=' DECIMAL
        ;
map_type: 'maptype' '=' map_type_name : DECIMAL
       / maptype' '=' map_type_name
        ;
map_type_name
       : 'automatic'
        / 'index'
        / hash'
        / 'binary'
        / dense'
        ;
map_list
       : map_pair
       | map_list map_pair
       ;
map_pair
        : HEXADECIMAL HEXADECIMAL
        | HEXADECIMAL '...' HEXADECIMAL HEXADECIMAL
        / 'default' HEXADECIMAL
| 'default' 'no_change_copy'
        HEXADECIMAL 'error'
        ;
operation
        : 'operation' NAME '{' op_list '}'
        / 'operation' '{' op_list '}'
        / 'operation' 'init' '{' op_list '}'
        / 'operation' 'reset' '{' op_list '}'
        ;
op list : op unit
       | op_list op_unit
        ;
op_unit : ';'
        expr ';'
         | 'error' ';'
         'error' expr ';'
         / 'discard' ';'
         /discard/ expr ';'
         'output' '=' expr ';'
        / 'direction' NAME ';'
/ 'operation' NAME ';'
        'operation' 'init' ';'
        'operation' 'reset' ';'
```

	'map' NAME ';'
	'map' NAME expr ';'
	op if else
	/ 'return' ';'
	'printchr' expr ';'
	'printhd' expr ';'
	<pre>'printint' expr ';'</pre>
	,
	op if else
	: 'if' '(' expr ')' '{' op list '}'
	/ 'if' '(' expr ')' '{' op_list '}' 'else' op_if_else
	/ 'if' '(' expr ')' '{' op_list '}' 'else' '{' op_list '}'
	,
	expr : '(' expr ')'
	NAME
	HEXADECIMAL
	DECIMAL
	/ input' '[' expr ']'
	/ outputsize'
	/ inputsize'
	/ true'
	/ false'
	/ input' '==' expr
	expr'==''input'
	/ '!' expr
	/~/ expr
	/ - / expr
	expr '+' expr   expr '-' expr
	expr '*' expr
	expr '/' expr
	expr '%' expr
	expr '<<' expr
	expr '>>' expr   expr ' ' expr
	expr   expr
	expr'&' expr
	expr '==' expr expr '!=' expr
	expr'>' expr
	expr' >= expr
	expr'<' expr
	expr'<=' expr
	NAME '=' expr
	expr'  ' expr
	expr '&&' expr
	;
EXAMPLES	EXAMPLE 1 Code conversion from ISO8859-1 to ISO646
	IS08859-1%IS0646 {
	<pre>// Use dense-encoded internal data structure.</pre>
	<pre>map maptype = dense {</pre>
	default 0x3f
	0x00x7f 0x0
	};

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```
EXAMPLE 1 Code conversion from ISO8859-1 to ISO646
                                                   (Continued)
 }
EXAMPLE 2 Code conversion from eucJP to ISO-2022-JP
// Iconv code conversion from eucJP to ISO-2022-JP
        #include <sys/errno.h>
        eucJP%ISO-2022-JP {
            operation init {
                codesetnum = 0;
             };
             operation reset {
                 if (codesetnum != 0) {
                     // Emit state reset sequence, ESC ( J, for
                      // ISO-2022-JP.
                     output = 0x1b284a;
                 }
                 operation init;
             };
             direction {
                 condition {
                                // JIS X 0201 Latin (ASCII)
                     between 0x00...0x7f;
                 } operation {
                     if (codesetnum != 0) {
                          // We will emit four bytes.
                           if (outputsize <= 3) {
                                  error E2BIG;
                           }
                           // Emit state reset sequence, ESC ( J.
                           output = 0x1b284a;
                          codesetnum = 0;
                      } else {
                          if (outputsize <= 0) {
                                  error E2BIG;
                           }
                      }
                      output = input[0];
                      // Move input buffer pointer one byte.
                      discard;
                 };
                 condition {
                                       // JIS X 0208
                     between 0xalal...0xfefe;
                 } operation {
                     if (codesetnum != 1) {
                          if (outputsize <= 4) {
                                  error E2BIG;
                           }
                           // Emit JIS X 0208 sequence, ESC $ B.
                           output = 0x1b2442;
                           codesetnum = 1;
```

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geniconvtbl(4)

```
} else {
         if (outputsize <= 1) {
                  error E2BIG;
          }
     }
    output = (input[0] \& 0x7f);
    output = (input[1] & 0x7f);
     // Move input buffer pointer two bytes.
    discard 2;
};
                        // JIS X 0201 Kana
condition {
    between 0x8ea1...0x8edf;
} operation {
    if (codesetnum != 2) {
         if (outputsize <= 3) {
                 error E2BIG;
          }
          // Emit JIS X 0201 Kana sequence,
         // ESC ( I.
         output = 0x1b2849;
         codesetnum = 2;
     } else {
         if (outputsize <= 0) {
                  error E2BIG;
          }
     }
     output = (input[1] & 127);
     // Move input buffer pointer two bytes.
    discard 2;
};
                       // JIS X 0212
condition {
    between 0x8fa1a1...0x8ffefe;
} operation {
    if (codesetnum != 3) {
         if (outputsize <= 5) {
                 error E2BIG;
          }
          // Emit JIS X 0212 sequence, ESC $ ( D.
             output = 0x1b242844;
             codesetnum = 3;
     } else {
             if (outputsize <= 1) \{
                     error E2BIG;
             }
     }
    output = (input[1] & 127);
    output = (input[2] & 127);
    discard 3;
};
true
        operation { // error
```

(Continued)

**EXAMPLE 2** Code conversion from eucJP to ISO-2022-JP

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# geniconvtbl(4)

	<b>EXAMPLE 2</b> Code conversion from eucJP to ISO-2022-JP ( <i>Continued</i> )
	error EILSEQ; }; }; }
FILES	/usr/bin/geniconvtbl the utility geniconvtbl
	<pre>/usr/lib/iconv/geniconvtbl/binarytables/*.bt conversion binary tables</pre>
	/usr/lib/iconv/geniconvtbl/srcs/* conversion source files for user reference
SEE ALSO	<pre>cpp(1), geniconvtbl(1), iconv(1), iconv(3C), iconv_close(3C), iconv_open(3C), attributes(5), environ(5)</pre>
	International Language Environments Guide
NOTES	The maximum length of HEXADECIMAL and DECIMAL digit length is 128. The maximum length of a variable is 255. The maximum nest level is 16.
	I

# group(4)

**NAME** | group – group file

# DESCRIPTION

The group file is a local source of group information. The group file can be used in conjunction with other group sources, including the NIS maps group.byname and group.bygid, the NIS+ table group, or group information stored on an LDAP server. Programs use the getgrnam(3C) routines to access this information.

The group file contains a one-line entry for each group recognized by the system, of the form:

groupname:password: gid:user-list

where

groupname	The name of the group.
gid	The group's unique numerical ID (GID) within the system.
user-list	A comma-separated list of users allowed in the group.

The maximum value of the *gid* field is 2147483647. To maximize interoperability and compatibility, administrators are recommended to assign groups using the range of GIDs below 60000 where possible.

If the password field is empty, no password is demanded. During user identification and authentication, the supplementary group access list is initialized sequentially from information in this file. If a user is in more groups than the system is configured for, {NGROUPS\_MAX}, a warning will be given and subsequent group specifications will be ignored.

Malformed entries cause routines that read this file to halt, in which case group assignments specified further along are never made. To prevent this from happening, use grpck(1B) to check the /etc/group database from time to time.

Previous releases used a group entry beginning with a '+' (plus sign) or '-' (minus sign) to selectively incorporate entries from a naming service source (for example, an NIS map or data from an LDAP server) for group. If still required, this is supported by specifying group:compat in nswitch.conf(4). The compat source may not be supported in future releases. Possible sources are files followed by ldap or nisplus. This has the effect of incorporating information from an LDAP server or the entire contents of the NIS+ group table after the group file.

- **EXAMPLES EXAMPLE 1** Sample of a group File.
  - Here is a sample group file:

root::0:root
stooges:q.mJzTnu8icF.:10:larry,moe,curly
and the sample group entry from nsswitch.conf:

group: files ldap

**EXAMPLE 1** Sample of a group File. (Continued)

With these entries, the group stooges will have members larry, moe, and curly, and all groups listed on the LDAP server are effectively incorporated after the entry for stooges.

If the group file was:

```
root::0:root
stooges:q.mJzTnu&icF.:10:larry,moe,curly
+:
```

and the group entry from nsswitch.conf:

group: compat

all the groups listed in the NIS group.bygid and group.byname maps would be effectively incorporated after the entry for stooges.

SEE ALSO groups(1), grpck(1B), newgrp(1), getgrnam(3C), initgroups(3C), nsswitch.conf(4), unistd.h(3HEAD)

System Administration Guide: Basic Administration

gsscred.conf(4)

NIANTE		dential and Councilian Cla
NAME	gsscred.conf – Generic Security Services credential configuration file	
SYNOPSIS	/etc/gss/gsscred.conf	
DESCRIPTION	The gsscred.conf file contains GSS crede can be set by the system administrator.	ential information including options that
	The options that are in this file include:	
	SYSLOG_UID_MAPPING=yes	
	If this option is set to yes, GSS cred to Univ syslog(3C) at level auth.debug.	c cred mapping results will be logged to
FILES	/etc/gss/gsscred.conf Contains GSS credential information.	
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	Evolving
	Interface Stability	Evolving
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), krl	<pre>b5.conf(4), SEAM(5), attributes(5)</pre>
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	b5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	b5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	b5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4),SEAM(5),attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4), SEAM(5), attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4), SEAM(5), attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4), SEAM(5), attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4), SEAM(5), attributes(5)
SEE ALSO	gsscred(1M), gssd(1M), syslog(3C), kr	o5.conf(4), SEAM(5), attributes(5)

NAME	hba.conf – configu	ration file for the HBAA	PI library
DESCRIPTION	The /etc/hba.conf file is used to specify the Vendor-Specific Libraries that are installed on the system. This file is used by the Common Library to load the individual VSLs when HBA_LoadLibrary(3HBAAPI) is called. If changes are made to the file while the library is in use, the library should be freed and reloaded. A version 1 VSL is compatible only with a version 1 Common Library. A version 2 VSL is compatible with both a version 1 and a version 2 Common Library.		
	Each VSL entry is	a single line of the form:	
	"name" "li	brary path"	
	where:		
	name	-	rary. The library name should be prepended manufacturer of the library.
	library path	is the absolute path to t	he shared object library file.
EXAMPLES	<pre># # Format: # # <library name=""> # # The library name # the manufacture com.sun.fchba32 com.sun.fchba64 See attributes(</library></pre>	<pre>n.conf ins names and reference.     <li>library pathname&gt; e should be prepended w r or driver author.         /usr/lib/libsun_f.         /usr/lib/sparcv9/ 5) for descriptions of the RIBUTE TYPE</li></pre>	ith the domain of c.so.1 libsun_fc.so.1
SEE ALSO		(2LID ( ADI) libboo	
BUGS	The HBAAPI is pr file is specified. As the same file. Whe	ovided in both 32– and 6 a result, both 32– and 64 n using the 32–bit Comm the 64–bit Common Libr	pi(3LIB), attributes(5) 4-bit versions, but only one configuration 4-bit VSL libraries must be specified within non Library, the 64-bit VSLs will fail to ary, the 32-bit VSLs will fail to load. These n Library during normal usage, but can

holidays(4)

NAME	holidays – prime/nonprime table for the accounting system		
SYNOPSIS	/etc/acct/holidays		
DESCRIPTION	The /etc/acct/holidays file describes which hours are considered prime time and which days are holidays. Holidays and weekends are considered non-prime time hours. /etc/acct/holidays is used by the accounting system.		
	All lines beginning with an "*" are comments.		
	The /etc/acct/holidays file consists of two sections. The first non-comment line defines the current year and the start time of prime and non-prime time hours, in the form:		
	current_year prime_start non_prime_start		
	The remaining non-comment lines define the holidays in the form:		
	month/day company_holiday		
	Of these two fields, only the <i>month/day</i> is actually used by the accounting system programs.		
	The /etc/acct/holidays file must be updated each year.		
EXAMPLES	EXAMPLE 1 Example of the /etc/acct/holidays file.		
	The following is an example of the /etc/acct/holidays file:		
	* Prime/Nonprime Table for the accounting system		
	* * Curr Prime Non-Prime		
	* Year Start Start *		
	1991 0830 1800 *		
	* only the first column (month/day) is significant.		
	* month/day Company Holiday		
	1/1New Years Day5/30Memorial Day		
	5/30 Memorial Day 7/4 Indep. Day		
	9/5 Labor Day		
	11/24 Thanksgiving Day		
	11/25day after Thanksgiving12/25Christmas		
	12/26 day after Christmas		
SEE ALSO	acct(1M)		

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**NAME** | hosts – host name database **SYNOPSIS** /etc/inet/hosts /etc/hosts DESCRIPTION The hosts file is a local database that associates the names of hosts with their Internet Protocol (IP) addresses. The hosts file can be used in conjunction with, or instead of, other hosts databases, including the Domain Name System (DNS), the NIS hosts map, the NIS+ hosts table, or information from an LDAP server. Programs use library interfaces to access information in the hosts file. The hosts file has one entry for each IP address of each host. If a host has more than one IP address, it will have one entry for each, on consecutive lines. The format of each line is: IP-address official-host-name nicknames ... Items are separated by any number of SPACE and/or TAB characters. The first item on a line is the host's IP address. The second entry is the host's official name. Subsequent entries on the same line are alternative names for the same machine, or "nicknames." Nicknames are optional. For a host with more than one IP address, consecutive entries for these addresses may contain the same or differing nicknames. Different nicknames are useful for assigning distinct names to different addresses. A call to gethostbyname(3NSL) returns a hostent structure containing the union of all addresses and nicknames from each line containing a matching official name or nickname. A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines that search the file. Network addresses are written in the conventional "decimal dot" notation and interpreted using the inet addr routine from the Internet address manipulation library, inet(3SOCKET). This interface supports host names as defined in Internet RFC 952 which states: A "name" (Net, Host, Gateway, or Domain name) is a text string up to 24 characters drawn from the alphabet (A-Z), digits (0-9), minus sign (-), and period (.). Note that periods are only allowed when they serve to delimit components of "domain style names". (See RFC 921, "Domain Name System Implementation Schedule," for background). No blank or space characters are permitted as part of a name. No distinction is made between uppercase and lowercase. The first character must be an alpha character [or a digit. (RFC 1123 relaxed RFC 952's limitation of the first character to only alpha characters.)] The last character must not be a minus sign or period.

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hosts(4)

osts(4)					
	portion (exclusive	e of the domain c	omponent), choosing	24 characters for the ho mames for hosts that ac perability on the Intern	dhere to
	its name. Hosts w "-GATEWAY" ar	vhich do not serve nd "–GW" as part st part of its host r	e as Internet gateway of their names. A ho	TEWAY" or "–GW" as 's should not use ist which is a TAC shou lost. Single character na	ld have
EXAMPLES	EXAMPLE 1 Exampl	e of a typical line f	rom the hosts file.		
	Here is a typical l	line from the hos	s file:		
	192.9.1.20	gaia	# Johr	n Smith	
SEE ALSO	gethostbyname	e(3NSL), inet(3S	OCKET),nsswitch	.conf(4),resolv.cor	nf(4)
NOTES	/etc/inet/hos /etc/hosts exi			sts file. The symbolic l	link

ho

# | hosts.equiv, rhosts – trusted remote hosts and users NAME DESCRIPTION The /etc/hosts.equiv and .rhosts files provide the "remote authentication" database for rlogin(1), rsh(1), rcp(1), and rcmd(3SOCKET). The files specify remote hosts and users that are considered "trusted". Trusted users are allowed to access the local system without supplying a password. The library routine ruserok () (see rcmd(3SOCKET)) performs the authentication procedure for programs by using the /etc/hosts.equiv and .rhosts files. The /etc/hosts.equiv file applies to the entire system, while individual users can maintain their own .rhosts files in their home directories. These files bypass the standard password-based user authentication mechanism. To maintain system security, care must be taken in creating and maintaining these files. The remote authentication procedure determines whether a user from a remote host should be allowed to access the local system with the identity of a local user. This procedure first checks the /etc/hosts.equiv file and then checks the .rhosts file in the home directory of the local user who is requesting access. Entries in these files can be of two forms. Positive entries allow access, while negative entries deny access. The authentication succeeds when a matching positive entry is found. The procedure fails when the first matching negative entry is found, or if no matching entries are found in either file. The order of entries is important. If the files contain both positive and negative entries, the entry that appears first will prevail. The rsh(1) and rcp(1) programs fail if the remote authentication procedure fails. The rlogin program falls back to the standard password-based login procedure if the remote authentication fails. Both files are formatted as a list of one-line entries. Each entry has the form: hostname [username] Hostnames must be the official name of the host, not one of its nicknames. Negative entries are differentiated from positive entries by a '-' character preceding either the hostname or username field. **Positive Entries** If the form: hostname is used, then users from the named host are trusted. That is, they may access the system with the same user name as they have on the remote system. This form may be used in both the /etc/hosts.equiv and .rhosts files. If the line is in the form: hostname username then the named user from the named host can access the system. This form may be used in individual .rhosts files to allow remote users to access the system as a different local user. If this form is used in the /etc/hosts.equiv file, the named remote user will be allowed to access the system as *any* local user.

hosts.equiv(4)

	netgroup(4) can be used in either the <i>hostname</i> or <i>username</i> fields to match a number of hosts or users in one entry. The form:
	+@netgroup
	allows access from all hosts in the named netgroup. When used in the <i>username</i> field, netgroups allow a group of remote users to access the system as a particular local user. The form:
	hostname +@netgroup
	allows all of the users in the named netgroup from the named host to access the system as the local user. The form:
	+@netgroup1 +@netgroup2
	allows the users in <i>netgroup2</i> from the hosts in <i>netgroup1</i> to access the system as the local user.
	The special character '+' can be used in place of either <i>hostname</i> or <i>username</i> to match any host or user. For example, the entry
	+
	will allow a user from any remote host to access the system with the same username. The entry
	+ username
	will allow the named user from any remote host to access the system. The entry
	hostname +
	will allow any user from the named host to access the system as the local user.
Negative Entries	Negative entries are preceded by a '-' sign. The form:
	-hostname
	will disallow all access from the named host. The form:
	-@netgroup
	means that access is explicitly disallowed from all hosts in the named netgroup. The form:
	hostname –username
	disallows access by the named user only from the named host, while the form:
	+ –@netgroup
	will disallow access by all of the users in the named netgroup from all hosts.

Search Sequence	To help maintain system security, the /etc/hosts.equiv file is not checked when access is being attempted for super-user. If the user attempting access is not the super-user, /etc/hosts.equiv is searched for lines of the form described above. Checks are made for lines in this file in the following order:		
	<ol> <li>+</li> <li>+@netgroup</li> <li>-@netgroup</li> <li>-hostname</li> <li>hostname</li> </ol>		
		if a positive match occurrs. Negative entries apply only to may be overridden by subsequent .rhosts entries.	
	access maintains such a file access is the super-user. As	red, the .rhosts file is then searched if the user attempting e. This file is searched whether or not the user attempting a security feature, the .rhosts file must be owned by the ess. Checks are made for lines in .rhosts in the following	
	<ol> <li>+</li> <li>+@netgroup</li> <li>-@netgroup</li> <li>-hostname</li> <li>hostname</li> </ol>		
FILES	/etc/hosts.equiv	system trusted hosts and users	
	~/.rhosts	user's trusted hosts and users	
SEE ALSO	rcp(1), rlogin(1), rsh(1)	, rcmd(3SOCKET), hosts(4), netgroup(4), passwd(4)	
WARNINGS	individual named user, a n Because /etc/hosts.equ group of, remote users to a	osts.equiv that include a <i>username</i> field (either an etgroup, or '+' sign) should be used with extreme caution. uiv applies system-wide, these entries allow one, or a ccess the system <i>as any local user</i> . This can be a security of the search sequence, an /etc/hosts.equiv file	
	+ -hostxxx		
	will not deny access to "ho	stxxx".	

ib(4)

(4)	
NAME	ib – InfiniBand device driver configuration files
DESCRIPTION	The InfiniBand (IB) bus is an I/O transport based on switched fabrics. IB devices are managed by the $ib(7D)$ nexus driver. There are three categories of InfiniBand devices:
	<ul> <li>IB port/IB VPPA/IB HCA_SVC devices</li> <li>IB IOC devices</li> <li>IB Psuedo devices</li> </ul>
	The IB port/IB VPPA/IB HCA_SVC devices are enumerated by way of the ib.conf file. See ib(7D).
	The IB IOC devices are enumerated using the InfiniBand Device management class. See ibdm(7D).
	For devices not in these two categories, most notably IB Psuedo devices, the driver must provide configuration files to inform the system of the IB devices to be created. Configuration parameters are represented in the form of name value pairs you can retrieve using the DDI property interfaces. See ddi_prop_op(9F) for details.
	Configuration files for IB device drivers must identify the parent driver explicitly as "ib," and must create a string array property called "unit-address" which is unique to this entry in the configuration file. Drivers name "ibport" and "ioc" are reserved by ib(7D) and should not be used.
	Each entry in the configuration file creates a prototype devinfo node. Each node is assigned a unit address which is determined by the value of the "unit-address" property. This property is only applicable to children of the IB parent and is required. See driver.conf(4) for further details on configuration file syntax.
EXAMPLES	Example 1: Sample configuration file
	Here is a configuration file called ibgen.conf for an IB device driver that implements a generic IB driver. This file creates a node called "ibgen."
	# # Copyright 2002-2003 Sun Microsystems, Inc. All rights reserved. # Use is subject to license terms. #
	<pre>#ident "@(#)ibgen.conf 1.3 03/05/01 SMI" name="ibgen" parent="ib" unit-address="0";</pre>
SEE ALSO	<pre>driver.conf(4), ib(7D), ibt1(7D), ddi_prop_op(9F)</pre>

idnkit.pc(4)

		1 ( )	
NAME	idnkit.pc – meta information data file for libidnkit		
SYNOPSIS	/usr/lib/pkgconfig/idnkit.pc		
DESCRIPTION	idnkit.pc is the meta information data fipkg-config(1) to retrieve the defined valibrary.	· · · · ·	
EXAMPLES	EXAMPLE 1 Using idnkit.pc through pkg-co	onfig	
	The following command yields compile and	d link flags, if any, for libidnkit(3LIB):	
	example% pkg-configcflagslibs idnk:	it	
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWidnd	
	Interface Stability	External	
SEE ALSO	idn_decodename(3EXT), idn_decodena libidnkit(3LIB), attributes(5), envir		

NAME	ike.config – configuration file for IKE policy
SYNOPSIS	/etc/inet/ike/config
DESCRIPTION	The /etc/inet/ike/config file contains rules for matching inbound IKE requests. It also contains rules for preparing outbound IKE requests.
	You can test the syntactic correctness of an /etc/inet/ike/config file by using the -c or -f options of in.iked(1M). You must use the -c option to test a config file. You may need to use the -f option if it is not in /etc/inet/ike/config.
Lexical Components	On any line, an unquoted # character introduces a comment. The remainder of that line is ignored. Additionally, on any line, an unquoted // sequence introduces a comment. The remainder of that line is ignored.
	There are several types of lexical tokens in the ike.config file:
	num
	A decimal, hex, or octal number representation is as in $C'$ .
	<i>IPaddr/prefix/range</i> An IPv4 or IPv6 address with an optional /NNN suffix, (where NNN is a <i>num</i> ) that indicates an address (CIDR) prefix (for example, 10.1.2.0/24). An optional /ADDR suffix (where ADDR is a second IP address) indicates an address/mask pair (for example, 10.1.2.0/255.255.255.0). An optional -ADDR suffix (where ADDR is a second IPv4 address) indicates an inclusive range of addresses (for example, 10.1.2.0-10.1.2.255). The / or - can be surrounded by an arbitrary amount of white space.
	XXX   YYY   ZZZ Either the words XXX, YYY, or ZZZ, for example, {yes,no}.
	p1-id-type An IKE phase 1 identity type. IKE phase 1 identity types include:
	<pre>dn, DN dns, DNS fqdn, FQDN gn, GN ip, IP ipv4 ipv4_prefix ipv4_range ipv6 ipv6_prefix ipv6_range mbox, MBOX user_fqdn</pre>
	A quoted string.

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	Examples include:"Label foo", or "C=US, OU=Sun Microsystems\ Inc., N=olemcd@eng.example.com"
	A backslash $(\)$ is an escape character. If the string needs an actual backslash, two must be specified.
	cert-sel
	A certificate selector, a <i>string</i> which specifies the identities of zero or more certificates. The specifiers can conform to X.509 naming conventions.
	A <i>cert-sel</i> can also use various shortcuts to match either subject alternative names, the filename or slot of a certificate in /etc/inet/ike/publickeys, or even the ISSUER. For example:
	"SLOT=0" "EMAIL=postmaster@domain.org" "webmaster@domain.org" # Some just work w/o TYPE=
	"IP=10.0.0.1" "10.21.11.11"
	"mailhost.domain.org"
	Any <i>cert-sel</i> preceded by the character ! indicates a negative match, that is, not matching this specifier. These are the same kind of strings used in <i>ikecert(1M)</i> .
	<i>ldap-list</i> A quoted, comma-separated list of LDAP servers and ports.
	<pre>For example, "ldap1.example.com", "ldap1.example.com:389", "ldap1.example.com:389,ldap2.example.com".</pre>
	The default port for LDAP is 389.
	<i>parameter-list</i> A list of parameters.
File Body Entries	There are four main types of entries:
	<ul> <li>global parameters</li> <li>IKE phase 1 transform defaults</li> <li>IKE rule defaults</li> <li>IKE rules</li> </ul>
	The global parameter entries are as follows:
	<pre>cert_root cert-sel The X.509 distinguished name of a certificate that is a trusted root CA certificate.It must be encoded in a file in the /etc/inet/ike/publickeys directory. It must have a CRL in /etc/inet/ike/crls. Multiple cert_root parameters aggregate.</pre>

# cert\_trust *cert-sel*

Specifies an X.509 distinguished name of a certificate that is self-signed, or has otherwise been verified as trustworthy for signing IKE exchanges. It must be encoded in a file in /etc/inet/ike/publickeys. Multiple cert\_trust parameters aggregate.

#### expire\_timer integer

The number of seconds to let a not-yet-complete IKE Phase I (Main Mode) negotiation linger before deleting it. Default value: 300 seconds.

# ignore\_crls

If this keyword is present in the file, in.iked(1M) ignores Certificate Revocation Lists (CRLs) for root CAs (as given in cert\_root)

#### ldap\_server ldap-list

A list of LDAP servers to query for certificates. The list can be additive.

#### pkcs11\_path string

The string that follows is a pathname to a shared object (.so) that implements the PKCS#11 standard. It is assumed the PKCS#11 library will provide faster public-key operations than in.iked or other SunOS built-in functionality. For example, the Sun Crypto Accelerator 1000 has such a library in /opt/SUNWconn/lib/libpkcs11.so.

# retry\_limit integer

The number of retransmits before any IKE negotiation is aborted. Default value: 5 times.

#### retry\_timer\_init *integer* or *float*

The initial interval (in seconds) between retransmits. This interval is doubled until the retry\_timer\_max value (see below) is reached. Default value: 0.5 seconds.

#### retry\_timer\_max *integer* or *float*

The maximum interval (in seconds) between retransmits. The doubling retransmit interval will stop growing at this limit. Default value: 30 seconds.

**Note** – This value is never reached with the default configuration. The longest interval will be 8  $(0.5 * 2 \land (5 - 1))$  seconds.

# proxy string

The string following this keyword must be a URL for an HTTP proxy, for example, http://proxy:8080.

# socks string

The string following this keyword must be a URL for a SOCKS proxy, for example, socks://socks-proxy.

#### use\_http

If this keyword is present in the file, in.iked(1M) uses HTTP to retrieve Certificate Revocation Lists (CRLs).

The following IKE phase 1 transform parameters can be prefigured using file-level defaults. Values specified within any given transform override these defaults.

The IKE phase 1 transform defaults are as follows:

p1\_lifetime\_secs *num* 

The proposed default lifetime, in seconds, of an IKE phase 1 security association (SA).

p1\_nonce\_len num

The length in bytes of the phase 1 (quick mode) nonce data. This cannot be specified on a per-rule basis.

The following IKE rule parameters can be prefigured using file-level defaults. Values specified within any given rule override these defaults, unless a rule cannot.

p2\_nonce\_len num

The length in bytes of the phase 2 (quick mode) nonce data. This cannot be specified on a per-rule basis.

local\_id\_type *p1-id-type* 

The local identity for IKE requires a type. This identity type is reflected in the IKE exchange. The type can be one of the following:

- an IP address (for example, 10.1.1.2)
- DNS name (for example, test.domain.com)
- MBOX RFC 822 name (for example, root@domain.com)
- DNX.509 distinguished name (for example, C=US, O=Sun Microsystems\, Inc., CN=Sun Test cert)

p1\_xform '{' parameter-list '}

A phase 1 transform specifies a method for protecting an IKE phase 1 exchange. An initiator offers up lists of phase 1 transforms, and a receiver is expected to only accept such an entry if it matches one in a phase 1 rule. There can be several of these, and they are additive. There must be either at least one phase 1 transform in a rule or a global default phase 1 transform list. In a configuration file without a global default phase 1 transform list *and* a rule without a phase, transform list is an invalid file. Unless specified as optional, elements in the parameter-list must occur exactly once within a given transform's parameter-list:

oakley\_group number

The Oakley Diffie-Hellman group used for IKE SA key derivation. Acceptable values are currently 1 (768-bit), 2 (1024-bit), or 5 (1536-bit).

encr\_alg {3des, 3des-cbc, blowfish, des, des-cbc} An encryption algorithm, as in ipsecconf(1M).

auth\_alg {md5, sha, sha1}

- An authentication algorithm, as in ipsecconf(1M).
- auth\_method {preshared, rsa\_sig, rsa\_encrypt, dss\_sig} The authentication method used for IKE phase 1.
- p1\_lifetime\_secs *num* 
  - Optional. The lifetime for a phase 1 SA.

# p2 lifetime secs num

If configuring the kernel defaults is not sufficient for different tasks, this parameter can be used on a per-rule basis to set the IPsec SA lifetimes in seconds.

#### p2\_pfs num

The Oakley Diffie-Hellman group used for IPsec SA key derivation. Acceptable values are 0 (do not use Perfect Forward Secrecy for IPsec SAs), 1 (768-bit), 2 (1024-bit), and 5 (1536-bit).

An IKE rule starts with a right-curly-brace ({), ends with a left-curly-brace (}), and has the following parameters in between:

#### label string

Required parameter. The administrative interface to in.iked looks up phase 1 policy rules with the label as the search string. The administrative interface also converts the label into an index, suitable for an extended ACQUIRE message from PF\_KEY - effectively tying IPsec policy to IKE policy in the case of a node initiating traffic. Only one label parameter is allowed per rule.

# local\_addr <IPaddr/prefix/range>

Required parameter. The local address, address prefix, or address range for this phase 1 rule. Multiple local\_addr parameters accumulate within a given rule.

#### remote\_addr <*IPaddr*/*prefix*/*range*>

Required parameter. The remote address, address prefix, or address range for this phase 1 rule. Multiple remote\_addr parameters accumulate within a given rule.

#### local\_id\_type *p1-id-type*

Which phase 1 identity type I uses. This is needed because a single certificate can contain multiple values for use in IKE phase 1. Within a given rule, all phase 1 transforms must either use preshared or non-preshared authentication (they cannot be mixed). For rules with preshared authentication, the local\_id\_type parameter is optional, and defaults to IP. For rules which use non-preshared authentication, the 'local\_id\_type' parameters within a rule are not allowed.

#### local\_id *cert-sel*

Disallowed for preshared authentication method; required parameter for non-preshared authentication method. The local identity string or certificate selector. Multiple local\_id parameters accumulate within a given rule.

#### remote\_id cert-sel

Disallowed for preshared authentication method; required parameter for non-preshared authentication method. Selector for which remote phase 1 identities are allowed by this rule. Multiple remote\_id parameters accumulate within a given rule. If a single empty string ("") is given, then this accepts any remote ID for phase 1. It is recommended that certificate trust chains or address enforcement be configured strictly to prevent a breakdown in security if this value for remote\_id is used.

# p2\_lifetime\_secs num

If configuring the kernel defaults is not sufficient for different tasks, this parameter can be used on a per-rule basis to set the IPsec SA lifetimes in seconds.

	ike.comig(4)
	p2_pfs <i>num</i> Use perfect forward secrecy for phase 2 (quick mode). If selected, the oakley group specified is used for phase 2 PFS. Acceptable values are 0 (do not use Perfect Forward Secrecy for IPsec SAs), 1 (768-bit), 2 (1024-bit), and 5 (1536-bit).
	p1_xform { <i>parameter-list</i> } A phase 1 transform specifies a method for protecting an IKE phase 1 exchange. An initiator offers up lists of phase 1 transforms, and a receiver is expected to only accept such an entry if it matches one in a phase 1 rule. There can be several of these, and they are additive. There must be either at least one phase 1 transform in a rule or a global default phase 1 transform list. A ike.config file without a global default phase 1 transform list <i>and</i> a rule without a phase 1 transform list is an invalid file. Elements within the parameter-list; unless specified as optional, must occur exactly once within a given transform's parameter-list:
	oakley_group <i>number</i> The Oakley Diffie-Hellman group used for IKE SA key derivation. Acceptable values are currently 1 (768-bit), 2 (1024-bit), or 5 (1536-bit).
	encr_alg {3des, 3des-cbc, blowfish, des, des-cbc} An encryption algorithm, as in ipsecconf(1M).
	auth_alg {md5, sha, sha1} An authentication algorithm, as specified in ipseckey(1M).
	auth_method {preshared, rsa_sig, rsa_encrypt, dss_sig} The authentication method used for IKE phase 1.
	p1_lifetime_secs <i>num</i> Optional. The lifetime for a phase 1 SA.
EXAMPLES	EXAMPLE 1 A Sample ike.config File
	The following is an example of an ike.config file:
	### BEGINNING OF FILE
	### First some global parameters
	### certificate parameters
	<pre># Root certificates. I SHOULD use a full Distinguished Name. # I must have this certificate in my local filesystem, see ikecert(1m). cert_root "C=US, O=Sun Microsystems\ Inc., CN=Sun CA"</pre>
	<pre># Explicitly trusted certs that need no signatures, or perhaps self-signed # ones. Like root certificates, use full DNs for them for now. cert_trust "EMAIL=root@domain.org"</pre>
	<pre># Where do I send LDAP requests? ldap_server "ldap1.domain.org,ldap2.domain.org:389"</pre>
	## phase 1 transform defaults

```
EXAMPLE 1 A Sample ike.config File
                                      (Continued)
p1_lifetime_secs 14400
p1_nonce_len 20
## Parameters that may also show up in rules.
p1_xform { auth_method preshared oakley_group 5 auth_alg sha
          encr_alg 3des }
p2_pfs 2
# Use the Sun Crypto Accelerator 1000 to speed up public key operations.
pkcs11 path "/opt/SUNWconn/lib/libpkcs11.so"
### Now some rules...
{
   label "simple inheritor"
   local_id_type ip
   local addr 10.1.1.1
   remote addr 10.1.1.2
{
   label "simple inheritor IPv6"
   local_id_type ipv6
   local_addr fe80::a00:20ff:fe7d:6
   remote addr fe80::a00:20ff:fefb:3780
}
{
   # an index-only rule. If I'm a receiver, and all I
   # have are index-only rules, what do I do about inbound IKE requests?
   # Answer: Take them all!
   label "default rule"
   # Use whatever "host" (e.g. IP address) identity is appropriate
   local_id_type ipv4
   local_addr 0.0.0.0/0
   remote_addr 0.0.0.0/0
  p2_pfs 5
   # Now I'm going to have the p1_xforms
   pl xform
   {auth method preshared oakley group 5 auth alg md5 encr alg blowfish }
   p1_xform
   {auth method preshared oakley group 5 auth alg md5 encr alg 3des }
   # After said list, another keyword (or a '}') will stop xform parsing.
}
{
   # Let's try something a little more conventional.
   label "host to .80 subnet"
```

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```
EXAMPLE 1 A Sample ike.config File
                                     (Continued)
  local_id_type ip
  local_id "10.1.86.51"
  remote_id ""  # Take any, use remote_addr for access control.
  local addr 10.1.86.51
  remote_addr 10.1.80.0/24
  pl xform
  { auth_method rsa_sig oakley_group 5 auth_alg md5 encr_alg 3des }
  p1_xform
  { auth_method rsa_sig oakley_group 5 auth_alg md5 encr_alg blowfish }
  pl xform
  { auth_method rsa_sig oakley_group 5 auth_alg sha1 encr_alg 3des }
  p1_xform
   { auth_method rsa_sig oakley_group 5 auth_alg sha1 encr_alg blowfish }
}
{
  # Let's try something a little more conventional, but with ipv6.
   label "host to fe80::/10 subnet"
   local_id_type ip
   local_id "fe80::a00:20ff:fe7d:6"
  remote id "" # Take any, use remote addr for access control.
   local_addr fe80::a00:20ff:fe7d:6
   remote_addr fe80::/10
   p1_xform
   { auth_method rsa_sig oakley_group 5 auth_alg md5 encr_alg 3des }
   p1_xform
   { auth_method rsa_sig oakley_group 5 auth_alg md5 encr_alg blowfish }
   pl xform
   { auth_method rsa_sig oakley_group 5 auth_alg sha1 encr_alg 3des }
   p1_xform
    { auth_method rsa_sig oakley_group 5 auth_alg shal encr_alg blowfish }
}
{
   # How 'bout something with a different cert type and name?
   label "punchin-point"
   local id type mbox
   local_id "ipsec-wizard@domain.org"
   remote id "10.5.5.128"
   local addr 0.0.0.0/0
   remote_addr 10.5.5.128
   pl_xform
   { auth_method rsa_sig oakley_group 5 auth_alg md5 encr_alg blowfish }
}
```

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	<b>EXAMPLE 1</b> A Sample ike.config File (0	Continued)	
	{		
	label "receiver side"		
	remote_id "ipsec-wizard@domain.org"		
	local_id_type ip local_id "10.5.5.128"		
	local_addr 10.5.5.128 remote_addr 0.0.0.0/0		
	<pre>p1_xform { auth_method rsa_sig oakley_group 5 auth_alg md5 encr_alg blowfish } # NOTE: Specifying preshared null-and-voids the remote_id/local_id # fields. p1_xform { auth method preshared oakley group 5 auth alg md5 encr alg blowfish}</pre>		
		,	
	}		
ATTRIBUTES	See attributes(5) for descriptions of the	e following attributes:	
	Availability	SUNWcsr	
	ikeadm(1M), in.iked(1M), ikecert(1M), ipseckey(1M), ipsecconf(1M), attributes(5), random(7D)		
SEE ALSO		I), ipseckey(1M), ipsecconf(1M),	
SEE ALSO	attributes(5), random(7D)	I), ipseckey(1M), ipsecconf(1M), Internet Key Exchange (IKE). Cisco Systems.,	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC</i> 2409,	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC 2409</i> , November 1998. Maughan, Douglas et. al. <i>RFC 2408, Intern</i>	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management ncy, Ft. Meade, MD. November 1998. curity Domain of Interpretation for ISAKMP.	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC</i> 2409, November 1998. Maughan, Douglas et. al. <i>RFC</i> 2408, Intern Protocol (ISAKMP). National Security Ager Piper, Derrell. <i>RFC</i> 2407, The Internet IP Security	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management ncy, Ft. Meade, MD. November 1998. curity Domain of Interpretation for ISAKMP.	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC</i> 2409, November 1998. Maughan, Douglas et. al. <i>RFC</i> 2408, Intern Protocol (ISAKMP). National Security Ager Piper, Derrell. <i>RFC</i> 2407, The Internet IP Security	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management ncy, Ft. Meade, MD. November 1998. curity Domain of Interpretation for ISAKMP.	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC</i> 2409, November 1998. Maughan, Douglas et. al. <i>RFC</i> 2408, Intern Protocol (ISAKMP). National Security Ager Piper, Derrell. <i>RFC</i> 2407, The Internet IP Security	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management ncy, Ft. Meade, MD. November 1998. curity Domain of Interpretation for ISAKMP.	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC</i> 2409, November 1998. Maughan, Douglas et. al. <i>RFC</i> 2408, Intern Protocol (ISAKMP). National Security Ager Piper, Derrell. <i>RFC</i> 2407, The Internet IP Security	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management ncy, Ft. Meade, MD. November 1998. curity Domain of Interpretation for ISAKMP.	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC</i> 2409, November 1998. Maughan, Douglas et. al. <i>RFC</i> 2408, Intern Protocol (ISAKMP). National Security Ager Piper, Derrell. <i>RFC</i> 2407, The Internet IP Security	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management ncy, Ft. Meade, MD. November 1998. curity Domain of Interpretation for ISAKMP.	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC</i> 2409, November 1998. Maughan, Douglas et. al. <i>RFC</i> 2408, Intern Protocol (ISAKMP). National Security Ager Piper, Derrell. <i>RFC</i> 2407, The Internet IP Security	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management ncy, Ft. Meade, MD. November 1998. curity Domain of Interpretation for ISAKMP.	
SEE ALSO	attributes(5), random(7D) Harkins, Dan and Carrel, Dave. <i>RFC</i> 2409, November 1998. Maughan, Douglas et. al. <i>RFC</i> 2408, Intern Protocol (ISAKMP). National Security Ager Piper, Derrell. <i>RFC</i> 2407, The Internet IP Security	Internet Key Exchange (IKE). Cisco Systems., et Security Association and Key Management ncy, Ft. Meade, MD. November 1998. curity Domain of Interpretation for ISAKMP.	

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			ike.presnared(4)
NAME	ike.preshared – pre-shared keys file for IKE		
SYNOPSIS	/etc/inet/secret/ike.preshared		
DESCRIPTION	The /etc/inet/secret/ike.preshared file contains secret keying material that two IKE instances can use to authenticate each other. Because of the sensitive nature of this data, it is kept in the /etc/inet/secret directory, which is only accessible by root.		
		d by open-curly-brace ({) an me-value pairs required insid	
	Name	Value	Example
	localidtype	IP	localidtype IP
	remoteidtype	IP	remoteidtype IP
	localid	IP-address	localid 10.1.1.2
	remoteid	IP-address	remoteid 10.1.1.3
	key	hex-string	1234567890abcdef
	Files in this format can also	aring in the first column are a be used by the ikeadm(1M) ng an in.iked(1M) process	command to load additional
EXAMPLES	<b>EXAMPLE 1</b> A Sample ike.presh	ared File	
	The following is an example	of an ike.preshared file:	
	<pre>{     localidtype IP     localid 10.1.1.2     remoteidtype IP     remoteid 10.21.12.4     key 4b6562652077617320 }</pre>	068657265210c0a	
	{ localidtype IP localid 10.1.1.2 remoteidtype IP		
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ike.preshared(4)

	<b>EXAMPLE 1</b> A Sample ike.preshared File (Co	ontinued)
	remoteid 10.9.1.25 key 536f20776572652042696c6c2c205265 }	56e65652c20616e642043687269732e0a
SECURITY	If this file is compromised, all IPsec security associations derived from secrets in this file will be compromised as well. The default permissions on ike.preshared are 0600. They should stay this way.	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWcsr
SEE ALSO	od(1), ikeadm(1M), in.iked(1M), ipsecl	key(1M),attributes(5),random(7D)

# inetd.conf(4)

# NAME | inetd.conf – Internet servers database

SYNOPSIS

/etc/inet/inetd.conf

/etc/inetd.conf

# DESCRIPTION

In the current release of the Solaris operating system, the inetd.conf file is no longer directly used to configure inetd. The Solaris services which were formerly configured using this file are now configured in the Service Management Facility (see smf(5)) using inetadm(1M). Any records remaining in this file after installation or upgrade, or later created by installing additional software, must be converted to smf(5) services and imported into the SMF repository using inetconv(1M), otherwise the service will not be available.

For Solaris operating system releases prior to the current release (such as Solaris 9), the inetd.conf file contains the list of servers that inetd(1M) invokes when it receives an Internet request over a socket. Each server entry is composed of a single line of the form:

service-name endpoint-type protocol wait-status uid server-program \ server-arguments

Fields are separated by either SPACE or TAB characters. A '#' (number sign) indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines that search this file.

service-name	The name of a valid service listed in the services file. For RPC services, the value of the <i>service-name</i> field consists of the RPC service name or program number, followed by a '/' (slash) and either a version number or a range of version numbers, for example, rstatd/2-4.	
endpoint-type	Can be one of:	
	stream	for a stream socket
	dgram	for a datagram socket
	raw	for a raw socket
	seqpacket	for a sequenced packet socket
	tli	for all TLI endpoints
protocol	A recognized protocol listed in the file /etc/inet/protocols. For servers capable of supporting TCP and UDP over IPv6, the following protocol types are also recognized:	
	tcp6 udp6	
tcp6 and udp6 are not official protocols; acco they are not listed in the /etc/inet/protoc		

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inetd.conf(4)

Here the inetd program uses an AF INET6 type socket endpoint. These servers can also handle incoming IPv4 client requests in addition to IPv6 client requests. For RPC services, the field consists of the string rpc followed by a '/' (slash) and either a '\*' (asterisk), one or more nettypes, one or more netids, or a combination of nettypes and netids. Whatever the value, it is first treated as a nettype. If it is not a valid nettype, then it is treated as a netid. For example, rpc/\* for an RPC service using all the transports supported by the system (the list can be found in the /etc/netconfig file), equivalent to saying rpc/visible rpc/ticots for an RPC service using the Connection-Oriented Transport Service. wait-status This field has values wait or nowait. This entry specifies whether the server that is invoked by inetd will take over the listening socket associated with the service, and whether once launched, inetd will wait for that server to exit, if ever, before it resumes listening for new service requests. The *wait-status* for datagram servers must be set to wait, as they are always invoked with the orginal datagram socket that will participate in delivering the service bound to the specified service. They do not have separate "listening" and "accepting" sockets. Accordingly, do not configure UDP services as nowait. This causes a race condition by which the inetd program selects on the socket and the server program reads from the socket. Many server programs will be forked, and performance will be severely compromised. Connection-oriented services such as TCP stream services can be designed to be either wait or nowait status. uid The user ID under which the server should run. This allows servers to run with access privileges other than those for root. server-program Either the pathname of a server program to be invoked by inetd to perform the requested service, or the value internal if inetd itself provides the service. server-arguments If a server must be invoked with command line arguments, the entire command line (including argument 0) must appear in this field (which consists of all remaining words in the entry). If the server expects inetd to pass it the address of its peer, for

inetd.conf(4)

		incea.com(1)
		compatibility with 4.2BSD executable daemons, then the first argument to the command should be specified as %A. No more than 20 arguments are allowed in this field. The %A argument is implemented only for services whose <i>wait-status</i> value is nowait.
FILES	/etc/netconfig	network configuration file
	/etc/inet/protocols	Internet protocols
	/etc/inet/services	Internet network services
SEE ALSO	<pre>rlogin(1), rsh(1), in.tftp services(4), smf(5)</pre>	d(1M), inetadm $(1M)$ , inetconv $(1M)$ , inetd $(1M)$ ,
NOTES	<pre>/etc/inet/inetd.conf is the official SVR4 name of the inetd.conf file. The symbolic link /etc/inetd.conf exists for BSD compatibility.</pre>	
	This man page describes inetd.conf as it was supported in Solaris operating system releases prior to the current release. The services that were configured by means of inetd.conf are now configured in the Service Management Facility (see smf(5)) using inetadm(1M).	

NAME	inet_type – default Internet protocol type		
SYNOPSIS	/etc/default/inet_type		
DESCRIPTION	The inet_type file defines the default IP protocol to use. Currently this file is only used by the ifconfig(1M) and netstat(1M) commands.		
	The inet_type file can contain a number of <variable>=<value> lines. Currently, the only variable defined is DEFAULT_IP, which can be assigned a value of IP_VERSION4, IP_VERSION6, or BOTH.</value></variable>		
	The output displayed by the ifconfig and netstat commands can be controlled by the value of DEFAULT_IP set in inet_type file. By default, both commands display the IPv4 and IPv6 information available on the system. The user can choose to suppress display of IPv6 information by setting the value of DEFAULT_IP. The following shows the possible values for DEFAULT_IP and the resulting ifconfig and netstat output that will be displayed:		
	IP_VERSION4	Displays only IPv4 related information. The output displayed is backward compatible with older versions of the ifconfig(1M) and netstat(1M) commands.	
	IP_VERSION6	Displays both IPv4 and IPv6 related information for ifconfig and netstat.	
	вотн	Displays both IPv4 and IPv6 related information for $ifconfig$ and $netstat$ .	
	The command-line options to the ifconfig and netstat commands override the effect of DEFAULT_IP as set in the inet_type file. For example, even if the value of DEFAULT_IP is IP_VERSION4, the command		
	example% ifconfig -a6will display all IPv6 interfaces.		
EXAMPLES	EXAMPLE 1 Suppressing IPv6 Related Output		
	This is what the inet_type file must contain if you want to suppress IPv6 related output:		
	DEFAULT_IP=IP_VERSION4		
SEE ALSO	ifconfig(1M), n	etstat(1M)	

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# init.d(4)

**NAME** | init.d – initialization and termination scripts for changing init states

**SYNOPSIS** /etc/init.d

DESCRIPTION

/etc/init.d is a directory containing initialization and termination scripts for changing init states. These scripts are linked when appropriate to files in the rc?.d directories, where '?' is a single character corresponding to the init state. See init(1M) for definitions of the states.

The service management facility (see smf(5)) is the preferred mechanism for service initiation and termination. The init.d and rc?.d directories are obsolete, and are provided for compatibility purposes only. Applications launched from these directories by svc.startd(1M) are incomplete services, and will not be restarted on failure.

File names in rc?.d directories are of the form [SK] nn<*init.d filename>*, where S means start this job, K means kill this job, and nn is the relative sequence number for killing or starting the job.

When entering a state (init S,0,2,3,etc.) the rc [S0-6] script executes those scripts in /etc/rc[S0-6].d that are prefixed with K followed by those scripts prefixed with S. When executing each script in one of the /etc/rc[S0-6] directories, the /sbin/rc[S0-6] script passes a single argument. It passes the argument 'stop' for scripts prefixed with K and the argument 'start' for scripts prefixed with S. There is no harm in applying the same sequence number to multiple scripts. In this case the order of execution is deterministic but unspecified.

Guidelines for selecting sequence numbers are provided in README files located in the directory associated with that target state. For example, /etc/rc[S0-6].d/README. Absence of a README file indicates that there are currently no established guidelines.

Do not put /etc/init.d in your \$PATH. Having this directory in your \$PATH can cause unexpected behavior. The programs in /etc/init.d are associated with init state changes and, under normal circumstances, are not intended to be invoked from a command line.

# EXAMPLES

**EXAMPLE 1** Example of /sbin/rc2.

When changing to init state 2 (multi-user mode, network resources not exported), /sbin/rc2 is initiated by the svc.startd(1M) process. The following steps are performed by /sbin/rc2.

- 1. In the directory /etc/rc2.d are files used to stop processes that should not be running in state 2. The filenames are prefixed with K. Each K file in the directory is executed (by /sbin/rc2) in alphanumeric order when the system enters init state 2. See example below.
- 2. Also in the rc2.d directory are files used to start processes that should be running in state 2. As in Step 1, each S file is executed.

# init.d(4)

	<b>EXAMPLE 1</b> Example of /sbin/rc2. (Continued)
	Assume the file /etc/init.d/netdaemon is a script that will initiate networking daemons when given the argument 'start', and will terminate the daemons if given the argument 'stop'. It is linked to /etc/rc2.d/S68netdaemon, and to /etc/rc0.d/K67netdaemon. The file is executed by /etc/rc2.d/S68netdaemon start when init state 2 is entered and by /etc/rc0.d/K67netdaemon stop when shutting the system down.
SEE ALSO	svcs(1), $init(1M)$ , $svc.startd(1M)$ , $smf(5)$
NOTES	Solaris now provides an expanded mechanism, which includes automated restart, for applications historically started via the init script mechanism. The Service Management Facility (introduced in smf(5)) is the preferred delivery mechanism for persistently running applications. Existing init.d scripts will, however, continue to be executed according to the rules in this manual page. The details of execution in relation to managed services are available in svc.startd(1M).
	/sbin/rc2 has references to the obsolescent rc.d directory. These references are for compatibility with old INSTALL scripts. New INSTALL scripts should use the init.d directory for related executables. The same is true for the shutdown.d directory.

# inittab(4)

# NAME | inittab – script for init

# DESCRIPTION

The /etc/inittab file controls process dispatching by init. The processes most typically dispatched by init are daemons.

It is no longer necessary to edit the /etc/inittab file directly. Administrators should use the Solaris Service Management Facility (SMF) to define services instead. Refer to smf(5) and the *System Administration Guide: Basic Administration* for more information on SMF.

To modify parameters passed to ttymon(1M), use svccfg(1M) to modify the SMF repository. See ttymon(1M) for details on the available SMF properties.

The inittab file is composed of entries that are position dependent and have the following format:

#### *id* : *rstate* : *action* : *process*

Each entry is delimited by a newline; however, a backslash ( $\)$  preceding a newline indicates a continuation of the entry. Up to 512 characters for each entry are permitted. Comments may be inserted in the *process* field using the convention for comments described in sh(1). There are no limits (other than maximum entry size) imposed on the number of entries in the inittab file. The entry fields are:

# id

One to four characters used to uniquely identify an entry. Do not use the characters "r" or "t" as the first or only character in this field. These characters are reserved for the use of rlogin(1) and telnet(1).

# rstate

Define the run level in which this entry is to be processed. Run-levels effectively correspond to a configuration of processes in the system. That is, each process spawned by init is assigned a run level(s) in which it is allowed to exist. The run levels are represented by a number ranging from 0 through 6. For example, if the system is in run level 1, only those entries having a 1 in the *rstate* field are processed.

When init is requested to change run levels, all processes that do not have an entry in the *rstate* field for the target run level are sent the warning signal SIGTERM and allowed a 5-second grace period before being forcibly terminated by the kill signal SIGKILL. The *rstate* field can define multiple run levels for a process by selecting more than one run level in any combination from 0 through 6. If no run level is specified, then the process is assumed to be valid at all run levels 0 through 6.

There are three other values, a, b and c, which can appear in the *rstate* field, even though they are not true run levels. Entries which have these characters in the *rstate* field are processed only when an init or telinit process requests them to be run (regardless of the current run level of the system). See init(1M). These differ from run levels in that init can never enter run level a, b or c. Also, a request for the

#### inittab(4)

execution of any of these processes does not change the current run level. Furthermore, a process started by an a, b or c command is not killed when init changes levels. They are killed only if their line in inittab is marked off in the *action* field, their line is deleted entirely from inittab, or init goes into single-user state.

#### action

Key words in this field tell init how to treat the process specified in the *process* field. The actions recognized by init are as follows:

#### respawn

If the process does not exist, then start the process; do not wait for its termination (continue scanning the inittab file), and when the process dies, restart the process. If the process currently exists, do nothing and continue scanning the inittab file.

# wait

When init enters the run level that matches the entry's *rstate*, start the process and wait for its termination. All subsequent reads of the inittab file while init is in the same run level cause init to ignore this entry.

# once

When init enters a run level that matches the entry's *rstate*, start the process, do not wait for its termination. When it dies, do not restart the process. If init enters a new run level and the process is still running from a previous run level change, the program is not restarted.

# boot

The entry is to be processed only at init's boot-time read of the inittab file. init is to start the process and not wait for its termination; when it dies, it does not restart the process. In order for this instruction to be meaningful, the *rstate* should be the default or it must match init's run level at boot time. This action is useful for an initialization function following a hardware reboot of the system.

# bootwait

The entry is to be processed the first time init goes from single-user to multi-user state after the system is booted. init starts the process, waits for its termination and, when it dies, does not restart the process.

# powerfail

Execute the process associated with this entry only when init receives a power fail signal, SIGPWR (see signal(3C)).

# powerwait

Execute the process associated with this entry only when init receives a power fail signal, SIGPWR, and wait until it terminates before continuing any processing of inittab.

# off

If the process associated with this entry is currently running, send the warning signal SIGTERM and wait 5 seconds before forcibly terminating the process with the kill signal SIGKILL. If the process is nonexistent, ignore the entry.

# ondemand

This instruction is really a synonym for the respawn action. It is functionally identical to respawn but is given a different keyword in order to divorce its association with run levels. This instruction is used only with the a, b or c values described in the *rstate* field.

# sysinit

Entries of this type are executed before init tries to access the console (that is, before the Console Login: prompt). It is expected that this entry will be used only to initialize devices that init might try to ask the run level question. These entries are executed and init waits for their completion before continuing.

# process

Specify a command to be executed. The entire process field is prefixed with exec and passed to a forked sh as sh -c 'exec command'. For this reason, any legal sh syntax can appear in the *process* field.

SEE ALSO sh(1), who(1), init(1M), svcadm(1M), svc.startd(1M), ttymon(1M), exec(2), open(2), signal(3C), smf(5)

# System Administration Guide: Basic Administration

**NOTES** With the introduction of the service management facility, the system-provided /etc/inittab file is greatly reduced from previous releases.

The initdefault entry is not recognized in Solaris 10. See smf(5) for information on SMF milestones, and svcadm(1M), which describes the "svcadmmilestone -d" command; this provides similar functionality to modifying the initdefault entry in previous versions of the Solaris OS.

ipaddrsel.conf(4)

NAME	ipaddrsel.conf – IPv6 default address selection policy	
SYNOPSIS	/etc/inet/ipaddrsel.conf	
DESCRIPTION	The ipaddrsel.conf file contains the IPv6 default address selection policy table used for IPv6 source address selection and the sorting of AF_INET6 addresses returned from name to address resolution. The mechanism for loading the file, the file format, and the meaning of the contents are described in ipaddrsel(1M).	
EXAMPLES	<b>EXAMPLE 1</b> Default /etc/inet/ipaddrsel.conf File	
	The following is the default /etc/inet/ipaddrsel.conf file: # #ident "@(#)ipv6das.conf 1.1 02/07/28 SMI" # # Copyright 2002 Sun Microsystems, Inc. All rights reserved. # Use is subject to license terms.	
	# # Prefix Precedence Label	
	::1/128 50 0	
	::/0 40 1	
	2002::/16 30 2 ::/96 20 3	
	::fff:0.0.0.0/96 10 4	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsr
Interface Stability	Evolving

**SEE ALSO** ipaddrsel(1M), attributes(5)

NAME	ipf, ipf.conf – IP packet filter rule syntax
DESCRIPTION	A rule file for ipf(1M) can have any name or can be stdin. You can use ipfstat(1M) output as input to ipf(1M). ipfstat outputs parseable rules, suitable for input to ipf, when displaying the internal kernel filter lists. Thus, for example, to remove all filters on input packets, you can enter:
	# ipfstat -i   ipf -rf -
Grammar	The IP filter feature uses the grammar shown below to construct filtering rules. The syntax is simplified for readability. Note that some combinations that match this grammar are disallowed by the software because they do not make sense (for example, tcp flags for non-TCP packets).
	<pre>filter-rule = [ insert ] action in-out [ options ] [ tos ] [ ttl ]     [ proto ] ip [ group ].</pre>
	insert = "@" decnumber . action = block   "pass"   log   "count"   skip   auth   call . in-out = "in"   "out" .
	<pre>options = [log] [tag] ["quick"] ["on" interface-name [ dup ] [ froute ] [ replyto ] tos = "tos" decnumber   "tos" hexnumber . ttl = "ttl" decnumber .</pre>
	<pre>proto = "proto" protocol . ip = srcdst [ flags ] [ with withopt ] [ icmp ] [ keep ] . group = [ "head" decnumber ] [ "group" decnumber ] .</pre>
	<pre>block = "block" [ return-icmp[return-code]   "return-rst" ] . auth = "auth"   "preauth" . log = "log" [ "body" ] [ "first" ] [ "or-block" ] [ "level" loglevel ] . tag = "tag" tagid call = "call" [ "now" ] function-name .</pre>
	skip = "skip" decnumber . dup = "dup-to" interface-name[":"ipaddr] . froute = "fastroute"   "to" interface-name [ ":" ipaddr ].
	replyto = "reply-to" interface-name [ ":" ipaddr ]. protocol = "tcp/udp"   "udp"   "tcp"   "icmp"   decnumber .
	<pre>srcdst = "all"   fromto . fromto = "from" [ "!" ] object "to" [ "!" ] object .</pre>
	return-icmp = "return-icmp"   "return-icmp-as-dest" . object = addr [ port-comp   port-range ] . addr = "any"   nummask   host-name [ "mask" ipaddr   "mask" hexnumber ] . addr = "any"   " <thishost>"   nummask  </thishost>
	<pre>host-name [ "mask" ipaddr   "mask" hexnumber ] . port-comp = "port" compare port-num . port-range = "port" port-num range port-num .</pre>
	<pre>flags = "flags" flag { flag } [ "/" flag { flag } ] . with = "with"   "and" .</pre>
	<pre>icmp = "icmp-type" icmp-type [ "code" decnumber ] . return-code = "("icmp-code")" .</pre>
	keep = "keep" "state"   "keep" "frags" . loqlevel = facility"."priority   priority .
	nummask = host-name [ "/" decnumber ] .
	host-name = ipaddr   hostname   "any" . ipaddr = host-num "." host-num "." host-num "." host-num .
	ipaddr = host-num "." host-num "." host-num .

host-num = digit [ digit [ digit ] ] . port-num = service-name | decnumber . withopt = [ "not" | "no" ] opttype [ withopt ] . opttype = "ipopts" | "short" | "frag" | "opt" optname . optname = ipopts [ ", " optname ] . ipopts = optlist | "sec-class" [ secname ] . secname = seclvl [ "," secname ] . seclvl = "unclass" | "confid" | "reserv-1" | "reserv-2" | "reserv-3" | "reserv-4" | "secret" | "topsecret" icmp-type = "unreach" | "echo" | "echorep" | "squench" | "redir" | "timex" | "paramprob" | "timest" | "timestrep" | "inforeq" | "inforep" | "maskreq" | "maskrep" | decnumber . icmp-code = decumber | "net-unr" | "host-unr" | "proto-unr" | "port-unr" | "needfrag" | "srcfail" | "net-unk" | "host-unk" | "isolate" | "net-prohib" | "host-prohib" | "net-tos" | "host-tos" | "filter-prohib" | "host-preced" | "cutoff-preced" . optlist = "nop" | "rr" | "zsu" | "mtup" | "mtur" | "encode" | "ts" | "tr" | "sec" | "lsrr" | "e-sec" | "cipso" | "satid" | "ssrr" | "addext" | "visa" | "imitd" | "eip" | "finn" . facility = "kern" | "user" | "mail" | "daemon" | "auth" | "syslog" | "lpr" | "news" | "uucp" | "cron" | "ftp" | "authpriv" | "audit" | "logalert" | "local0" | "local1" | "local2" "local3" | "local4" | "local5" | "local6" | "local7". priority = "emerg" | "alert" | "crit" | "err" | "warn" | "notice" | "info" | "debug" . hexnumber = "0" "x" hexstring . hexstring = hexdigit [ hexstring ] . decnumber = digit [ decnumber ] . compare = "=" | "!=" | "<" | ">" | "<=" | ">=" | "eq" | "ne" | "lt" | "gt" | "le" | "ge" . = "<>" | "><" range hexdigit = digit | "a" | "b" | "c" | "d" | "e" | "f" . = "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9" . digit flag = "F" | "S" | "R" | "P" | "A" | "U" **Filter Rules** Filter rules are checked in order, with the last matching rule determining the treatment of the packet. An exception to this is the quick option, which is discussed below. By default, filters are installed at the end of the kernel's filter lists. Prepending a rule with @<*num*> causes it to be inserted as the <*num*>th entry in the current list. This is especially useful when modifying and testing active filter rulesets. See ipf(1M) for more information. The simplest valid rules are: block in all pass in all log out all count in all These rules do not have an effect on filtering, but are listed here to illustrate the grammar. Each rule *must* have an action. The action indicates what to do with the packet if it Actions matches the filter rule. The IP filter feature recognizes the following actions:

block

Indicates that a packet should be flagged to be dropped. In response to blocking a packet, the filter can be instructed to send a reply packet, either an ICMP packet (return-icmp), an ICMP packet that fakes being from the original packet's destination (return-icmp-as-dest), or a TCP reset (return-rst). An ICMP packet can be generated in response to any IP packet and its type can optionally be specified, but a TCP reset can only be used with a rule that is being applied to TCP packets. When using return-icmp or return-icmp-as-dest, it is possible to specify the actual unreachable type. That is, whether it is a network unreachable, port unreachable, or even administratively prohibited. You do this by enclosing the ICMP code associated with the action in parentheses directly following return-icmp or return-icmp-as-dest. For example:

block return-icmp(11) ...

The preceding entry causes a return of a Type-Of-Service (TOS) ICMP unreachable error.

pass

Flag the packet to be let through the filter without any action being taken.

log

Causes the packet to be logged (as described in the LOGGING section, below) and has no effect on whether the packet will be allowed through the filter.

count

Causes the packet to be included in the accounting statistics kept by the filter and has no effect on whether the packet will be allowed through the filter. These statistics are viewable with ipfstat(1M).

call

This action is used to invoke the named function in the kernel, which must conform to a specific calling interface. Customized actions and semantics can thus be implemented to supplement those available. This feature is for use by knowledgeable hackers and is not currently documented.

#### skip <num>

Causes the filter to skip over the next *<num>* filter rules. If a rule is inserted or deleted inside the region being skipped over, then the value of *<num>* is adjusted appropriately.

#### auth

Allows authentication to be performed by a user-space program running and waiting for packet information to validate. The packet is held for a period of time in an internal buffer while it waits for the program to return to the kernel the "real" flags for whether it should be allowed through. Such a program might look at the source address and request some sort of authentication from the user (such as a password) before allowing the packet through or telling the kernel to drop it if the packet is from an unrecognized source.

## preauth

Tells the filter that, for packets of this class, it should look in the pre-authenticated list for further clarification. If no further matching rule is found, the packet will be

dropped (the FR\_PREAUTH is not the same as FR\_PASS). If a further matching rule is found, the result from that rule is used in instead. This might be used in a situation where a person logs in to the firewall and it sets up some temporary rules defining the access for that person.

The word following the action keyword must be either in or out. Each packet moving through the kernel is either inbound or outbound. "Inbound" means that a packet has just been received on an interface and is moving towards the kernel's protocol processing. "Outbound" means that a packet has been transmitted or forwarded by the stack and is on its way to an interface. There is a requirement that each filter rule explicitly state on which side of the I/O it is to be used.

**OPTIONS** The currently supported options are listed below. Where you use options, you must use them in the order shown here.

log

If this is the last matching rule, the packet header is written to the ipl log, as described in the LOGGING section below.

quick

Allows "short-cut" rules to speed up the filter or override later rules. If a packet matches a filter rule that is marked as quick, this rule will be the last rule checked, allowing a "short-circuit" path to avoid processing later rules for this packet. The current status of the packet (after any effects of the current rule) determine whether it is passed or blocked.

If the quick option is missing, the rule is taken to be a "fall-through" rule, meaning that the result of the match (block or pass) is saved and that processing will continue to see if there are any more matches.

on

Allows an interface name to be incorporated into the matching procedure. Interface names are as displayed by netstat i. If this option is used, the rule matches only if the packet is going through that interface in the specified direction (in or out). If this option is absent, the rule is applied to a packet regardless of the interface it is present on (that is, on all interfaces). Filter rulesets are common to all interfaces, rather than having a filter list for each interface.

This option is especially useful for simple IP-spoofing protection: packets should be allowed to pass inbound only on the interface from which the specified source address would be expected. Others can be logged, or logged and dropped.

### dup-to

Causes the packet to be copied, with the duplicate packet sent outbound on a specified interface, optionally with the destination IP address changed to that specified. This is useful for off-host logging, using a network sniffer.

to

Causes the packet to be moved to the outbound queue on the specified interface. This can be used to circumvent kernel routing decisions, and, if applied to an inbound rule, even to bypass the rest of the kernel processing of the packet. It is

ipf(4)

	- <b>I</b> -(-)
	thus possible to construct a firewall that behaves transparently, like a filtering hub or switch, rather than a router. The fastroute keyword is a synonym for this option.
Matching Parameters	The keywords described in this section are used to describe attributes of the packet to be used when determining whether rules do or do not match. The following general-purpose attributes are provided for matching and must be used in the order shown below.
	tos Packets with different Type-Of-Service values can be filtered. Individual service levels or combinations can be filtered upon. The value for the TOS mask can be represented either as a hexadecimal or decimal integer.
	ttl Packets can also be selected by their Time-To-Live value. The value given in the filter rule must exactly match that in the packet for a match to occur. This value can be given only as a decimal integer.
	proto Allows a specific protocol to be matched against. All protocol names found in /etc/protocols are recognized and can be used. However, the protocol can also be given as a decimal number, allowing for rules to match your own protocols and for new protocols.
	The special protocol keyword tcp/udp can be used to match either a TCP or a UDP packet and has been added as a convenience to save duplication of otherwise-identical rules.
	IP addresses can be specified in one of two ways: as a numerical address/mask, or as a hostname mask/netmask. The hostname can be either of the dotted numeric form or a valid hostname, from the hosts file or DNS (depending on your configuration and library). There is no special designation for networks, but network names are recognized. Note that having your filter rules depend on DNS results can introduce an avenue of attack and is discouraged.
	There is a special case for the hostname any, which is taken to be $0.0.0.0/0$ (mask syntax is discussed below) and matches all IP addresses. Only the presence of any has an implied mask. In all other situations, a hostname <i>must</i> be accompanied by a mask. It is possible to give any a hostmask, but in the context of this language, it would accomplish nothing.
	The numerical format $x/y$ indicates that a mask of $y$ consecutive 1 bits set is generated, starting with the MSB, so that a $y$ value of 16 would result in $0 \pm fff0000$ . The symbolic $x \max y$ indicates that the mask $y$ is in dotted IP notation or a hexadecimal number of the form $0 \pm 12345678$ . Note that all the bits of the IP address indicated by the bitmask must match the address on the packet exactly; there is currently not a way to invert the sense of the match or to match ranges of IP addresses that do not express themselves easily as bitmasks.

If a port match is included, for either or both of source and destination, then it is only applied to TCP and UDP packets. If there is no proto match parameter, packets from both protocols are compared. This is equivalent to proto tcp/udp. When composing port comparisons, either the service name or an integer port number can be used. Port comparisons can be done in a number of forms, with a number of comparison operators, or you can specify port ranges. When the port appears as part of the from object, it matches the source port number. When it appears as part of the to object, it matches the destination port number. See EXAMPLES.

The all keyword is essentially a synonym for "from any to any" with no other match parameters.

Following the source and destination matching parameters, you can use the following additional parameters:

with

Used to match irregular attributes that some packets might have associated with them. To match the presence of IP options in general, use with ipopts. To match packets that are too short to contain a complete header, use with short. To match fragmented packets, use with frag. For more specific filtering on IP options, you can list individual options.

Before any parameter used after the with keyword, you can insert the word not or no to cause the filter rule to match only if the option(s) is not present.

Multiple consecutive with clauses are allowed. Alternatively, you can use the keyword and in place of with. This alternative is provided to make the rules more readable ("with ... and ..."). When multiple clauses are listed, all clauses must match to cause a match of the rule.

flags

Effective only for TCP filtering. Each of the letters possible represents one of the possible flags that can be set in the TCP header. The association is as follows:

F - FIN S - SYN R - RST P - PUSH A - ACK U - URG

The various flag symbols can be used in combination, so that SA matches a SYN-ACK combination in a packet. There is nothing preventing the specification of combinations, such as SFR, that would not normally be generated by fully conformant TCP implementations. However, to guard against unpredictable behavior, it is necessary to state which flags you are filtering against. To allow this, it is possible to set a mask indicating against which TCP flags you wish to compare (that is, those you deem significant). This is done by appending /*<flags>* to the set of TCP flags you wish to match against, for example:

	flags S Becomes flags S/AUPRFS and matches packets with <i>only</i> the SYN flag set.
	flags SA Becomes flags SA/AUPRFSC and matches any packet with only the SYN and ACK flags set.
	flags S/SA Matches any packet with just the SYN flag set out of the SYN-ACK pair, which is the common establish keyword action. S/SA will <i>not</i> match a packet with <i>both</i> SYN and ACK set, but will match SFP.
	<pre>icmp-type Effective only when used with proto icmp and must not be used in conjunction with flags. There are a number of types, which can be referred to by an abbreviation recognized by this language or by the numbers with which they are associated. The most important type from a security point of view is the ICMP redirect.</pre>
Keep History	The penultimate parameter that can be set for a filter rule is whether or not to record historical information for a packet, and what sort to keep. The following information can be kept:
	state Keeps information about the flow of a communication session. State can be kept for TCP, UDP, and ICMP packets.
	frags Keeps information on fragmented packets, to be applied to later fragments.
	Presence of these parameters allows matching packets to flow straight through, rather than going through the access control list.
Groups	The last pair of parameters control filter rule "grouping". By default, all filter rules are placed in group 0 if no other group is specified. To add a rule to a non-default group, the group must first be started by creating a group <i>head</i> . If a packet matches a rule which is the head of a group, the filter processing then switches to the group, using that rule as the default for the group. If quick is used with a head rule, rule processing is not stopped until it has returned from processing the group.
	A rule can be both the head for a new group and a member of a non-default group (head and group can be used together in a rule).
	head <i><n></n></i> Indicates that a new group (number <i><n></n></i> ) should be created.
	group < <i>n</i> > Indicates that the rule should be put in group (number < <i>n</i> >) rather than group 0.
Logging	When a packet is logged, by means of either the log action or log option, the headers of the packet are written to the ipl packet logging psuedo-device. Immediately following the log keyword, you can use the following qualifiers in the order listed below:

	body Indicates that the first 128 bytes of the packet contents will be logged after the headers.
	<pre>first If log is being used in conjunction with a keep option, it is recommended that you also apply this option so that only the triggering packet is logged and not every packet which thereafter matches state information.</pre>
	or-block Indicates that, if for some reason, the filter is unable to log the packet (such as the log reader being too slow), then the rule should be interpreted as if the action was block for this packet.
	<pre>level loglevel Indicates what logging facility and priority (or, if the default facility is used, priority only) will be used to log information about this packet using ipmon's -s option.</pre>
	You can use ipmon(1M) to read and format the log.
EXAMPLES	EXAMPLE 1 Using the quick Option
	The quick option works well for rules such as:
	block in quick from any to any with ipopts
	This rule matches any packet with a non-standard header length (IP options present) and aborts further processing of later rules, recording a match and also indicating that the packet should be blocked.
	EXAMPLE 2 Using the "Fall-through" Nature of Rule Parsing
	The "fall-through" rule parsing allows for effects such as the following:
	block in from any to any port < 6000 pass in from any to any port >= 6000 block in from any to any port > 6003
	These rules set up the range 6000-6003 as being permitted and all others being denied. Note that the effect of the first rule is overridden by subsequent rules. Another (easier) way to do the same is:
	block in from any to any port 6000 <> 6003 pass in from any to any port 5999 >< 6004
	Note that both the "block" and "pass" are needed here to effect a result, because a failed match on the "block" action does not imply a pass. It implies only that the rule has not taken effect. To then allow ports lower than 1024, a rule such as:
	pass in quick from any to any port < 1024
	would be needed before the first block. To create a new group for processing all inbound packets on le0/le1/lo0, with the default being to block all inbound packets, you would use a rule such as:
an nages section	4. File Formats • Last Revised 23 Dec 2003

**EXAMPLE 2** Using the "Fall-through" Nature of Rule Parsing (Continued) block in all block in quick on le0 all head 100 block in quick on le1 all head 200 block in quick on lo0 all head 300 and to then allow ICMP packets in on 1e0 only, you would use: pass in proto icmp all group 100 Note that because only inbound packets on le0 are processed by group 100, there is no need to respecify the interface name. Likewise, you could further breakup processing of TCP as follows: block in proto tcp all head 110 group 100 pass in from any to any port = 23 group 110 ...and so on. The last line, if written without the groups, would be: pass in on le0 proto tcp from any to any port = telnet Note, that if you wanted to specify port = telnet, you would need to specify proto tcp, because the parser interprets each rule on its own and qualifies all service and port names with the protocol specified. FILES /dev/ipauth /dev/ipl /dev/ipstate /etc/hosts

/etc/services

# ATTRIBUTES

	5	See attributes(5)	for a description	of the following attributes:
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ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

**SEE ALSO** | ipf(1M), ipfstat(1M), ipmon(1M), attributes(5)

ipf(4)

# ipnat(4)

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NAME	ipnat, ipnat.conf – IP NAT file format
SYNOPSIS	ipnat.conf
DESCRIPTION	The format for files accepted by ipnat is described by the following grammar:
	ipmap :: = mapblock   redir   map .
	<pre>map ::= mapit ifname ipmask "-&gt;" dstipmask [ mapport   mapproxy ] mapoptions. map ::= mapit ifname fromto "-&gt;" dstipmask [ mapport ] mapoptions. mapblock ::= "map-block" ifname ipmask "-&gt;" ipmask [ ports ] mapoptions. redir ::= "rdr" ifname ipmask dport "-&gt;" ip [ "," ip ] rdrport rdroptions .</pre>
	<pre>dport ::= "port" portnum [ "-" portnum ] . ports ::= "ports" numports   "auto" . rdrport ::= "port" portnum . mapit ::= "map"   "bimap" . fromto ::= "from" object "to" object . ipmask ::= ip "/" bits   ip "/" mask   ip "netmask" mask . dstipmask ::= ipmask   "range" ip "-" ip . mapport ::= "portmap" tcpudp portspec . mapoptions ::= [ tcpudp ] [ "frag" ] [ age ] [ clamp ] [ mapproxy ] . rdroptions ::= rdrproto [ rr ] [ "frag" ] [ age ] [ clamp ] [ rdrproxy ] .</pre>
	<pre>object :: = addr [ port-comp   port-range ] . addr :: = "any"   nummask   host-name [ "mask" ipaddr   "mask" hexnumber ] . port-comp :: = "port" compare port-num . port-range :: = "port" port-num range port-num . rdrproto ::= tcpudp   protocol .</pre>
	<pre>rr ::= "round-robin" . age ::= "age" decnumber [ "/" decnumber ] . clamp ::= "mssclamp" decnumber . tcpudp ::= "tcp/udp"   protocol . mapproxy ::= "proxy" "port" port proxy-name '/' protocol rdrproxy ::= "proxy" proxy-name .</pre>
	<pre>protocol ::= protocol-name   decnumber . nummask ::= host-name [ "/" decnumber ] . portspec ::= "auto"   portnumber ":" portnumber . port ::= portnumber   port-name . portnumber ::= number { numbers } . ifname ::= 'A' - 'Z' { 'A' - 'Z' } numbers .</pre>
	numbers ::= '0'   '1'   '2'   '3'   '4'   '5'   '6'   '7'   '8'   '9' .
	For standard NAT functionality, a rule should start with map and then proceed to

For standard NAT functionality, a rule should start with map and then proceed to specify the interface for which outgoing packets will have their source address rewritten.

Packets that will be rewritten can only be selected by matching the original source address. When specifying an address for matching, a netmask must be specified with the IP address.

The address selected for replacing the original is chosen from an IP address/netmask pair. A netmask of all 1's, indicating a hostname, is valid. A netmask of thirty-one 1's (255.255.255.254) is considered invalid, because there is no space for allocating host IP addresses after consideration for broadcast and network addresses.

	When remapping TCP and UDP packets, it is also possible to change the source port number. Either TCP or UDP or both can be selected by each rule, with a range of port numbers to remap into given as <i>port-number:port-number</i> .
Commands	The following commands are recognized by IP Filter's NAT code:
	map Used for mapping one address or network to another in an unregulated round-robin fashion.
	rdr Used for redirecting packets to one IP address and port pair to another.
	bimap Used for setting up bidirectional NAT between an external IP address and an internal IP address.
	map-block Sets up static IP-address-based translation, based on an algorithm to squeeze the addresses to be translated into the destination range.
Matching	For basic NAT and redirection of packets, the address subject to change is used along with its protocol to check if a packet should be altered. The packet <i>matching</i> part of the rule is to the left of the symbol $\rightarrow$ in each rule.
	The IPFilter software allows for complex matching of packets. In place of the address which is to be translated, an IP address and port number comparison can be made using the same expressions available with ipf. A simple NAT rule could be written as:
	map de0 10.1.0.0/16 -> 201.2.3.4/32
	or as
	<pre>map de0 from 10.1.0.0/16 to any -&gt; 201.2.3.4/32</pre>
	As is true of all NAT rules, you can compare against only IP address and port numbers.
Translation	To the right of the $\rightarrow$ is the address and port specification that will be written into the packet, provided it has already successfully matched the prior constraints. The case of redirections (rdr) is the simplest: the new destination address is that specified in the rule. For map rules, the destination address will be one for which the tuple combining the new source and destination is known to be unique.
	If the packet is either a TCP or UDP packet, the destination and source ports enter into the comparison also. If the tuple already exists, the IP Filter software increments the port number first, within the available range specified by portmap, and, if there is no unique tuple, the source address is incremented within the specified netmask. If a unique tuple cannot be determined, then the packet will not be translated.

ipnat(4)
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	The map-block is more limited in how it searches for a new, free, and unique tuple, in that it will use an algorithm to determine what the new source address should be, staying within the range of available ports. The IP address is never changed, nor does the port number ever exceed its allotted range.
ICMPIDMAP Feature	ICMP messages can be divided into two groups, "errors" and "queries". ICMP errors are generated as a response to another IP packet. IP Filter will take care that ICMP errors that are the response of a NAT-ed IP packet are handled properly.
	For four types of ICMP queries (echo request, timestamp request, information request and address mask request), IP Filter supports an additional mapping called "ICMP id mapping". These four types of ICMP queries use a unique identifier called the ICMP id. This id is set by the process sending the ICMP query and is usually equal to the process id. The receiver of the ICMP query will use the same id in its response, thus enabling the sender to recognize that the incoming ICMP reply is intended for him and is an answer to a query that he made. The "ICMP id mapping" feature modifies these ICMP ids in a way identical to the modification performed by portmap for TCP or UDP.
	When using the ICMP id mapping feature, you do not need an IP address per host behind the NAT box that wants to perform ICMP queries. The two numbers that follow the icmpidmap keyword are the first and the last icmpid numbers that can be used. There is one important caveat: if you map to an IP address that belongs to the NAT box itself (notably if you have only a single public IP address), then you must ensure that the NAT box does not use the icmpidmap range that you specified in the map rule. Since the ICMP id is usually the process id, it is wise to restrict the largest permittable process id (PID) on your operating system to a value such as 63999 and use the range 64000:65535 for ICMP id mapping.
Kernel Proxies	The IP Filter software comes with a few, simple, proxies built into the code that is loaded into the kernel to allow secondary channels to be opened without forcing the packets through a user program.
Transparent Proxies	True transparent proxying should be performed using the redirect (rdr) rules directing ports to localhost (127.0.0.1), with the proxy program doing a lookup through /dev/ipnat to determine the real source and address of the connection.
Load Balancing	Two options for use with rdr are available to support primitive, round-robin-based load balancing. The first option allows for a rdr to specify a second destination, as follows:
	rdr le0 203.1.2.3/32 port 80 -> 203.1.2.3,203.1.2.4 port 80 tcp
	The preceding would send alternate connections to either 203.1.2.3 or 203.1.2.4. In scenarios where the load is being spread among a larger set of servers, you can use:
	rdr le0 203.1.2.3/32 port 80 -> 203.1.2.3,203.1.2.4 port 80 tcp round-robin rdr le0 203.1.2.3/32 port 80 -> 203.1.2.5 port 80 tcp round-robin

In this case, a connection will be redirected to 203.1.2.3, then 203.1.2.4, and then 203.1.2.5 before going back to 203.1.2.3. In accomplishing this, the rule is removed from the top of the list and added to the end, automatically, as required. This will not effect the display of rules using ipnat -1, only the internal application order.

```
EXAMPLES
```

```
ES EXAMPLE 1 Using the map Command
```

The following are variations of the map command.

To change IP addresses used internally from network 10 into an ISP-provided 8-bit subnet at 209.1.2.0 through the ppp0 interface, use the following:

map ppp0 10.0.0/8 -> 209.1.2.0/24

An obvious problem is that you are trying to squeeze over sixteen million IP addresses into a 254-address space. To increase the scope, remapping for TCP and/or UDP, port remapping can be used, as follows:

map ppp0 10.0.0/8 -> 209.1.2.0/24 portmap tcp/udp 1025:65000

The preceding falls only 527,566 "addresses" short of the space available in network 10. If we combine these rules, they would need to be specified as follows:

```
map ppp0 10.0.0.0/8 -> 209.1.2.0/24 portmap tcp/udp 1025:65000
map ppp0 10.0.0.0/8 -> 209.1.2.0/24
```

...so that all TCP/UDP packets were port mapped and only other protocols, such as ICMP, have their IP address changed. In some instaces, it is more appropriate to use the keyword auto in place of an actual range of port numbers if you want to guarantee simultaneous access to all within the given range. However, in the preceding case, it would default to one port per IP address, because you need to squeeze 24 bits of address space into eight bits. A good example of how auto is used is:

map ppp0 172.192.0.0/16 -> 209.1.2.0/24 portmap tcp/udp auto

This would result in each IP address being given a small range of ports to use (252). The problem here is that the map directive tells the NAT code to use the next address/port pair available for an outgoing connection, resulting in no easily discernible relation between external addresses/ports and internal ones. This is overcome by using map-block as follows:

map-block ppp0 172.192.0.0/16 -> 209.1.2.0/24 ports auto

For example, this would result in 172.192.0.0/24 being mapped to 209.1.2.0/32 with each address, from 172.192.0.0 to 172.192.0.255 having 252 ports of its own. As distinguished from the preceding use of map, if, for some reason, the user of (say) 172.192.0.2 wanted 260 simultaneous connections going out, he would be limited to 252 with map-block but would just move on to the next IP address with the map command.

FILES | /dev/ipnat

/etc/services

# ipnat(4)

# /etc/hosts

ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

SEE ALSO

ipf(1M), ipnat(1M), ipf(4), hosts(4), attributes(5)

## ipnodes(4)

# NAME | ipnodes – local database associating names of nodes with IP addresses

SYNOPSIS

/etc/inet/ipnodes

DESCRIPTION

The ipnodes file is a local database that associates the names of nodes with their Internet Protocol (IP) addresses. IP addresses can be either an IPv4 or an IPv6 address. The ipnodes file can be used in conjunction with, or instead of, other ipnodes databases, including the Domain Name System (DNS), the NIS ipnodes map, and the NIS+ ipnodes table. Programs use library interfaces to access information in the ipnodes file.

The ipnodes file has one entry for each IP address of each node. If a node has more than one IP address, it will have one entry for each, on consecutive lines. The format of each line is:

IP-address official-node-name nicknames...Items are separated by any number of SPACE and/or TAB characters. The first item on a line is the node's IP address. The second entry is the node's official name. Subsequent entries on the same line are alternative names for the same machine, or "nicknames." Nicknames are optional.

For a node with more than one IP address, consecutive entries for these addresses may contain the same or differing nicknames. Different nicknames are useful for assigning distinct names to different addresses.

A call to getipnodebyname(3SOCKET) returns a hostent structure containing the union of all addresses and nicknames from each line containing a matching official name or nickname.

A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines that search the file.

Network addresses are written in one of two ways:

- The conventional "decimal dot" notation and interpreted using the inet\_addr routine from the Internet address manipulation library, inet(3SOCKET).
- The IP Version 6 protocol [IPV6], defined in *RFC 1884* and interpreted using the inet\_pton() routine from the Internet address manipulation library. See inet(3SOCKET).

These interfaces supports node names as defined in Internet RFC 952 which states:

A "name" (Net, Host, Gateway, or Domain name) is a text string up to 24 characters drawn from the alphabet (A-Z), digits (0-9), minus sign (-), and period (.). Note that periods are only allowed when they serve to delimit components of "domain style names". (See *RFC 921, "Domain Name System Implementation Schedule,"* for background). No blank or space characters are permitted as part of a name. No distinction is made between upper and lower case. The first character must be an alpha character. The last character must not be a minus sign or period.

ipnodes(4)	
	Although the interface accepts node names longer than 24 characters for the node portion (exclusive of the domain component), choosing names for nodes that adhere to the 24 character restriction will insure maximum interoperability on the Internet.
	A node which serves as a GATEWAY should have "-GATEWAY" or "-GW" as part of its name. Nodes which do not serve as Internet gateways should not use "-GATEWAY" and "-GW" as part of their names. A node that is a TAC should have "-TAC" as the last part of its node name, if it is a DoD node. Single character names or nicknames are not allowed.
	<i>RFC 952</i> has been modified by <i>RFC 1123</i> to relax the restriction on the first character being a digit.
EXAMPLES	<b>EXAMPLE 1</b> A Typical Line from the ipnodes File
	The following is a typical line from the ipnodes file:
	2001:0db8:3c4d:55:a00:20ff:fe8e:f3ad myhost # John Smith
SEE ALSO	<pre>getipnodebyname(3SOCKET), inet(3SOCKET), nsswitch.conf(4), resolv.conf(4), hosts(4)</pre>
	Braden, B., editor, RFC 1123, Requirements for Internet Hosts – Application and Support, Network Working Group, October, 1989.
	Harrenstien, K., Stahl, M., and Feinler, E., <i>RFC 952, DOD INTERNET HOST TABLE SPECIFICATION</i> , Network Working Group, October 1985.
	Hinden, R., and Deering, S., editors, <i>RFC 1884, IP Version 6 Addressing Architecture</i> , Network Working Group, December, 1995.
	Postel, Jon, <i>RFC 921</i> , <i>Domain Name System Implementation Schedule — Revised</i> , Network Working Group, October 1984.
NOTES	IPv4 addresses can be defined in the ipnodes file or in the hosts file. See hosts(4). The ipnodes file will be searched for IPv4 addresses when using the getipnodebyname(3SOCKET) API. If no matching IPv4 addresses are found in the ipnodes file, then the hosts file will be searched. To prevent delays in name resolution and to keep /etc/inet/ipnodes and /etc/inet/hosts synchronized, IPv4 addresses defined in the hosts file should be copied to the ipnodes file.

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ippool(4)

**NAME** | ippool, ippool.conf – IP pool file format **SYNOPSIS** ippool.conf DESCRIPTION The format for files accepted by ippool(1M) is described by the following grammar: line ::= table | groupmap . table ::= "table" role tabletype . groupmap ::= "group-map" inout role number ipfgroup tabletype ::= ipftree | ipfhash . role ::= "role" "=" "ipf" . inout ::= "in" | "out" . ipftree ::= "type" "=" "tree" number "{" addrlist "}" . ipfhash ::= "type" "=" "hash" number hashopts "{" hashlist "}" . ipfgroup ::= setgroup hashopts "{" grouplist "}" | hashopts "{" setgrouplist "}" . setgroup ::= "group" "=" groupname . hashopts ::= size [ seed ] | seed . size ::= "size" "=" number . seed ::= "seed" "=" number . addrlist ::= range [ "," addrlist ] . grouplist ::= groupentry [ ";" grouplist ] | groupentry ";" | addrmask ";" | addrmask ";" [ grouplist ] . setgrouplist ::= groupentry ";" [ setgrouplist ] . groupentry ::= addrmask "," setgroup . range ::= addrmask | "!" addrmask . hashlist ::= hashentry ";" [ hashlist ] . hashentry ::= addrmask . addrmask ::= ipaddr | ipaddr "/" mask . mask ::= number | ipaddr . groupname ::= number | name . number ::= digit { digit } . ipaddr = host-num "." host-num "." host-num . host-num = digit [ digit [ digit ] ] . digit ::= "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9". name ::= letter { letter | digit } .

The IP pool configuration file is used for defining a single object that contains a reference to multiple IP address/netmask pairs. A pool can consist of a mixture of netmask sizes, from 0 to 32.

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	In the current release, only IPv4 addressing is supported in IP pools.
	The IP pool configuration file provides for defining two different mechanisms for improving speed in matching IP addresses with rules. The first, table, defines a lookup table to provide a single reference in a filter rule to multiple targets. The second mechanism, group-map, provides a mechanism to target multiple groups from a single filter line.
	The group-map command can be used only with filter rules that use the call command to invoke either fr_srcgrpmap or fr_dstgrpmap, to use the source or destination address, respectively, for determining which filter group to jump to next for continuation of filter packet processing.
Pool Types	Two storage formats are provided: hash tables and tree structure. The hash table is intended for use with objects that all contain the same netmask or a few, different sized-netmasks of non-overlapping address space. The tree is designed for supporting exceptions to a covering mask, in addition to normal searching as you would do with a table. It is not possible to use the tree data storage type with group-map configuration entries.
Pool Roles	When a pool is defined in the configuration file, it must have an associated role. At present the only supported role is ipf. Future development might see further expansion of the use of roles by other sections of IPFilter code.
EXAMPLES	The following examples show how the pool configuration file is used with the ipf configuration file to enhance the succinctness of the latter file's entries.
	EXAMPLE 1 Referencing Specific Pool
	The following example shows how a filter rule makes reference to a specific pool for matching of the source address.
	pass in from pool/100 to any
	The following pool configuration matches IP addresses 1.1.1.1 and any in 2.2.0.0/16, except for those in 2.2.2.0/24.
	<pre>table role = ipf type = tree number = 100 { 1.1.1.1/32, 2.2.0.0/16, !2.2.2.0/24 };</pre>
	EXAMPLE 2 ipf Configuration Entry
	The following ipf.conf excerpt uses the fr_srcgrpmap/fr_dstgrpmap lookups to use the group-map facility to look up the next group to use for filter processing, providing the call filter rule is matched.
	call now fr_srcgrpmap/1010 in all call now fr_dstgrpmap/2010 out all pass in all group 1020 block in all group 1030 pass out all group 2020 block out all group 2040

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ippool(4)

**EXAMPLE 2** ipf Configuration Entry (*Continued*)

An ippool configuration to work with the preceding ipf.conf segment might look like the following:

```
group-map in role = ipf number = 1010
    { 1.1.1.1/32, group = 1020; 3.3.0.0/16, group = 1030; };
group-map out role = ipf number = 2010 group = 2020
    { 2.2.2.2/32; 4.4.0.0/16; 5.0.0.0/8, group = 2040; };
```

```
FILES - /dev/ippool
```

/etc/ipf/ippool.conf
/etc/hosts

```
ATTRIBUTES
```

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWipfu
Interface Stability	Evolving

**SEE ALSO** | ipf(1M), ipnat(1M), ippool(1M), ipf(4), attributes(5), hosts(4)

issue(4)

NAME	issue – issue identification file
DESCRIPTION	The file /etc/issue contains the issue or project identification to be printed as a login prompt. issue is an ASCII file that is read by program ttymon and then written to any terminal spawned or respawned, prior to the normal prompt.
FILES	/etc/issue
SEE ALSO	login(1), ttymon(1M)

NAME	kadm5.acl – Kerberos access control list (ACL) file	
SYNOPSIS	/etc/krb5/kadm5.acl	
DESCRIPTION	The ACL file is used by the kadmind(1M) command to determine which principals are allowed to perform Kerberos administration actions. For operations that affect principals, the ACL file also controls which principals can operate on which other principals. The location of the ACL file is determined by the acl_file configuration variable in the kdc.conf(4) file. The default location is /etc/krb5/kadm5.acl.	
	For incremental propagation, see kadmind(1M). The ACL file must contain the kiprop service principal with propagation privileges in order for the slave KDC to pull updates from the master's principal database. Refer to the EXAMPLES section for this case.	
	The ACL file can contain comment lines, null lines, or lines that contain ACL entries. Comment lines start with the pound sign (#) and continue until the end of the line.	
	The order of entries is significant. The first matching entry specifies the principal on which the control access applies, whether it is on just the principal or on the principal when it operates on a target principal.	
	Lines containing ACL entries must have the following format:	
	principal operation-mask [operation-target]	
	<i>principal</i> Specifies the principal on which the <i>operation-mask</i> applies. Can specify either a partially or fully qualified Kerberos principal name. Each component of the name can be substituted with a wildcard, using the asterisk (*) character.	
	<i>operation-mask</i> Specifies what operations can or cannot be performed by a principal matching a particular entry. Specify <i>operation-mask</i> as one or more <i>privileges</i> .	
	A <i>privilege</i> is a string of one or more of the following characters: a, A, c, C, d, D, i, I, 1, L, m, M, p, P, u, U, x, or *. Generally, if the character is lowercase, the privilege is allowed and if the character is uppercase, the operation is disallowed. The x and * characters are exceptions to the uppercase convention.	
	The following <i>privileges</i> are supported:	
	a Allows the addition of principals or policies in the database.	
	A Disallows the addition of principals or policies in the database.	
	c Allows the changing of passwords for principals in the database.	
	C Disallows the changing of passwords for principals in the database.	
	d Allows the deletion of principals or policies in the database.	
	D Disallows the deletion of principals or policies in the database.	

# kadm5.acl(4)

	i	Allows inquiries to the database.
	I	Disallows inquiries to the database.
	1	Allows the listing of principals or policies in the database.
	L	Disallows the listing of principals or policies in the database.
	m	Allows the modification of principals or policies in the database.
	М	Disallows the modification of principals or policies in the database.
	р	Allow the propagation of the principal database.
	Р	Disallow the propagation of the principal database.
	u	Allows the creation of one-component user principals whose password can be validated with PAM.
	U	Negates the u privilege.
	x	Short for specifying privileges a, d,m,c,i, and l. The same as *.
	*	Short for specifying privileges a, d,m,c,i, and l. The same as x.
	the <i>operati</i> qualified	When specified, the <i>privileges</i> apply to the <i>principal</i> when it operates on <i>ion-target</i> . For the <i>operation-target</i> , you can specify a partially or fully Kerberos principal name. Each component of the name can be substituted card, using the asterisk ( * ) character.
EXAMPLES	EXAMPLE 1 Spo	ecifying a Standard, Fully Qualified Name
	The followin	g ACL entry specifies a standard, fully qualified name:
	user/instanc	e@realm adm
		<i>mask</i> applies only to the user/instance@realm principal and specifies cipal can add, delete, or modify principals and policies, but it cannot words.
	EXAMPLE 2 Spe	ecifying a Standard Fully Qualified Name and Target
	The followin	g ACL entry specifies a standard, fully qualified name:
	user/instanc	e@realm cim service/instance@realm
	the service	<i>mask</i> applies only to the user/instance@realm principal operating on /instance@realm target, and specifies that the principal can change password, request information about the target, and modify it.
	EXAMPLE 3 Spo	ecifying a Name Using a Wildcard
	The followin	g ACL entry specifies a name using a wildcard:
		0 71 0

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**EXAMPLE 3** Specifying a Name Using a Wildcard (Continued) The *operation-mask* applies to all principals in realm realm whose first component is user and specifies that the principals can add principals and change passwords. **EXAMPLE 4** Specifying a Name Using a Wildcard and a Target The following ACL entry specifies a name using a wildcard and a target: user/\*@realm i \*/instance@realm The operation-mask applies to all principals in realm realm whose first component is user and specifies that the principals can perform inquiries on principals whose second component is instance and realm is realm. **EXAMPLE 5** Specifying Incremental Propagation Privileges The following ACL entry specifies propagation privileges for the kiprop service principal: kiprop/slavehost@realm p The operation-mask applies to the kiprop service principal for the specified slave host slavehost in realm realm. This specifies that the associated kiprop service principal can receive incremental principal updates. FILES /etc/krb5/kdc.conf KDC configuration information. **ATTRIBUTES** See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWkdcu
Interface Stability	Evolving

SEE ALSO kpasswd(1), gkadmin(1M), kadmind(1M), kadmin.local(1M), kdb5\_util(1M), kdc.conf(4), attributes(5), pam\_krb5\_migrate(5), SEAM(5)

kdc.conf(4)
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. /	
NAME	kdc.conf – Key Distribution Center (KDC) configuration file
SYNOPSIS	/etc/krb5/kdc.conf
DESCRIPTION	The kdc.conf file contains KDC configuration information, including defaults used when issuing Kerberos tickets. This file must reside on all KDC servers. After you make any changes to the kdc.conf file, stop and restart the krb5kdc daemon on the KDC for the changes to take effect.
	The format of the kdc.conf consists of section headings in square brackets ([]). Each section contains zero or more configuration variables (called relations), of the form of:
	relation = relation-value
	or
	relation-subsection = { relation = relation-value relation = relation-value }
	The kdc.conf file contains one of more of the following three sections:
	kdcdefaults Contains default values for overall behavior of the KDC.
	realms Contains subsections for Kerberos realms, where <i>relation-subsection</i> is the name of a realm. Each subsection contains relations that define KDC properties for that particular realm, including where to find the Kerberos servers for that realm.
	logging Contains relations that determine how Kerberos programs perform logging.
The kdcdefaults Section	The following relation can be defined in the [kdcdefaults] section:
	kdc_ports This relation lists the UDP ports on which the Kerberos server should listen by default. This list is a comma-separated list of integers. Note that, if the assigned value is 0, the Kerberos server will not listen on any UDP port. If this relation is not specified, the Kerberos server listens on port 750 and port 88.
	<pre>kdc_tcp_ports This relation lists the TCP ports on which the Kerberos server should listen by default. This list is a comma-separated list of integers. Note that, if the assigned value is 0, the Kerberos server will not listen on any TCP port. If this relation is not specified, the Kerberos server will listen on the kdc TCP port specified in /etc/services. If this port is not found in /etc/services the Kerberos server will default to listen on TCP port 88.</pre>
	kdc_max_tcp_connections This relation controls the maximum number of TCP connections the KDC will allow. Note, the minimum value is 10. If this relation is not specified, the Kerberos server will allow a maximum of 30 TCP connections.

#### The realms Section

This section contains subsections for Kerberos realms, where *relation-subsection* is the name of a realm. Each subsection contains relations that define KDC properties for that particular realm.

The following relations can be specified in each subsection:

### acl file

(string) Location of the Kerberos V5 access control list (ACL) file that kadmin uses to determine the privileges allowed to each principal on the database. The default location is /etc/krb5/kadm5.acl.

admin\_keytab

(string) Location of the keytab file that kadmin uses to authenticate to the database. The default location is /etc/krb5/kadm5.keytab.

database name

(string) Location of the Kerberos database for this realm. The default location is /var/krb5/principal.

default principal expiration

(absolute time string) The default expiration date of principals created in this realm. See the Time Format section in kinit(1) for the valid absolute time formats you can use for default\_principal\_expiration.

default\_principal\_flags

(flag string) The default attributes of principals created in this realm. Some of these flags are better to set on an individual principal basis through the use of the attribute modifiers when using the kadmin command to create and modify principals. However, some of these options can be applied to all principals in the realm by adding them to the list of flags associated with this relation.

A "flag string" is a list of one or more of the flags listed below preceded by a minus ("-") or a plus ("+") character, indicating that the option that follows should be enabled or disabled.

Flags below marked with an asterisk ("\*") are flags that are best applied on an individual principal basis through the kadmin or gkadmin interface rather than as a blanket attribute to be applied to all principals.

postdateable	Create postdatable tickets.
forwardable	Create forwardable tickets.
tgt-based	Allow TGT-based requests.
renewable	Create Renewable tickets.
proxiable	Create Proxiable tickets.
dup-skey	Allow DUP_SKEY requests, this enables user-to-user authentication.
preauth	Require the use of pre-authentication data whenever principals request TGTs.

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hwauth	Require the use of hardware-based pre-authentication data whenever principals request TGTs.
* allow-tickets	Allow tickets to be issued for all principals.
* pwdchange	Require principal's to change their password.
* service	Enable or disable a service.
* pwservice	Mark principals as password changing principals.
An example of default_	principal_flags is shown in EXAMPLES, below.
passwords. A principal wi password in the dictionary	ctionary file containing strings that are not allowed as th any password policy is not allowed to select a y. The default location is /var/krb5/kadm5.dict.
kadmind_port (port number) The port th assigned port for kadming	at the kadmind daemon is to listen on for this realm. The d is 749.
	e master key has been stored (by kdb5_util stash). ar/krb5/.k5. <i>realm,</i> where <i>realm</i> is the Kerberos realm.
	orts that the KDC listens on for this realm. By default, the pecified in the [kdcdefaults] section is used.
	rts that the KDC listens on (in addition to the UDP ports for this realm. By default, the value of kdc_tcp_ports efaults] section is used.
master_key_name (string) The name of the m	naster key.
<pre>master_key_type   (key type string) The mast    encryption that will encry    des3-cbc-sha1, arcfor    aes128-cts-hmac-sha2    at this time (des-cbc-cr</pre>	ter key's key type. This is used to determine the type of pt the entries in the principal db. des-cbc-crc, ur-hmac-md5, arcfour-hmac-md5-exp, 1-96, and aes256-cts-hmac-sha1-96 are supported c is the default). Note, if you set this to des3-cbc-sha1 pies of the principal db, such as those running slave
	ximum time period for which a ticket is valid in this at section in kinit(1) for the valid time duration ax_life.

	<pre>max_renewable_life   (delta time string) The maximum time period during which a valid ticket can be   renewed in this realm. See the Time Format section in kinit(1) for the valid time   duration formats you can use for max_renewable_life.</pre>
	sunw_dbprop_enable = [true   false] Enable or disable incremental database propagation. Default is false.
	<pre>sunw_dbprop_master_ulogsize = N Specifies the maximum number of log entries available for incremental propagation to the slave KDC servers. The maximum value that this can be is 2500 entries. Default value is 1000 entries.</pre>
	<pre>sunw_dbprop_slave_poll = N[s, m, h] Specifies how often the slave KDC polls for new updates that the master might have. Default is 2m (two minutes).</pre>
	<pre>supported_enctypes List of key/salt strings. The default key/salt combinations of principals for this realm. The key is separated from the salt by a colon (:) or period (.). Multiple key/salt strings can be used by separating each string with a space. The salt is additional information encoded within the key that tells what kind of key it is. Only the <i>normal</i> salt is supported at this time, for example, des-cbc-crc:normal. If you do not want to enable triple-DES support, you should set this tag to des-cbc-md5:normal des-cbc-crc:normal. Note that, if this relation is not specified, the default setting is:</pre>
	<pre>aes256-cts-hmac-sha1-96:normal \ (see note below) aes128-cts-hmac-sha1-96:normal \ des3-cbc-sha1:normal \ arcfour-hmac-md5:normal \ des-cbc-md5:normal \ des-cbc-crc:normal</pre>
	<b>Note –</b> The unbundled Strong Cryptographic packages must be installed for the aes256-cts-hmac-sha1-96:normal enctype to be available for Kerberos.
logging Section	This section indicates how Kerberos programs perform logging. The same relation can be repeated if you want to assign it multiple logging methods. The following relations can be defined in the [logging] section:
	kdc Specifies how the KDC is to perform its logging. The default is FILE:/var/krb5/kdc.log.
	admin_server Specifies how the administration server is to perform its logging. The default is FILE:/var/krb5/kadmin.log.
	default Specifies how to perform logging in the absence of explicit specifications.
	The [logging] relations can have the following values:
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```
FILE: filename
```

or

FILE=filename

This value causes the entity's logging messages to go to the specified file. If the '=' form is used, the file is overwritten. If the ':' form is used, the file is appended to.

#### STDERR

This value sends the entity's logging messages to its standard error stream.

```
CONSOLE
```

This value sends the entity's logging messages to the console, if the system supports it.

## DEVICE=devicename

This sends the entity's logging messages to the specified device.

## SYSLOG [:severity [:facility]]

This sends the entity's logging messages to the system log.

The *severity* argument specifies the default severity of system log messages. This default can be any of the following severities supported by the syslog(3C) call, minus the LOG\_prefix: LOG\_EMERG, LOG\_ALERT, LOG\_CRIT, LOG\_ERR, LOG\_WARNING, LOG\_NOTICE, LOG\_INFO, and LOG\_DEBUG. For example, a value of CRIT would specify LOG\_CRIT severity.

The *facility* argument specifies the facility under which the messages are logged. This can be any of the following facilities supported by the syslog(3C) call minus the LOG\_prefix: LOG\_KERN, LOG\_USER, LOG\_MAIL, LOG\_DAEMON, LOG\_AUTH, LOG\_LPR, LOG\_NEWS, LOG\_UUCP, LOG\_CRON, and LOG\_LOCAL0 through LOG LOCAL7.

If no severity is specified, the default is ERR. If no facility is specified, the default is AUTH.

In the following example, the logging messages from the KDC go to the console and to the system log under the facility LOG\_DAEMON with default severity of LOG\_INFO; the logging messages from the administration server are appended to the /var/krb5/kadmin.log file and sent to the /dev/tty04 device.

```
[logging]
kdc = CONSOLE
kdc = SYSLOG:INFO:DAEMON
admin_server = FILE:/export/logging/kadmin.log
admin_server = DEVICE=/dev/tty04
EXAMPLE 1 Sample kdc.conf File
```

#### EXAMPLES EX

The following is an example of a kdc.conf file:

[kdcdefaults] kdc\_ports = 88

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	<b>EXAMPLE 1</b> Sample kdc.conf File (Continu	ued)	
	<pre>[realms] ATHENA.MIT.EDU = {     kadmind_port = 749     max_life = 10h 0m 0s     max_renewable_life = 7d 0h 0m 0s     default_principal_flags = +preauth,+forwardable,-postdateable     master_key_type = des-cbc-crc     supported_enctypes = des-cbc-crc:normal }</pre>		
	<pre>[logging] kdc = FILE:/export/logging/kdc.log admin_server = FILE:/export/logging/kadmin.log</pre>		
FILES	/etc/krb5/kadm5.acl List of principals and their kadmin administrative privileges.		
	/etc/krb5/kadm5.keytab Keytab for <i>kadmin/admin</i> Principal.		
	/var/krb5/principal Kerberos principal database.		
	/var/krb5/principal.ulog The update log file for incremental propagation.		
	/var/krb5/kadm5.dict Dictionary of strings explicitly disallowed as passwords.		
	/var/krb5/kdc.log KDC logging file.		
	/var/krb5/kadmin.log Kerberos administration server logging file.		
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWkdcu	
	Interface Stability	Evolving	
SEE ALSO	kpasswd(1), gkadmin(1M), kadmind(1M) kpropd(1M), syslog(3C), kadm5.acl(4),		

keytal	bles(4)
--------	---------

NAME	keytables – keyboard table descriptions for loadkeys and dumpkeys		
DESCRIPTION	These files are used by loadkeys(1) to modify the translation tables used by the keyboard streams module and generated from those translation tables. See loadkeys(1).		
	Any line in the file beginning with # is a comment, and is ignored. # is treated specially only at the beginning of a line.		
	Other lines specify the values to load into the tables for a particular keystation. The format is either:		
	key number list_of_entries		
	or		
	swap number1 with number2		
	or		
	key number1 same as number2		
	or a blank line, which is ignored.		
	key number list_of_entries		
	sets the entries for keystation <i>number</i> from the list given. An entry in that list is of the form		
	tablename code		
	where <i>tablename</i> is the name of a particular translation table, or all. The translation tables are:		
	base	entry when no shifts are active	
	shift	entry when "Shift" key is down	
	caps entry when "Caps Lock" is in effect		
	ctrl entry when "Control" is down		
	altg	entry when "Alt Graph" is down	
	numl	entry when "Num Lock" is in effect	
	up entry when a key goes up		
	All tables other than up refer to the action generated when a key goes down. Entries in the up table are used only for shift keys, since the shift in question goes away when the key goes up, except for keys such as "Caps Lock" or "Num Lock"; the keyboard streams module makes the key look as if it were a latching key.		

A table name of all indicates that the entry for all tables should be set to the specified value, with the following exception: for entries with a value other than hole, the entry for the numl table should be set to nonl, and the entry for the up table should be set to nop.

The *code* specifies the effect of the key in question when the specified shift key is down. A *code* consists of either:

- A character, which indicates that the key should generate the given character. The character can either be a single character, a single character preceded by ^ which refers to a "control character" (for instance, ^c is control-C), or a C-style character constant enclosed in single quote characters ('), which can be expressed with C-style escape sequences such as \r for RETURN or \000 for the null character. Note that the single character may be any character in an 8-bit character set, such as ISO 8859/1.
- A string, consisting of a list of characters enclosed in double quote characters ("). Note that the use of the double quote character means that a *code* of double quote must be enclosed in single quotes.
- One of the following expressions:

shiftkeys+leftshift	the key is to be the left-hand "Shift" key
shiftkeys+rightshif	the key is to be the right-hand "Shift" key
shiftkeys+leftctrl	the key is to be the left-hand "Control" key
shiftkeys+rightctrl	the key is to be the right-hand "Control" key
shiftkeys+alt	the key is to be the "Alt" shift key
shiftkeys+altgraph	the key is to be the "Alt Graph" shift key
shiftkeys+capslock	the key is to be the "Caps Lock" key
shiftkeys+shiftlock	the key is to be the "Shift Lock" key
shiftkeys+numlock	the key is to be the "Num Lock" key
buckybits+systembit	the key is to be the "Stop" key in SunView; this is normally the L1 key, or the SETUP key on the VT100 keyboard
buckybits+metabit	the key is to be the "meta" key. That is, the "Left" or "Right" key on a Sun-2 or Sun-3 keyboard or the "diamond" key on a Sun-4 keyboard
compose	the key is to be the "Compose" key
ctrlq	on the "VT100" keyboard, the key is to transmit the control-Q character (this would be the entry for the "Q" key in the ctrl table)
ctrls	on the "VT100" keyboard, the key is to transmit the control-S character (this would be the entry for the "S" key in the ctrl table)
noscroll	on the "VT100" keyboard, the key is to be the "No Scroll" key

string+uparrow	the key is to be the "up arrow" key
string+downarrow	the key is to be the "down arrow" key
string+leftarrow	the key is to be the "left arrow" key
string+rightarrow	the key is to be the "right arrow" key
string+homearrow	the key is to be the "home" key
fa_acute	the key is to be the acute accent "floating accent" key
fa_cedilla	the key is to be the cedilla "floating accent" key
fa_cflex	the key is to be the circumflex "floating accent" key
fa_grave	the key is to be the grave accent "floating accent" key
fa_tilde	the key is to be the tilde "floating accent" key
fa_umlaut	the key is to be the umlaut "floating accent" key
nonl	this is used only in the Num Lock table; the key is not to be affected by the state of Num Lock
pad0	the key is to be the "0" key on the numeric keypad
pad1	the key is to be the "1" key on the numeric keypad
pad2	the key is to be the "2" key on the numeric keypad
pad3	the key is to be the "3" key on the numeric keypad
pad4	the key is to be the "4" key on the numeric keypad
pad5	the key is to be the "5" key on the numeric keypad
pad6	the key is to be the "6" key on the numeric keypad
pad7	the key is to be the "7" key on the numeric keypad
pad8	the key is to be the "8" key on the numeric keypad
pad9	the key is to be the "9" key on the numeric keypad
paddot	the key is to be the "." key on the numeric keypad
padenter	the key is to be the "Enter" key on the numeric keypad
padplus	the key is to be the "+" key on the numeric keypad
padminus	the key is to be the "-" key on the numeric keypad
padstar	the key is to be the " $\ast$ " key on the numeric keypad
padslash	the key is to be the "/" key on the numeric keypad

		keytables(4)
	padequal	the key is to be the "=" key on the numeric keypad
	padsep	the key is to be the "," (separator) key on the numeric keypad
	lf( <i>n</i> )	the key is to be the left-hand function key $n$
	rf( <i>n</i> )	the key is to be the right-hand function key $n$
	tf( <i>n</i> )	the key is to be the top function key $n$
	bf( <i>n</i> )	the key is to be the "bottom" function key $n$
	nop	the key is to do nothing
	error	this code indicates an internal error; to be used only for keystation 126, and must be used there
	idle	this code indicates that the keyboard is idle (that is, has no keys down); to be used only for all entries other than the numl and up table entries for keystation 127, and must be used there
	oops	this key exists, but its action is not defined; it has the same effect as nop
	reset	this code indicates that the keyboard has just been reset; to be used only for the up table entry for keystation 127, and must be used there.
	swap number1 with number2	exchanges the entries for keystations <i>number1</i> and <i>number2</i> .
	key number1 same as number2	sets the entries for keystation <i>number1</i> to be the same as those for keystation <i>number2</i> . If the file does not specify entries for keystation <i>number2</i> , the entries currently in the translation table are used; if the file does specify entries for keystation <i>number2</i> , those entries are used.
EXAMPLES	<b>EXAMPLE 1</b> Example of setting multiple keystations.	
	The following entry sets keystation 15 to be a "hole" (that is, an entry indicating that there is no keystation 15); sets keystation 30 to do nothing when Alt Graph is down, generate "!" when Shift is down, and generate "1" under all other circumstances; and sets keystation 76 to be the left-hand Control key.	
	key 15 all hole key 30 base 1 shift ! caps 1 ctrl 1 altg nop key 76 all shiftkeys+leftctrl up shiftkeys+leftctrl	

**EXAMPLE 1** Example of setting multiple keystations. (*Continued*)

**EXAMPLE 2** Exchange DELETE and BACKSPACE keys

The following entry exchanges the Delete and Back Space keys on the Type 4 keyboard:

swap 43 with 66

Keystation 43 is normally the Back Space key, and keystation 66 is normally the Delete key.

**EXAMPLE 3** Disable CAPS LOCK key

The following entry disables the Caps Lock key on the Type 3 and U.S. Type 4 keyboards:

key 119 all nop

**EXAMPLE 4** Standard translation tables for the U.S. Type 4 keyboard

The following specifies the standard translation tables for the U.S. Type 4 keyboard:

```
key 0
         all hole
key 1
        all buckybits+systembit up buckybits+systembit
key 2
        all hole
key 3
        all lf(2)
key 4
        all hole
key 5
        all tf(1)
key 6
        all tf(2)
key 7
        all tf(10)
key 8
        all tf(3)
key 9
        all tf(11)
key 10 all tf(4)
key 11
       all tf(12)
key 12 all tf(5)
key 13
        all shiftkeys+altgraph up shiftkeys+altgraph
key 14
        all tf(6)
key 15
        all hole
key 16 all tf(7)
key 17
       all tf(8)
key 18
        all tf(9)
key 19
        all shiftkeys+alt up shiftkeys+alt
key 20 all hole
key 21 all rf(1)
key 22 all rf(2)
key 23
        all rf(3)
key 24
        all hole
key 25
        all lf(3)
key 26
        all lf(4)
key 27
        all hole
key 28
        all hole
key 29
        all ^[
key 30 base 1 shift ! caps 1 ctrl 1 altg nop
key 31 base 2 shift @ caps 2 ctrl ^@ altg nop
```

**EXAMPLE 4** Standard translation tables for the U.S. Type 4 keyboard (Continued) key 32 base 3 shift # caps 3 ctrl 3 altg nop kev 33 base 4 shift \$ caps 4 ctrl 4 altg nop base 5 shift % caps 5 ctrl 5 altg nop key 34 base 6 shift ^ caps 6 ctrl ^ altg nop key 35 base 7 shift & caps 7 ctrl 7 altg nop key 36 key 37 base 8 shift \* caps 8 ctrl 8 altg nop base 9 shift ( caps 9 ctrl 9 altg nop key 38 key 39 base 0 shift ) caps 0 ctrl 0 altg nop key 40 base - shift \_ caps - ctrl ^\_ altg nop base = shift + caps = ctrl = altg nop key 41 base ' shift ~ caps ' ctrl ^^ altg nop key 42 all '\b' key 43 key 44 all hole all rf(4) numl padequal key 45 all rf(5) numl padslash key 46 key 47 all rf(6) numl padstar key 48 all bf(13) key 49 all lf(5) key 50 all bf(10) numl padequal all lf(6) key 51 key 52 all hole key 53 all '\t' key 54 base q shift Q caps Q ctrl ^Q altg nop base w shift W caps W ctrl ^W altg nop key 55 key 56 base e shift E caps E ctrl ^E altg nop base r shift R caps R ctrl ^R altg nop key 57 base t shift T caps T ctrl ^T altq nop key 58 base y shift Y caps Y ctrl ^Y altg nop key 59 key 60 base u shift U caps U ctrl ^U altg nop key 61 base i shift I caps I ctrl '\t' altg nop base o shift O caps O ctrl ^O altg nop key 62 base p shift P caps P ctrl ^P altg nop key 63 base [ shift { caps [ ctrl ^[ altg nop key 64 key 65 base ] shift } caps ] ctrl ^] altg nop all '\177' key 66 key 67 all compose all rf(7) numl pad7 key 68 key 69 all rf(8) numl pad8 key 70 all rf(9) numl pad9 key 71 all bf(15) numl padminus key 72 all lf(7) key 73 all lf(8) key 74 all hole key 75 all hole key 76 all shiftkeys+leftctrl up shiftkeys+leftctrl key 77 base a shift A caps A ctrl ^A altg nop base s shift S caps S ctrl ^S altg nop key 78 base d shift D caps D ctrl ^D altg nop key 79 base f shift F caps F ctrl ^F altg nop base g shift G caps G ctrl ^G altg nop key 80 key 81 base h shift H caps H ctrl '\b' altg nop key 82 key 83 base j shift J caps J ctrl '\n' altg nop base k shift K caps K ctrl '\v' altg nop key 84 key 85 base 1 shift L caps L ctrl ^L altg nop

**EXAMPLE 4** Standard translation tables for the U.S. Type 4 keyboard

(Continued)

key 86 base ; shift : caps ; ctrl ; altg nop base '\'' shift '"' caps '\'' ctrl '\'' altg nop key 87 base '\\' shift | caps '\\' ctrl ^\ altg nop key 88 all 'r'key 89 key 90 all bf(11) numl padenter key 91 all rf(10) numl pad4 key 92 all rf(11) numl pad5 key 93 all rf(12) numl pad6 key 94 all bf(8) numl pad0 key 95 all lf(9) key 96 all hole all lf(10) key 97 key 98 all shiftkeys+numlock all shiftkeys+leftshift up shiftkeys+leftshift key 99 base z shift Z caps Z ctrl ^Z altg nop key 100 key 101 base x shift X caps X ctrl ^X altg nop key 102 base c shift C caps C ctrl ^C altg nop key 103 base v shift V caps V ctrl ^V altg nop key 104 base b shift B caps B ctrl ^B altg nop key 105 base n shift N caps N ctrl ^N altg nop key 106 base m shift M caps M ctrl '\r' altg nop key 107 base , shift < caps , ctrl , altg nop key 108 base . shift > caps . ctrl . altg nop
key 109 base / shift ? caps / ctrl ^ altg nop altg nop key 110 all shiftkeys+rightshift up shiftkeys+rightshift key 111 all 'n'key 112 all rf(13) numl pad1 key 113 all rf(14) numl pad2 key 114 all rf(15) numl pad3 key 115 all hole key 116 all hole key 117 all hole key 118 all lf(16) key 119 all shiftkeys+capslock key 120 all buckybits+metabit up buckybits+metabit key 121 base ' ' shift ' ' caps ' ' ctrl ^@ altg ' ' key 122 all buckybits+metabit up buckybits+metabit key 123 all hole key 124 all hole key 125 all bf(14) numl padplus key 126 all error numl error up hole key 127 all idle numl idle up reset loadkeys(1)

288 man pages section 4: File Formats • Last Revised 18 Feb 2003

SEE ALSO

#### NAME | krb5.conf – Kerberos configuration file

SYNOPSIS /

/etc/krb5/krb5.conf

### DESCRIPTION

The krb5.conf file contains Kerberos configuration information, including the locations of KDCs and administration daemons for the Kerberos realms of interest, defaults for the current realm and for Kerberos applications, and mappings of host names onto Kerberos realms. This file must reside on all Kerberos clients.

The format of the krb5.conf consists of sections headings in square brackets. Each section may contain zero or more configuration variables (called *relations*), of the form:

*relation= relation-value* 

or

*relation-subsection* = {

*relation= relation-value relation= relation-value* 

## }

The krb5.conf file may contain any or all of the following seven sections:

#### libdefaults

Contains default values used by the Kerberos V5 library.

#### appdefaults

Contains subsections for Kerberos V5 applications, where *relation-subsection* is the name of an application. Each subsection describes application-specific defaults.

realms

Contains subsections for Kerberos realms, where *relation-subsection* is the name of a realm. Each subsection contains relations that define the properties for that particular realm.

#### domain realm

Contains relations which map domain names and subdomains onto Kerberos realm names. This is used by programs to determine what realm a host should be in, given its fully qualified domain name.

#### logging

Contains relations which determine how Kerberos programs are to perform logging.

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	capaths Contains the authentication paths used with direct (nonhierarchical) cross-realm authentication. Entries in this section are used by the client to determine the intermediate realms which may be used in cross-realm authentication. It is also used by the end-service when checking the transited field for trusted intermediate realms.
	kdc For a KDC, may contain the location of the kdc.conf file.
[libdefaults]	The [libdefaults] section may contain any of the following relations:
	<pre>default_keytab_name   Specifies the default keytab name to be used by application servers such as   telnetd and rlogind. The default is /etc/krb5/krb5.keytab.</pre>
	default_realm Identifies the default Kerberos realm for the client. Set its value to your Kerberos realm.
	<pre>default_tgs_enctypes Identifies the supported list of session key encryption types that should be returned by the KDC. The list may be delimited with commas or whitespace. The supported encryption types are des3-cbc-sha1, des-cbc-crc, des-cbc-md5, arcfour-hmac-md5, arcfour-hmac-md5-exp, aes128-cts-hmac-sha1-96, and aes256-cts-hmac-sha1-96.</pre>
	<pre>default_tkt_enctypes     Identifies the supported list of session key encryption types that should be     requested by the client. The format is the same as for default_tkt_enctypes.     The supported encryption types are des3-cbc-sha1, des-cbc-crc,     des-cbc-md5, arcfour-hmac-md5, arcfour-hmac-md5-exp,     aes128-cts-hmac-sha1-96, and aes256-cts-hmac-sha1-96.</pre>
	clockskew Sets the maximum allowable amount of clock skew in seconds that the library will tolerate before assuming that a Kerberos message is invalid. The default value is 300 seconds, or five minutes.
	<pre>forwardable = [true   false] Sets the "forwardable" flag in all tickets. This allows users to transfer their credentials from one host to another without reauthenticating. This option may also be set in the [appdefaults] or [realms] section (see below) to limit its use in particular applications or just to a specific realm.</pre>
	<pre>permitted_enctypes This relation controls the encryption types for session keys permitted by server applications that use Kerberos for authentication. In addition, it controls the encryption types of keys added to a keytab by means of the kadmin(1M) ktadd command. The default is: aes256-cts-hmac-sha1-96, aes128-cts-hmac-sha1-96, des3-hmac-sha1, arcfour-hmac-md5, des-cbc-md5, des-cbc-crc.</pre>

#### proxiable = [true | false]

Sets the "proxiable" flag in all tickets. This allows users to create a proxy ticket that can be transferred to a kerberized service to allow that service to perform some function on behalf of the original user. This option may also be set in the [appdefaults] or [realms] section (see below) to limit its use in particular applications or just to a specific realm.

#### renew lifetime =lifetime

Requests renewable tickets, with a total lifetime of *lifetime*. The value for *lifetime* must be followed immediately by one of the following delimiters:

s seconds

m minutes

h hours

d days

Example:

```
renew_lifetime = 90m
```

Do not mix units. A value of "3h30m" will result in an error.

#### max\_lifetime =lifetime

Sets the requested maximum lifetime of the ticket. The values for *lifetime* follow the format described for the renew lifetime option, above.

#### dns lookup kdc

Indicates whether DNS SRV records need to be used to locate the KDCs and the other servers for a realm, if they have not already been listed in the [realms] section. Enabling this option does make the machine vulnerable to a certain type of DoS attack if somone spoofs the DNS records and does a redirect to another server. This is, however, no worse than a DoS, since the bogus KDC will be unable to decode anything sent (excepting the initial ticket request, which has no encrypted data). Also, anything the fake KDC sends out will not be trusted without verification (the local machine will be unaware of the secret key to be used). If dns\_lookup\_kdc is not specified but dns\_fallback is, then that value will be used instead. In either case, values (if present) in the [realms] section override DNS.

#### dns\_lookup\_realm

Indicates whether DNS TXT records need to be used to determine the Kerberos realm information and/or the host/domain name-to-realm mapping of a host, if this information is not already present in the krb5.conf file. Enabling this option might make the host vulnerable to a redirection attack, wherein spoofed DNS replies persuade a client to authenticate to the wrong realm. In a realm with no cross-realm trusts, this a DoS attack. If dns\_lookup\_realm is not specified but dns\_fallback is, then that value will be used instead. In either case, values (if present) in the [libdefaults] and [domain\_realm] sections override DNS.

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	<pre>dns_fallback Generic flag controlling the use of DNS for retrieval of information about Kerberos servers and host/domain name-to-realm mapping. If both dns_lookup_kdc and dns_lookup_realm have been specified, this option has no effect.</pre>
	<pre>verify_ap_req_nofail [true   false] If true, the local keytab file (/etc/krb5/krb5.keytab) must contain an entry for the local host principal, for example, host/foo.bar.com@FOO.COM. This entry is needed to verify that the TGT requested was issued by the same KDC that issued the key for the host principal. If undefined, the behavior is as if this option were set to true. Setting this value to false leaves the system vulnerable to DNS spoofing attacks. This parameter may be in the [realms] section to set it on a per-realm basis, or it may be in the [libdefaults] section to make it a network-wide setting for all realms.</pre>
[appdefaults]	This section contains subsections for Kerberos V5 applications, where <i>relation-subsection</i> is the name of an application. Each subsection contains relations that define the default behaviors for that application.
	The following relations may be found in the [appdefaults] section, though not all relations are recognized by all kerberized applications. Some are specific to particular applications.
	autologin = [true   false] Forces the application to attempt automatic login by presenting Kerberos credentials. This is only valid for the telnet application.
	<pre>encrypt = [true   false] Forces applications to use encryption by default (after authentication) to protect the privacy of the sessions. This is valid for the following applications: rlogin, rsh, rcp, rdist, and telnet.</pre>
	<pre>forward = [true   false] Forces applications to forward the user'ss credentials (after authentication) to the remote server. This is valid for the following applications: rlogin, rsh, rcp, rdist, and telnet.</pre>
	<pre>forwardable = [true   false] See the description in the [libdefaults] section above. This is used by any application that creates a ticket granting ticket and also by applications that can forward tickets to a remote server.</pre>
	<pre>proxiable = [true   false] See the description in the [libdefaults] section above. This is used by any application that creates a ticket granting ticket.</pre>
	<pre>renewable = [true   false] Creates a TGT that can be renewed (prior to the ticket expiration time). This is used by any application that creates a ticket granting ticket.</pre>

```
no_addresses = [true | false]
```

Creates tickets with no address bindings. This is to allow tickets to be used across a NAT boundary or when using multi-homed systems. This option is valid in the kinit [appdefault] section only.

max life =lifetime

Sets the maximum lifetime of the ticket, with a total lifetime of *lifetime*. The values for *lifetime* follow the format described in the [libdefaults] section above. This option is obsolete and will be removed in a future release of the Solaris operating system.

max renewable life =lifetime

Requests renewable tickets, with a total lifetime of *lifetime*. The values for *lifetime* follow the format described in the [libdefaults] section above. This option is obsolete and will be removed in a future release of the Solaris operating system.

```
rcmd_protocol = [ rcmdv1 | rcmdv2 ]
```

Specifies which Kerberized "rcmd" protocol to use when using the Kerberized rlogin(1), rsh(1), rcp(1), or rdist(1) programs. The default is to use "rcmdv2" by default, as this is the more secure and more recent update of the protocol. However, when talking to older MIT or SEAM-based "rcmd" servers, it may be necessary to force the new clients to use the older "rcmdv1" protocol. This option is valid only for the following applications: rlogin, rcp, rsh, and rdist.

```
gkadmin = {
    help_url = http://localhost:8888/ab2/coll.384.1/SEAM
}
```

The following application defaults can be set to true or false:

```
kinit
```

```
forwardable = true
proxiable = true
renewable = true
no_addresses = true
max_life = delta_time
max_renewable_life = delta_time
```

See kinit(1) for the valid time duration formats you can specify for *delta\_time*.

In the following example, kinit will get forwardable tickets by default and telnet has three default behaviors specified:

```
[appdefaults]
kinit = {
forwardable = true
}
telnet = {
forward = true
encrypt = true
autologin = true
}
```

The application defaults specified here are overridden by those specified in the [realms] section.

#### krb5.conf(4)

**[realms]** This section contains subsections for Kerberos realms, where *relation-subsection* is the name of a realm. Each subsection contains relations that define the properties for that particular realm. The following relations may be specified in each [realms] subsection:

#### kdc

The name of a host running a KDC for that realm. An optional port number (separated from the hostname by a colon) may be included.

#### admin server

Identifies the host where the Kerberos administration daemon (kadmind) is running. Typically, this is the master KDC.

#### application defaults

Application defaults that are specific to a particular realm can be specified within a [realms] subsection. Realm-specific application defaults override the global defaults specified in the [appdefaults] section.

#### auth to local realm

For use in the default realm, non-default realms can be equated with the default realm for authenticated name-to-local name mapping.

#### kpasswd server

Identifies the host where the Kerberos password-changing server is running. Typically, this is the same as host indicated in the admin\_server. If this parameter is omitted, the host in admin\_server is used. You can also specify a port number if the server indicated by kpasswd\_server runs on a port other than 464 (the default). The format of this parameter is: *hostname*[:port].

#### kpasswd\_protocol

Identifies the protocol to be used when communicating with the server indicated by kpasswd\_server. By default, this parameter is defined to be RPCSEC\_GSS, which is the protocol used by SEAM-based administration servers. To be able to change a principal's password stored on non-SEAM-based Kerberos server, such as Microsoft Active Directory or MIT Kerberos, this value should be SET\_CHANGE. This indicates that a non-RPC- based protocol will be used to communicate the password change request to the server in the kpasswd\_server entry.

verify\_ap\_req\_nofail[true | false]

If true, the local keytab file (/etc/krb5/krb5.keytab) must contain an entry for the local host principal, for example, host/foo.bar.com@FOO.COM. This entry is needed to verify that the TGT requested was issued by the same KDC that issued the key for the host principal. If undefined, the behavior is as if this option were set to true. Setting this value to false leaves the system vulnerable to DNS spoofing attacks. This parameter may be in the [realms] section to set it on a per-realm basis, or it may be in the [libdefaults] section to make it a network-wide setting for all realms.

The parameters "forwardable", "proxiable", and "renew\_lifetime" as described in the [libdefaults] section (see above) are also valid in the [realms] section.

	Notice that kpasswd_server and kpasswd_protocol are realm-specific parameters. Most often, you need to specify them only when using a non-SEAM-based Kerberos server. Otherwise, the change request is sent over RPCSEC_GSS to the SEAM administration server.
[domain_realm]	This section provides a translation from a domain name or hostname to a Kerberos realm name. The <i>relation</i> can be a host name, or a domain name, where domain names are indicated by a period ('.') prefix. <i>relation-value</i> is the Kerberos realm name for that particular host or domain. Host names and domain names should be in lower case.
	If no translation entry applies, the host's realm is considered to be the hostname's domain portion converted to upper case. For example, the following [domain_realm] section maps crash.mit.edu into the TEST.ATHENA.MIT.EDU realm:
	<pre>[domain_realm] .mit.edu = ATHENA.MIT.EDU mit.edu = ATHENA.MIT.EDU crash.mit.edu = TEST.ATHENA.MIT.EDU .fubar.org = FUBAR.ORG fubar.org = FUBAR.ORG</pre>
	All other hosts in the mit.edu domain will map by default to the ATHENA.MIT.EDU realm, and all hosts in the fubar.org domain will map by default into the FUBAR.ORG realm. Note the entries for the hosts mit.edu and fubar.org. Without these entries, these hosts would be mapped into the Kerberos realms EDU and ORG, respectively.
[logging]	This section indicates how Kerberos programs are to perform logging. There are two types of relations for this section: relations to specify how to log and a relation to specify how to rotate kdc log files.
	The following relations may be defined to specify how to log. The same relation can be repeated if you want to assign it multiple logging methods.
	admin_server Specifies how to log the Kerberos administration daemon (kadmind). The default is FILE:/var/krb5/kadmin.log.
	default Specifies how to perform logging in the absence of explicit specifications otherwise.
	kdc Specifies how the KDC is to perform its logging. The default is FILE : /var/krb5/kdc . log.
	The admin_server, default, and kdc relations may have the following values:
	FILE : filename FILE = filename
	This value causes the entity's logging messages to go to the specified file. If the '=' form is used, the file is overwritten. If the ':' form is used, the file is appended to.

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#### STDERR

This value causes the entity's logging messages to go to its standard error stream.

#### CONSOLE

This value causes the entity's logging messages to go to the console, if the system supports it.

#### DEVICE=devicename

This causes the entity's logging messages to go to the specified device.

#### SYSLOG [ : severity [ : facility ] ]

This causes the entity's logging messages to go to the system log.

The *severity* argument specifies the default severity of system log messages. This may be any of the following severities supported by the syslog(3C) call, minus the LOG\_prefix: LOG\_EMERG, LOG\_ALERT, LOG\_CRIT, LOG\_ERR, LOG\_WARNING, LOG\_NOTICE, LOG\_INFO, and LOG\_DEBUG. For example, a value of CRIT would specify LOG\_CRIT severity.

The *facility* argument specifies the facility under which the messages are logged. This may be any of the following facilities supported by the syslog(3C) call minus the LOG\_prefix: LOG\_KERN, LOG\_USER, LOG\_MAIL, LOG\_DAEMON, LOG\_AUTH, LOG\_LPR, LOG\_NEWS, LOG\_UUCP, LOG\_CRON, and LOG\_LOCAL0 through LOG\_LOCAL7.

If no severity is specified, the default is ERR. If no facility is specified, the default is AUTH.

The following relation may be defined to specify how to rotate kdc log files if the FILE: value is being used to log:

#### kdc rotate

A relation subsection that enables kdc logging to be rotated to multiple files based on a time interval. This can be used to avoid logging to one file, which may grow too large and bring the KDC to a halt.

The time interval for the rotation is specified by the period relation. The number of log files to be rotated is specified by the versions relation. Both the period and versions (described below) should be included in this subsection. And, this subsection applies only if the kdc relation has a FILE: value.

The following relations may be specified for the kdc\_rotate relation subsection:

#### period=delta\_time

Specifies the time interval before a new log file is created. See the TimeFormats section in kinit(1) for the valid time duration formats you can specify for *delta\_time*. If period is not specified or set to "never", no rotation will occur.

Specifying a time interval does not mean that the log files will be rotated at the time interval based on real time. This is because the time interval is checked at each attempt to write a record to the log, or when logging is actually occurring. Therefore, rotation occurs only when logging has actually occurred for the specified time interval.

versions=number

Specifies how many previous versions will be saved before the rotation begins. A number will be appended to the log file, starting with 0 and ending with (*number* - 1). For example, if versions is set to 2, up to three logging files will be created (*filename*, *filename*.0, and *filename*.1) before the first one is overwritten to begin the rotation.

Notice that if versions is not specified or set to 0, only one log file will be created, but it will be overwritten whenever the time interval is met.

In the following example, the logging messages from the Kerberos administration daemon will go to the console. The logging messages from the KDC will be appended to the /var/krb5/kdc.log, which will be rotated between twenty-one log files with a specified time interval of a day.

```
[logging]
 admin_server = CONSOLE
 kdc = FILE:/export/logging/kadmin.log
 kdc_rotate = {
    period = 1d
    versions = 20
 }
```

# [capaths] In order to perform direct (non-hierarchical) cross-realm authentication, a database is needed to construct the authentication paths between the realms. This section defines that database.

A client will use this section to find the authentication path between its realm and the realm of the server. The server will use this section to verify the authentication path used by the client, by checking the transited field of the received ticket.

There is a subsection for each participating realm, and each subsection has relations named for each of the realms. The *relation-value* is an intermediate realm which may participate in the cross-realm authentication. The relations may be repeated if there is more than one intermediate realm. A value of '.' means that the two realms share keys directly, and no intermediate realms should be allowed to participate.

There are n\*\*2 possible entries in this table, but only those entries which will be needed on the client or the server need to be present. The client needs a subsection named for its local realm, with relations named for all the realms of servers it will need to authenticate with. A server needs a subsection named for each realm of the clients it will serve.

For example, ANL.GOV, PNL.GOV, and NERSC.GOV all wish to use the ES.NET realm as an intermediate realm. ANL has a sub realm of TEST.ANL.GOV, which will authenticate with NERSC.GOV but not PNL.GOV. The [capath] section for ANL.GOV systems would look like this:

```
[capaths]
ANL.GOV = {
   TEST.ANL.GOV = .
   PNL.GOV = ES.NET
```

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```
NERSC.GOV = ES.NET
ES.NET = .
}
TEST.ANL.GOV = {
    ANL.GOV = .
}
PNL.GOV = {
    ANL.GOV = ES.NET
}
NERSC.GOV = {
    ANL.GOV = ES.NET
}
ES.NET = {
    ANL.GOV = .
}
```

The [capath] section of the configuration file used on NERSC.GOV systems would look like this:

```
[capaths]
  NERSC.GOV = {
     ANL.GOV = ES.NET
     TEST.ANL.GOV = ES.NET
     TEST.ANL.GOV = ANL.GOV
     PNL.GOV = ES.NET
     ES.NET = .
  }
  ANL.GOV = {
     NERSC.GOV = ES.NET
  }
  PNL.GOV = {
     NERSC.GOV = ES.NET
  }
  ES.NET = {
     NERSC.GOV = .
  }
  TEST.ANL.GOV = {
     NERSC.GOV = ANL.GOV
     NERSC.GOV = ES.NET
  }
```

In the above examples, the ordering is not important, except when the same relation is used more than once. The client will use this to determine the path. (It is not important to the server, since the transited field is not sorted.)

#### **EXAMPLES EXAMPLE 1** Sample file

Here is an example of a generic krb5.conf file: [libdefaults]

default\_realm = ATHENA.MIT.EDU

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```
EXAMPLE 1 Sample file
                               (Continued)
           default_tkt_enctypes = des-cbc-crc
           default_tgs_enctypes = des-cbc-crc
        [realms]
           ATHENA.MIT.EDU = {
              kdc = kerberos.mit.edu
              kdc = kerberos-1.mit.edu
              kdc = kerberos-2.mit.edu
              admin_server = kerberos.mit.edu
              auth to local realm = KRBDEV.ATHENA.MIT.EDU
           }
           FUBAR.ORG = {
              kdc = kerberos.fubar.org
              kdc = kerberos-1.fubar.org
              admin_server = kerberos.fubar.org
          }
        [domain_realm]
           .mit.edu = ATHENA.MIT.EDU
           mit.edu = ATHENA.MIT.EDU
FILES
        /var/krb5/kdc.log
                                                KDC logging file
```

ATTRIBUTES

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

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	Evolving
SEE ALSO	kinit(1), rcp(1), rdist(1), rlogin(1), rs attributes(5)	h(1), syslog(3C), SEAM(5),
NOTES	If the krb5.conf file is not formatted properly, the telnet command will fail. However, the dtlogin and login commands will still succeed, even if the krb5.conf file is specified as required for the commands. If this occurs, the following error message will be displayed:	
	Error initializing krb5: Improper format of <i>item</i>	
	To bypass any other problems that may occur, you should fix the file as soon as possible.	
	The max_life and max_renewable_life options are obsolete and will be removed in a future release of the Solaris operating system.	

ldapfilter.conf(4)			
NAME	ldapfilter.conf – configuration file for LDAP filtering routines		
SYNOPSIS	/etc/opt/SUNWconn/ldap/current/ldapfilter.conf		
DESCRIPTION	N The ldapfilter.conf file contains information used by the LDAP filtering rou		
	Blank lines and lines that begin with a hash character (#) are treated as comments and ignored. The configuration information consists of lines that contain one to five tokens. Tokens are separated by white space, and double quotes can be used to include white space inside a token.		
		a sequence of one or more filter sets. A filter set begins with a line token called a <i>tag</i> .	
	The filter set consists of a sequence of one or more filter lists. The first line in a filter list must contain four or five tokens: the <i>value pattern</i> , the <i>delimiter list</i> , a <i>filtertemplate match description</i> , and an optional <i>search scope</i> . The <i>value pattern</i> is a regular expression that is matched against the value passed to the LDAP library call to select the filter between the value passed to the value passed to the value pattern call to select the filter between the value pattern call to select the filter between the value pattern call to select the filter between the value pattern call to select the filter between the value pattern call to select the filter between the value pattern call to select the filter between the value pattern call to select the filter between the value pattern between the value		
	The <i>delimiter list</i> is a list of the characters (in the form of a single string) that can be used to break the value into distinct words.		
	The <i>filter template</i> is used to construct an LDAP filter (see description below)		
	The <i>match description</i> is returned to the caller along with a filter as a piece of text that can be used to describe the sort of LDAP search that took place. It should correctly compete both of the following phrases: "One <i>match description</i> match was found for" and "Three <i>match description</i> matches were found for"		
	The <i>search scope</i> is optional, and should be one of base, onelevel, or subtree. If <i>search scope</i> is not provided, the default is subtree.		
	The remaining lines of the filter list should contain two or three tokens, a <i>filter template</i> , a <i>match description</i> and an optional <i>search scope</i> .		
	The <i>filter template</i> is similar in concept to a printf(3C) style format string. Everything is taken literally except for the character sequences:		
	%V	Substitute the entire value string in place of the $v$ .	
	%v\$	Substitute the last word in this field.	
	%vN	Substitute word $N$ in this field (where $N$ is a single digit 1-9). Words are numbered from left to right within the value starting at 1.	
	%vM-N	Substitute the indicated sequence of words where $M$ and $N$ are both single digits 1-9.	
	%vN-	Substitute word $N$ through the last word in value where $N$ is again a single digit 1-9.	

#### EXAMPLES **EXAMPLE 1** An LDAP Filter Configuration File

The following LDAP filter configuration file contains two filter sets, example1 and example2 onelevel, each of which contains four filter lists.

# ldap filter #	file			
example1				
" = "		"%v"	"arbit	rary filter"
"[0-9][0-9-]*		"(telephoneNumbe:	r=*%v)" "phone	number"
"@"		"(mail=%v)"	"email	address"
"^.[].*"	"·_"	"(cn=%v1* %v2-)	" "first	initial"
".*[].\$"	"·_"	"(cn=%v1-*)"	"last	initial"
"[.]"	". "	"( (sn=%v1-)(cn:	-&v1_))"	"exact"
·· _J	· –	"( (sn~=%v1-)(cn		"approximate"
		( ( SII~= % VI = ) (CI	11~=%VI-))	approximate
".*"	". "	"( (cn=%v1)(sn= "( (cn~=%v1)(sn=		"exact" "approximate"
		( ( ( ( ) ) ) ) ( ) ) ( ) )		approximate
"example2 one				
-		=%v)(l=%v)(co=%v)	)" "evact	" "onelevel"
•••		c~=%v) (1~=%v) (co~:		ximate"
"onelevel"	( (0~=%))(0	2~=%V)(1~=%V)(CO~	-%v)) appro	AIMALE
Olletevet				
	"( (o=%v)(l=	=%v) (co=%v) "	"exact"	"onelevel"
		L~=%V) (CO~=%V) "	"approximate"	"onelevel"
	(1,12, 21,7,12	, ( ,		
"." " "	"(associatedI	Domain=%v)"	"exact"	"onelevel"
".*" ""	u (   ( - 8) ( ]	8) ( 8) "	"	
".*" ""			"exact"	
	"( (o~=%v)(]	L~=%V) (CO~=%V) "	"approximate"	"onelevel"

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWIIdap
Stability Level	Evolving

SEE ALSO ldap\_getfilter(3LDAP), ldap\_ufn(3LDAP), attributes(5)

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NAME	ldapsearchprefs.conf – configuration file for LDAP search preference routines		
SYNOPSIS	IS /etc/opt/SUNWconn/ldap/current/ldapsearchprefs.conf		
DESCRIPTION	The ldapsearchprefs.conf file contains information used by LDAP when searching the directory. Blank lines and lines that start with a hash ('#') character are treated as comments and ignored. Non-comment lines contain one or more tokens. Tokens are separated by white space, and double quotes can be used to include white space inside a token.		
	Search preferences are typically used by LDAP-based client programs to specify what a user may search for, which attributes are searched, and which options are available to the user.		
	The first non-commment line specifies the version of the template information and must contain the token Version followed by an integer version number. For example:		
	Version 1		
	The current version is 1, so the above example is always the correct opening line.		
	The remainder of the file consists of one or more search preference configurations. The first line of a search preference is a human-readable name for the type of object being searched for, for example People or Organizations. This name is stored in the <i>so_objtypeprompt</i> member of the ldap_searchobj structure (see ldap_searchprefs(3LDAP)). For example:		
	People		
	specifies a label for a search preference designed to find X.500 entries for people.		
	The next line specifies a list of options for this search object. The only option currently allowed is "internal" which means that this search object should not be presented directly to a user. Options are placed in the <i>so_options</i> member of the <i>ldap_searchobj</i> structure and can be tested using the LDAP_IS_SEARCHOBJ_OPTION_SET() macro. Use "" if no special options are required.		
	The next line specifes a label to use for "Fewer Choices" searches. "Fewer Choices" searches are those where the user's input is fed to the ldap_filter routines to determine an appropriate filter to use. This contrasts with explicitly-constructed LDAP filters, or "More Choices" searches, where the user can explicitly construct an LDAP filter.		
	For example:		
	"Search For:"		
	can be used by LDAP client programs to label the field into which the user can type a "Fewer Choices" search.		
	The next line specifies an LDAP filter prefix to append to all "More Choices" searched. This is typically used to limit the types of entries returned to those containing a specific object class. For example:		
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"(&(objectClass=person)"

would cause only entries containing the object class *person* to be returned by a search. Note that parentheses may be unbalanced here, since this is a filter prefix, not an entire filter.

The next line is an LDAP filter tag which specifies the set of LDAP filters to be applied for "Fewer Choices" searching. The line

"x500-People"

would tell the client program to use the set of LDAP filters from the ldap filter configuration file tagged "x500-People".

The next line specifies an LDAP attribute to retrieve to help the user choose when several entries match the search terms specified. For example:

"title"

specifies that if more than one entry matches the search criteria, the client program should retrieve the title attribute that and present that to the user to allow them to select the appropriate entry. The next line specifies a label for the above attribute, for example,

"Title:"

Note that the values defined so far in the file are defaults, and are intended to be overridden by the specific search options that follow.

The next line specifies the scope of the LDAP search to be performed. Acceptable values are subtree, onelevel, and base.

The next section is a list of "More Choices" search options, terminated by a line containing only the string END. For example:

```
"Common Name" cn 11111 "" ""
"Surname" sn 11111 "" ""
"Business Phone" "telephoneNumber" 11101 "" ""
END
```

Each line represents one method of searching. In this example, there are three ways of searching - by Common Name, by Surname, and by Business Phone number. The first field is the text which should be displayed to user. The second field is the attribute which will be searched. The third field is a bitmap which specifies which of the match types are permitted for this search type. A "1" value in a given bit position indicates that a particular match type is valid, and a "0" indicates that is it not valid. The fourth and fifth fields are, respectively, the select attribute name and on-screen name for the selected attribute. These values are intended to override the defaults defined above. If no specific values are specified, the client software uses the default values above.

The next section is a list of search match options, terminated by a a line containing only the string END. Example:

```
"exactly matches" "(%a=%v))"
                "approximately matches" "(%a~=%v))"
               "starts with" "(%a=%v*))"
"ends with" "(%a=*%v))"
"contains" "(%a=*%v*))"
                END
                In this example, there are five ways of refining the search. For each method, there is an
                LDAP filter suffix which is appended to the ldap filter.
EXAMPLES
                EXAMPLE 1 A Sample Configuration Using Search Preference for "people"
                The following example illustrates one possible configuration of search preferences for
                "people".
                # Version number
                Version 1
                # Name for this search object
                People
                # Label to place before text box user types in
                "Search For:"
                # Filter prefix to append to all "More Choices" searches
                "(&(objectClass=person)"
                # Tag to use for "Fewer Choices" searches - from ldapfilter.conf file
                "x500-People"
                # If a search results in > 1 match, retrieve this attribute to help
                # user distinguish between the entries...
                multilineDescription
                # ...and label it with this string:
                "Description"
                # Search scope to use when searching
                subtree
                # Follows a list of "More Choices" search options. Format is:
                # Label, attribute, select-bitmap, extra attr display name, extra attr ldap name
                # If last two are null, "Fewer Choices" name/attributes used
                                                  cn 11111 "" ""
                "Common Name"

    "Surname"
    sn
    11111
    ""
    ""

    "Business Phone"
    "telephoneNumber"
    11101
    ""
    ""

    "E-Mail Address"
    "mail"
    11111
    ""
    ""

    "Uniqname"
    "uid"
    11111
    ""
    ""

                                                                         11111 "" ""
               END
                # Match types
                "exactly matches"
                                                    "(%a=%v))"
                "approximately matches"
                                                    "(%a~=%v))"
                                                   "(%a=%v*))"
                "starts with"
                "ends with"
                                                    "(%a=*%v))"
                "contains"
                                                    "(%a=*%v*))"
                END
```

In this example, the user may search for People. For "fewer choices" searching, the tag for the ldapfilter.conf(4) file is "x500-People".

## **ATTRIBUTES** | See attributes(5) for a description of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWIIdap
Stability Level	Evolving

SEE ALSO | ldap\_searchprefs(3LDAP),attributes(5)

## ldaptemplates.conf(4)

NAME   ldaptemplates.conf – configuration file for LDAP display template routines			
SYNOPSIS	/etc/opt/SUNWconn/ldap/current/ldaptemplates.conf		
DESCRIPTION	The ldaptemplates.conf file contains information used by the LDAP display routines.		
	Blank lines and lines that start with a hash character ('#') are treated as comments and ignored. Non-comment lines contain one or more tokens. Tokens are separated by white space, and double quotes can be used to include white space inside a token.		
The first non-comment line specifies the version of the template information and must contain the token Version followed by an integer version number. For example,			
	Version 1		
	The current version is 1, so the above example is always the correct first line.		
	The remainder of the file consists of one or more display templates. The first two lines of the display template each contain a single token that specifies singular and plural names for the template in a user-friendly format. For example,		
	"Person" "People"		
	specifies appropriate names for a template designed to display person information.		
	The next line specifies the name of the icon or similar element that is associated with this template. For example,		
	"person icon"		
	The next line is a blank-separated list of template options. "" can be used if no options are desired. Available options are: addable (it is appropriate to allow entries of this type to be added), modrdn (it is appropriate to offer the modify rdn operation), altview (this template is an alternate view of another template). For example,		
	"addable" "modrdn"		
	The next portion of the template is a list of X.500 object classes that is used to determine whether the template should be used to display a given entry. The object class information consists of one or more lines, followed by a terminating line that contains the single token END. Each line contains one or more object class names, all of which must be present in a directory entry. Multiple lines can be used to associate more than one set of object classes with a given template. For example,		
	emailPerson orgPerson END		
	means that the template is appropriate for display of emailPerson entries or orgPerson entries.		

The next line after the object class list is the name of the attribute to authenticate as to make changes (use "" if it is appropriate to authenticate as the entry itself). For example,

"owner"

The next line is the default attribute to use when naming a new entry, for example,

"cn"

The next line is the distinguished name of the default location under which new entries are created. For example,

"o=XYZ, c=US"

The next section is a list of rules used to assign default values to new entries. The list should be terminated with a line that contains the single token END. Each line in this section should either begin with the token constant and be followed by the name of the attribute and a constant value to assign, or the line should begin with addersdn followed by the name of an attribute whose value will be the DN of the person who has authenticated to add the entry. For example,

constant associatedDomain XYZ.us addersdn seeAlso END

The last portion of the template is a list of items to display. It consists of one or more lines, followed by a terminating line that contains the single token END. Each line is must begin with the token samerow or the token item

It is assumed that each item appears on a row by itself unless it was preceded by a samerow line (in which case it should be displayed on the same line as the previous item, if possible). Lines that begin with samerow should not have any other tokens on them.

Lines that begin with item must have at least three more tokens on them: an item type, a label, and an attribute name. Any extra tokens are taken as extra arguments.

The item type token must be one of the following strings:

cis	case-ignore string attributes
mls	multiline string attributes
mail	RFC-822 conformant mail address attributes
dn	distinguished name pointer attributes
bool	Boolean attributes
jpeg	JPEG photo attributes
jpegbtn	a button that will retrieve and show a JPEG photo attribute
fax	FAX T.4 format image attributes

## ldaptemplates.conf(4)

emplates.com(4	t)		
	faxbtn	a button that will retrieve and show a FAX photo attribute	
	audiobtn	audio attributes	
	time	UTC time attributes	
	date	UTC time attributes where only the date portion should be shown	
	url	labeled Uniform Resource Locator attributes	
	searchact	define an action that will do a directory search for other entries	
	linkact	define an action which is a link to another display template	
	protected	for an encrypted attribute, with values displayed as asterisks	
	An example of an Phone"):	item line for the drink attribute (displayed with label "Work	
	item cis "Work	Phone" telephoneNumber	
EXAMPLES	EXAMPLE 1 A Sample	e Configuration File Containing a Template that Displays People Entries	
	The following tem entries.	plate configuration file contains a templates for display of people	
	#		
	# LDAP display templates # # Version must be 1 for now #		
	Version 1		
	# # Person temp	late	
	"Person" "People"		
		icon that is associated with this template	
	"person icon"		
	# blank-separ "addable"	ated list of template options ("" for none)	
	# # objectclass person END	list	
	# # name of att ""	ribute to authenticate as ("" means auth as this entry)	
	# # default att # "cn"	ribute name to use when forming RDN of a new entry	

```
EXAMPLE 1 A Sample Configuration File Containing a Template that Displays People
               Entries
                         (Continued)
                   #
                   # default location when adding new entries (DN; "" means no default)
                   "o=XYZ, c=US"
                   #
                   # rules used to define default values for new entries
                   END
                   #
                   # list of items for display
                   item jpegbtn "View Photo"
                                                     jpegPhoto
                                                                  "Next Photo"
                                 "Play Sound"
                   item audiobtn
                                                     audio
                   item cis
                            "Also Known As"
                                                    cn
                              "Title"
                   item cis
                                                title
                              "Work Address"
                   item mls
                                                 postalAddress
                                               telephoneNumber
                   item cis
                              "Work Phone"
                              "Fax Number"
                                               facsimileTelephoneNumber
                   item cis
                   item mls
                              "Home Address"
                                                  homePostalAddress
                                                homePhone
                   item cis
                              "Home Phone"
                              "User ID"
                                             uid
                   item cis
                   item mail "E-Mail Address"
                                                  mail
                   item cis "Description"
                                                description
                               "See Also"
                                                  seeAlso
                   item dn
                   END
ATTRIBUTES
               See attributes(5) for a description of the following attributes:
                            ATTRIBUTE TYPE
                                                                   ATTRIBUTE VALUE
                Availability
                                                       SUNWIIdap
                Stability Level
                                                       Evolving
  SEE ALSO
               ldap_disptmpl(3LDAP), ldap_entry2text(3LDAP), attributes(5)
```

llc2(4)			
NAME	llc2 – LLC2 Configuration file		
SYNOPSIS	/etc/llc2/default/llc2.*		
DESCRIPTION	The <i>llc2</i> files contain information needed by LLC2 to establish the appropriate links to the underlying MAC layer drivers as well as the parameters necessary to configure the LLC (Logical Link Control) Class II Station Component structures for that link.		
	The comments are made up of one or more lines starting with the "#" character in column 1.		
	The main section consists of keyword/value pairs of the form <i>keyword=value</i> , used to initialize the particular adapter.		
	A sample of the <i>llc2</i> is presented below:		
MAC specific Parameters	<pre>devicename=/dev/dnet deviceinstance=1 llc2_on=1  # LLC2: On/Off on this device deviceloopback=1 timeinterval=0  # LLC2: Timer Multiplier acktimer=2  # LLC2: Ack Timer rsptimer=2  # LLC2: Response Timer polltimer=4  # LLC2: Poll Timer rejecttimer=6  # LLC2: Reject Timer rembusytimer=8  # LLC2: Remote Busy Timer inacttimer=30  # LLC2: Inactivity Timer maxretry=6  # LLC2: Maximum Retry Value xmitwindowsz=14  # LLC2: Receive Window Size rcvwindowsz=14  # LLC2: Receive Window Size</pre> The <i>llc2.ppa</i> file contains 4 parameters directly related to the underlying MAC-level driver. These are the name of the physical device, the instance of the device, whether LLC2 can be used with this device, and whether the device is capable of looping back data addressed to the node's unique MAC address, broadcast address, or multicast addresses.		
	Setting the llc2_on parameter to 1 means that LLC2 can be used with this device; setting it to 0 means otherwise. Setting the loopback parameter to 1 means that the LLC2 module will loop back data addressed to this node's unique MAC address or to a broadcast/multicast address.		
	The most likely use is for a media that cannot receive its own transmissions (for example, ethernet) or when the MAC-level driver intentionally does not loop back data addressed to the local node under the assumption that the upper layers have already done so.		
Host-Based LLC2 Parameters	The LLC2 contains ten parameters in the configuration file (/etc/llc2/default/llc2. <i>ppa</i> ) that apply to configurations using the Host-Based LLC2 component for connection-oriented operation over an Ethernet, Token Ring, or FDDI media.		
	The ten parameters break down into the following four groups:		

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- Six parameters deal with timer settings for managing the flow of LLC elements of procedure (PDUs) on a data link connection.
- One parameter is the multiplier that is used to determine the period of the interval timer for the station. A value of 1 means that each tick count represents 100 milliseconds; 5 means each tick count is 500 milliseconds. Should the parameter be omitted, the default value is 5, except for Token Ring links which use a default of 1.
- One parameter indicates how many times an operation should be retried on a data link connection.
- Two parameters are for controlling the number of unacknowledged I PDUs to send or receive on a data link connection.

Additional information on these parameters can be found in ISO 8802-2:1989, Section 7.8.

The following table of Logical Link Control Parameters provides the LLC configuration parameter names, default values, and ranges.

Parameter	Description	Default	Range
timeinterval	The timer ticks in 100 ms intervals. This parameter is used to scale the following 5 timer parameters.	5, except TPR - 1	0 - 10
acktimer	The connection acknowledgment timer length in (100 * timeinterval) ms.	2	> 0
rsptimer	The response acknowledgment timer length in (100 * timeinterval) ms.	2	> 0
polltimer	The connection poll timer length in (100 * timeinterval) ms.	4	> 0
rejecttimer	The connection reject timer length in (100 * timeinterval) ms.	6	> 0
rembusytimer	The connection remote busy timer length in (100 * timeinterval) ms.	8	> 0

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	Parameter	Description	Default	Range
	inacttimer	The connection inactivity timer length in (100 * timeinterval) ms.	30	> 0
	maxretry	The maximum number of retries of an action on a connection.	6	0 - 100
	xmitwindowsz	The maximum number of unacknowledged I-format protocol data units that can be transmitted on a connection before awaiting an acknowledgment.	14	0 - 127
	rcvwindowsz	The maximum number of unacknowledged I-format protocol data units that can be received on a connection before an acknowledgment is sent.	14	0 - 127
	Default values are	set when the following conditions are tru	le:	
	<ul> <li>The parameter</li> </ul>	is not set by the user.		
	<i>instance</i> is the s ifconfig(1M configuration f	ests a default /etc/llc2/default/llc2 sequence number, starting with 0, of the ac ). For example, if there are 3 adapters on to iles will be named in order as /etc/llc2 default/llc2.1, and /etc/llc2/defa	dapter as det he machine, 2/default/	ected by the default 11c2.0,
	<ul> <li>The user codes</li> </ul>	a value of 0 for a parameter.		
Timer Parameter Descriptions	acktimer	The acktimer parameter is used to ma sequences:	nage the foll	owing sample
		1. Attempting to establish, reset, or disc	connect a cor	nection.
		SABME start acknowledgment or DISC		
		The acknowledgment timer expires b response.	pefore the rec	eipt of a
		SABME start acknowledgment		
		or DISC	>	
		stop acknowledgment timer		
		<	UA	
		2. Sending an FRMR in response to a re	coived PDU	6 1 1 .

```
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```

```
PDU with invalid N(R)
                                                 or
                                          I PDU with invalid N(S)
                                                 or
                       <----- PDU of invalid length
                                                 or
                                          unexpected UA PDU
                                                 or
                                          response PDU with
                                          invalid P/F setting
                                 start acknowledgment timer
                       FRMR ----->
                   Acknowledgment timer expires before the receipt of a PDU.
                                 start acknowledgment timer
                       FRMR -----
                        stop acknowledgment timer
                                                       SABME, FRMR
                       <----- DISC, or DM
                3. There is also a special case of the acknowledgment timer,
                   referred to in this implementation as the response
                   acknowledgment timer (rsptimer). It is used when sending
                   an I PDU.
                          start response acknowledgement timer
                       Т
                         .....
                   Response acknowledgment timer expires before the receipt of
                   an acknowledgment.
                                start poll timer
                       RR ----->
polltimer
                 The polltimer parameter is used to manage situations where a
                 Supervisory command PDU (RR, RNR, or REJ) is sent with the
                 P/F bit set. This type of PDU is typically sent when:
                   There has been a period of inactivity on a connection in
                 information transfer mode.
                 The remote node must be notified of a local busy condition
                    occurring in information transfer mode.
                 The expiration of the poll timer causes another Supervisory
                 command PDU (which may be of a different type than the first) to
                 be sent with the P/F bit set, provided the retry count has not
                 exceeded the maximum retry value. This timer, then, provides an
                 extended retry mechanism for a connection in information transfer
                 mode.
```

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rejecttimer	The rejecttimer parameter controls the frequency with which a REJ PDU is sent to a remote node from which an I PDU with an unexpected N(S) was received and which has not corrected the situation by sending an I PDU with the expected N(S).
	< I PDU with unexpected N(S) start reject timer REJ>
	Reject timer expires before the receipt of an I PDU with an expected N(S).
	start reject and poll timer REJ
rembusytimer	The rembusytimer parameter is used to determine how long the local node should wait, after the remote node sends an RNR to indicate it is busy, before sending a Supervisory PDU with the P/F bit set to solicit the current state of the remote node. If the remote node indicates that it has cleared its busy condition before the timer expires, the local node stops the remote busy timer.
inacttimer	The inacttimer parameter controls how much time is allowed to elapse on a connection in information transfer mode between the issuing of command PDUs by the local node. If the inactivity timer expires because a command PDU has not been generated in the configured time interval, a Supervisory PDU with the P/F bit set is sent to the remote node to solicit its current state, provided that the connection is in information transfer mode. Each time a command PDU is sent by the local node, the inactivity timer is restarted.
The following rul	es of thumb should apply for the timer parameters:
	r, rsptimer, and polltimer parameters should have small to allow for quick recovery from common transient error conditions on.
relative values	imer and rembusytimer parameters should have intermediate s to allow the local and remote nodes time to recover without possibly unnecessary polling cycles.
	mer parameter should be set to a large relative value to provide a nformation transfer mode.
You may need to are included in th	shift the values for the timer parameters to higher values if bridges he network or a user application requires a substantial amount of time nection establishment requests or handle information flow.

Maximum Retry Parameter Description	The maxretry parameter determines the number of times a recovery operation is performed before notifying the user that an error has occurred on a connection. Typical examples of its use include the following:			
	<ul> <li>When the remote node fails to respond to a SABME sent by the local node to establish or reset the connection, the SABME is resent each time the acknowledgment timer expires, up to maxretry number of times.</li> </ul>			
	<ul> <li>In information transfer mode, if the response acknowledgment timer expires after an I PDU has been sent, an RR with the P/F bit set is sent (and resent each time the poll timer expires) until the remote node responds or maxretry number of RRs have been sent.</li> </ul>			
	In general, the maxretry value should not need to be large. Since the acknowledgment and poll timers are typically used in recovery operations that involve the maxretry parameter, the product of maxretry and either acktimer, rsptimer, or polltimer gives a rough estimate of the length of time allotted for the connection to attempt internal error recovery before notifying the user.			
Window Size Parameter Descriptions	rcvwindowsz	The rcvwindowsz parameter is used to set the receive window size for I PDUs received locally on a connection. This value should agree with the transmit window size set for the connection at the remote node. If the local rcvwindowsz is greater than the remote transmit window size, I PDUs sent by the remote node are not acknowledged quickly. If the local rcvwindowsz is less than the remote transmit window size, there is a greater risk of the local node generating FRMR PDUs, requiring intervention by the user application when transient errors on the connection require the remote node to retransmit an I PDU. REJ PDUs are recovered internally.		
	xmitwindowsz	The xmitwindowsz parameter sets the local transmit window size for a connection. It denotes the number of unacknowledged I PDUs that the local node may have outstanding. The configured value should match the receive window size for the connection at the remote node, based on the same reasoning as for the rcvwindowsz parameter.		
	In many cases, the values assigned to rcvwindowsz and xmitwindowsz for adapters on a server node will depend on the transmit and receive window sizes specified for another LLC implementation on a client node. In cases where this LLC implementation is resident in both nodes, larger values for these parameters are useful in environments where much of the activity on a connection consists of file transfer operations. Smaller values are warranted if analysis of LLC2 connection component statistics reveals that connections are entering local or remote busy state frequently.			
FILES	/etc/llc2/defa	ault/llc2.*		
SEE ALSO	llc2_autoconf	ig(1), llc2_config(1), ifconfig(1M), llc2(7D)		

logadm.conf(4)

gaun.com(4)				
NAME	logadm.conf – configuration file for logadm command			
SYNOPSIS	/etc/logadm.conf			
DESCRIPTION	<b>TON</b> /etc/logadm.conf is the default configuration file for the log management too logadm(1M). Comments are allowed using the pound character (#) and extend the end of line. Each non-comment line has the form:			
	logname options			
	where <i>logname</i> is the name of the entry and <i>options</i> are the default command line options for the logadm command. The name of the entry may be the same as the name of the log file, or a log file name may be given in the options section of the entry. Long lines may be folded using a backslash followed by a newline to continue an entry on the next line. Single or double quotes may be used to protect spaces or alternate-style quotes in strings.			
	The preferred method for changing /etc/logadm.conf is to use the -V, -w, and -r options to the logadm(1M) command, which allow you to lookup an entry, write an entry, or remove an entry from /etc/logadm.conf.			
	A full description of how and when /etc/ are found in logadm(1M).	logadm.conf is used and sample entries		
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:			
	ATTRIBUTE TYPE ATTRIBUTE VALUE			
	Availability	SUNWcsr		
SEE ALSO	logadm(1M), attributes(5)			

## logindevperm(4)

NAME	logindevperm, fbtab – login-based device permissions		
SYNOPSIS	/etc/logindevperm		
DESCRIPTION	The /etc/logindevperm file contains information that is used by login(1) and ttymon(1M) to change the owner, group, and permissions of devices upon logging into or out of a console device. By default, this file contains lines for the keyboard, mouse, audio, and frame buffer devices.		
	The owner of the devices listed in /etc/logindevperm is set to the owner of the console by login(1). The group of the devices is set to the owner's group specified in /etc/passwd. The permissions are set as specified in /etc/logindevperm.		
	Fields are separated by TAB and/or SPACE characters. Blank lines and comments can appear anywhere in the file; comments start with a hashmark, ' # ', and continue to the end of the line.		
	The first field specifies the name of a console device (for example, /dev/console). The second field specifies the permissions to which the devices in the <i>device_list</i> field (third field) will be set. These permissions must be expressed in octal format. For example, O774. A <i>device_list</i> is a colon-separated list of device names. Note that a device name must be a /dev link. A device entry that is a directory name and ends with "/*" specifies all entries in the directory (except "." and ""). For example, "/dev/fbs/*" specifies all frame buffer devices.		
	Once the devices are owned by the user, their permissions and ownership can be changed using chmod(1) and chown(1), as with any other user-owned file.		
	Upon logout the owner and group of these devices will be reset by ttymon(1M) to owner root and root's group as specified in /etc/passwd (typically other). The permissions are set as specified in the /etc/logindevperm file.		
FILES	/etc/passwd File that contains user group information.		
SEE ALSO	<pre>chmod(1), chown(1), login(1), ttymon(1M), passwd(4)</pre>		
NOTES	/etc/logindevperm provides a superset of the functionality provided by /etc/fbtab in SunOS 4.x releases.		

loginlog(4)
-------------

ginlog(4)	
NAME	loginlog – log of failed login attempts
DESCRIPTION	After five unsuccessful login attempts, all the attempts are logged in the file /var/adm/loginlog. This file contains one record for each failed attempt. Each record contains the login name, tty specification, and time.
	This is an ASCII file. Each field within each entry is separated from the next by a colon. Each entry is separated from the next by a new-line.
	By default, loginlog does not exist, so no logging is done. To enable logging, the log file must be created with read and write permission for owner only. Owner must be root and group must be sys.
FILES	/var/adm/loginlog
SEE ALSO	login(1), passwd(1)

		Tutto(4)	
NAME	lutab – list of boot environments		
SYNOPSIS	/etc/lutab		
DESCRIPTION	The file /etc/lutab is a list of the boot environments (BEs) configured on a sy There are two entries for each BE. These entries have the following form:		
	BE_id : BE_name : compl BE_id : root_slice : root_d	, .	
	The fields in the 1	utab entries are described as follows:	
	BE_id	A unique, internally generated id for a BE.	
	BE_name	The user-assigned name of a BE.	
	completion_flag	Indicates whether the BE is complete (C) or incomplete (NC). A complete BE is one that is not involved in any copy or upgrade operation. A BE can be activated or compared only when it is complete.	
	0	Indicates first of two lines.	
	BE_id	As described above.	
	root_slice	Designation of the root slice.	
	root_device	Device on which the root slice is mounted.	
	1	Indicates second of two lines.	
		ust not be edited by hand. Any user modification to this file will rect operation of live upgrade.	
SEE ALSO		vate(1M), lucreate(1M), lucurr(1M), lufslist(1M), .uupgrade(1M), attributes(5), live_upgrade(5)	
WARNINGS		not a public interface. The format and contents of lutab are subject fslist(1M) and lustatus(1M) to obtain information about BEs.	

magic(4)			
NAME	magic – file command's magic number file		
SYNOPSIS	/etc/magic		
DESCRIPTION	The file(1) command identifies the type of a file using, among other tests, a test for whether the file begins with a certain <i>magic number</i> . The /etc/magic file, or a file specified as an option-argument to the -m or -M options of file(1), specifies what magic numbers are to be tested for, what message to print if a particular magic number is found, and additional information to extract from the file.		
	Each line of the file specifies a position-sensitive test to perform. A test compares the data starting at a particular offset in the file with a 1-byte, 2-byte, 4–byte, or 8-byte numeric value or string. If the test succeeds, a message is printed. The line consists of the following fields (separated by tabs): <i>offset type value message</i>		
	offset	A number specifying the offset, in bytes, into the file of the data which is to be tested.	
	type	The type of the data to be tested. The possible values are:	
		byte, d1, dC A one-byte signed value.	
		short, d2, dS A 2-byte signed value.	
		long, d4, dI, dL, d A 4-byte signed value.	
	llong, d8 An 8-byte signed value		
		ubyte, ul, uC A one-byte unsigned value.	
		ushort, u2, uS A 2–byte unsigned value.	
	ulong, u4, uI, uL, u A 4–byte unsigned value.		
	ullong, u8 An 8-byte unsigned value.		
	string, s A string of bytes.		
		All type specifiers, except for string and s, may be followed by a mask specifier of the form & <i>number</i> . If a mask specifier is given, the value is AND'ed with the <i>number</i> before any comparisons are done. The <i>number</i> is specified in C form. For instance, 13 is decimal, 013 is octal, and 0x13 is hexadecimal.	

value	The value to be compared with the value from the file. If the type is numeric, this value is specified in C form. If it is a string, it is specified as a C string with the usual escapes permitted (for instance, \n for NEWLINE).
	<i>Numeric values</i> may be preceded by a character indicating the operation to be performed, as follows:
	= The value from the file must equal the specified value.
	< The value from the file must be less than the specified value.
	> The value from the file must be greater than the specified value.
	<ul><li>&amp; All the bits in the specified value must be set in the value from the file.</li></ul>
	At least one of the bits in the specified value must not be set in the value from the file.
	x Any value will match.
	If the character is omitted, it is assumed to be "=".
	For comparison of numeric values, the sign and size of both the value in the file and the value from the <i>value</i> field of the magic entry will match that of the corresponding <i>type</i> field. If there is a non-zero mask (&) in the <i>type</i> field, the comparison will be unsigned.
	For string values, the byte string from the file must match the specified byte string. The byte string from the file which is matched is the same length as the specified byte string. If the value is a string, it can contain the following sequences:
	$\$ The backslash-escape sequences $\a,\b,\f,\n,\r,\t,\v$ .
	\octal Octal sequences that can be used to represent characters with specific coded values. An octal sequence consists of a backslash followed by the longest sequence of one, two, or three octal-digit characters (01234567).
message	The message to be printed if the comparison succeeds. If the string contains a printf(3C) format specification, the value from the file (with any specified masking performed) is printed using the message as the format string.

#### magic(4)

Some file formats contain additional information which is to be printed along with the file type. A line which begins with the character ">" indicates additional tests and messages to be printed. If the test on the line preceding the first line with a ">" succeeds, the tests specified in all the subsequent lines beginning with ">" are performed, and the messages are printed if the tests succeed. The next line which does not begin with a ">" terminates this.

FILES /etc/magic

0

- **SEE ALSO** | file(1), file(1B), printf(3C)
  - **NOTES** In Solaris 9 and prior releases, the file utility may have performed unsigned comparisons for types byte, short, and long. Old user-defined magic files, which were specified with the -m option, will need modification of byte, short, and long entries to their corresponding unsigned types (ubyte, ushort, or ulong) for those entries for which all of the following are true:
    - The entry uses the "<" or the ">" operator.
    - The type field does not contain a non-zero mask.
    - The intention of the entry is to test unsigned values.

For example, if the following entry is expected to match any non-zero, one-byte value from the file, including values for which the sign bit is on:

#offset type value message
0 byte >0 this matches any non-zero value

then that entry should be changed to:

ubyte >0 this matches any non-zero value

In Solaris 7 through Solaris 9, when applying tests for magic file entries whose type field is the numeric type "short" or "long", the file utility in the x86 environment would switch the byte order of the numeric values read. Starting in Solaris 10, the byte order will not be switched on x86. A test for a numeric value whose byte order is identical in both little- and big-endian architectures may require two magic file entries, to ensure that the test correctly identifies files in both environments. For example, a magic file entry that will match on a big-endian system may look like this:

0 long 0xf00000ff extended accounting file

Its corresponding magic file entry that will match the same value on a little-endian system would look like this:

0 long 0xff0000f0 extended accounting file

**BUGS** There should be more than one level of subtests, with the level indicated by the number of '>' at the beginning of the line.

	madb.ci(4)
NAME	mddb.cf – metadevice state database replica locations
SYNOPSIS	/etc/lvm/mddb.cf
DESCRIPTION	The /etc/lvm/mddb.cf file is created when the metadb(1M) command is invoked. You should never directly edit this file.
	The file /etc/lvm/mddb.cf is used by the metainit(1M) command to find the locations of the metadevice state databases replicas. The metadb command creates the file and updates it each time it is run. Similar information is entered in the /kernel/drv/md.conf file.
	Each metadevice state database replica has a unique entry in the /etc/lvm/mddb.cf file. Each entry contains the <i>driver</i> and <i>minor</i> unit numbers associated with the block physical device where a replica is stored. Each entry also contains the block number of the master block, which contains a list of all other blocks in the replica.
	Entries in the /etc/lvm/mddb.cf file are of the form: <i>driver_name minor_t daddr_t checksum</i> where <i>driver_name</i> and <i>minor_t</i> represent the device number of the physical device storing this replica. <i>daddr_t</i> is the disk block address. <i>checksum</i> is used to make certain the entry has not been corrupted. A pound sign (#) introduces a comment.
EXAMPLES	EXAMPLE 1 Sample File
	The following example shows a mddb.cf file.
	#metadevice database location file do not hand edit #driver minor_t daddr_t device id checksum sd 152 16 id1,sd@SSEAGATE_JDD288110MC9LH/a -2613
	In the example above, the value for daddr_t indicates that the offset from the start of a given partition is 16 disk blocks from the start of that partition.
FILES	/etc/lvm/mddb.cf
	/kernel/drv/md.conf
SEE ALSO	$\label{eq:mdmonitord} \begin{array}{l} \texttt{mdmonitord(1M), \texttt{metaclear(1M), metadb(1M), metadetach(1M), metahs(1M), metainit(1M), \texttt{metaoffline(1M), metaonline(1M), metaparam(1M), metarecover(1M), \texttt{metarename(1M), metareplace(1M), metaroot(1M), metassist(1M), \texttt{metassist(1M), metassist(1M), metassist(1M), metassist(1M), metassist(1M), \texttt{metassist(1M), metassist(1M), metassist(1M), metassist(1M), \texttt{md.cf(4), md.tab(4), attributes(5), md(7D)}} \end{array}$
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mddb.cf(4)

## md.tab(4)

NAME	md.tab, md.cf – Solaris Volume Manager utility files
SYNOPSIS	/etc/lvm/md.tab /etc/lvm/md.cf
DESCRIPTION	The file /etc/lvm/md.tab can be used by metainit(1M) and metadb(1M) to configure metadevices, hot spare pools, and metadevice state database replicas in a batch-like mode. Solaris Volume Manager does not store configuration information in the /etc/lvm/md.tab file. You can use:
	<pre>metastat -p &gt; /etc/lvm/md.tab to create this file. Edit it by hand using the instructions in the md.tab.4 file. Similarly, if no hot spares are in use, the cp md.cf md.tab command generates an acceptable version of the md.tab file, with the editing caveats previously mentioned.</pre>
	When using the md.tab file, each metadevice, hot spare pool, or state database replica in the file must have a unique entry. Entries can include the following: simple metadevices (stripes, concatenations, and concatenations of stripes); mirrors, soft partitions, and RAID5 metadevices; hot spare pools; and state database replicas. Because md.tab contains only entries that you enter in it, do not rely on the file for the current configuration of metadevices, hot spare pools, and replicas on the system at any given time.
	Tabs, spaces, comments (by using a pound sign, #), and continuation of lines (by using a backslash-newline), are allowed.
	Typically, you set up metadevices according to information specified on the command line by using the metainit command. Likewise, you set up state database replicas with the metadb command.
	An alternative to the command line is to use the md.tab file. Metadevices and state database replicas can be specified in the md.tab file in any order, and then activated in a batch-like mode with the metainit and metadb commands.
	If you edit the md.tab file, you specify one complete configuration entry per line. Metadevices are defined using the same syntax as required by the metainit command. You then run the metainit command with either the -a option, to activate all metadevices in the md.tab file, or with the metadevice name corresponding to a specific configuration entry.
	<pre>metainit does not maintain the state of the volumes that would have been created when metainit is run with both the -a and -n flags. If a device d0 is created in the first line of the md.tab file, and a later line in md.tab assumes the existence of d0, the later line will fail when metainit -an runs (even if it would succeed with metainit -a).</pre>

State database replicas are defined in the /etc/lvm/md.tab file as follows: mddb *number options* [*slice...*] Where mddb *number* is the characters mddb followed by a number of two or more digits that identifies the state database replica. *slice* is a physical slice. For example: mddb05 /dev/dsk/c0tld0s2. The file /etc/lvm/md.cf is a backup of the configuration used for disaster recovery. Whenever the Volume Manager configuration is changed, this file is automatically updated (except when hot sparing occurs). You should not directly edit this file.

#### EXAMPLES | EXAMPLE 1 Concatenation

All drives in the following examples have the same size of 525 Mbytes.

This example shows a metadevice, /dev/md/dsk/d7, consisting of a concatenation of four disks.

# (concatenation of four disks)
#
d7 4 1 c0t1d0s0 1 c0t2d0s0 1 c0t3d0s0 1 c0t4d0s0

The number 4 indicates there are four individual stripes in the concatenation. Each stripe is made of one slice, hence the number 1 appears in front of each slice. Note that the first disk sector in all of the above devices contains a disk label. To preserve the labels on devices /dev/dsk/c0t2d0s0, /dev/dsk/c0t3d0s0, and /dev/dsk/c0t4d0s0, the metadisk driver must skip at least the first sector of those disks when mapping accesses across the concatenation boundaries. Since skipping only the first sector would create an irregular disk geometry, the entire first cylinder of these disks will be skipped. This allows higher level file system software to optimize block allocations correctly.

#### **EXAMPLE 2** Stripe

This example shows a metadevice, /dev/md/dsk/d15, consisting of two slices.

#
# (stripe consisting of two disks)
#
d15 1 2 c0t1d0s2 c0t2d0s2 -i 32k

The number 1 indicates that one stripe is being created. Because the stripe is made of two slices, the number 2 follows next. The optional -i followed by 32k specifies the interlace size will be 32 Kbytes. If the interlace size were not specified, the stripe would use the default value of 16 Kbytes.

#### **EXAMPLE 3** Concatenation of Stripes

This example shows a metadevice, /dev/md/dsk/d75, consisting of a concatenation of two stripes of three disks.

#### md.tab(4)

On the first line, the -i followed by 16k specifies that the stripe's interlace size is 16 Kbytes. The second set specifies the stripe interlace size will be 32 Kbytes. If the second set did not specify 32 Kbytes, the set would use default interlace value of 16 Kbytes. The blocks of each set of three disks are interlaced across three disks.

#### **EXAMPLE 4** Mirroring

This example shows a three-way mirror, /dev/md/dsk/d50, consisting of three submirrors. This mirror does not contain any existing data.

```
#
#
(mirror)
#
d50 -m d51
d51 1 1 c0t1d0s2
d52 1 1 c0t2d0s2
d53 1 1 c0t3d0s2
```

In this example, a one-way mirror is first defined using the -m option. The one-way mirror consists of submirror d51. The other two submirrors, d52 and d53, are attached later using the metattach command. The default read and write options in this example are a round-robin read algorithm and parallel writes to all submirrors. The order in which mirrors appear in the /etc/lvm/md.tab file is unimportant.

#### EXAMPLE 5 RAID5

This example shows a RAID5 metadevice, d80, consisting of three slices:

```
#
# (RAID devices)
#
d80 -r c0t1d0s1 c1t0d0s1 c2t0d0s1 -i 20k
```

In this example, a RAID5 metadevice is defined using the -r option with an interlace size of 20 Kbytes. The data and parity segments will be striped across the slices, c0tld0s1, clt0d0s1, and c2t0d0s1.

**EXAMPLE 6** Soft Partition

This example shows a soft partition, d85, that reformats an entire 9 GB disk. Slice 0 occupies all of the disk except for the few Mbytes taken by slice 7, which is space reserved for a state database replica. Slice 7 will be a minimum of 4Mbytes, but could be larger, depending on the disk geometry. d85 sits on c3t4d0s0.

Drives are repartitioned when they are added to a diskset only if Slice 7 is not set up correctly. A small portion of each drive is reserved in Slice 7 for use by Volume Manager. The remainder of the space on each drive is placed into Slice 0. Any existing data on the disks is lost after repartitioning. After adding a drive to a diskset, you can repartition the drive as necessary. However, Slice 7 should not be moved, removed, or overlapped with any other partition.

Manually specifying the offsets and extents of soft partitions is not recommended. This example is included for to provide a better understanding of the file if it is automatically generated and for completeness.

```
# (Soft Partitions)
d85 -p -e c3t4d0 9g
```

In this example, creating the soft partition and required space for the state database replica occupies all 9 GB of disk c3t4d0.

#### **EXAMPLE 7** Soft Partition

This example shows the command used to re-create a soft partition with two extents, the first one starting at offset 20483 and extending for 20480 blocks and the second extent starting at 135398 and extending for 20480 blocks:

```
" (Soft Partitions)
#
dl -p c0t3d0s0 -o 20483 -b 20480 -o 135398 -b 20480
```

#### **EXAMPLE 8** Hot Spare

#

This example shows a three-way mirror, /dev/md/dsk/d10, consisting of three submirrors and three hot spare pools.

```
#
# (mirror and hot spare)
#
d10 -m d20
d20 1 1 c1t0d0s2 -h hsp001
d30 1 1 c2t0d0s2 -h hsp002
d40 1 1 c3t0d0s2 -h hsp003
hsp001 c2t2d0s2 c3t2d0s2 c1t2d0s2
hsp002 c3t2d0s2 c1t2d0s2 c2t2d0s2
hsp003 c1t2d0s2 c2t2d0s2 c3t2d0s2
```

#### **EXAMPLE 8** Hot Spare (Continued)

In this example, a one-way mirror is first defined using the -m option. The submirrors are attached later using the metattach(1M) command. The hot spare pools to be used are tied to the submirrors with the -h option. In this example, there are three disks used as hot spares, defined in three separate hot spare pools. The hot spare pools are given the names hsp001, hsp002, and hsp003. Setting up three hot spare pools rather than assigning just one hot spare with each component helps to maximize the use of hardware. This configuration enables the user to specify that the most desirable hot spare be selected first, and improves availability by having more hot spares available. At the end of the entry, the hot spares to be used are defined. Note that, when using the md.tab file, to associate hot spares with metadevices, the hot spare spool does not have to exist prior to the association. Volume Manager takes care of the order in which metadevices and hot spares are created when using the md.tab file.

**EXAMPLE 9** State Database Replicas

This example shows how to set up an initial state database and three replicas on a server that has three disks.

# (state database and replicas)
#
mddb01 -c 3 c0t1d0s0 c0t2d0s0 c0t3d0s0

In this example, three state database replicas are stored on each of the three slices. Once the above entry is made in the /etc/lvm/md.tab file, the metadb command must be run with both the -a and -f options. For example, typing the following command creates one state database replicas on three slices:

#	metadb	-a	- f	mddb01
- 11	mecaab	u	-	III.CLCD 0 I

- FILES /etc/lvm/md.tab
  /etc/lvm/md.cf
- SEE ALSO mdmonitord(1M), metaclear(1M), metadb(1M), metadetach(1M), metahs(1M), metainit(1M), metaoffline(1M), metaonline(1M), metaparam(1M), metarecover(1M), metarename(1M), metareplace(1M), metaroot(1M), metassist(1M), metaset(1M), metastat(1M), metasync(1M), metattach(1M), md.cf(4), mddb.cf(4), attributes(5), md(7D)

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**LIMITATIONS** Recursive mirroring is not allowed; that is, a mirror cannot appear in the definition of another mirror.

Recursive logging is not allowed.

Stripes and RAID5 metadevices must contains slices or soft partitions only.

Mirroring of RAID5 metadevices is not allowed.

Soft partitions can be built directly on slices or can be the top level (accessible by applications directly), but cannot be in the middle, with other metadevices above and below them.

**NOTES** Trans metadevices have been replaced by UFS logging. Existing trans devices are *not* logging--they pass data directly through to the underlying device. See mount\_ufs(1M) for more information about UFS logging.

mech(4)

( )			
NAME	mech, qop – mechanism and QOP files		
SYNOPSIS	/etc/gss/mech /etc/gss/qop		
DESCRIPTION	The /etc/gss/mech and /etc/gss/qop files contain tables showing installed security mechanisms and the Quality of Protection (QOP) associated with them, respectively. As security mechanisms are installed on the system, entries are added to these two files. Contents of these files may be accessed either manually or programmatically. For example, manually with cat(1) or more(1), or programmatically with either rpc_gss_get_mechanisms(3NSL) or rpc_gss_get_mech_info(3NSL).		
	The /etc/gss/mech file contains five fields:		
	<i>mechanism name</i> ASCII string representing the mechanism.		
	<i>object identifier</i> RPC OID for this mechanism.		
	<i>shared library</i> Shared library which implements the services provided by this mechanism.		
	<i>kernel module</i> Kernel module which implements the services provided by this mechanism.		
	<i>y options</i> (optional field) bional parameters that are interpreted by the individual mechanism with which ey are associated. Specific supported options are described in the documentation r the individual mechanism, if any. Not all mechanisms have support for optional rameters. <i>library options</i> must be enclosed in brackets ([]) so they may be fferentiated from the optional kernel module entries.		
	he /etc/gss/qop file contains three fields:		
	<i>QOP string</i> Name, in ASCII, of this Quality of Protection.		
	<i>QOP value</i> Numeric value by which RPC identifies this QOP.		
	<i>mechanism name</i> ASCII string representing the mechanism with which this QOP is associated.		
EXAMPLES	EXAMPLE 1 A Typical Entry in /etc/gss/mech		
	This is a typical entry in a /etc/gss/mech file:		
	kerberosv5 1.2.840.113554.1.2.2 mech_krb5.so kmech_krb5		
	EXAMPLE 2 A Typical Entry in /etc/gss/qop		
	This is a typical entry in a /etc/gss/qop file:		
GSS_KRB5_CONF_C_QOP_DES 0 kerberosv5			

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mech(4)

SEE ALSO rpc(3NSL), rpc\_gss\_get\_mechanisms(3NSL), rpc\_gss\_get\_mech\_info(3NSL), rpcsec\_gss(3NSL)

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meddb(4)

NAME	meddb – mediator data file
SYNOPSIS	/etc/lvm/meddb
DESCRIPTION	The file /etc/lvm/meddb is a data file used by rpc.metamedd(1M) to store the mediator data used in 2-string HA configurations.
FILES	/etc/lvm/meddb
SEE ALSO	rpc.metamedd(1M)
	Sun Cluster 3.0 Collection
	Solaris Volume Manager Administration Guide

#### NAME | mipagent.conf – configuration file for Mobile IP mobility agent

SYNOPSIS

DESCRIPTION

/etc/inet/mipagent.conf is the configuration file used to initialize the Mobile IP
mobility agent described in mipagent(1M). Three sample configuration files are
located in the /etc/inet directory:

/etc/inet/mipagent.conf-sample
/etc/inet/mipagent.conf.ha-sample
/etc/inet/mipagent.conf.fa-sample

Blank lines are ignored. Lines beginning with the hash character (#) are treated as comments. Sections are denoted by identifiers in brackets. Each section can contain multiple attribute-value pairs. The syntax of an attribute-value pair is an identifier, followed by an equal sign (=), followed by a value.

The following sections and the following attribute-value pairs must be present in /etc/inet/mipagent.conf:

[ General ]

/etc/inet/mipagent.conf

This section contains the Version attribute.

Version

Version is required. For the current release of Mobile IP in Solaris, Version must be 1. Consequently, the default value is 1.

#### [ Advertisements interface ]

This section identifies the interfaces that serve as Mobile IP mobility agents. *interface* is the interface name of the advertising interface. Advertising interface name must be specified in the mipagent.conf file, if the interface is already configured. *interface* attribute has two components, device name and device number, that is, *interface*=eri0 indicates device name is eri and the device number is 0. The device number part of *interface* attribute can also have a special symbol \* , which indicates support of advertisments on interfaces that are configured after the mipagent has started. For example, if eri0 and eri1 are defined specifically on the mipagent.conf file, then the advertisement should be done based on that configuration. If eri\* is present in an Advertisements section, then \* represents dynamic interfaces. \* represents those interfaces that are not already configured in the mipagent .conf file and are newly created on the system while mipagent is running. One or more of the following attribute-value pairs might be found in this section:

#### AdvLifeTime

Lifetime, in seconds, advertised in the ICMP router discovery portion of an agent advertisement. See *RFC* 1256. The default value is 300.

#### RegLifeTime

Lifetime, in seconds, advertised in the mobility extension of an agent advertisement. The default value is 300.

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The frequency at which agent advertisements are sent and when different entries are aged. This interval must be less than one-third of AdvLifeTime. The recommended value for AdvFrequency is 1 when AdvLimitSolicited is set to yes. The default value is 4.

#### AdvInitCount

The initial number of unsolicited advertisements which are sent when an interface first starts advertising. If this value is set to zero, no unsolicited advertisements are sent out on the *interface*. The default value is 1.

#### AdvLimitUnsolicited

Determines whether the interface performs limited or unlimited unsolicited agent advertisements. The agent always responds to the agent solicitations in both cases.

- yes If the value is set to yes, then the interface performs AdvInitCount number of advertisements when it comes up and then it stops sending unsolicited advertisements.
- no When the value is set to no, the interface performs periodic and unlimited number of unsolicited advertisements. The default value for AdvLimitUnsolicited is no. When AdvLimitUnsolicited is set to the default value, advInitCount is also set to its default value.

#### HomeAgent

Indicates if this agent can act as a home agent. The default value is yes.

#### ForeignAgent

Indicates if this agent can act as a foreign agent. The default value is yes.

#### registrationRequired

Indicates whether or not registration with a foreign agent is required. If set to yes, then registration is required, even when using a co-located care-of-address. The default value for this label is no, thus the advertisement flag does not set the "R" bit by default.

#### PrefixFlags

Enables the prefix length extension. The default value is yes.

#### NAIExt

Enables the Network Access Identifier (NAI) extension. The default value is yes.

#### ReverseTunnel

Indicates if this interface supports reverse tunneling as specified in *RFC* 3024. ReverseTunnel can contain one of the following values:

no or neither	Indicates this interface does not support reverse tunneling.
HO OF HOLDHOL	maleutes this interface abes not support ieverse turntering.

FA Indicates only the foreign agent supports reverse tunneling.

HA Indicates only the home agent supports reverse tunneling.

	mipagent.conf(4)				
yes or both	Indicates that both foreign and home agents support reverse tunneling as specified in <i>RFC 3024</i> .				
The default va	The default value for ReverseTunnel is no.				
	quired s interface will require reverse tunneling as specified in <i>RFC 3024</i> . elRequired can contain one of the following values:				
no or neithe	Indicates this interface will not require reverse tunneling.				
FA	Indicates only the foreign agent will require a reverse tunnel.				
HA	Indicates only the home agent will require a reverse tunnel.				
yes or both	Indicates that both foreign and home agents will require a reverse tunnel.				
The default value	for ReverseTunnelRequired is no.				
mobile nodes. M	meters ] es the global security parameters that will be used to authenticate J-HA authentication is always enabled. This section may contain f the following attribute-value pairs:				
Challenge	Enables the foreign agent challenge extension. The default value is no.				
HA-FAAuth	Enables home agent - foreign agent authentication. The default value is yes.				
MN-FAAuth	Enables mobile node - foreign agent authentication. The default value is no.				
MaxClockSkew	The maximum allowable difference in clocks, in seconds, that will be tolerated. This is used for replay protection. The default value is 300.				
KeyDistribution	This attribute defines where keys are found. The default for this Version of Solaris Mobile IP software is files.				
[SPI number] These sections define multiple Security Parameter Indices (SPIs). One section is required for each security context. These SPI values are used in the Address section to define the security used for a particular mobile node or agent. In this section, both the Key and ReplayMethod attributes must be present.					
Key	The hexadecimal representation of the key used for authentication.				
ReplayMethod	The replay method. Possible values are timestamps or none.				

[ Pool <i>number</i> ] These sections define address pools for dynamically assigned IP addresses. The Start and Length attributes both must be present.		
Start	The beginning range of the IP address from which to allocate an IP address in dotted quad notation.	
Length	The length of the IP address range.	
[Address NAI   IPaddr   node-default ] This section defines the security policy used for each host for which an NAI or IP address is specified in the section header. The keyword node-default is used to create a single entry that can be used by any mobile node that has the correct SPI and associated keying information. This section specifies the SPI, and in the case of mobile nodes, pool numbers for NAI addresses.		
Туре	Indicates whether the address entry specifies a mobile node or a mobility agent.	
SPI	The SPI used for this Address.	
Pool	The Pool used for this NAI address. The Pool keyword may only be present if the $T_{ype}$ operand is set to mobile node.	
The following entr	ies are valid only for Addresss sections where <i>type</i> = <i>agent</i> :	
IPsecRequest	The IPsec policies to add to the global IPsec policy file so as to be enforced for Registration Requests to and from this mobility agent peer. These are the IPsec properties which foreign agent's apply, and which home agents permit.	
IPsecReply	The IPsec policis to add to the global IPsec policy file so as to be enforced for Registration Replies to and from this mobility agent peer. These are the IPsec properties which home agents apply, and which foreign agents permit.	
IPsecTunnel	The IPsec policies to enforce on all tunnel traffic with this mobility agent peer. These are the IPsec properties which home agent's apply, and which foreign agents permit.	
foreign agents for home agent for so all using the same	n be functioning as home agents for some mobile nodes, and as others. To allow for different policy configurations as both a ne mobile nodes, and as a foreign agent for other mobile nodes mobility agent peer, apply and permit policies need to be one entry. This is achieved by using a colon (:) to separte the example:	
IPsecRequest apply	y {properties} : permit {properties}	

This configuration for IPsecRequest could indicate a set of properties that are to be applied when sending registration requests, and a different property to enforce when receiving registration requests in a session with the same mobility agent peer.

#### **EXAMPLES EXAMPLE 1** Configuration for Providing Mobility Services on One Interface

The following example shows the configuration file for a mobility agent that provides mobility services on one interface (eri0). The mobility agent acts both as a home agent as well as a foreign agent on that interface. It includes the prefix length in its advertisements. Its home and foreign agent functions support reverse tunneling, but only the foreign agent requires that a reverse tunnel be configured.

The mobility agent has IPsec relationships with two mobility agent peers, 192.168.10.1 - with which it will be a foreignagent peer, and 192.168.10.2 - with which it will be a home- agent peer.

All registration request packets being sent to 192.168.10.1 will use md5 as the IPsec authentication algorithm, and all registration replies from 192.168.10.1 must be protected using md5 as the IPsec authentication algorithm. Should a tunnel be established with this mobility agent peer, all tunnel traffic must arrive using md5 as an encryption authentication algorithm, and must also be encrypted using triple-DES. If a reverse tunnel is configured, all reverse tunnel traffic will be sent using md5 as the encryption authentication algorithm, and will also be encrypted using triple-DES.

Identically, all registration requeset packets being received from 192.168.10.2 must be protected using md5 as the IPsec authentication algorithm, and all registration replies sent to 192.168.10.2 will use md5 as the IPsec authentication algorithm. Should a tunnel be established with 192.168.10.2, all tunnel traffic sent will be protected using md5 as the encryption authentication algorithm, and will also be encrypted using triple-DES. Should a reverse tunnel be configured as well, tunnel traffic must arrive secured with md5 as the encryption authentication algorithm, and must also have been encrypted using triple-DES as the encryption algorithm.

Any registration or tunnel traffic that does not conform to these policies will be silently dropped by IPsec. Note that ipsec Keys are managed through IPsec. See ipsec(7P).

The mobility agent provides home agent services to three mobile nodes: 192.168.10.17, 192.168.10.18, and the NAI address user@defaultdomain.com.The configuration file also indicates that it provides foreign agent service on any PPP interfaces that are dynamically created after the mipagent starts.

With the first mobile node, the agent uses an SPI of 257 (decimal) and a shared secret key that is six bytes long containing alternate bytes that are 0 and 255 (decimal). For the second mobile node, the SPI is 541 (decimal), the key is 10 bytes, and it contains the decimal values 11 through 20 in those bytes. The first mobile node uses no replay protection, and the second uses timestamps. The third mobile node uses NAI and gets its address from Pool 1.

**EXAMPLE 1** Configuration for Providing Mobility Services on One Interface (Continued) The mobile node will also need to be configured with the same security association that is specified in the home agent's configuration file. # start of file [ General ] Version = 1 [ Advertisements eri0 ] AdvLifeTime = 200 RegLifetime = 200 AdvFrequency = 5AdvInitCount = 1 AdvLimitUnsolicited = no AdvertiseOnBcast = yes HomeAgent = yes ForeignAgent = yes PrefixFlags = yes ReverseTunnel = both ReverseTunnelRequired = FA [ Advertisements hme1 ] ForeignAgent = yes HomeAgent = yes registrationRequired = yes # Advertisements over PPP interfaces that are created # while the mipagent is running. Note we are doing limited # unsolicited advertisements here. [Advertisements sppp\*] homeagent = no foreignagent = yes PrefixFlags = 1 reglifetime = 200 advlifetime = 200 advFrequency = 1advInitCount = 2advLimitUnsolicited = yes reverseTunnel = yes reverseTunnelReq = no [ GlobalSecurityParameters ] HA-FAAuth = noMN-FAAuth = no KeyDistribution = files [ SPI 257 ] Key = 00ff00ff00ff ReplayMethod = none [ SPI 541 ] Key = 0b0c0d0e0f1011121314 ReplayMethod = timestamps

```
EXAMPLE 1 Configuration for Providing Mobility Services on One Interface
                                                                              (Continued)
        [ Pool 1 ]
        Start = 192.168.167.1
        Length = 250
        [ Address 192.168.10.1 ]
            Type = agent
            SPI = 257
            IPsecRequest = apply {auth_algs md5 sa shared}
            IPsecReply = permit {auth_algs md5}
            IPsecTunnel = permit {encr_auth_algs md5 encr_algs 3des}
        [ Address 192.168.10.2 ]
            Type = agent
            SPI = 257
            IPsecRequest = permit {auth_algs md5}
            IPsecReply = apply {auth_algs md5 sa shared}
            IPsecTunnel = apply {encr_auth_algs md5 encr_algs 3des}
         [ Address 192.168.10.17 ]
             Type = node
             SPI = 257
        [ Address 192.168.10.18 ]
             Type = node
             SPI = 541
         [ Address user@defaultdomain.com ]
             Type = node
             SPI = 541
             Pool = 1
        [ Address node-default ]
             Type = node
             SPI = 541
             Pool = 1
        #end of file
FILES
        /etc/inet/mipagent.conf
                                                        Configuration file for Mobile IP
                                                        mobility agent
        /etc/inet/mipagent.conf-sample
                                                        Sample configuration file for
                                                        mobility agents.
        /etc/inet/mipagent.conf.ha-sample
                                                        Sample configuration file for home
                                                        agent functionality.
        /etc/inet/mipagent.conf.fa-sample
                                                        Sample configuration file for
                                                        foreign agent functionality.
```

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**ATTRIBUTES** | See attributes(5) for descriptions of the following attributes:

		ATTRIBUTE VALUE	
	Availability	SUNWmipr	
SEE ALSO	<pre>mipagent(1M), mipagentconfig(1M), a</pre>	ttributes(5),ipsec(7P)	
	Deering, S., Editor. <i>RFC 1256, ICMP Router Discovery Messages</i> . Network Working Group. September 1991.		
	Montenegro, G., editor. <i>RFC 3024, Reverse T</i> Society. January, 2001.	unneling for Mobile IP, revised. The Internet	
	Perkins, C., Editor. RFC 2002, IP Mobility Su 1996.	pport. Network Working Group. October	
NOTES	The base Mobile IP protocol, <i>RFC 2002</i> , doe distribution and treats key distribution as a software utilizes manually configured keys	n orthogonal issue. The Solaris Mobile IP	
	The * symbol for the interface number deteconfigured while mipagent is running. The any preconfigured interfaces in the system. the system need to be specifically mentioner advertisement on those interfaces.	us the symbol * in the <i>interface</i> excludes Interfaces that are already configured in	
	The AdvLimitUnsolicited parameter is unsolicited advertisements on the interface required for some wireless mobile IP usage	Limited unsolicited agent advertisment is	
	Note that IPsec protection requires keying i being used. IPsec manages its own keys, wh managed with some other mechanism such ipsec(7P).	hether they are manually configured, or	

# NAME

mnttab - mounted file system table

#### DESCRIPTION

The file /etc/mnttab is really a file system that provides read-only access to the table of mounted file systems for the current host. /etc/mnttab is read by programs using the routines described in getmntent(3C). Mounting a file system adds an entry to this table. Unmounting removes an entry from this table. Remounting a file system causes the information in the mounted file system table to be updated to reflect any changes caused by the remount. The list is maintained by the kernel in order of mount time. That is, the first mounted file system is first in the list and the most recently mounted file system is last. When mounted on a mount point the file system appears as a regular file containing the current mnttab information.

Each entry is a line of fields separated by TABs in the form:

special mount\_point fstype options time

The following ioctl(2) calls are supported:

where:

special	The name of the resource that has been mounted.
mount_point	The pathname of the directory on which the filesystem is mounted.
fstype	The file system type of the mounted file system.
options	The mount options. See respective mount file system man page in the SEE ALSO section below.
time	The time at which the file system was mounted.

Examples of entries for the *special* field include the pathname of a block-special device, the name of a remote file system in the form of *host:pathname*, or the name of a *swap file*, for example, a file made with mkfile(1M).

#### **IOCTLS**

MNTIOC NMNTS

Returns the count of mounted resources in the current snapshot in the uint32\_t pointed to by *arg*.

MNTIOC GETDEVLIST

Returns an array of uint32\_t's that is twice as long as the length returned by MNTIOC\_NMNTS. Each pair of numbers is the major and minor device number for the file system at the corresponding line in the current /etc/mnttab snapshot. *arg* points to the memory buffer to receive the device number information.

#### MNTIOC SETTAG

Sets a tag word into the options list for a mounted file system. A tag is a notation that will appear in the options string of a mounted file system but it is not recognized or interpreted by the file system code. *arg* points to a filled in mnttagdesc structure, as shown in the following example:

uint\_t mtd\_major; /\* major number for mounted fs \*/ uint\_t mtd\_minor; /\* minor number for mounted fs \*/ char \*mtd mntpt; /\* mount point of file system \*/

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mnttab(4)

	char *mtd_tag; /* tag	g to set/clear */		
	If the tag already exists then it is marked as set but not re-added. Tags can be at most MAX_MNTOPT_TAG long.			
	Use of this ioctl is restricted to processes with the {PRIV_SYS_MOUNT} privilege.			
	MNTIOC_CLRTAG Marks a tag in the options list for a mounted file system as not set. <i>arg</i> points to the same structure as MNTIOC_SETTAG, which identifies the file system and tag to be cleared.			
	Use of this ioctl is restricted	to processes with the $\{PRIV\_SYS\_MOUNT\}$ privilege.		
ERRORS	EFAULT	The arg pointer in an MNTIOC_ioctl call pointed to an inaccessible memory location or a character pointer in a mnttagdesc structure pointed to an inaccessible memory location.		
	EINVAL	The tag specified in a MNTIOC_SETTAG call already exists as a file system option, or the tag specified in a MNTIOC_CLRTAG call does not exist.		
	ENAMETOOLONG	The tag specified in a MNTIOC_SETTAG call is too long or the tag would make the total length of the option string for the mounted file system too long.		
	EPERM	The calling process does not have {PRIV_SYS_MOUNT} privilege and either a MNTIOC_SETTAG or MNTIOC_CLRTAG call was made.		
FILES	/etc/mnttab Usual mount point for mnt	tab file system		
	/usr/include/sys/mntio Header file that contains IC			
SEE ALSO		s(1M),mount_hsfs(1M),mount_nfs(1M), s(1M),mount(1M),ioctl(2),read(2),poll(2),		
WARNINGS		des the previously undocumented dev=xxx option in the d file system. This is provided for legacy applications e dev=information option.		
		ons is strongly discouraged. The device number string ad might not contain correct information in 64-bit		
		number information for mounted file systems should nterface, which functions properly in either 32- or 64-bit		

#### mnttab(4)

**NOTES** The snapshot of the mnttab information is taken any time a read(2) is performed at offset 0 (the beginning) of the mnttab file. The file modification time returned by stat(2) for the mnttab file is the time of the last change to mounted file system information. A poll(2) system call requesting a POLLRDBAND event can be used to block and wait for the system's mounted file system information to be different from the most recent snapshot since the mnttab file was opened.

# mod\_ipp(4)

NAME	mod_ipp – Embedded Internet Print Protocol (IPP) listener for the Apache HTTP server
SYNOPSIS	/usr/apache/libexec/mod_ipp.so
DESCRIPTION	The mod_ipp module implements RFCs 2910 and 2911 to provide an IPP handling service for the Apache HTTP server. When loaded on the Apache server, mod_ipp processes all HTTP requests with MIME types of application/ipp. The mod_ipp module also processes additional configuration directives to enable or disable portions of the protocol support.
Using Configuration Directives	The following is a list of configuration directives that apply to the Apache IPP Listening service:
Directives	• ipp-conformance ( <i>automatic</i>   1.0   1.1)
	<ul> <li>ipp-operation (operation) (enable disable)</li> </ul>
	enabledisable
	The values true, yes, on, enable are considered to be synonymous and will enable support for the named operation. All other values will disable support for the named operation.
Operations	The following is a list of IPP handling service operations:
	print-job This operation is a required IPP operation that allows client systems to submit a print job with a single document embedded in the data stream. This operation is primarily used from the IPP support Microsoft has provided for its Windows (9X/ME/NT/2K/XP).
	<pre>print-uri This is an optional IPP operation that allows client systems to submit a print job with a reference (URL) for a single document. This operation is currently not supported by the mod_ipp Apache Module.</pre>
	validate-job This is a required IPP operation that allows client systems to simulate the submission of a print job to verify that the server is capable of handling the job. This operation is supported by mod_ipp.
	create-job This is an optional IPP operation that allows client systems to submit a print job. The operation is used with the send-document and send-uri operations.
	get-jobs This is a required IPP operation that allows client systems to retrieve a list of print jobs from the print service.
	<pre>get-printer-attributes This is a required IPP operation that allows client systems to retrieve attributes from the print service that describes the named printer object.</pre>

```
pause-printer
```

This an optional IPP operation that allows client systems to stop job processing on the named print queue.

resume-printer

This is an optional IPP operation that allows client systems to resume job processing on the named print queue.

```
purge-jobs
```

This is an optional IPP operation that allows client systems to cancel all print jobs on the named print queue.

```
send-document
```

This is a required IPP operation that allows client systems to add documents to print jobs created with the create-job operation, but not yet submitted.

#### send-uri

This is an optional IPP operation that allows a client system to add a document reference (URI) to a print job created with the create-job operation, but not yet submitted. This operation is currently not supported by the mod\_ipp Apache Module.

#### cancel-job

This is a required IPP operation that allows client systems to cancel print jobs.

#### get-job-attributes

This is a required IPP operation that allows client systems to retrieve attributes that describe a print job from the print service.

#### hold-job

This is an optional IPP operation that allows client systems to hold print jobs.

#### release-job

This is an optional IPP operation that allows client systems to release print jobs.

#### restart-job

This is an optional IPP operation that allows client systems to restart print jobs.

#### all

This is a place holder for enabling or disabling support for all IPP operations implemented by the mod\_ipp Apache module.

#### required

This is a place holder for enabling or disabling support for the required IPP operations implemented by the mod\_ipp Apache module.

#### EXAMPLES EXAMPLE 1 Using a Configuration File to Start a Standalone Apache Server

The following configuration file can be used to start a standalone Apache server to respond to IPP request sent to port 631.

ServerType standalone ServerRoot "/usr/apache" PidFile /var/run/httpd-standalone-ipp.pid mod\_ipp(4)

**EXAMPLE 1** Using a Configuration File to Start a Standalone Apache Server (Continued) ErrorLog /var/lp/logs/ipp-errors Timeout 300 KeepAlive On MaxKeepAliveRequests 100 KeepAliveTimeout 15 MinSpareServers 1 MaxSpareServers 3 StartServers 1 MaxClients 150 MaxRequestsPerChild 0 LoadModule ipp module libexec/mod ipp.so ClearModuleList AddModule mod\_ipp.c AddModule mod\_so.c Port 631 User lp Group lp ServerAdmin lp@localhost DefaultType application/ipp <IFModule mod\_app> <Location /> ipp-operation all on </Location> </IFModule mod\_app> A more restrictive configuration might include the following parameters: <IFModule mod app> <Location />ipp-operation all offn ipp-operation required on </Location> </IFModule mod\_app> **ATTRIBUTES** See attributes(5) or descriptions of the following attributes:

# ATTRIBUTE TYPEATTRIBUTE VALUEAvailabilitySUNWippluInterface StabilityExternal

**SEE ALSO** | man(1), catman(1M), attributes(5)

Herriot, R., Ed., Butler, S., Moore, P., Turner, R., Wenn, J. *RFC 2910, Internet Printing Protocol/1.1: Encoding and Transport*. Network Working Group. September 2000.

Hastings, T., Ed., Herriot, R., deBry, R., Isaacson, S., Powell, P. *RFC 2911, Internet Printing Protocol/1.1: Model and Semantics.* Network Working Group. September 2000.

http://www.apache.org

**NOTES** Configuration file directives are processed in the order listed in the config file. The default behavior is to enable support for all operations implemented in the mod\_ipp Apache module.

Since the Apache IPP listening service implements some capabilities that are more of operator features, it may not be desirable to enable all IPP operations without requiring user authentication on the Apache listening service.

The following is an example of a more reasonable configuration for Apache IPP servers without user authentication enabled:

ipp-operations all disabled
ipp-operations required enabled

The printers and jobs available under this service can be accessed using URIs of the following form:

printer:

job:

```
http://server[:port]/printers/{queue}
ipp://server[:port]/printers/{queue}
http://server[:port]/printers/{queue}/{job-id}
ipp://server[:port]/printers/{queue}/{job-id}
```

631 is the default IPP port and implied when the URI scheme is ipp. However, some client implementations do not recognize the ipp URI scheme and require http://server:631/... instead. For example, Microsoft's IPP client implementation does not recognize the ipp scheme.

In addition to the documentation and man pages included with Solaris, more information is available at http://www.apache.org

The httpd(8) man page and other Apache man pages are provided with the programming modules. To view the Apache manual pages with the man command, add /usr/apache/man to the MANPATH environment variable. See man(1) for more information. Running catman(1M) on the Apache manual pages is not supported.

#### ncad\_addr(4)

ncad_addr – name of the Solaris Network Cache and Accelerator (NCA) socket utility library		
/usr/lib/ncad_addr.so		
ncad_addr.so is the Solaris Network Cache and Accelerator (NCA) socket utility library. Use this library with a web server to avoid support for the PF_NCA family type socket. The web server can take advantage of NCA functionality.		
Interpose the ncad_addr interfaces before the interfaces in libsocket by setting the environment variable LD_PRELOAD to ncad_addr.so so that it is preloaded before libsocket.so.1. The ncad_addr.so interfaces will be interposed only if NCA is enabled. See ncakmod(1).		
EXAMPLE 1 Interposing ncad_addr		
Using Bourne shell syntax as an example, set LD_PRELOAD as shown below to interpose the ncad_addr socket utility libary:		
LD_PRELOAD=/usr/lib/ncad_addr.so /usr/bin/httpd		
/usr/lib/ncad_addr.so ncad_addr socket utility library shared object		
See attributes(5) for descriptions of the following attributes:		
ATTRIBUTE TYPE ATTRIBUTE VALUE		
Availability	SUNWncar (32–bit)	
	SUNWncarx (64-bit)	
	<pre>library /usr/lib/ncad_addr.so ncad_addr.so is the Solaris Network Cac library. Use this library with a web server to socket. The web server can take advantage Interpose the ncad_addr interfaces before environment variable LD_PRELOAD to ncac libsocket.so.1. The ncad_addr.so in enabled. See ncakmod(1). EXAMPLE 1 Interposing ncad_addr Using Bourne shell syntax as an example, s interpose the ncad_addr socket utility liba LD_PRELOAD=/usr/lib/ncad_addr.so /usr/bin /usr/lib/ncad_addr.so ncad_addr See attributes(5) for descriptions of the ATTRIBUTE TYPE</pre>	

- SEE ALSO nca(1), ncab2clf(1), ncakmod(1), socket(3SOCKET), nca.if(4), ncakmod.conf(4), attributes(5)
  - **NOTES** Only applications that use the NCA feature, for example, web servers, should interpose this library.

Unstable

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Interface Stability

NAME	nca.if - the NCA configuration	n file that specifies physical interfaces	
SYNOPSIS	/etc/nca/nca.if		
DESCRIPTION	Specify the physical interfaces for which the Solaris Network Cache and Accelerator ("NCA") feature will be configured in the nca.if configuration file. List the physical interfaces in the file, one per line. To configure NCA to listen on all physical interfaces present on the system backed by a hostname. {interface_name}, then list only an asterik ("*") in nca.if.		
	When the ncakmod(1) initialization script is invoked during system boot, it will attempt to configure each physical interface specified in the nca.if file by using ncaconfd(1M). Note that there must be an accompanying hostname.{interface_name} file and an entry in /etc/hosts for the contents of hostname.{interface_name}.		
	You must reboot in order to in	nplement changes to the nca.if file.	
EXAMPLES			
x86	<b>EXAMPLE 1</b> nca.if on x86		
	The following is an example of	of an nca.if file that would be used on an x86 system:	
	iprbl iprb6 iprb8		
SPARC	EXAMPLE 2 nca.if on SPARC		
	The following is an example of system:	of an nca.if file that would be used on a SPARC	
	hme2 hme3 hme4		
All Platforms	<b>EXAMPLE 3</b> Configuring NCA to	Listen on All Physical Interfaces	
		the contents of an nca.if file that would be used to sten on all physical interfaces present on the system:	
	*		
FILES	/etc/nca/nca.if	Lists the physical interfaces on which NCA will run.	
	$/etc/hostname.{}{0-9}$	Lists all physical interfaces configured on the server.	
	/etc/hosts	Lists all host names associated with the server. Entries in this file must match with entries in /etc/hostname.{}{0-9} for NCA to function.	

nca.if(4)

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#### nca.if(4)

 $\label{eq:attributes} \textbf{ATTRIBUTES} ~|~ \textbf{See attributes}(5) ~ for descriptions of the following attributes:$ 

	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWncar	
	Interface Stability	Evolving	
SEE ALSO	<pre>nca(1), ncab2clf(1), ncakmod(1), ifconfig(1M), ncakmod.conf(4), ncalogd.conf(4), attributes(5)</pre>		
	System Administration Guide: IP Services		

NAME	ncakmod.conf – the ncakmod configuration file		
SYNOPSIS	/etc/nca/ncakmod.conf		
DESCRIPTION	The ncakmod.conf file is used to configure the Solaris Network Cache and Accelerator ("NCA") kernel module. The file contains two fields, key and value.		
	The status key is used to indicate if the user wants to have NCA turned on as a feature. If the value of status key is enabled, then the NCA kernel module will be pushed on to the specified interfaces. If the value of the status key is disabled, then the NCA kernel module will not be pushed on to any interfaces. The default is disabled.		
	The httpd_door_path key specifies the path name of the Solaris Door RPC mechanism that will be used to communicate with the http daemon. The default value is /var/run/nca_httpd_1.door.		
	Use the nca_active key to indicate whether to allow NCA to actively open outgoing TCP connections. The default value for nca_active is disabled. If set to enabled, ncaconfd sets up NCA for each interface and then operates as a daemon, allowing NCA to make outgoing TCP connections. This functionality is possible only by using the doors interface to NCA. A web server that uses the sockets interface with PF_NCA or ncad_addr.so cannot connect by means of nca_active.		
	NCA supports the logging of in-kernel cache hits. See ncalogd.conf(4). NCA stores logs in a binary format. Use the ncab2clf(1) utility to convert the log from a binary format to the Common Log File format.		
	In order to implement changes to the ncakmod.conf file, you will need to reboot.		
EXAMPLES	EXAMPLE 1 A Sample ncakmod.conf File		
	The following is a sample ncakmod.conf file:		
	# # NCA Kernel Module Configuration File #		
	" status=disabled httpd_door_path=/var/run/nca_httpd_1.door nca_active=disabled		
FILES	/etc/nca/ncakmod.conf The NCA kernel module configuration file.		
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:		
	ATTRIBUTE TYPE ATTRIBUTE VALUE		
	Availability     SUNWncar		
	Interface Stability Evolving		
SEE ALSO	$p_{ca}(1) p_{ca}(1) p_{ca}(1) p_{ca}(1) door$	, , , , , , , , , , , , , , , , , , ,	
	E INGLE HEADZELLEE HEAKMOOLLE OOOF		

SEE ALSO nca(1), ncab2clf(1), ncakmod(1), door\_create(3DOOR), nca.if(4), ncad\_addr(4), ncalogd.conf(4), attributes(5)

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ncakmod.conf(4)

System Administration Guide: IP Services

ncalogd.conf(4)
-----------------

NAME       nealogd.conf - NCA logging configuration file         SYNOPSIS       /etc/nca/ncalogd.conf         DESCRIPTION       The nealogd.conf is used to configure Solaris Network Cache and Accelerator ("NCA") logging. The file contains two fields, key and value.         The status key is used to indicate if the user wants to have NCA logging turned on. If the value of status key is disabled, then NCA logging will be turned on. If the value of the status key is disabled, then NCA logging will be timed on. If the value of the status key is disabled, then NCA logging will be timed on. If the value of the status key is disabled, then NCA logging will be timed on. If the value of the status key is disabled, then NCA logging will be timed on. If the value of the status key is disabled, then NCA logging will be timed on. If the value is disabled.         The logd_path_name key specifies the absolute pathname of the log file. The log file must be a raw device without a filesystem or a file on a local file system. The default value is /var/nca/log_log_path_name can also contain a whitespace-delimited list of values for multiple log files, you must enclose the list in quotation marks ("). With multiple log files, you must enclose the list in quotation marks ("). With multiple log files, you must enclose the list in quotation marks ("). With multiple log file sister the status file is full. NCA logging proteets back to the first file in the list. A pointer to the current log file is stored in /var/nca/current.         The logd_file_size key specifies the value of the file size, in bytes, allowed for each log file spicelifed in by the logd_path_name key. The default value is 1000000 bytes.         In order to implement changes to the ncalogd.conf file, you will need to stop and start NCA logging or reboot. <th></th> <th></th> <th>( )</th>			( )	
DESCRIPTION       The noalogd.conf is used to configure Solaris Network Cache and Accelerator ("NCA") logging. The file contains two fields, key and value.         The status key is used to indicate if the user wants to have NCA logging turned on. If the value of status key is enabled, then NCA logging will be turned on. If the value of the status key is disabled, then NCA logging will be turned on. If the value of the status key is disabled, then NCA logging will not be invoked. The default value is disabled.         The logd_path_name key specifies the absolute pathname of the log file. The log file must be a raw device without a filesystem or a file on a local file system. The default value is /var/nca/log.logd_path_name can also contain a whitespace-delimited list of values for multiple log files to a maximum of 16. If you specify multiple log files, you must enclose the list in quotation marks ("). With multiple files, NCA logging moves to the next file on the list once the file size specified by logd_file_size has been reached. When the last file is full, NCA logging rotates back to the first file in the list. A pointer to the current log file is stored in /var/nca/current.         The logd_file_size key specifies the value of the file size, in bytes, allowed for each log file specified in by the logd_path_name key. The default value is 1000000 bytes.         In order to implement changes to the ncalogd.conf file, you will need to stop and start NCA logging or reboot.         NCA stores logs in a binary format. Use the ncab2clf(1) utility to convert the log from a binary format to the Common Log File format.         EXAMPLE 1 A Sample ncalogd.conf file         The following is a sample ncalogd.conf file         The following is a sample ncalogd.conf file	NAME	ncalogd.conf – NCA logging configuration file		
<pre>("NCA") logging. The file contains two fields, key and value. The status key is used to indicate if the user wants to have NCA logging turned on. If the value of status key is enabled, then NCA logging will not be invoked. The default value is disabled. The logd_path_name key specifies the absolute pathname of the log file. The log file must be a raw device without a filesystem or a file on a local file system. The default value is /var/nca/log.logd_path_name can also contain a whitespace-delimited list of values for multiple log files to a maximum of 16. If you specify multiple for files, you must enclose the list in quotation marks ("). With multiple files, NCA logging moves to the next file on the list once the file size specified by logd_file_size has been reached. When the last file is full, NCA logging rotates back to the first file in the list. A pointer to the current log file is stored in /var/nca/current. The logd_path_name key specifies the value of the file size, in bytes, allowed for each log file specified in by the logd_path_name key. The default value is 1000000 bytes. In order to implement changes to the ncalogd.conf file, you will need to stop and start NCA logging or reboot. NCA stores logs in a binary format. Use the ncab2clf(1) utility to convert the log from a binary format to the Common Log File format. EXAMPLES EXAMPLE 1 A Sample ncalogd.conf file The following is a sample ncalogd.conf file that specifies three log files: # * NCA Log Daemon Configuration File # * NCA to that there is no NCA logging daemon. Logging is performed as one of the functions of the NCA software. FILES / etc/nca/ncalogd.conf Lists configuration parameters for</pre>	SYNOPSIS	/etc/nca/ncalogd.conf		
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<pre>must be a raw device without a filesystem or a file on a local file system. The default value is /var/nca/log_log_path_name can also contain a whitespace-delimited list of values for multiple log files to a maximum of 16. If you specify multiple log files, you must enclose the list in quotation marks ("). With multiple files, NCA logging moves to the next file on the list once the file size specified by logd_file_size has been reached. When the last file is full, NCA logging rotates back to the first file in the list. A pointer to the current log file is stored in /var/nca/current. The logd_file_size key specifies the value of the file size, in bytes, allowed for each log file specified in by the logd_path_name key. The default value is 1000000 bytes. In order to implement changes to the ncalogd.conf file, you will need to stop and start NCA logging or reboot. NCA stores logs in a binary format. Use the ncab2clf(1) utility to convert the log from a binary format to the Common Log File format. EXAMPLES EXAMPLES EXAMPLE 1 A Sample ncalogd.conf file that specifies three log files: # # NCA Log Daemon Configuration File # status=enabled logd_path_name="/var/nca/log1 /var/nca/log2 /var/nca/log3" logd_file_size=1000000 Note that there is no NCA logging daemon. Logging is performed as one of the functions of the NCA software. FILES /etc/nca/ncalogd.conf Lists configuration parameters for</pre>		If the value of status key is enabled, then NCA logging will be turned on. If the value of the status key is disabled, then NCA logging will not be invoked. The		
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<pre>The following is a sample ncalogd.conf file that specifies three log files: # # NCA Log Daemon Configuration File # status=enabled logd_path_name="/var/nca/log1 /var/nca/log2 /var/nca/log3" logd_file_size=1000000 Note that there is no NCA logging daemon. Logging is performed as one of the functions of the NCA software. FILES /etc/nca/ncalogd.conf Lists configuration parameters for</pre>				
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	FILES			

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### ncalogd.conf(4)

**ATTRIBUTES** | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWncar
Interface Stability	Evolving

SEE ALSO | nca(1), ncab2clf(1), ncakmod(1), dd(1M), door\_create(3DOOR), nca.if(4), ncakmod.conf(4), attributes(5)

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ncaport.com(4)
ncaport.conf – ncaport configuration file
/etc/nca/ncaport.conf
The ncaport.conf file is used to configure the IP addresses and ports that the Solaris Network Cache and Acceleration (NCA) kernel module services. The file contains two fields, key and value, in the format of ncaport= <i>ipaddress/port</i> . IPv4 addresses must be in the dot notation <i>d.d.d.d</i> . IPv6 addresses must be in one of the three conventional forms (see inet_pton(3SOCKET)). If an asterisk (*) is used for an IP address, it is interpreted as INADDR_ANY, which matches any IP address.
A web server uses the environment variable LD_PRELOAD and the ncaport.conf configuration file to convert an AF_INET socket to an AF_NCA socket. LD_PRELOAD enables the NCA socket utility library to be loaded before libsocket.so.1. See the ncad_addr(4) for details. When a web server issues the bind(3SOCKET) system call, it is intercepted by the interposition library ncad_addr.so. If the bind address is in the ncaport.conf file, the AF_INET socket is converted to a AF_NCA socket.
EXAMPLE 1 Sample ncaport.conf File
The following is a sample ncaport.conf file:
<pre># # NCA Kernel Module Port Configuration File # ncaport=1080:0:0:0:8:800:200C:417A/100 ncaport=192.168.84.71/80 ncaport=*/9000</pre>
<pre>nca(1), bind(3SOCKET), inet_pton(3SOCKET), ncad_addr(4), attributes(5)</pre>
For those web servers that use AF_NCA sockets, the NCA port configuration described here has no effect.
NCA does not currently support IPv6. Any IPv6 addresses in the file ncaport.conf are ignored.

T			
NAME	ndpd.conf – configuration file for IPv6 router autoconfiguration		
SYNOPSIS	/etc/inet/ndpd.conf		
DESCRIPTION	The ndpd.conf file contains configuration information for in.ndpd(1M). On a host, this file does not need to exist or can be empty. The file has one configuration entry per line; note that lines can be extended with a backslash (\) followed by a NEWLINE. There are four forms of configuration entries which are identified by the first field on the line: ifdefault, prefixdefault, if, or prefix. The ifdefault and if entries set interface configuration variables. The former establishes the routing behavior for all interfaces, the latter sets per-interface parameters. Any ifdefault entries must precede any if entries in the file.		
	The prefixdefault and prefix entries control prefix configuration variables. prefixdefault establishes the default behavior for all prefix advertisements on all interfaces. The prefix keyword advertises per-prefix information. Any prefixdefault entries must precede any prefix entries in the file.		
	Each ifdefault entry is composed of a single line of the form:		
	ifdefault [ <i>if-variable-name value</i> ]*		
	Each if entry is composed of a single line of the form:		
	if interface [ if-variable-name value ] *		
	Each prefixdefault entry is composed of a single line of the form:		
	<pre>prefixdefault [ prefix-variable-name value ] *</pre>		
	Each prefix entry is composed of a single line of the form:		
	<pre>prefix prefix_length interface [ prefix-variable-name value ] *</pre>		
	Fields are separated by either SPACE or TAB characters. A '#' (number sign) indicates the beginning of a comment. Characters up to the end of the line are not interpreted by routines that search this file.		
	<i>interface</i> The name of a network interface, for example, eri0.		
	<i>prefix</i> An IPv6 address in standard hexadecimal notation, for example, fec0:0:0:1::0.		
	<i>prefix_length</i> A number between 0 and 128.		
	<i>if-variable-name</i> An interface variable. Below is the list of interface variables applicable to routers only along with their default values and units as discussed in <i>RFC</i> 2461 and <i>RFC</i> 2462. The Tmp* variables apply to hosts and routers. The Tmp* variables configure temporary address functionality as defined in <i>RFC</i> 3041.		
	Variable Name Default Unit		

AdvSendAdvertisem	ents false	Boolean
DupAddrDetectTran	smits 1	Counter
MaxRtrAdvInterval	600	Seconds
MinRtrAdvInterval	200	Seconds
AdvManagedFlag	false	Boolean
AdvOtherConfigFlag	g false	Boolean
AdvLinkMTU	0	Bytes
AdvReachableTime	0	Milliseconds
AdvRetransTimer	0	Milliseconds
AdvCurHopLimit	see below	Counter
AdvDefaultLifetime	e 1800	Seconds

These variables are described as follows:

#### AdvSendAdvertisements

Indicates whether the node should send out advertisements and respond to router solicitations. You need to explicitly configure this value to turn on router advertisement functions.

#### DupAddrDetectTransmits

Defines the number of consecutive Neighbor Solicitation messages that the Neighbor Discovery protocol should send during Duplicate Address Detection of the local node's address.

#### MaxRtrAdvInterval

Specifies the maximum time to wait between sending unsolicited multicast advertisements.

#### MinRtrAdvInterval

Specifies the minimum amount of time to wait between sending unsolicited multicast advertisements.

#### AdvManagedFlag

Indicates the value to be placed in the "Manage address configuration" flag in the Router Advertisement.

#### AdvOtherConfigFlag

Indicates the value to be placed in the "Other stateful configuration" flag in the Router Advertisement.

#### AdvLinkMTU

Specifies an MTU value to be sent by the router. The default of zero indicates that the router does not specify MTU options.

#### AdvReachableTime

Specifies the value in the Reachable Time field in the advertisement messages sent by the router.

#### AdvRetransTimer

Specifies the value in the Retrans Timer field in the advertisement messages sent by the router.

#### AdvCurHopLimit

Specifies the value to be placed in the current hop limit field in the advertisement messages sent by the router. The default is the current diameter of the Internet.

#### AdvDefaultLifetime Specifies the default lifetime of the router advertisements.

specifies the default methic of the fouter duvertisements.

Listed below is the interface variable that applies to both hosts and routers.

Variable Name	Default	Unit
StatelessAddrConf	true	Boolean
TmpAddrsEnabled	false	Boolean
TmpValidLifetime	604800	Seconds
	(1 week)	
TmpPreferredLifetime	86400	Seconds
	(1 day)	
TmpRegenAdvance	5	Seconds
TmpMaxDesyncFactor	600	Seconds

#### StatelessAddrConf

Controls whether the system configures its IPv6 addresses by means of the Stateless Address Autoconfiguration mechanism described in *RFC* 2462. If enabled hosts (the default) autoconfigure addresses based on prefixes advertised by routers, routers will only autoconfigure addresses based on the prefixes they advertise themselves. In other words, even when enabled, routers do not autoconfigure addresses based on prefixes that other routers advertise. If you specify false for this variable, then the address must be configured manually.

#### TmpAddrsEnabled

Indicates whether a temporary address should be created for all interfaces or for a particular interface of a node.

```
TmpValidLifetime
```

Sets the valid lifetime for a temporary address.

#### TmpPreferredLifetime

Sets the preferred lifetime of a temporary address.

#### TmpRegenAdvance

Specifies the lead time in advance of address deprecation for generation of a new temporary address.

#### ${\tt TmpMaxDesyncFactor}$

Sets the upper bound on the DesyncFactor, which is a random value that is used to shorten the preferred lifetime so that clients do not regenerate an address at the same time.

#### The variable

prefix-variable-name

A prefix variable as discussed in *RFC* 2461 and *RFC* 2462. The following lists the each interface variable and its default value and unit:

Variable Name	Default	Unit
AdvValidLifetime	2592000	Seconds
AdvOnLinkFlag	true	Boolean
AdvPreferredLifetime	604800	Seconds
AdvAutonomousFlag	true	Boolean
AdvValidExpiration	not set	Date/Time
AdvPreferredExpiration	not set	Date/TIme

These variables are described as follows:

AdvValidLifetime

Specifies the valid lifetime of the prefix that is being configured.

AdvOnLinkFlag

Specifies the value to be placed in the on-link flag ("L-bit") field in the Prefix Information option.

AdvPreferredLifetime

Specifies the value to be placed in the Preferred Lifetime in the Prefix Information option.

AdvAutonomousFlag

Specifies the value to be placed in the Autonomous Flag field in the Prefix Information option.

AdvValidExpiration

Specifies the valid expiration date of the prefix.

AdvPreferredExpiration

Specifies the preferred expiration date of the prefix.

The AdvValidExpiration and AdvPreferredExpiration variables are used to specify that the lifetime should be decremented in real time as specified in *RFC* 2461. If an Expiration variable is set, it takes precedence over the corresponding AdvValidLifetime or AdvPreferredLifetime variable setting.

value

The value is a function of the unit. Boolean values are true, false, on, off, 1, or 0.

Values in seconds can have characters appended for day (d), hour h), minute (m) and second (s). The default is seconds. For example, 1h means 1 hour. This is equivalent to the value 3600.

Values in milliseconds can have characters appended for day (d),hour (h), minute (m) second (s), and millisecond (ms). The default is milliseconds. For example, 1h is equivalent to the value 3600000.

ndpd.conf(4)		
	Date/time values are strings that use the recommended ISO date format described as "%Y-%m-%d %R", which represents a 4 digit year, a dash character, a numeric month, a dash character, and a numeric day of the month, followed by one or more whitespace characters and finally a 24 hour clock with hours, a colon, and minutes. For example, 1999-01-31 20:00 means 8pm January 31 in 1999. Since the date/time values contain a space, use single or double quotes to declare the value. For example:	
	prefixdefault AdvPreferredExpiration '1999-01-31 20:00'	
EXAMPLES	<b>EXAMPLE 1</b> Sending Router Advertisements for all Interfaces	
	The following example can be used to send router advertisements out to all interfaces:	
	<pre># Send router advertisements out all interfaces ifdefault AdvSendAdvertisements on prefixdefault AdvOnLinkFlag on AdvAutonomousFlag on</pre>	
	<pre># Advertise a (bogus) global prefix and a site # local prefix on three interfaces using the default lifetimes prefix 2:0:0:9255::0/64 eri0 prefix fec0:0:0:9255::0/64 eri0</pre>	
	prefix 2:0:0:9256::0/64 eri1 prefix fec0:0:0:9256::0/64 eri1	
	prefix 2:0:0:9259::0/64 eri2	
ATTRIBUTES	prefix fec0:0:0:9259::0/64 eri2	
AI INIDUTES	See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWcsr
	Interface Stability	Evolving
SEE ALSO	<pre>in.ndpd(1M), routeadm(1M), attributes(5), icmp6(7P), ip6(7P) Narten, T., Nordmark, E., and Simpson, W. RFC 2461, Neighbor Discovery for IP Version 6 (IPv6). The Internet Society. December 1998.</pre>	
	Thomson, S., and Narten, T. RFC 2462, IPv6 Stateless Address Autoconfiguration. The Internet Society. December 1998.	

Narten, T., and Draves, R. *RFC* 3041, *Privacy Extensions for Stateless Address Autoconfiguration in IPv6*. The Internet Society. January 2001.

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# NAME | netconfig – network configuration database

SYNOPSIS /etc/netconfig

DESCRIPTION

The network configuration database, /etc/netconfig, is a system file used to store information about networks that are connected to the system. The netconfig database and the routines that access it (see getnetconfig(3NSL)) are part of the Network Selection component. The Network Selection component also includes getnetpath(3NSL) routines to provide application-specific network search paths. These routines access the netconfig database based on the environment variable NETPATH. See environ(5).

netconfig contains an entry for each network available on the system. Entries are separated by newlines. Fields are separated by whitespace and occur in the order in which they are described below. Whitespace can be embedded as "\blank" or "\tab". Backslashes may be embedded as "\\". Lines in /etc/netconfig that begin with a # (hash) in column 1 are treated as comments.

Each of the valid lines in the netconfig database correspond to an available transport. Each entry is of the form:

network ID semantics flag protocol-family

protocol-name network-device translation-libraries

network ID	<i>ID</i> consists of non- at least 1. No maxin namespace is locall	iquely identify a network. <i>network</i> null characters, and has a length of mum length is specified. This ly significant and the local system e naming authority. All <i>network ID</i> s be unique.
semantics	The <i>semantics</i> field is a string identifying the "semantics" of the network, that is, the set of s supports, by identifying the service interface it provides. The <i>semantics</i> field is mandatory. The following semantics are recognized.	
	tpi_clts	Transport Provider Interface, connectionless
	tpi_cots	Transport Provider Interface, connection oriented
	tpi_cots_ord	Transport Provider Interface, connection oriented, supports orderly release.
flag	"false") attributes of	ds certain two-valued ("true" and of networks. <i>flag</i> is a string abination of characters, each of

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	attribute. If the char "true." If the char "-" indicates that	e value of the corresponding aracter is present, the attribute is acter is absent, the attribute is "false." none of the attributes are present. r is currently recognized: Visible ("default") network. Used when the environment variable NETPATH is unset.
protocol family	for protocol-specifi field contains a str The <i>protocol family</i> those for <i>network I</i> characters, it has a maximum length s field indicates that	and <i>protocol name</i> fields are provided ic applications. The <i>protocol family</i> ing that identifies a protocol family. identifier follows the same rules as <i>Ds</i> ; the string consists of non-null length of at least 1, and there is no specified. A "–" in the <i>protocol family</i> is no protocol family identifier applies perimental). The following are
	loopback	Loopback (local to host).
	inet	Internetwork: UDP, TCP, and the like.
	inet6	Internetwork over IPv6: UDP, TCP, and the like.
	implink	ARPANET imp addresses
	pup	PUP protocols: for example, BSP
	chaos	MIT CHAOS protocols
	ns	XEROX NS protocols
	nbs	NBS protocols
	ecma	European Computer Manufacturers Association
	datakit	DATAKIT protocols
	ccitt	CCITT protocols, X.25, and the like.
	sna	IBM SNA
	decnet	DECNET
	dli	Direct data link interface
	lat	LAT
	hylink	NSC Hyperchannel

		increoning(+
	appletalk	Apple Talk
	nit	Network Interface Tap
	ieee802	IEEE 802.2; also ISO 8802
	osi	Umbrella for all families used by OSI (for example, protosw lookup)
	x25	CCITT X.25 in particular
	osinet	AFI = 47, IDI = 4
	gosip	U.S. Government OSI
protocol name	protocol. The <i>pr</i> rules as those for of non-NULL ch and there is no r indicates that no	te field contains a string that identifies a otocol name identifier follows the same or network IDs; that is, the string consists naracters, it has a length of at least 1, maximum length specified. A "–" one of the names listed apply. The col names are recognized.
	tcp	Transmission Control Protocol
	udp	User Datagram Protocol
	icmp	Internet Control Message Protocol
network device	used to connect	<i>ice</i> is the full pathname of the device to the transport provider. Typically, this a the /dev directory. The <i>network device</i> d.
translation libraries	"directory servi- service) for the r the absence of a meaning for net name-to-addres service switch b services in ns other families, a name-to-addres consists of a con dynamically lin	ress translation libraries support a ce" (a name-to-address mapping network. A "-" in this field indicates ny translation libraries. This has a special works of the protocol family inet : its s mapping is provided by the name ased on the entries for hosts and switch.conf(4). For networks of "-" indicates non-functional s mapping. Otherwise, this field nma-separated list of pathnames to ked libraries. The pathname of the ther absolute or relative. See

netconfig and the identifiers described on this manual page are defined in <netconfig.h>. This structure includes the following members:

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	char *nc_netid	Network ID, including NULL terminator.
	unsigned long nc_semantics	Semantics.
	unsigned long nc_flag	Flags.
	char *nc_protofmly	Protocol family.
	char * <i>nc_proto</i>	Protocol name.
	char *nc_device	Full pathname of the network device.
	unsigned long nc_nlookups	Number of directory lookup libraries.
	char **nc_lookups	Names of the name-to-address translation libraries.
	unsigned long nc_unused[9]	Reserved for future expansion.
	The <i>nc_semantics</i> field takes the following values, or identified above:	corresponding to the semantics
	NC_TPI_CLTS NC_TPI_COTS NC_TPI_COTS_ORD The <i>nc_flag</i> field is a bitfield. The following bit, cor	rresponding to the attribute
	identified above, is currently recognized. NC_NOFI attributes.	
	NC_VISIBLE	
EXAMPLES	EXAMPLE 1 A Sample netconfig File	
	Below is a sample netconfig file:	
	# # The "Network Configuration" File.	
	# # Each entry is of the form:	
	<pre># #</pre>	ransports indicates es for "hosts" and addr libraries that name service switch _getbyaddr, and getservbyport.
	# There are no nametoaddr_libs for the inet fam	

# netconfig(4)

EXAMPLE 1 A	A Sample netco	onfig	File (C	Continue	d)	
#						
udp6	tpi_clts	v	inet6	udp	/dev/udp6	-
tcp6	tpi_cots_ord	v	inet6	tcp	/dev/tcp6	-
udp	tpi_clts	v	inet	udp	/dev/udp	-
tcp	tpi_cots_ord	v	inet	tcp	/dev/tcp	-
rawip	tpi_raw	-	inet	-	/dev/rawip	-
ticlts	tpi_clts	v	loopback	-	/dev/ticlts	straddr.so
ticotsord	tpi_cots_ord	v	loopback	-	/dev/ticotsord	straddr.so
ticots	tpi_cots	v	loopback	-	/dev/ticots	straddr.so

FILES <netconfig.h>

SEE ALSO

dlopen(3C), getnetconfig(3NSL), getnetpath(3NSL), nsswitch.conf(4)

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netgroup(4)	
NAME	netgroup – list of network groups
SYNOPSIS	/etc/netgroup
DESCRIPTION	A netgroup defines a network-wide group of hosts and users. Use a netgroup to restrict access to shared NFS filesystems and to restrict remote login and shell access.
	Network groups are stored in a network information services, such as LDAP, NIS, or NIS+, not in a local file.
	This manual page describes the format for a file that is used to supply input to a program such as ldapaddent(1M) for LDAP, makedbm(1M) for NIS, or nisaddent(1M) for NIS+. These programs build maps or tables used by their corresponding network information services.
	Each line of the file defines the name and membership of a network group. The line should have the format:
	groupname member
	The items on a line can be separated by a combination of one or more spaces or tabs.
	The <i>groupname</i> is the name of the group being defined. This is followed by a list of members of the group. Each <i>member</i> is either another group name, all of whose members are to be included in the group being defined, or a triple of the form:
	(hostname,username,domainname)
	In each triple, any of the three fields <i>hostname</i> , <i>username</i> , and <i>domainname</i> , can be empty. An empty field signifies a wildcard that matches any value in that field. Thus:
	everything ( , ,this.domain)
	defines a group named "everything" for the domain "this.domain" to which every host and user belongs.
	The <i>domainname</i> field refers to the domain in which the triple is valid, not the domain containing the host or user. In fact, applications using netgroup generally do not check the the <i>domainname</i> . Therefore, using
	(,,domain)
	is equivalent to
	(,,)
	You can also use netgroups to control NFS mount access (see <pre>share_nfs(1M)</pre> ) and to control remote login and shell access (see <pre>hosts.equiv(4)</pre> ). You can also use them to control local login access (see <pre>passwd(4)</pre> , <pre>shadow(4)</pre> , and <pre>compatin</pre> nsswitch.conf(4)).

	The Group (1)		
	When used for these purposes, a host is considered a member of a netgroup if the netgroup contains any triple in which the hostname field matches the name of the host requesting access and the domainname field matches the domain of the host controlling access.		
	Similarly, a user is considered a member of a netgroup if the netgroup contains any triple in which the <i>username</i> field matches the name of the user requesting access and the <i>domainname</i> field matches the domain of the host controlling access.		
	Note that when netgroups are used to control NFS mount access, access is granted depending only on whether the requesting host is a member of the netgroup. Remote login and shell access can be controlled both on the basis of host and user membership in separate netgroups.		
FILES	<pre>/etc/netgroup Used by a network information service's utility to construct a map or table that contains netgroup information. For example, ldapaddent(1M) uses /etc/netgroup to construct an LDAP container.</pre>		
	Note that the netgroup information must always be stored in a network information service, such as LDAP, NIS, or NIS+. The local file is only used to construct a map or table for the network information service. It is never consulted directly.		
SEE ALSO	<pre>nis+(1), ldapaddent(1M), makedbm(1M), nisaddent(1M), share_nfs(1M), innetgr(3C), hosts(4), hosts.equiv(4), nsswitch.conf(4), passwd(4), shadow(4)</pre>		
NOTES	netgroup requires a network information service such as LDAP, NIS, or NIS+.		
	Applications may make general membership tests using the innetgr() function. See innetgr(3C).		
	Because the "-" character will not match any specific username or hostname, it is commonly used as a placeholder that will match only wildcarded membership queries. So, for example:		
	<pre>onlyhosts (host1,-,our.domain) (host2,-,our.domain) onlyusers (-,john,our.domain) (-,linda,our.domain)</pre>		
	effectively define netgroups containing only hosts and only users, respectively. Any other string that is guaranteed not to be a legal username or hostname will also suffice for this purpose.		
	Use of placeholders will improve search performance.		
	When a machine with multiple interfaces and multiple names is defined as a member of a netgroup, one must list all of the names. See hosts(4). A manageable way to do this is to define a netgroup containing all of the machine names. For example, for a host "gateway" that has names "gateway-subnet1" and "gateway-subnet2" one may define the netgroup:		
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# netgroup(4)

gateway (gateway-subnet1, ,our.domain) (gateway-subnet2, ,our.domain)

and use this  ${\tt netgroup}$  "gateway" whenever the host is to be included in another  ${\tt netgroup}.$ 

## netid(4)

#### NAME | netid – netname database

SYNOPSIS /etc/netid

## DESCRIPTION

The netid file is a local source of information on mappings between netnames (see secure\_rpc(3NSL)) and user ids or hostnames in the local domain. The netid file can be used in conjunction with, or instead of, the network source: NIS or NIS+. The publickey entry in the nsswitch.conf (see nsswitch.conf(4)) file determines which of these sources will be queried by the system to translate netnames to local user ids or hostnames.

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

netname uid : gid, gid, gid . . .

or

netname 0:hostname

The first entry associates a local user id with a netname. The second entry associates a hostname with a netname.

The netid file field descriptions are as follows:

	1
netname	The operating system independent network name for the user or host. <i>netname</i> has one of two formats. The format used to specify a host is of the form:
	unix.hostname@domain
	where hostname is the name of the host and <i>domain</i> is the network domain name.
	The format used to specify a user id is of the form:
	unix.uid@domain
	where <i>uid</i> is the numerical id of the user and <i>domain</i> is the network domain name.
uid	The numerical id of the user (see $passwd(4)$ ). When specifying a host name, <i>uid</i> is always zero.
group	The numerical id of the group the user belongs to (see $group(4)$ ). Several groups, separated by commas, may be listed for a single <i>uid</i> .
hostname	The local hostname (see hosts(4)).
Blank lines are ign comment.	nored. Any part of a line to the right of a '#' symbol is treated as a

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EXAMPLES	<b>EXAMPLE 1</b> A sample netid file.		
	Here is a sample netid file:		
		:30,65 123:20,1521 area.EDU 0:candlestick	
FILES	/etc/group	groups file	
	/etc/hosts	hosts database	
	/etc/netid	netname database	
	/etc/passwd	password file	
	/etc/publickey	public key database	
SEE ALSO	<pre>netname2user(3NSL), secu nsswitch.conf(4), passwdd</pre>	re_rpc(3NSL),group(4),hosts(4), (4),publickey(4)	

#### netmasks(4)

# NAME netmasks – network mask database SYNOPSIS /etc/inet/netmasks

/etc/netmasks

#### DESCRIPTION

The netmasks file contains network masks used to implement IP subnetting. It supports both standard subnetting as specified in *RFC-950* and variable length subnetting as specified in *RFC-1519*. When using standard subnetting there should be a single line for each network that is subnetted in this file with the network number, any number of SPACE or TAB characters, and the network mask to use on that network. Network numbers and masks may be specified in the conventional IP '.' (dot) notation (like IP host addresses, but with zeroes for the host part). For example,

128.32.0.0 255.255.255.0

can be used to specify that the Class B network 128.32.0.0 should have eight bits of subnet field and eight bits of host field, in addition to the standard sixteen bits in the network field.

When using variable length subnetting, the format is identical. However, there should be a line for each subnet with the first field being the subnet and the second field being the netmask that applies to that subnet. The users of the database, such as ifconfig(1M), perform a lookup to find the longest possible matching mask. It is possible to combine the *RFC-950* and *RFC-1519* form of subnet masks in the netmasks file. For example,

128.32.0.0	255.255.255.0
128.32.27.0	255.255.255.240
128.32.27.16	255.255.255.240
128.32.27.32	255.255.255.240
128.32.27.48	255.255.255.240
128.32.27.64	255.255.255.240
128.32.27.80	255.255.255.240
128.32.27.96	255.255.255.240
128.32.27.112	255.255.255.240
128.32.27.128	255.255.255.240
128.32.27.144	255.255.255.240
128.32.27.160	255.255.255.240
128.32.27.176	255.255.255.240
128.32.27.192	255.255.255.240
128.32.27.208	255.255.255.240
128.32.27.224	255.255.255.240
128.32.27.240	255.255.255.240
128.32.64.0	255.255.255.192

can be used to specify different netmasks in different parts of the 128.32.00 Class B network number. Addresses 128.32.27.0 through 128.32.27.255 have a subnet mask with 28 bits in the combined network and subnet fields (often referred to as the subnet field) and 4 bits in the host field. Furthermore, addresses 128.32.64.0 through 128.32.64.63 have a 26 bits in the subnet field. Finally, all other addresses in the range 128.32.0.0 through 128.32.255.255 have a 24 bit subnet field.

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	Invalid entries are ignored.
SEE ALSO	ifconfig(1M), inet(7P)
	Postel, Jon, and Mogul, Jeff, <i>Internet Standard Subnetting Procedure</i> , RFC 950, Network Information Center, SRI International, Menlo Park, Calif., August 1985.
	V. Fuller, T. Li, J. Yu, K. Varadhan, <i>Classless Inter-Domain Routing (CIDR): an Address Assignment and Aggregation Strategy</i> , RFC 1519, Network Information Center, SRI International, Menlo Park, Calif., September 1993.
	T. Pummill, B. Manning, <i>Variable Length Subnet Table For IPv4</i> , RFC 1878, Network Information Center, SRI International, Menlo Park, Calif., December 1995.
NOTES	<pre>/etc/inet/netmasks is the official SVr4 name of the netmasks file. The symbolic link /etc/netmasks exists for BSD compatibility.</pre>

	netrc(4)	
netrc – file for ftp remote login data		
The .netrc file contains data for logging in to a remote host over the network for file transfers by ftp(1). This file resides in the user's home directory on the machine initiating the file transfer. Its permissions should be set to disallow read access by group and others (see chmod(1)).		
The following tokens are recognized; they may be separated by SPACE, TAB, or NEWLINE characters:		
<pre>machine name Identify a remote machine name. The auto-login process searches the .netrc file for a machine token that matches the remote machine specified on the ftp command line or as an open command argument. Once a match is made, the subsequent .netrc tokens are processed, stopping when the EOF is reached or another machine token is encountered.</pre>		
default	Same as machine <i>name</i> , except that default matches any name. There can be only one default token, and it must be after all machine tokens. The default token is normally used as follows:	
	default login anonymous password user@site	
	Such an entry gives the user automatic anonymous ftp login to machines not specified in .netrc.	
login name	Identify a user on the remote machine. If this token is present, the auto-login process will initiate a login using the specified name.	
password string	Supply a password. If this token is present, the auto-login process will supply the specified string if the remote server requires a password as part of the login process. Note: if this token is present in the .netrc file, ftp will abort the auto-login process if the .netrc is readable by anyone besides the user.	
account string	Supply an additional account password. If this token is present, the auto-login process supplies the specified string if the remote server requires an additional account password. If the remote server does not require an additional account password, the auto-login process will initiate an ACCT command.	
macdef <i>name</i>	Define a macro. This token functions the same as ftp macdef. A macro is defined with the specified name; its contents begin with the next .netrc line and continue until a null line (consecutive NEWLINE characters) is encountered. If a macro named init is defined, it is automatically executed as the last step in the auto-login process.	
EXAMPLE 1 A Sample	e .netrc File	
-	taining the following line:	
	The .netrc file of transfers by ftp(1 initiating the file ti group and others of The following toka NEWLINE charace machine name default login name password string account string macdef name	

# netrc(4)

	<b>EXAMPLE 1</b> A Sample .netrc File (Continued)
	machine ray login demo password mypassword allows an autologin to the machine ray using the login name demo with password mypassword.
FILES	~/.netrc
SEE ALSO	chmod(1), ftp(1), in.ftpd(1M)

# networks(4)

NAME	networks – network name database	
SYNOPSIS	/etc/inet/networks	
	/etc/networks	
DESCRIPTION	The networks file is a local source of information regarding the networks which comprise the Internet. The networks file can be used in conjunction with, or instead of, other networks sources, including the NIS maps networks.byname and networks.byaddr and the NIS+ table networks. Programs use the getnetbyname(3SOCKET) routines to access this information.	
	The network file has a single line for each network, with the following information:	
	official-network-name network-number aliases	
	Items are separated by any number of SPACE or TAB characters. A '#' indicates the beginning of a comment. Characters up to the end of the line are not interpreted by routines which search the file. This file is normally created from the official network database maintained at the Network Information Control Center (NIC), though local changes may be required to bring it up to date regarding unofficial aliases and/or unknown networks.	
	Network numbers may be specified in the conventional dot ('.') notation using the inet_network routine from the Internet address manipulation library, inet(7P). Network names may contain any printable character other than a field delimiter, NEWLINE, or comment character.	
SEE ALSO	<pre>getnetbyaddr(3SOCKET), getnetbyname(3SOCKET), inet(3SOCKET), nsswitch.conf(4), inet(7P)</pre>	
NOTES	The official SVR4 name of the networks file is /etc/inet/networks. The symbolic link /etc/networks exists for BSD compatibility.	
	The network number in networks database is the host address shifted to the right by the number of 0 bits in the address mask. For example, for the address 24.132.47.86 that has a mask of fffffe00, its network number is 803351. This is obtained when the address is shifted right by 9 bits. The address maps to 12.66.23. The trailing 0 bits should not be specified. The network number here is different from that described in netmasks(4). For this example, the entry in netmasks would be 24.132.46.0 fffffe00.	

nfs(4)

.5(4)		
NAME	nfs - file containing parameter values for NFS-related daemons	
SYNOPSIS	/etc/default/nfs	
DESCRIPTION	The nfs file resides in directory /etc/default and provides startup parameters for the nfsd(1M) and lockd(1M) daemons.	
	The nfs file format is ASCII; comment lines begin with the crosshatch (#) character. Parameters consist of a keyword followed by an equals (=) sign followed by the parameter value, of the form:	
	- keyword=value	
	The following parameters are currently supported in the nfs file:	
	<pre>NFS_CLIENT_VERSMIN=num NFS_CLIENT_VERSMAX=num The NFS client only uses NFS versions in the range specified by these variables. Valid values or versions are: 2, 3, and 4. By default these variables are unspecified (commented out) and the client's default minimum is Version 2. The default maximum is Version 4. You can override this range on a per-mount basis by using the -o vers= option to mount_nfs(1M).</pre>	
	NFS_SERVER_VERSMIN=num NFS_SERVER_VERSMAX=num The NFS server only uses NFS versions in the range specified by these variables. Valid values or versions are: 2, 3, and 4. As with the client, the default is to leave these variables commented out and the default minimum version is 2, while the default maximum version is 4.	
	NFS_SERVER_DELEGATION=on   off By default, this variable is commented out and the NFS server provides delegations to clients. The user can turn off delegations for all exported filesystems by setting this variable to off (case-sensitive). This variable only applies to NFS Version 4.	
	NFSMAPID_DOMAIN=domain-string By default, the nfsmapid uses the DNS domain of the system. This setting overrides the default. This domain is used for identifying user and group attribute strings in the NFS Version 4 protocol. Clients and servers must match with this domain for operation to proceed normally. This variable only applies to NFS Version 4. See "Setting NFSMAPID_DOMAIN," below for further details.	
	NFSD_MAX_CONNECTIONS= <i>num</i> Sets the maximum number of concurrent, connection-oriented connections. The default is unlimited and is obtained by not setting (that is, commenting out) NFSD_MAX_CONNECTIONS. Equivalent to the -c option in nfsd.	
	NFSD_LISTEN_BACKLOG= <i>num</i> Set connection queue length for the NFS over a connection-oriented transport. The default value is 32, meaning 32 entries in the queue. Equivalent to the -1 option in nfsd.	

NFSD	PROTOCOL=ALL

Start nfsd over the specified protocol only. Equivalent to the -p option in nfsd. ALL is equivalent to -a on the nfsd command line. Mutually exlusive of NFSD\_DEVICE. One or the other of NFSD\_DEVICE and NFSD\_PROTOCOL must be commented out. For the UDP protocol, only version 2 and version 3 service is established. NFS Version 4 is not supported for the UDP protocol.

NFSD DEVICE=devname

Start NFS daemon for the transport specified by the given device only. Equivalent to the -t option in nfsd. Mutually exclusive of NFSD\_PROTOCOL. One or the other of NFSD\_DEVICE and NFSD\_PROTOCOL must be commented out.

NFSD SERVERS=num

Maximum number of concurrent NFS requests. Equivalent to last numeric argument on the nfsd command line. The default is 16.

#### LOCKD LISTEN BACKLOG=num

Set connection queue length for lockd over a connection-oriented transport. The default and minimum value is 32.

LOCKD SERVERS=num

Maximum number of concurrent lockd requests. The default is 20.

LOCKD\_RETRANSMIT\_TIMEOUT=num

Retransmit timeout, in seconds, before lockd retries. The default is 5.

# GRACE\_PERIOD=num

Grace period, in seconds, that all clients (both NLM and NFSv4) have to reclaim locks after a server reboot. This parameter also controls the NFSv4 lease interval and overrides the deprecated setting LOCKD\_GRACE\_PERIOD. The default is 90.

## LOCKD\_GRACE\_PERIOD=num

Deprecated. Same as **GRACE\_PERIOD**=*num* above. The default is 90.

#### Setting NFSMAPID DOMAIN

As described above, the setting for NFSMAPID\_DOMAIN overrides the domain used by nfsmapid(1M) for building and comparing outbound and inbound attribute strings, respectively. This setting overrides any other mechanism for setting the NFSv4 domain. In the absence of a NFSMAPID\_DOMAIN setting, the nfsmapid(1M) daemon determines the NFSv4 domain as follows:

- If a properly configured /etc/resolv.conf (see resolv.conf(4)) exists, nfsmapid queries specified nameserver(s) for the domain.
- If a properly configured /etc/resolv.conf (see resolv.conf(4)) exists, but the queried nameserver does not have a proper record of the domain name, nfsmapid attempts to obtain the domain name through the BIND interface (see resolver(3RESOLV)).
- If no /etc/resolv.conf exists, nfsmapid falls back on using the configured domain name (see domainname(1M)), which is returned with the leading domain suffix removed. For example, for widgets.sales.acme.com, sales.acme.com is returned.

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	<ul> <li>If /etc/resolv.conf does not exist, no domain name has been configured (or no /etc/defaultdomain exists), nfsmapid falls back on obtaining the domain name from the host name, if the host name contains a fully qualified domain name (FQDN).</li> </ul>		
	If a domainname is still not obtained following all of the preceding steps, nfsmapid will have no domain configured. This results in the following behavior:		
	<ul> <li>Outbound "owner" and "owner_group" attribute strings are encoded as literal id's. For example, the UID 12345 is encoded as 12345.</li> </ul>		
	<ul> <li>nfsmapid ignores the "domain" portion of the inbound attribute string and performs name service lookups only for the user or group. If the user/group exists in the local system name service databases, then the proper uid/gid will be mapped even when no domain has been configured.</li> </ul>		
	This behavior implies that the same administrative user/group domain exists between NFSv4 client and server (that is, the same uid/gid's for users/groups on both client and server). In the case of overlapping id spaces, the inbound attribute string could potentially be mapped to the wrong id. However, this is not functionally different from mapping the inbound string to nobody, yet provides greater flexibility.		
SEE ALSO	<pre>lockd(1M), mount_nfs(1M), nfsd(1M), nfsmapid(1M)</pre>		
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## **NAME** | nfslog.conf – NFS server logging configuration file

SYNOPSIS

/etc/nfs/nfslog.conf

DESCRIPTION

The nfslog.conf file specifies the location of the NFS server logs, as well as the location of the private work files used by the NFS server and nfslogd(1M) daemon during logging. Each entry in the file consists of a mandatory tag identifier and one or more parameter identifiers. The parameter identifier specifies the value or location of the specific parameter. For instance, the parameter identifier "log=/var/nfs/logs/serverLog" specifies the location of the NFS server activity log. The mandatory tag identifier serves as an index into the /etc/nfs/nfslog.conf file to identify the various parameters to be used. At export time, the share\_nfs(1M) command specifies the NFS server logging parameters to use by associating a tag from the /etc/nfs/nfslog.conf file to the exported file system. It is legal for more than one file system to be exported using the same logging tag identifier.

NFS server logging is not supported on Solaris machines that are using NFS Version 4.

A "global" tag identifier is included in /etc/nfs/nfslog.conf. It specifies the default set of values to be used during logging. If no tag identifier is specified at export time, then the values in the "global" entry are used. The "global" values can be modified by updating this entry in /etc/nfs/nfslog.conf.

Each entry in the file must contain a mandatory tag identifier and at least one parameter/value pair. If a parameter is not specified in a given entry, the global value of the parameter will be used. The exact entry syntax follows:

<tag> [defaultdir=<path>] [log=<path><file>] \ [fhtable=<path><file>] [buffer=<path><file>] [logformat=basic|extended]

defaultdir=<path>

Specifies the directory where the logging files and working files will be placed. This path is prepended to all relative paths specified in other parameters.

log=<path><file>

Specifies the location of the user-readable log file. The log will be located in the defaultdir, unless <path> is an absolute path.

fhtable=<path><file>

Specifies the location of the private file handle to path mapping database files. These database files are for the private use of the NFS server kernel module and the nfslogd daemon. These files will be located in the defaultdir, unless <path> is an absolute path. These database files are permanently stored in the file system. Consult nfslogd(1M) for information on pruning the database files.

buffer=<path><file>

Specifies the location of the private work buffer file used by the NFS server kernel module to record raw RPC information. This file is later processed by the nfslog daemon, which in turn generates the user-readable log file. This work buffer file will be located in the defaultdir, unless cpath> is an absolute path.

nfslog.conf(4)			
	<pre>logformat=basic extended Sets the format of the user-readable log file. If not specified, the basic format is used. The basic format is compatible with log files generated by the Washington University FTPd. The extended format provides a more detailed log, which includes directory modification operations not included in the basic format, such as mkdir, rmdir and remove. Note that the extended format is not compatible with Washington University's FTPd log format.</pre>		
EXAMPLES	EXAMPLE 1 Using the global Tag		
	The "global" tag may be modified so that all exported file systems that enabled logging use a common set of parameters that conform to the specific needs of the user. These values are used until a specific tag identifier overrides them.		
	global defaultdir=/var/nfs log=logs/nfslog \ fhtable=tables/fhtable buffer=buffers/nfslog_workbuffer \ logformat=basic		
	<b>EXAMPLE 2</b> Overriding the Global defaultdir and logformat		
	Because log files can become very large, it may be desirable to store the logs and working files in separate file systems. This can be easily accomplished by simply specifying a different defaultdir for every file system exported by means of a unique tag:		
	engineering defaultdir=/engineering/logging \ logformat=extended accounting defaultdir=/accounting/logging marketing defaultdir=/marketing/logging		
	File systems shared with the engineering identifier will have their logs and workfiles located in /engineering/logging. For instance, the log file will be located at /engineering/logging/logs/nfslog. Note that the engineering log file will be stored in the extended format, while the rest of the log files will remain in the basic format.		
	Any of the parameters can be updated in a tag identifier, which overrides the global settings.		
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWnfssr	
SEE ALSO	nfslogd(1M), share_nfs(1M), attributes(5)		
NOTES	Logs, work files, and file handle to path mapping database can become very large. Be aware of appropriate placement within the file system name space. See nfslogd(1M)) for information on pruning the database files and cycling logs.		

# nfssec.conf(4)

NAME	nfssec.conf – list NFS security modes
SYNOPSIS	/etc/nfssec.conf
DESCRIPTION	The nfssec.conf file lists the NFS security modes supported on a system. These modes are defined in nfssec(5).
	The nfssec.conf file should not be edited by a user.
SEE ALSO	nfssec(5)

les(4)

Isines(4)			
NAME	nisfiles – NIS+ database files and directory structure		
SYNOPSIS	/var/nis		
DESCRIPTION	database. This database uses a to table storage and for maint	vice Plus (NIS+) uses a memory based, replicated a set of files in the /var/nis directory for checkpointing aining a transaction log. Additionally, the NIS+ server actory to store binding and state information.	
	The NIS+ service implements an authentication and authorization system that is built upon Secure RPC. In this implementation, the service uses a table named cred.org_dir.domain-name to store the public and private keys of principals that are authorized to access the NIS+ namespace. It stores group access information in the subdomain groups_dir.domain-name as group objects. These two tables appear as files in the /var/nis/data directory on the NIS+ server.		
	<ul> <li>Unlike the previous versions of the network information service, in NIS+, the information in the tables is initially loaded into the service from the ASCII files on the server and then updated using NIS+ utilities. See nistbladm(1). Some sites may wish to periodically regenerate the ASCII files for archival purposes. To do this, a script should be added in the crontab(1) of the server that lists these tables and creates the ASCII file from the result.</li> <li>Note that except for the NIS_COLDSTART and NIS_SHARED_DIRCACHE file, no other files should be manipulated by commands such as cp(1), mv(1) or rm(1). The transaction log file keeps logs of all changes made, and hence the files cannot be manipulated independently.</li> </ul>		
	The files described below are stored in the /var/nis directory:		
	NIS_COLDSTART	Contains NIS+ directory objects that are to be preloaded into the NIS+ cache at startup time. This file is usually created at NIS+ installation time. See nisinit(1M) or nisclient(1M).	
	NIS_SHARED_DIRCACHE	Contains the current cache of NIS+ bindings being maintained by the cache manager. The contents can be viewed with nisshowcache(1M).	
	client_info	Contains configuration information, for example, preferred servers, options, and the like, for nis_cachemgr(1M) and potentially other NIS+ clients on the system. It is manipulated by the nisprefadm(1M) command.	
	.pref_servers	A cached copy of preferred server information. It is maintained by nis_cachemgr. Do not edit this file manually.	
	trans.log	Contains a transaction log that is maintained by the NIS+ service. It can be viewed using the nislog(1M) command. This file contains holes. Its apparent size	

	may be a lot higher than its actual size. There is only one transaction log per server.
data.dict	A dictionary that is used by the NIS+ database to locate its files. It is created by the default NIS+ database package.
data.dict.log	The log file for the database dictionary. When the server is checkpointed, this file will be deleted. See the discussion of the -C option of nisping(1M).
data	Contains databases that the server uses.
data/root.object	On root servers, this file contains a directory object that describes the root of the name space.
data/parent.object	On root servers, this file contains a directory object that describes the parent namespace. This file is created by the nisinit(1M) command.
data/table_name	For each table in the directory there is a file with the same name that stores the information about that table. If there are subdirectories within this directory, the database for the table is stored in the file, <i>table_name.subdirectory</i> .
data/table_name.log	Contains the database log for the table <i>table_name</i> . The log file maintains the state of individual transactions to each database. When a database has been checkpointed, that is, all changes have been made to the data/ <i>table_name</i> stable storage, this log file will be deleted.
	Currently, NIS+ does not automatically do checkpointing. The system administrator may want to do nisping-C operations periodically, perhaps once a day, to checkpoint the log file. This can be done either through a cron(1M) job, or manually.
data/root_dir	On root servers, this file stores the database associated with the root directory. It is similar to other table databases. The corresponding log file is called root_dir.log.
data/cred.org_dir	Table containing the credentials of principals in this NIS+ domain.
data/groups_dir	Table containing the group authorization objects needed by NIS+ to authorize group access.

# nisfiles(4)

( )		
	data/serving_list	Contains a list of all NIS+ directories that are being served by the NIS+ server on this server. When this server is added or deleted from any NIS+ directory object, this file is updated by the server.
SEE ALSO	nistbladm(1), rm(1), cron(1	s(1), nis_cachemgr(1M), niscat(1), nismatch(1), M), nisclient(1M), nisinit(1M), nislog(1M), (1M), nisshowcache(1M), nis_objects(3NSL)
NOTES	NIS+ might not be supported in future releases of the Solaris <sup>™</sup> Operating Environment. Tools to aid the migration from NIS+ to LDAP are available in the Solaris 9 operating environment. For more information, visit http://www.sun.com/directory/nisplus/transition.html.	

NIS+LDAPma	pping(4)
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NAME	NIS+LDAPmapping – configuration file for mapping between NIS+ and LDAP
SYNOPSIS	/var/nis/NIS+LDAPmapping
DESCRIPTION	The /var/nis/NIS+LDAPmapping configuration file contains the mapping between NIS+ objects, particularly table entries, and LDAP entries and attributes. This information can come from LDAP, from this file, from the rpc.nisd(1M) command line, or from a combination of all three. The values in this file supersede those obtained from the LDAP server, but values from the command line supersede those in the file.
	Each line in the file can be up to 8191 bytes long, not counting the newline. There can be an indefinite number of continuation lines. A continuation is indicated by a '\' (backslash) in the last position, immediately before the newline of a line. Characters are escaped, that is, exempted from special interpretation, when preceeded by a backslash character.
	The '#' (hash) character starts a comment. White space is either ASCII space or a horizontal tab. In general, lines consist of optional white space, an attribute name, at least one white space character, and an attribute value.
EXTENDED DESCRIPTION Getting Started	<ul> <li>The default rpc.nisd(4) configuration file at /etc/default/rpc.nisd and the template file at /var/nis/NIS+LDAPmapping.template are sufficient for the minimum NIS+ installation. The following assumptions are made:</li> <li>1. The NIS+ standard directories, tables, and groups created by nissetup(1M) or nisserver(1M) should be mapped. However, the timezone.org_dir and client_info.org_dir tables should not be mapped.</li> <li>2. The NIS+ objects for which the rpc.nisd is a master are mapped both to and from LDAP.</li> <li>3. Those NIS+ objects for which the rpc.nisd is a replica are mapped from LDAP.</li> <li>4. The LDAP server is running on the local machine, and it can be reached at port 389 on the 127.0.0.1 IP address.</li> <li>5. The authentication method is none, meaning that all LDAP calls, whether for reading or writing, are unauthenticated. There is no transport layer security.</li> <li>6. The default values for TTLs and LDAP container locations and object classes are valid.</li> <li>7. The LDAP server supports <i>RFC 2307bis</i>. You want to use the <i>RFC 2307bis</i> object classes and attributes. See NOTES</li> <li>8. The nisplusObject attribute, the nisplusObjectContainer object class, and the ou=nisPlus container have been created.</li> </ul>

- 9. You do not need to store or retrieve table entry owner, group owner, entry access rights, or entry object TTL in or from LDAP. For more information on these pseudo-columns, see the discussion of zo\_owner, and the like, in the description of the nisplusLDAPcolumnFromAttribute attribute.
- 10. NIS+ principal names and RPC netnames (the cname and auth\_name columns, respectively, in the cred.org\_dir table) should be derived from the owner of the cred table. For example, if the owner is npadm.my.dom.ain., the cname and auth\_name values for entries created from LDAP data will be of the form:

user-or-host.my.dom.ain.

and

unix.*uid-or-host*@my.dom.ain

respectively.

If these assumptions are true, you can enable mapping by copying the /var/nis/NIS+LDAPmapping.template file to /var/nis/NIS+LDAPmapping and restart the rpc.nisd. If you want to either upload NIS+ data to LDAP, or download LDAP data to NIS+, see the description of the nisplusLDAPinitialUpdateAction attribute on rpc.nisd(4).

If one or more of the assumptions are false, do the following:

 To remove mappings, identify the database id of the NIS+ object that should not be mapped, then delete or comment out the nisplusLDAPdatabaseIdMapping, nisplusLDAPentryTtl, nisplusLDAPobjectDN, nisplusLDAPattributeFromColumn, and nisplusLDAPcolumnFromAttribute attributes for that database id.

To add mappings, find an existing mapping for a NIS+ object similar to the one you want to map, and then use that mapping as a template to create the nisplusLDAPdatabaseIdMapping, nisplusLDAPentryTtl, nisplusLDAPobjectDN, nisplusLDAPattributeFromColumn, and nisplusLDAPcolumnFromAttribute attributes for the new mapping. The new mapping must have a unique database id.

To enable mapping of the timezone or client\_info tables, consult your LDAP server documentation about how to create attributes and object classes, and set up the following. The following is LDIF data for ldapadd(1). Attribute and object class OIDs are examples only.

For client info:

```
dn: cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.12.0 \
    NAME 'nisplusClientInfoAttr' \
    DESC 'NIS+ client_info table client column' \
    SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.12.1 \
```

```
NAME 'nisplusClientInfoInfo' \
DESC 'NIS+ client_info table info column' \
SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.12.2 \
NAME 'nisplusClientInfoFlags' \
DESC 'NIS+ client_info table flags column' \
SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
dn: cn=schema
changetype: modify
add: objectclasses
objectclasses
objectclasses: ( 1.3.6.1.4.1.42.2.27.5.42.42.13.0 \
NAME 'nisplusClientInfoData' \
DESC 'NIS+ client_info table data' \
SUP top STRUCTURAL MUST ( cn ) \
MAY (nisplusClientInfoAttr $ nisplusClientInfoFlags))
```

# For the ou=ClientInfo container, substitute your actual search base for *searchBase*):

```
dn: ou=ClientInfo,searchBase
ou: ClientInfo
objectClass: top
objectClass: organizationalUnit
```

#### For timezone:

#### For the ou=Timezone container:

dn: ou=Timezone,searchBase
ou: Timezone
objectClass: top
objectClass: organizationalUnit

Uncomment the mapping attributes for timezone and client\_info in the mapping file, and restart the the rpc.nisd(1M) daemon.

2. To disable write mapping, edit the nisplusLDAPobjectDN value for the appropriate database id. Remove the writeObjectSpec value, leaving only the the readObjectSpec value. Make sure there are no trailing colons.

To disable read mapping, remove the readObjectSpec, leaving the database id, two colons, and the writeObjectSpec value.

- 3. Replicas cannot write-map objects. Remove disable read mapping, remove mapping entirely for the relevant database ids, as described above.
- 4. Change the preferredServerList value to the correct server address(es) and port(s). If configuration data is retrieved fromLDAP, also edit the nisplusLDAPpreferredServerList value.
- 5. Edit the authenticationMethod attribute value to the authentication method that you want to use. If configuration data is retrieved from LDAP, edit the nisplusLDAPconfigAuthenticationMethod value. If the method is anything other than none, you will need to specify one or more of the following, depending upon the method.

nisplusLDAPconfigProxyUser nisplusLDAPproxyUser The bind-DN to use for authentication.

nisplusLDAPconfigProxyPassword

nisplusLDAPproxyPassworThe password or key for the bind-DN and method. Make sure that the file containing the password or key is protected from access by unauthorized users.

To use transport layer security, set nisplusLDAPconfigTLS or nisplusLDAPTLS to ssl, and set nisplusLDAPconfigTLSCertificateDBPath or nisplusLDAPTLSCertificateDBPath to the file containing the certificate DB. In order to successfully use authentication and transport layer security, the server must also support the chosen values.

6. To change the TTLs, edit the nisplusLDAPentryTtl for the appropriate database id.

To change LDAP container locations or object classes, edit the nisplusLDAPobjectDN value for the appropriate database id.

- To determine which object classes and attributes are supported, consult your LDAP server documentation. If you are using the iPlanet directory server, see idsconfig(1M) for information to set up *RFC 2307bis* object classes and attributes.
- 8. Refer to your LDAP server documentation for how to create attributes and object classes, and set up the following:

```
SUP top STRUCTURAL DESC 'Abstraction of a NIS+ object' \ \ MUST ( cn \ nisplusObject ) )
```

ou=nisPlus is a container assumed to reside at the defaultSearchBase. See rpc.nisd(4). The following LDIF input to ldapadd(1) will create the ou=nisPlus container. Replace dc=some, dc=domain with your actual base.

dn: ou=nisPlus,dc=some,dc=domain
ou: nisPlus
objectClass: top
objectClass: organizationalUnit

The nisplusObjectContainer, nisplusObject, and ou=nisPlus labels are suggestions. If you change nisplusObjectContainer, or ou=nisPlus, edit the mapping file to reflect this. To change nisplusObject, for example, to myObject, add nisplusObject=myObject to the filterAttrValList and attrValList portions of the readObjectSpec and writeObjectSpec of the nisplusLDAPobjectDN value for the mapping. See the description of nisplusLDAPobjectDN below.

9. Refer to your LDAP server documentation for how to create attributes and object classes, and set up the following. The following is LDIF data for ldapadd(1). Attribute and object class OIDs are examples only.

```
dn: cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.4.0 NAME 'nisplusEntryOwner' \
          DESC 'Opaque representation of NIS+ entry owner' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.4.1 NAME 'nisplusEntryGroup' \
         DESC 'Opaque representation of NIS+ entry group'
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.4.2 NAME 'nisplusEntryAccess' \
          DESC 'Opaque representation of NIS+ entry access' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.4.3 NAME 'nisplusEntryTtl' \
         DESC 'Opaque representation of NIS+ entry TTL' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
dn: cn=schema
changetype: modify
add: objectclasses
objectclasses: ( 1.3.6.1.4.1.42.2.27.5.42.42.5.0 NAME 'nisplusEntryData' \
          SUP top STRUCTURAL DESC 'NIS+ entry object non-column data' \backslash
          MUST ( cn ) MAY ( nisplusEntryOwner $ nisplusEntryGroup $ \
          nisplusEntryAccess $ nisplusEntryTtl ) )
```

Edit the mapping file to enable storing entry owner, group, access, and TTL in LDAP. The template mapping file /var/nis/NIS+LDAPmapping.template has commented-out sections for the passwd and cred database ids that show how this can be done.

NI5+LDAP mapping	(4)	
	are stored in N nisplusNetn	e cname and auth_name column data when cred.org_dir entries IS+, you can create the nisplusPrincipalName and ame attributes. See your LDAP server documentation for how to s and object classes, and set up the following:
	DESC EQUA SYNT attributetypes DESC EQUA	
	SUP	
	nisplusNetn commented-ou nisplusNetn nisplusLDAP nisplusLDAP	ng file to use the new nisplusPrincipalName and ame. The template /var/nis/NIS+LDAPmapping file contains t sections that support the nisplusPrincipalName and ame attributes. See the nisplusLDAPobjectDN, attributeFromColumn and columnFromAttribute attribute values for the credlocal, d crednode database ids.
Attributes for Data Mapping		ibutes are recognized. Any values specified for these attributes in an empty value, override values obtained from LDAP.
		attributes that can have multiple values, one for each database id. source, the multiple values are specified in the following ways:
	LDAP	Multi-valued attributes, where each value corresponds to one database id.
	File	One line, which may be continued, for each value (database id). The line starts with the name of the attribute
	Command	-x option for each value (database id).
		noted, all elements of the syntaxes below may be surrounded by rator characters and white space must be escaped if they are part of

nisplusLDAPdatabaseIdMapping

Maps a database id to a NIS+ object. If the object name is not fully qualified, that is, it does not end in a dot, the nisplusLDAPbaseDomain is appended. See rpc.nisd(4). There is no default value. The syntax of the value is:

databaseId ":" objectspec

where

databaseId	Label identifying a subset of a NIS+ object for mapping purposes.
objectspec	objectname   "[" indexlist "]" tablename
objectname	The name of a NIS+ object (including tables)
tablename	The name of a NIS+ table
indexlist	colspec ["," colspec]
colspec	colname "=" colvalue
colname	The name of a column in the table
colvalue	colvaluestring $  \ \ colvaluestring \ \$

The [indexlist]tablename form is intended for those cases where it is necessary to select a subset of a NIS+ table. The subset are those NIS+ entries that match the indexlist. If there are multiple indexed specifications for a particular NIS+ table, they are tried in the order retrieved until one matches. Note that retrieval order usually is unspecified for multi-valued LDAP attributes. Hence, if using indexed specifications when nisplusLDAPdatabaseIdMapping is retrieved from LDAP, make sure that the subset match is unambiguous.

If the colvaluestring contains white space or commas, it must either be surrounded by double quotes, or the special characters must be escaped.Wildcards are allowed in the colvaluestring. If the objectname or tablename is not fully qualified, the nisplusLDAPbaseDomain value is appended. If the objectname is empty the value of nisplusLDAPbaseDomain is substituted.

The following example shows how to associate the passwd database id with the passwd.org dir table:

passwd:passwd.org\_dir

The following example shows how to associate the LOCAL entries in the cred.org dir table with the credlocal database id:

credlocal:[auth\_type=LOCAL]cred.org\_dir

The following example shows how to use the creduser database id for those entries in the cred.org\_dir table that represent credentials (keys) for users. That is, they have a netname (auth\_name) of the type unix.<numeric-id>@domain.

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	",auth_name="unix.[0-9]*"]cred.org_dir
nisplusLDAPentryTtl Establish TTLs for NIS+	- entries derived from LDAP. The syntax of the value is:
databaseId ":" initial'	TTLlo ":" initialTTLhi ":" runningTTL
initialTTLlo	The lower limit for the initial TTL (in seconds) for data read from disk when the rpc.nisd starts, or from LDAP during an initial down-load. See rpc.nisd(4) for the description of the nisplusLDAPinitialUpdate attribute. If initialTTLhi also is specified, the actual initialTTL will be randomly selected from the interval initialTTLlo to initialTTLhi, inclusive. If the field is left empty, it yields the default value of 1800 seconds.
initialTTLhi	The upper limit for the initial TTL. If left empty, it defaults to 5400.
runningTTL	The TTL (in seconds) for data retrieved from LDA while the rpc.nisd is running. Leave the field empty to obtain the default value of 3600 seconds.
If there is no specificatio	on of TTLs for a particular databaseId, the default value
are used. If the initial will be that all data know Depending on NIS+ dat rpc.nisd-to-LDAP traffic initialTTLlo and in The NIS+ object TTL is a notably the TTL of NIS+ the nis_cachemgr(1M	on of TTLs for a particular databaseId, the default value ITTLlo and initialTTLhi have the same value, the eff wn to the rpc.nisd at startup times out at the same time a lookup patterns, this could cause spikes in . In order to avoid that, you can specify different .itialTTLhi values and obtain a spread in initial TTLs. a separate and distinct entity used for other purposes, - directory objects in the shared directory cache managed .). There is no connection between the .:1 and object TTL values for a NIS+ object.
are used. If the initial will be that all data know Depending on NIS+ dat rpc.nisd-to-LDAP traffic initialTTLlo and in The NIS+ object TTL is a notably the TTL of NIS+ the nis_cachemgr(1M nisplusLDAPentryTt The following example a read from LDAP should	ITTLlo and initialTTLhi have the same value, the eff wn to the rpc.nisd at startup times out at the same time a lookup patterns, this could cause spikes in . In order to avoid that, you can specify different .itialTTLhi values and obtain a spread in initial TTLs. a separate and distinct entity used for other purposes, - directory objects in the shared directory cache managed .). There is no connection between the
are used. If the initial will be that all data know Depending on NIS+ dat rpc.nisd-to-LDAP traffic initialTTLlo and in The NIS+ object TTL is a notably the TTL of NIS+ the nis_cachemgr(1M nisplusLDAPentryTt The following example a read from LDAP should	<pre>ITTLlo and initialTTLhi have the same value, the eff wn to the rpc.nisd at startup times out at the same time a lookup patterns, this could cause spikes in . In order to avoid that, you can specify different .itialTTLhi values and obtain a spread in initial TTLs. a separate and distinct entity used for other purposes, - directory objects in the shared directory cache managed .). There is no connection between the .: 1 and object TTL values for a NIS+ object. shows how to specify that entries in the NIS+ hosts table l be valid for four hours. When the rpc.nisd restarts, the</pre>
are used. If the initial will be that all data know Depending on NIS+ dat rpc.nisd-to-LDAP traffic initialTTLlo and in The NIS+ object TTL is a notably the TTL of NIS+ the nis_cachemgr(1M nisplusLDAPentryTt The following examples read from LDAP should disk database entries are hosts:7200:10800:14400 nisplusLDAPobjectDN	<pre>ITTLlo and initialTTLhi have the same value, the eff wn to the rpc.nisd at startup times out at the same time a lookup patterns, this could cause spikes in . In order to avoid that, you can specify different .itialTTLhi values and obtain a spread in initial TTLs. a separate and distinct entity used for other purposes, - directory objects in the shared directory cache managed .). There is no connection between the .: 1 and object TTL values for a NIS+ object. shows how to specify that entries in the NIS+ hosts table l be valid for four hours. When the rpc.nisd restarts, the</pre>
are used. If the initial will be that all data know Depending on NIS+ dat rpc.nisd-to-LDAP traffic initialTTLlo and in The NIS+ object TTL is a notably the TTL of NIS+ the nis_cachemgr(1M nisplusLDAPentryTt The following examples read from LDAP should disk database entries are hosts:7200:10800:14400 nisplusLDAPobjectDN Specifies the connection	ITTLIO and initialTTLhi have the same value, the eff wn to the rpc.nisd at startup times out at the same time a lookup patterns, this could cause spikes in . In order to avoid that, you can specify different itialTTLhi values and obtain a spread in initial TTLs. a separate and distinct entity used for other purposes, - directory objects in the shared directory cache managed ). There is no connection between the 1 and object TTL values for a NIS+ object. shows how to specify that entries in the NIS+ hosts table l be valid for four hours. When the rpc.nisd restarts, the e valid for between two and three hours.
are used. If the initial will be that all data know Depending on NIS+ dat rpc.nisd-to-LDAP traffic initialTTLlo and in The NIS+ object TTL is a notably the TTL of NIS+ the nis_cachemgr(1M nisplusLDAPentryTt The following examples read from LDAP should disk database entries are hosts:7200:10800:14400 nisplusLDAPobjectDN Specifies the connection syntax of the value is:	ITTLIO and initialTTLhi have the same value, the eff wn to the rpc.nisd at startup times out at the same time a lookup patterns, this could cause spikes in . In order to avoid that, you can specify different itialTTLhi values and obtain a spread in initial TTLs. a separate and distinct entity used for other purposes, - directory objects in the shared directory cache managed ). There is no connection between the 1 and object TTL values for a NIS+ object. shows how to specify that entries in the NIS+ hosts table l be valid for four hours. When the rpc.nisd restarts, the e valid for between two and three hours.

writeObjectSpec	[baseAndScope [attrValList [":" deleteDisp]]]
baseAndScope	[baseDN] ["?" [scope]]
filterAttrValList	["?" [filter   attrValList]]
scope	"base"   "one"   "sub"
attrValList	attribute "=" value *("," attribute "=" value)
deleteDisp	"always"   perDbId   "never"
perDbId	"dbid" "=" delDatabaseId
delDatabaseId	database id per nisplusLDAPdatabaseIdMapping above.

The baseDN defaults to the value of the defaultSearchBase attribute. If the baseDN ends in a comma, the defaultSearchBase is appended.

scope defaults to one. It has no meaning and is ignored in a writeObjectSpec. The filter is an LDAP search filter. There is no default value. The attrValList is a list of attribute and value pairs. There is no default value. As a convenience, if an attrValList is specified in a readObjectSpec, it is converted to a search filter by ANDing together the attributes and values. For example, the attribute and value list:

objectClass=posixAccount,objectClass=shadowAccount

#### is converted to the filter:

(&(objectClass=posixAccount)(objectClass=shadowAccount))

Entry objects are mapped by means of the relevant table mapping rules in the nisplusLDAPattributeFromColumn and nisplusLDAPcolumnFromAttribute attributes. Entry objects do not have explicit nisplusLDAPobjectDN attributes.

If a writeObjectSpec is omitted, and there is no trailing colon, the effect is to not attempt writes at all. If there is a trailing colon after the readObjectSpec, it is implied that the writeObjectSpec is the same as the readObjectSpec.

Note that writes only are attempted by a master server for the mapped NIS+ object. Replicas silently ignore any writeObjectSpec:s.

The deleteDisp specifies how NIS+ object deletion should be reflected in LDAP. The following values are recognized:

always

Always attempt to remove the LDAP entry. This is the default.

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dbid=delDatabaseId	Set the mapped entries to values specified by the nisplusLDAPattributeFromColumn attribute values for delDatabaseId. This only makes sense for the databaseId:s corresponding to NIS+ tables or subsets of tables. For other NIS+ objects, if dbid= is specified, the action will be always. In the delDatabaseId, deletion of individual attributes can be specified by leaving the RHS of the = in a mapping rule empty. The delDatabaseId rule set should specify a dn. Otherwise, the rpc.nisd might try to derive a dn by performing an LDAP lookup on the attributes and values from the rule set, quite possibly with unexpected results.
never	Upon NIS+ object deletion, the corresponding LDAP data is left unchanged. If the NIS+ object is an entry, this means that the only effect of the deletion is to temporarily remove it from the rpc.nisd's cache.
	ple of how to get the ipnodes table entries from the er the default search base, and write to the same place.
ipnodes:ou=Hosts,?one?ob	jectClass=ipHost:
ou=People containers ur dc=another, dc=domai replacement for a NIS+ ta	ows how to obtain the passwd table entries from the nder the default search base, and also from n. The latter is an example of the equivalent of and ble path. Writes should only be attempted to the first eletions for the first objectDN are not reflected in LDAP:
objectCl. ou=People,dc=ano objectCl.	jectClass=shadowAccount,\ ass=posixAccount::never;\ ther,dc=domain,?one?\ ass=shadowAccount,\ ass=posixAccount
ou=People container une	ows how to obtain the passwd table entries from the der the default search base. Upon NIS+ entry deletion, er the passwd_delete database id:
	jectClass=shadowAccount,\ ass=posixAccount::\ te
where nisplusLDAPatt	ributeFromColumn for passwd delete could be:
passwd_delete:\ dn=("uid=%s,", n. uid=name, \ userPassword=("*1 uidNumber=uid, \ gidNumber=gid, \	ame), \ NP*"), \

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```
gecos=("INVALID: %s", gcos), \
homeDirectory=home, \
loginShell=("/bin/false"), \
(shadowLastChange,shadowMin,shadowMax, \
shadowWarning, shadowInactive,shadowExpire, \
shadowFlag)=(shadow, ":"), \
nisplusEntryOwner=zo_owner, \
nisplusEntryGroup=zo_group, \
nisplusEntryAccess=zo_access
```

## nisplusLDAPcolumnFromAttribute

Specifies how a NIS+ table and column value is derived from LDAP attribute values. The syntax is:

databaseId ":" colattrspec \*("," colattrspec)

The format of colattrspec is shown below in the discussion of the column and attribute conversion syntax.

The following is an example of how to map by direct copy and assignment the value of the ipHostNumber attribute to the addr column:

addr=ipHostNumber

Formats for the column and attribute conversion syntax are discussed below, including examples of complex attribute to column conversions..

There are four special pseudo-columns that are used to indicate non-column entry object data:

zo_owner	The NIS+ principal that owns the entry object. By default, the zo_owner value is inherited from the table.
zo_group	The NIS+ group owner of the entry object. By default, the zo_group value is inherited from the table.
zo_access	The NIS+ access rights to the entry. Table column rights are stored in the table. By default, the zo_access value is inherited from the table.
zo_ttl	The NIS+ TTL for the entry. This is not the TTL for the entry when cached by the rpc.nisd. By default, the zo_ttl value is inherited from the table.

The default /var/nis/NIS+LDAPmapping.template assumes the existence of the following corresponding LDAP attributes in the containers for the passwd and cred tables:

nisplusEntryOwner nisplusEntryGroup nisplusEntryAccess nisplusEntryTtl

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	document. They must be cr to the as nisplusEntryDa	t of any schema specified in an <i>RFC</i> or similar eated if they are to be used. They are assumed to belong at a object class, and they contain a single string value. private, and subject to change without notice.
	table, and the pseudo-colur passwd and cred tables, if	lumn entry data can be inherited from the containing nns should be left unmapped. Notable exceptions are the individual users have access to modify their own his would usually be the case if the site is not running the emon.
	nisplusLDAPattributeFr Specifies how an LDAP att values. The syntax is:	omColumn ribute value is derived from NIS+ table and column
	<pre>databaseId ":" colattrspec *("," colattrspec ) The format of colattrspec is shown below in the discussion of the column and attribute conversion syntax. As a special case, if the dn attribute value derived from a colattrspec ends in a comma (','), the baseDN from the writeObjectSpec is appended. The following is an example of how to map the value of the addr column to the ipHostNumber attribute by direct copy and assignment:</pre>	
	ipHostNumber=addr	
		uding the dn, must be specified. Non-column entry as noted under the discussion of mAttribute above.
Column and	The general format of a cola	ttrspec is:
Attribute Conversion Syntax	colattrspec= lhs "=" rhlhs= lval   namrhs= rval   [namnamespeclist= namespec	us mespeclist mespec] "(" namespec *("," namespec) ")"
	The lval and rval syntax are defined below at Values. The format of a namespec is	
	namespec	["ldap:"] attrspec [searchTriple]   ["nis+:"] colspec [objectspec]
	colspec	column   "(" column ")"
	attrspec	attribute   "(" attribute ")"
	searchTriple	":" [baseDN] ["?" [scope] ["?" [filter]]]
	baseDN	Base DN for search
	filter	LDAP search filter

objectspec

objectspec per nisplusLDAPdatabaseIdMapping

The repository specification in a namespec defaults as follows:

- For assignments to a column, nis+: on the LHS, ldap: on the RHS. NIS+ column values on the RHS are those that exist before the NIS+ entry is modified.
- For assignments to an attribute, ldap: on the LHS, nis+: on the RHS. LDAP attribute values on the RHS are those that exist before the LDAP entry is modified.

Enclosing the column or attribute name in parenthesis denotes a list of column or attribute values. For attributes, the meaning is the list of all attributes of that name, and the interpretation depends on the context. See the discussion at Values. This list specification is ignored when a searchTriple or objectspec is supplied.

For columns, the (colname) syntax is used to map multiple attribute instances to multiple NIS+ entries.

The searchTriple can be used to specify an attribute from a location other than the read or write target. The defaults are as follows:

baseDN	If omitted, the default is the current objectDN. If the baseDN ends in a comma, the value of the defaultSearchBase attribute is appended.
scope	one
filter	Empty

Similarly, the objectspec can be used to specify a column value from a NIS+ table other than the one implicitly indicated by the databaseId. If searchTriple or objectspec is explicitly specified in a namespec, the retrieval or assignment, whether from or to LDAP or NIS+, is performed without checking if read and write are enabled for the LDAP container or NIS+ table.

Omitting the namespec in an rhs is only allowed if the lhs is one or more attributes. The effect is to delete the specified attribute(s). In all other situations, an omitted namespec means that the rule is ignored.

The filter can be a value. See Values. For example, to find the ipHostNumber using the cn, you could specify the following in the filter field:

ldap:ipHostNumber:?one?("cn=%s", (cname, "%s.\*"))

In order to remove ambiguity, the unmodified value of a single column or attribute must be specified as the following when used in the filter field.

("%s", namespec)

	If the filter is not specified, the scope will be base, and the baseDN is assumed to be the DN of the entry that contains the attribute to be retrieved or modified. To use previously existing column or attribute values in the mapping rules requires a lookup to find those values. Obviously, this will add to the time required to perform the modification. Also, there is a window between the time when a value is retrieved, and then slightly later, stored back. If the values have changed in the mean time, the change may be overwritten.
	When colattrspecs are grouped into rule sets, in the value of a nisplusLDAPcolumnFromAttribute or nisplusLDAPattributeFromColumn attribute, the evaluation of the colattrspecs proceed in the listed order. However, evaluation may be done in parallel for multiple colattrspecs. If there is an error when evaluating a certain colattrspec, including retrieval or assignment of entry or column values, the extent to which the other colattrspec rules are evaluated is unspecified
Wildcards	Where wildcard support is available, it is of the following limited form:
	* Matches any number of characters.
	[x] Matches the character x.
	[x-y] Matches any character in the range x to y, inclusive
	Combinations such as [a-cA-C0123] are also allowed. This example would match any one of a, b, c, A, B, C, 0, 1, 2, or 3.
Substring Extraction	<pre>substringextract = "(" namespec "," matchspec ")" name = column or attribute name matchspec = \" formatstring \"</pre>
	The matchspec is a string like the sscanf(3C) format string, except that there may be at most one format specifier, a single %s. The output value of the substringextract is the substring matching the location of the %s.
	If there is no %s in the formatstring, it must instead be a single character, which is assumed to be a field separator for the namespec. The output values are the field values. Wild cards are supported. If there is no match, the output value is the empty string, "".
	For example, if the column cname has the value user.some.domain.name., the value of the expression:
	(cname, "%s.*")
	is user, which can be used to extract the user name from a NIS+ principal name.
	Similarly, use this expression to extract the third of the colon-separated fields of the shadow column:
	(shadow, "*:*:%s:*")

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This form can be used to extract all of the shadow fields. However, a simpler way to specify that special case is:

```
(shadow, ":")
```

```
Values
```

```
lval = "(" formatspec "," namespec *("," namespec) ")"
rval = "(" formatspec ["," namelist ["," elide] ] ")"
namelist = name_or_sse *( "," name_or_sse)
name_or_sse = namespec | substringextract
formatspec = \" formatstring \"
formatstring = A string combining text and % field specifications
elide =\" singlechar \"
singlechar = Any character
```

This syntax is used to produce rval values that incorporate column or attribute values, in a manner like sprintf(3C), or to perform assignments to lval like sscanf(3C). One important restriction is that the format specifications, plus a single character, use the designations from ber\_printf(3LDAP). Thus, while %s is used to extract a string value, %i causes BER conversion from an integer. Formats other than %s, for instance, %i, are only meaningfully defined in simple format strings without any other text.

The following ber printf() format characters are recognized:

b i B n o s

If there are too few format specifiers, the format string may be repeated as needed.

When used as an lval, there is a combination of pattern matching and assignment, possibly to multiple columns or attributes.

For example, in an assignment to an attribute, if the value of the addr column is 1.2.3.4, the rval:

```
("ipNetworkNumber=%s,", addr)
```

produces the value ipNetworkNumber=1.2.3.4,, while:

("(%s,%s,%s)", host, user, domain)

results in (assuming host="xyzzy", user="-", domain="x.y.z")
"(xyzzy,-,x.y.z)". The elide character feature is used with attribute lists. For
example:

```
("%s,", (mgrprfc822mailmember), ",")
```

concatenates all mgrprfc822mailmember values into one comma-separated string, and then elides the final trailing comma. Thus, for

```
mgrprfc822mailmember=usera
mgrprfc822mailmember=userb
mgrprfc822mailmember=userc
```

the value would be usera, userb, userc.

If the NIS+ column intval is in binary format, that is, the B column flag is set, and it is to be interpreted as an integer, the following:

("%i", intval)

produces a value suitable for assignment to an integer-valued attribute.

The nisPublicKey attribute encodes the algorithm type and number (equivalent to the auth\_type column) and the public key as a single string such as {dh192-0}xxxxxxx (public key truncated for clarity). The following will extract the corresponding auth type and public data values:

```
("{%s}%s", auth_type, public_data)
```

As a special case, to combine an LHS extraction with an RHS implicit list creates multiple entries and values. For example,

("(%s,%s,%s)", host, user, domain)=(nisNetgroupTriple)

creates one NIS+ entry for each nisNetgroupTriple value.

Assignments The assignment syntax, also found at Column and Attribute Conversion Syntax, is as follows:

```
colattrspec = lhs "=" rhs
lhs = lval | namespeclist
rhs = rval | namespec
namespeclist = namespec | "(" namespec *("," namespec) ")"
```

By using the syntax defined above, the general form of a simple assignment, which is a one-to-one mapping of column to attribute, would be:

```
("%s", colname)=("%s", attrname)
```

As a convenient short-hand, this can also be written as:

colname=attrname

A list specification, which is a name enclosed in parenthesis, can be used to make many-to-many assignments. The expression:

```
(colname) = (attrname)
```

where there are multiple instances of attrname, creates one NIS+ entry for each such instance, differentiated by their colname values. The following combinations of lists are allowed, but they are not particularly useful:

(attrname) = (colname)	Equivalent to attrname=colname
attrname=(colname)	Equivalent to attrname=colname
(colname)=attrname	Equivalent to colname=attrname
colname=(attrname)	Equivalent to colname=attrname

If a multi-valued RHS is assigned to a single-valued LHS, the LHS value will be the first of the RHS values. If the RHS is an attribute list, the first attribute is the first one returned by the LDAP server when queried. Otherwise, the definition of "first" is implementation dependent.

Finally, the LHS might be an explicit list of columns or attributes, such as:

(name1,name2,name3)

If the RHS is single-valued, this assigns the RHS value to all entities in the list. If the RHS is multi-valued, the first value is assigned to the first entity of the list, the second value to the second entity, and so on. Excess values or entities are silently ignored.

#### **EXAMPLES** | **EXAMPLE 1** Assigning an Attribute Value to a Column

The following example illustrates how to assign the value of the ipHostNumber attribute to the addr column

addr=ipHostNumber

EXAMPLE 2 Creating Multiple NIS+ Entries from Multi-Valued LDAP Attributes

An LDAP entry with:

cn=name1 cn=name2 cn=name3

and the following assignments:

cname=cn (name)=(cn

creates three NIS+ entries (other attributes/columns omitted for clarity):

cname=name1, name=name1 cname=name1, name=name2 cname=name1, name=name3

**EXAMPLE 3** Assigning String Constants

The following expression sets the auth\_type column to LOCAL:

```
auth_type=("LOCAL")
```

**EXAMPLE 4** Splitting Column Values to Multi-Valued Attributes

The expansion column contains a comma-separated list of alias member names. In the following example, the expression assigns each such member name to an instance of mgrprfc822mailmember:

(mgrprfc822mailmember) = (expansion, ",")

**EXAMPLE 5** Splitting Column Values to Multiple Attributes

The shadow column contains a colon-separated list of fields. The following assigns the value of the first field to shadowLastChange, the value of the second field to shadowMin, and so forth.

FILES /var/nis/NIS+LDAPmapping Default mapping file used by rpc.nisd(1M).

/var/nis/NIS+LDAPmapping.template
Template file covering the standard NIS+ directories and tables.

### **ATTRIBUTES** See attributes(5) for descriptions of the following attributes:

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWnisr
	Interface Stability	Obsolete
SEE ALSO	<pre>nisldapmaptest(1M), nisserver(1M), ser_printf(3LDAP), rpc.nisd(4), attr</pre>	
	System Administration Guide: Naming and Di	rectory Services (DNS, NIS, and LDAP)
NOTES	<i>RFC 2307bis</i> is an IETF informational docur for using LDAP as a naming service.	nent in draft stage that defines an approach

NAME	NISLDAPmapping – mapping file used by the NIS server components
SYNOPSIS	/var/yp/NISLDAPmapping
DESCRIPTION	The NISLDAPmapping file specifies the mapping between NIS map entries and equivalent Directory Information Tree (DIT) entries. The syntax of this file is based on the equivalent NIS+ to LDAP mapping file, NIS+LDAPmapping(4).
	The presence of /var/yp/NISLDAPmapping on a NIS master server causes that server to obtain NIS data from LDAP. See <a href="mailto:ypserv(4">ypserv(4</a> ). If /var/yp/NISLDAPmapping is present but the connection configuration file that is defined in /etc/default/ypserv cannot be found, a warning is logged. See <a href="mailto:ypserv(1M">ypserv(1M</a> ).
	NIS slave servers always obtain their data from a NIS master server, whether or not that server is getting data from LDAP, and ignore the /var/yp/NISLDAPmapping file.
	A simple NISLDAPmapping file is created using inityp21(1M). You can customize your NISLDAPmapping file as you require.
	Each attribute defined below can be specified in/var/yp/NISLDAPmappingLDAP or as an LDAP attribute. If both are specified, then the attribute in /var/yp/NISLDAPmapping (including empty values) takes precedence.
	A continuation is indicated by a '\' (backslash) in the last position, immediately before the newline of a line. Characters are escaped, that is, exempted from special interpretation, when preceeded by a backslash character.
	The '#' (hash) character starts a comment. White space is either ASCII space or a horizontal tab. In general, lines consist of optional white space, an attribute name, at least one white space character, and an attribute value.
EXTENDED DESCRIPTION File Syntax	Repeated fields, with separator characters, are described by the following syntax:
5	One or more entries entry:entry:entry
	entry[":"]
	Zero or more entries
	[entry":"]
Attributes	Attributes generally apply to one more more NIS maps. Map names can be specified either on their own,that is in passwd.byname, in which case they apply to all domains, or for individual NIS domains, for example, in passwd.byname, example.sun.uk. Where a map is mentioned in more than one attribute, both versions are applied. If any parts of the attributes are in conflict, the domain specific version takes precedence over the non-domain specific version.

Each domain specific attributes must appear in NISLDAPmapping before any related non-domain specific attribute. If non-domain specific attributes appear first, behavior may be unpredictable. Errors are logged when non-domain specific attributes are found first.

You can associate a group of map names with a databaseId. In effect, a macro is expanded to the group of names. Use this mechanism where the same group of names is used in many attributes or where domain specific map names are used. Then, you can make any changes to the domain name in one place.

Unless otherwise noted, all elements of the syntaxes below may be surrounded by white space. Separator characters and white space must be escaped if they are part of syntactic elements.

The following attributes are recognized.

```
nisLDAPdomainContext
The context to use for a NIS domain.
```

The syntax for nisLDAPdomainContext is:

NISDomainName ":" context

The following is an example of the nisLDAPdomainContext attribute:

domain.one : dc=site, dc=company, dc=com

The mapping file should define the context for each domain before any other attribute makes use of the NISDomainName specified for that domain.

#### nisLDAPyppasswddDomains

Lists the domains for which password changes should be made. NIS password change requests do not specify the domains in which any given password should be changed. In traditional NIS this information is effectively hard coded in the NIS makefile.

The syntax for the nisLDAPyppasswddDomains attribute is:

domainname[" "...]

nisLDAPdatabaseIdMapping

Sets up an alias for a group of NIS map names. There is no default value.

The syntax for the nisLDAPdatabaseIdMapping attribute is:

```
nisLDAPnameFields.
fieldvalue = fieldvaluestring | \" fieldvaluestring \"
```

indexlist is used for those cases where it is necessary to select a subset of entries from a NIS map. The subset are those NIS entries that match the indexlist. If there are multiple specifications indexed for a particular NIS map, they are tried in the order retrieved until one matches. Note that retrieval order usually is unspecified for multi-valued LDAP attributes. Hence, if using indexed specifications when nisLDAPdatabaseIdMapping is retrieved from LDAP, make sure that the subset match is unambiguous.

If the fieldvaluestring contains white space or commas, it must either be surrounded by double quotes, or the special characters must be escaped. Wildcards are allowed in the fieldvaluestring. See Wildcards

To associate the passwd.byname and passwd.byuid maps with the passwd databaseId:

```
passwd:passwd.byname passwd.byuid
```

The passwd and passwd.adjunct databaseIds receive special handling. In addition to its normal usage, passwd defines which maps yppasswdd is to update when a passwd is changed. In addition to its normal usage passwd.adjunct defines which maps yppasswdd is to update when an adjunct passwd is changed.

You may not alias a single map name to a different name, as the results are unpredictable.

```
nisLDAPentryTtl
```

Establish TTLs for NIS entries derived from LDAP.

The syntax for the nisLDAPentryTtl attribute is:

```
mapName[" "...]":"
```

initialTTLlo ":" initialTTLhi ":" runningTTL

where

initialTTLlo	The lower limit for the initial TTL (in seconds) for data read from LDAP when the ypserv starts. If the initialTTLhi also is specified, the actual initialTTL will be randomly selected from the interval initialTTLlo to initialTTLhi, inclusive. Leaving the field empty yields the default value of 1800 seconds.
initialTTLhi	The upper limit for the initial TTL. If left empty, defaults to 5400.
runningTTL	The TTL (in seconds) for data retrieved from LDAP while the ypserv is running. Leave the field empty to obtain the default value of 3600 seconds.

If there is no specification of TTLs for a particular map, the default values are used.

If the initialTTLlo and initialTTLhi have the same value, the effect will be that all data known to the ypserv at startup times out at the same time. Depending on NIS data lookup patterns, this could cause spikes in ypserv-to-LDAP traffic. In order to avoid that, you can specify different initialTTLlo and initialTTLhi values, and obtain a spread in initial TTLs.

The following is an example of the nisLDAPentryTtl attribute used to specify that entries in the NIS host maps read from LDAP should be valid for four hours. When ypserv restarts, the disk database entries are valid for between two and three hours.

hosts.byname hosts.byaddr:7200:10800:14400

nisLDAPobjectDN

Specifies the connection between a group of NIS maps and the LDAP directory. This attribute also defines the 'order' of the NIS maps. When NIS maps are bulk copied to or from the DIT, they are processed in the same order as related nisLDAPobjectDN attributes appear in /var/yp/NISLDAPmapping.

The syntax for the nisLDAPobjectDN attribute is:

mapName[" "...] ":" objectDN \*( ";" objectDN )

#### where

objectDN	<pre>= readObjectSpec [":"[writeObjectSpec]]</pre>
readObjectSpec	<pre>= [baseAndScope [filterAttrValList]]</pre>
writeObjectSpec	<pre>= [baseAndScope [attrValList]]</pre>
baseAndScope	= [baseDN] ["?" [scope]]
filterAttrValList	= ["?" [filter   attrValList]]]
scope	= "base"   "one"   "sub"
attrValList	= attribute "=" value
	*("," attribute "=" value)

The baseDN defaults to the value of the nisLDAPdomainContext attribute for the accessed domain. If the baseDN ends in a comma, the nisLDAPdomainContext value is appended.

scope defaults to one. scope has no meaning and is ignored in a writeObjectSpec.

The filter is an LDAP search filter and has no default value.

The attrValList is a list of attribute and value pairs. There is no default value.

As a convenience, if an attrValList is specified in a readObjectSpec, it is converted to a search filter by ANDing together the attributes and the values. For example, the attribute and value list:

objectClass=posixAccount,objectClass=shadowAccount

is converted to the filter:

```
(\&(objectClass=posixAccount) \setminus
```

```
(objectClass=shadowAccount))
```

Map entries are mapped by means of the relevant mapping rules in the nisLDAPnameFields and nisLDAPattributeFromField.

If a writeObjectSpec is omitted, the effect is one of the following:

- If there is no trailing colon after the readObjectSpec, then there is no write at all.
- If there is a colon after the readObjectSpec, then writeObjectSpec equals readObjectSpec.

The following is an example of a nisLDAPobjectDN attribute declaration that gets the hosts.byaddr map entries from the ou=Hosts container under the default search base and writes to the same place.

hosts.byaddr:ou=Hosts,?one?objectClass=ipHost:

The following is an example of a nisLDAPobjectDN attribute declaration that obtains passwd map entries from the ou=People containers under the default search base, and also from dc=another, dc=domain.

```
passwd:ou=People,?one?\
```

```
objectClass=shadowAccount,\
    objectClass=posixAccount:;\
    ou=People,dc=another,dc=domain,?one?\
        objectClass=shadowAccount,\
        objectClass=posixAccount
```

#### nisLDAPnameFields

Specifies the content of entries in a NIS map and how they should be broken into named fields. nisLDAPnameFields is required because unlike NIS+, NIS maps do not store information in named fields.

The syntax for the nisLDAPnameFields attribute is as follows:

```
"nisLDAPnameFields" mapName ":" "(" matchspec "," fieldNames ")"
fieldName = nameOrArrayName[","...]
nameOrArrayName = Name of field or 'array' of repeated fields.
matchspec = \" formatString \"
```

formatString may contains a list of %s and %a elements each of which represents a single named field or a list of repeated fields. A %a field is interpreted as an IPv4 address or an IPv6 address in preferred format. If an IPv6 address in non preferred format is found, then it is converted and a warning is logged.

Where there are a list of repeated fields, the entire list is stored as one entry. The fields are broken up into individual entries, based on the internal separator, at a latter stage. Other characters represent separators which must be present. Any separator, including whitespace, specified by the formatString, may be surrounded by a number of whitespace and tab characters. The whitespace and tab characters are ignored.

Regardless of the content of this entry some fieldNames are reserved:

rf_key	The DBM key value
rf_ipkey	The DBM key value handled as an IP address. See the discussion of %a fields.
rf_comment	Everything following the first occurance of a symbol. rf_comment is defined by nisLDAPcommentChar.
rf_domain	The name of the domain in which the current NIS operation is being carried out.
rf_searchipkey	The rf_searchkey value handled as an IP address. See the discussion of %a fields above.
rf_searchkey	See the description under nisLDAPattributeFromField below.

For example, the rpc.bynumber map has the format:

```
name number alias[" "...]
```

The NIS to LDAP system is instructed to break it into a name, a number, and an array of alias field by the following entry in the mapping file:

```
nisLDAPnameFields rpc.bynumber : \
    "%s %s %s", name,number,aliases)
```

#### nisLDAPsplitFields

Defines how a field, or list of fields, named by nisLDAPnameFields is split into subfields. The original field is compared with each line of this attribute until one matches. When a match is found named subfields are generated. In latter operations subfield names can be used in the same way as other field names.

The syntax for the nisLDAPsplitFields attribute is as follows:

```
"nisLDAPsplitFields" fieldName ":" splitSpec[","...]
splitSpec = "(" matchspec "," subFieldNames ")"
fieldName = Name of a field from nisLDAPnameFields
subFieldNames = subFieldname[","...]
matchspec = \" formatString \"
```

The netgroup memberTriples can have format (host, user, domain) or groupname. The format is specified by the attribute:

```
nisLDAPsplitField memberTriple: \
    ("(%s,%s,%s)", host, user, domain) , \
    ("%s", group)
```

Later operations can then use field names host, user, domain, group or memberTriple. Because lines are processed in order, if host, user and domain are found, group will not be generated.

Several maps and databaseIds may contain fields that are to be split in the same way. As a consequence, the names of fields to be split must be unique across all maps and databaseIds.

Only one level of spliting is supported. That is, a subfield cannot be split into further subfields.

nisLDAPrepeatedFieldSeparators

Where there is a list of repeated, splitable fields, nisLDAPrepeatedFieldSeparators specifies which characters separate instances of the splitable field.

The syntax for the nisLDAPrepeatedFieldSeparators attribute is as follows:

```
"nisLDAPrepeatedFieldSeparators" fieldName \"sepChar[...]\"
sepChar = A separator character.
```

The default value is space or tab. If repeated splitable fields are adjacent, that is, there is no separating character, then the following should be specified:

nisLDAPrepeatedFieldSeparators netIdEntry: ""

nisLDAPcommentChar

Specifies which character represents the start of the special comment field in a given NIS map. If this attribute is not present then the default comment character # is used.

To specify that a map uses a asterix to mark the start of comments.

nisLDAPcommentChar mapname : '\*'

If a map cannot contain comments, then the following attribute should be specified.

nisLDAPcommentChar mapname : ''

nisLDAPmapFlags

Indicates if YP\_INTERDOMAIN or YP\_SECURE entries should be created in a map. Using nisLDAPmapFlags is equivalent to running makedbm(1M) with the -b or the -s option. When a map is created from the contents of the DIT, the mapping file attribute is the only source for the YP\_INTERDOMAIN or YP\_SECURE entries.

The syntax for the nisLDAPmapFlags attribute is as follows:

"nisLDAPmapFlags" mapname ":" ["b"]["s"]

By default neither entry is created.

nisLDAPfieldFromAttribute

Specifies how a NIS entries field values are derived from LDAP attribute values.

The syntax for the nisLDAPfieldFromAttribute attribute is as follows:

mapName ":" fieldattrspec \*("," fieldattrspec)

	The format of f Syntax.	ieldattrspec is shown below at Field and Attribute Conversion	
		t copy and assignment the value of the ipHostNumber attribute to d field, for example:	
	addr=ipHostNumb	ber	
		named field and attribute conversion syntax are discussed below, ples of complex attribute to field conversions.	
	nisLDAPattribu Specifies how a	ateFromField n LDAP attribute value is derived from a NIS entriy field value.	
	The syntax for t	he nisLDAPattributeFromField attribute is as follows:	
	mapName ":" fie	eldattrspec *("," fieldattrspec )	
	The format of £ Syntax.	ieldattrspec is shown below at Field and Attribute Conversion	
		e, if the dn attribute value derived from a fieldattrspec ends in the domains context from nisLDAPdomainContext is appended.	
		ng example to map the value of the addr field to the attribute by direct copy and assignment:	
	ipHostNumber=addr		
	All relevant attr	ibutes, including the dn, must be specified.	
	There are some desirable, so a k the reserved rf	t must be possible to rapidly find a DIT entry based on its key. maps for which a NIS to LDAP mapping for the key is not ey mapping cannot be specified. In these cases a mapping that uses _searchkey must be specified. Mappings that use this field name en information is mapped into the DIT.	
Field and Attribute	The general forma	t of a fieldattrspec is:	
Conversion Syntax	fieldattrspec lhs rhs namespeclist	<pre>= lhs "=" rhs = lval   namespeclist = rval   [namespec] = namespec   "(" namespec *("," namespec) ")"</pre>	
	The lval and rva	al syntax are defined below at Values. The format of a namespec is:	
	namespec		
		["ldap:"] attrspec [searchTriple]   ["yp:"] fieldname [mapspec]	
	fieldname		
		field   "(" field ")"	

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```
attrspec
```

```
attribute | "(" attribute ")"
```

searchTriple

":" [baseDN] ["?" [scope] ["?" [filter]]]

baseDN Base DN for search

filter LDAP search filter

mapspec Map name

The repository specification in a namespec defaults is as follows:

• For assignments to a field:

on the LHS	ур
on the RHS	ldap

NIS field values on the RHS are those that exist before the NIS entry is modified.

• For assignments to an attribute:

on the LHS	ldap
on the RHS	ур

Attribute values on the RHS are those that exist before the LDAP entry is modified.

When the field or attribute name is enclosed in parenthesis, it denotes a list of field or attribute values. For attributes, the meaning is the list of all attributes of that name, and the interpretation depends on the context. See the discussion at Values. The list specification is ignored when a searchTriple or mapspec is supplied.

For fields, the fieldname syntax is used to map multiple attribute instances to multiple NIS entries.

The searchTriple can be used to specify an attribute from a location other than the read or write target. The defaultvalues are as follows:

baseDN	If baseDN is omitted, the default is the current objectDN. If the baseDN ends in a comma, the context of the domain is appended from nisLDAPdomainContext .
scope	one
filter	Empty

Similarly, the mapspec can be used to specify a field value from a NIS map other than the one implicitly indicated by the mapName. If searchTriple or mapspec is explicitly specified in a namespec, the retrieval or assignment, whether from or to LDAP or NIS, is performed without checking if read and write are enabled for the LDAP container or NIS map.

	The ommision of the namespec in an rhs is only allowed if the lhs is one or more attributes. The effect is to delete the specified attribute(s). In all other situations, an omitted namespec means that the rule is ignored.
	The filter can be a value. See Values. For example, to find the ipHostNumberthat uses the cn, you specify the following in the filter field:
	<pre>ldap:ipHostNumber:?one?("cn=%s", (cname, "%s.*"))</pre>
	In order to remove ambiguity, the unmodified value of a single field or attribute must be specified as the following when used in the filter field.
	("%s", namespec)
	If the filter is not specified, the scope will be base, and the baseDN is assumed to be the DN of the entry that contains the attribute to be retrieved or modified. To use previously existing field or attribute values in the mapping rules requires a lookup to find those values. Obviously, this adds to the time required to perform the modification. Also, there is a window between the time when a value is retrieved and then slightly later stored back. If the values have changed in the mean time, the change may be overwritten.
	When fieldattrspecs are grouped into rule sets, in the value of a nisLDAPfieldFromAttribute or nisLDAPattributeFromField attribute, the evaluation of the fieldattrspecs proceed in the listed order. However, evaluation may be done in parallel for multiple fieldattrspecs. If there is an error when evaluating a certain fieldattrspec, including retrieval or assignment of entry or field values, the extent to which the other fieldattrspec rules are evaluated is unspecified.
Wildcards	Where wildcard support is available, it is of the following limited form:
	* Matches any number of characters
	[x] Matches the character x
	[x-y] Matches any character in the range x to y, inclusive
	Combinations such as [a-cA-C0123] are also allowed, which would match any one of a, b, c, A, B, C, 0, 1, 2, or 3.
Substring Extraction	<pre>substringextract = "(" namespec "," matchspec ")" name = field or attribute name matchspec =</pre>
	The matchspec is a string like the sscanf(3C) format string, except that there may be at most one format specifier, a single %s. The output value of the substringextract is the substring that matches the location of the %s.

If there is no %s in the formatstring, it must instead be a single character, which is assumed to be a field separator for the namespec. The output values are the field values. Wild cards are supported. If there is no match, the output value is the empty string, "".

For example, if the fieldcname has the value user.some.domain.name., the value of the expression:

```
(cname, "%s.*")
```

is user, which can be used to extract the user name from a NIS principal name.

Similarly, use this expression to extract the third of the colon-separated fields of the shadow field:

```
(shadow, "*:*:%s:*")
```

This form can be used to extract all of the shadow fields. However, a simpler way to specify that special case is:

```
(shadow, ":")
```

```
Values
```

lval rval	<pre>= "(" formatspec "," namespec *("," namespec) ")" = "(" formatspec ["," namelist ["," elide] ] ")"</pre>
namelist name_or_sse removespec list or name	<pre>= name_or_sse *( "," name_or_sse) = namespec   removespec   substringextract = list_or_name "-" namespec = "(" namespec ")"   namespec</pre>
formatspec	=
formatstring	= A string combining text and % field specifications
elide	=
singlechar	= Any character

The syntax above is used to produce rval values that incorporate field or attribute values, in a manner like sprintf(3C), or to perform assignments to lval like sscanf(3C). One important restriction is that the format specifications, plus a single character, use the designations from ber\_printf(3LDAP). Thus, while %s is used to extract a string value, %i causes BER conversion from an integer. Formats other than %s, for instance, %i, are only meaningfully defined in simple format strings without any other text.

The following ber printf() format characters are recognized:

b i n o s

If there are too few format specifiers, the format string may be repeated as needed.

When used as an lval, there is a combination of pattern matching and assignment, possibly to multiple fields or attributes.

In an assignment to an attribute, if the value of the addr field is 1.2.3.4, the rval:

("ipNetworkNumber=%s,", addr)

produces the value ipNetworkNumber=1.2.3.4,, while:

("(%s,%s,%s)", host, user, domain)

results in:

```
(assuming host="xyzzy", user="-", domain="x.y.z")
"(xyzzy,-,x.y.z)"
```

The elide character feature is used with attribute lists. So:

("%s,", (mgrprfc822mailmember), ",")

concatenates all mgrprfc822mailmember values into one comma-separated string, and then elides the final trailing comma. Thus, for

```
mgrprfc822mailmember=usera
mgrprfc822mailmember=userb
mgrprfc822mailmember=userc
```

the value would be:

```
usera, userb, userc
```

As a special case, to combine an LHS extraction with an RHS implicit list creates multiple entries and values. So

("(%s,%s,%s)", host, user, domain)=(nisNetgroupTriple)

creates one NIS entry for each nisNetgroupTriple value.

The 'removespec' form is used to exclude previously assigned fields values from a list. So, if an LDAP entry contains:

name: foo cn: foo cn: foo1 cn: foo2

and the mapping file specifies :

myName = name, \
myAliases = ("%s ", (cn) - yp:myName, " ")

then the following assignments are carried out:

- 1. Assign value foo to myName
- 2. Assign value foo foo1 foo2 to myAliases
- 3. Remove value of myName from value myAliases

This results in the field values myName is set to foo, and myAliases is set to fool foo2.

Assignments	The assignment syntax, also found at Field and Attribute Conversion Syntax, is as follows:		
	<pre>fieldattrspec = lhs "=" rhs lhs = lval   namespeclist rhs = rval   namespec namespeclist = namespec   "(" namespec *("," namespec) ")"</pre>		
	The general form of a simple assignment, which is a one-to-one mapping of field to attribute, is:		
	("%s", fieldname)=("%s", attrname)		
	As a convenient shorthand, this can also l	be written as:	
	fieldname=attrname		
	A list specification, which is a name enclosed in parenthesis, can be used to make many-to-many assignments. The expression:		
	(fieldname) = (attrname)		
	where there are multiple instances of attrname, creates one NIS entry for each such instance, differentiated by their fieldname values. The following combinations of lists are allowed, but they are not particularly useful:		
	(attrname) = (fieldname)	Equivalent to attrname=fieldname	
	attrname=(fieldname)	Equivalent to attrname=fieldname	
	(fieldname) =attrname	Equivalent to fieldname=attrname	
	fieldname=(attrname)	Equivalent to fieldname=attrname	
	If a multi-valued RHS is assigned to a single-valued LHS, the LHS value will be the first of the RHS values. If the RHS is an attribute list, the first attribute is the first one returned by the LDAP server when queried. Otherwise, the definition of "first" is implementation dependent.		
	Finally, the LHS can be an explicit list of fields or attributes, such as:		
	(name1,name2,name3)		
		The RHS value to all entities in the list. If the gned to the first entity of the list, the second ess values or entities are silently ignored.	
EXAMPLES	EXAMPLE 1 Assigning an Attribute Value to a	Field	
	The following example illustrates how to attribute to the addr field	assign the value of the ipHostNumber	
	addr=ipHostNumber		

		rice from Multi Valued I DAD Attributes	
	<b>EXAMPLE 2</b> Creating Multiple NIS Entries from Multi-Valued LDAP Attributes		
	An LDAP entry with:		
	cn=name1 cn=name2 cn=name3		
	and the following assignments:		
	cname=cn (name) = (cn)		
	creates three NIS entries. Other attr	ibutes and fields are omitted for clarity.	
	<pre>cname=name1, name=name1 cname=name1, name=name2 cname=name1, name=name3</pre>		
	EXAMPLE 3 Assigning String Constants		
	The following expression sets the passwd field to x:		
	passwd=("x")		
	EXAMPLE 4 Splitting Field Values to Multi-Valued Attributes		
	The expansion field contains a comma-separated list of alias member names. In the following example, the expression assigns each member name to an instance of mgrprfc822mailmember:		
	(mgrprfc822mailmember)=(expansion, ",")		
FILES	/var/yp/NISLDAPmapping	Mapping file used by the NIS server components	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWypu	
	Interface Stability	Obsolete	
SEE ALSO	<pre>inityp21(1M), makedbm(1M), ypserv(1M), ber_printf(3LDAP), sprintf(3C), sscanf(3C), NIS+LDAPmapping(4), ypserv(4), attributes(5)</pre>		
	System Administration Guide: Naming and Directory Services (DNS, NIS, and LDAP)		

### nodename(4)

NAME	nodename – local source for system name		
SYNOPSIS	/etc/nodename		
DESCRIPTION	When a machine is standalone or its IP address is configured locally, the /etc/nodename file contains the system name. By convention, the system name is the same as the hostname associated with the IP address of the primary network interface, for example, hostname.hme0.		
	If the machine's network configuration is delivered by the RPC bootparams protocol, the /etc/nodename file is not used, as the system name is delivered by the remote service.		
	Given a system name value, regardless of source, the uname utility invoked with the -S option is used to set the system name of the running system.		
	If the machine's network configuration is delivered by the DHCP protocol, the /etc/nodename file is used only if the DHCP server does not provide a value for the Hostname option (DHCP standard option code 12).		
	A system name configured in /etc/nodename should be unique within the system's name service domain in order to ensure that any network services provided by the system will operate correctly.		
	Given a system name value, regardless of se -S option is used to set the system name of	-	
EXAMPLES	<b>EXAMPLE 1</b> Syntax		
	The syntax for nodename consists of a sing example, for a system named myhost:	le line containing the system's name. For	
	myhost		
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWcsu	
SEE ALSO	nis+(1), uname(1), named(1M), ypbind(1M	M), attributes(5)	
NOTES	The nodename file is modified by Solaris ir	nstallation and de-installation scripts.	

# nologin(4)

NAME	nologin – message displayed to users attempting to log on in the process of a system shutdown
SYNOPSIS	/etc/nologin
DESCRIPTION	The /etc/nologin file contains the message displayed to users attempting to log on to a machine in the process of being shutdown. After displaying the contents of the nologin file, the login procedure terminates, preventing the user from logging onto the machine.
	This procedure is preferable to terminating a user's session by shutdown shortly after the user has logged on.
	Logins by super-user are not affected by this procedure.
	The message contained in the nologin file is editable by super-user. A typical nologin file contains a message similar to:
	NO LOGINS: System going down in 10 minutes.
SEE ALSO	<pre>login(1), rlogin(1), telnet(1), shutdown(1M)</pre>

NAME	note – specify legal annotations		
SYNOPSIS	/usr/lib/note		
DESCRIPTION	Each file in this directory contains the NOTE (also _NOTE) annotations legal for a single tool. The name of the file, by convention, should be the tool vendor's stock name, followed by a hyphen, followed by the tool name. For example, for Sun's lock_lint tool the filename should be SUNW-lock_lint.		
	The file should contain the names of the annotations understood by the tool, one per line. For example, if a tool understands the following annotations:		
	NOTE(NOT_REACHED) NOTE(MUTEX_PROTECTS_DATA(list_lock, list_head))		
	then its file in /usr/lib/note should contain the entries:		
	NOT_REACHED MUTEX_PROTECTS_DATA		
	Blank lines, and lines beginning with a pound (#), are ignored.		
	While /usr/lib/note is the default directory tools search for such files, they can be made to search other directories instead simply by setting environment variable NOTEPATH to contain the paths, separated by colons, of directories to be searched, e.g., /usr/mytool/note:/usr/lib/note.		
USAGE	These files are used by such tools whenever they encounter NOTEs they do not understand. If a file in /usr/lib/note contains the annotation, then it is valid. If no such file contains the annotation, then the tool should issue a warning complaining that it might be invalid.		
ENVIRONMENT VARIABLES	NOTEPATH specify paths to be searched for annotation files. Paths are separated by colons (":").		
SEE ALSO	NOTE(3EXT)		

notrouter(4)

NAME	notrouter – flag to turn off IPv4 routing
SYNOPSIS	/etc/notrouter
DESCRIPTION	The /etc/notrouter file is no longer used as of the current release of the Solaris operating system. IPv4 forwarding is disabled by default and can be enabled using routeadm(1M).
SEE ALSO	routeadm(1M)

nscd.conf(4)

		(-)
NAME	nscd.conf – name service cache daemon configuration	
SYNOPSIS	/etc/nscd.conf	
DESCRIPTION	The nscd.conf file contains the configuration information for nscd(1M). Each line specifies either an <i>attribute</i> and a <i>value</i> , or an <i>attribute, cachename</i> , and a <i>value</i> . Fields are separated either by SPACE or TAB characters. A '#' (number sign) indicates the beginning of a comment; characters up to the end of the line are not interpreted by nscd. <i>cachename</i> is represented by hosts, ipnodes, passwd, group, exec_attr, prof_attr, or user_attr.	
	attribute supports the following:	
	logfile debug-file-name	Specifies name of the file to which debug info should be written. Use /dev/tty for standard output.
	debug-level value	Sets the debug level desired. <i>value</i> may range from 0 (the default) to 10. Use of this option causes nscd(1M) to run in the foreground and not become a daemon. Note that the output of the debugging command is not likely to remain the same from release-to-release; scripts should <i>not</i> rely on its format.
	enable-cache cachename value	Enables or disables the specified cache. <i>value</i> may be either yes or no.
	positive-time-to-live cachename value	Sets the time-to-live for positive entries (successful queries) in the specified cache. <i>value</i> is in integer seconds. Larger values increase cache hit rates and reduce mean response times, but increase problems with cache coherence. Note that sites that push (update) NIS maps nightly can set the value to be the equivalent of 12 hours or more with very good performance implications.
	negative-time-to-live cachename value	Sets the time-to-live for negative entries (unsuccessful queries) in the specified cache. <i>value</i> is in integer

# nscd.conf(4)

		seconds. Can result in significant performance improvements if there are several files owned by uids (user IDs) not in system databases; should be kept small to reduce cache coherency problems.
	suggested-size <i>cachename value</i>	Sets the suggested number of hash buckets in the specified cache. This parameter should be changed only if the number of entries in the cache exceeds the suggested size by more than a factor of four or five. Since this is the internal hash table size, <i>value</i> should remain a prime number for optimum efficiency.
	keep-hot-count <i>cachename value</i>	This attribute allows the administrator to set the number of entries nscd(1M) is to keep current in the specified cache. <i>value</i> is an integer number which should approximate the number of entries frequently used during the day.
	check-files cachename value	Enables or disables checking the file belonging to the specified <i>cachename</i> for changes. If enabled (which is the default), changes in the corresponding file cause the cache to be invalidated within 10 seconds. Can be disabled if files are never modified for a slight performance boost, particularly over NFS. <i>value</i> may be either yes or no.
SEE ALSO	nscd(1M), group(4), hosts(4), ipnodes(4), pas	sswd(4)

		nss(4)
NAME	nss – configuration file for initgroups	
SYNOPSIS	/etc/default/nss	
DESCRIPTION	The /etc/default/nss configuration file provides methods for initgroups(3C) lookup method. The file also provides a method to disable address sorting by name lookup functions. The file controls the behavior of the name service switch routines outside of the source database mappings provided by the /etc/nsswitch.conf file.	
	/etc/default/nss supports the following	ng options:
	<pre>NETID_AUTHORITATIVE Changes the behavior of the name service lookups to use the netid table in response to the initgroups() call. The netid table is provided by the LOCAL entries of the NIS+ cred.org_dir table. By default, initgroups() uses the group table. When NETID_AUTHORITATIVE is set to TRUE, initgroups() uses netid as the source for supplementary groups rather than the group table.</pre>	
	The name service administrator must ensure that the netid table contains valid supplementary group information for users. Not all name services can automatically keep the members listed in the group table in sync with the netid table.	
	<pre>SORT_ADDRS If this option is set to FALSE, the sorting of addresses is disabled on addresses that are returned by name lookup functions such as initgroups(), gethostbyname(3NSL), netdir_getbyname(3NSL), getaddrinfo(3SOCKET), and getipnodebyname(3SOCKET). Setting this option to FALSE is useful when the order of addresses returned by the nameserver needs to be maintained. To use the DNS round robin feature, for example, address sorting by name lookup functions should be disabled.</pre>	
	By default, address sorting is enabled.	
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWcsr
	Interface Stability	Evolving
SEE ALSO		me(3NSL),getipnodebyname(3SOCKET), NSL),nsswitch.conf(4),attributes(5)

nss(4)

 NAME
 nsswitch.conf - configuration file for the name service switch

 SYNOPSIS
 /etc/nsswitch.conf

DESCRIPTION

The operating system uses a number of databases of information about hosts, ipnodes, users (passwd and shadow), and groups. Data for these can come from a variety of sources: hostnames and host addresses, for example, can be found in /etc/hosts, NIS, NIS+, LDAP, or DNS. Zero or more sources may be used for each database; the sources and their lookup order are specified in the /etc/nsswitch.conf file.

The following databases use the switch file:

Database	Used By
aliases	sendmail(1M)
auth_attr	getauthnam(3SECDB)
automount	automount(1M)
bootparams	rpc.bootparamd(1M)
ethers	ethers(3SOCKET)
group	getgrnam(3C)
hosts	gethostbyname( $3NSL$ ). See Interaction with netconfig.
ipnodes	getaddrinfo(3SOCKET)
netgroup	innetgr(3C)
netmasks	ifconfig(1M)
networks	getnetbyname(3SOCKET)
passwd	getpwnam(3C), getspnam(3C), getauusernam(3BSM), getusernam(3SECDB)
printers	<pre>lp(1), lpstat(1), cancel(1), lpr(1B), lpq(1B), lprm(1B), in.lpd(1M), lpadmin(1M), lpget(1M), lpset(1M)</pre>
prof_attr	<pre>getprofnam(3SECDB), getexecprof(3SECDB)</pre>
project	getprojent(3PROJECT), getdefaultproj(3PROJECT), inproj(3PROJECT), newtask(1), setproject(3PROJECT)
protocols	getprotobyname(3SOCKET)
publickey	getpublickey(3NSL), secure_rpc(3NSL)
rpc	getrpcbyname(3NSL)

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Database	Used By	
services	getservbyname(3SOCKET).	
	See Interaction with netconfig.	
The following sources may be used:		
Source	Uses	
files	/etc/hosts,/etc/passwd,/etc/inet/ipnodes, /etc/shadow	
nis	NIS(YP)	
nisplus	NIS+	
ldap	LDAP	
dns	Valid only for hosts and ipnodes. Uses the Internet Domain Name Service.	
compat	Valid only for passwd and group. Implements "+" and "-". See Interaction with +/- syntax.	
user	Valid only for printers. Implements support for $HOME/.printers$ .	

There is an entry in /etc/nsswitch.conf for each database. Typically these entries will be simple, such as "protocols: files" or "networks: files nisplus". However, when multiple sources are specified, it is sometimes necessary to define precisely the circumstances under which each source will be tried. A source can return one of the following codes:

Status	Meaning
SUCCESS	Requested database entry was found.
UNAVAIL	Source is not configured on this system or internal failure.
NOTFOUND	Source responded "no such entry"
TRYAGAIN	Source is busy or not responding, might respond to retries.

For each status code, two actions are possible:

Action	Meaning	
continue	Try the next source in the list.	
return	Return now.	
Additionally, for TRYAGAIN only,	the following actions are possible:	
Action	Meaning	
forever	Retry the current source forever.	
n	Retry the current source <i>n</i> more times, where <i>n</i> is an integer between 0 and MAX_INT (that is, 2.14 billion). After <i>n</i> retries has been exhausted, the action will continue to the next source.	
The complete syntax of an entry i	s:	
<pre><entry> ::= <database> ":" <criteria> ::= "[" <criterion>-</criterion></criteria></database></entry></pre>		
<pre><criterion> ::= <status> "=" <ad< pre=""></ad<></status></criterion></pre>		
For every status except TRYAGAI	N, the action syntax is:	
<action> ::= "return"   "continue"</action>		
For the TRYAGAIN status, the acti	on syntax is:	
<action> ::= "return"   "con <n> ::= 0MAX_INT</n></action>	ntinue"   "forever"   <n></n>	
Each entry occupies a single line in the file. Lines that are blank, or that start with white space, are ignored. Everything on a line following a # character is also ignored; the # character can begin anywhere in a line, to be used to begin comments. The <database> and <source/> names are case-sensitive, but <action> and <status> names are case-insensitive.</status></action></database>		
The library functions contain compiled-in default entries that are used if the appropriate entry in nsswitch.conf is absent or syntactically incorrect.		
The default criteria for DNS and the NIS server in "DNS-forwarding mode" (and DNS server not responding or busy) is [SUCCESS=return NOTFOUND=continue UNAVAIL=continue TRYAGAIN=continue].		
The default criteria for all other sources is [SUCCESS=return NOTFOUND=continue UNAVAIL=continue TRYAGAIN=forever].		

		ified, criteria are meaningless following the last source in l, since the action is always to return to the caller the source returns.
Interaction with netconfig	getaddrinfo(3SOCKET), ge netdir_getbyname(3NSL) f internal library function. This for hosts, ipnodes, and sen netconfig(4) and uses the se last column for nametoaddr	l return consistent results, gethostbyname(3NSL), etservbyname(3SOCKET), and functions are all implemented in terms of the same function obtains the system-wide source lookup policy cvices based on the inet family entries in witch entries only if the netconfig entries have a "-" in the libraries. See the NOTES section in getservbyname(3SOCKET) for details.
YP-compatibility Mode	The NIS+ server can be run in "YP-compatibility mode", where it handles NIS (YP) requests as well as NIS+ requests. In this case, the clients get much the same results (except for getspnam(3C)) from the "nis" source as from "nisplus"; however, "nisplus" is recommended instead of "nis".	
Interaction with server in DNS-forwarding Mode		
	"NIS/YP-compatibility mode" rpc.nisd(1M)). Forwarding	compatible versions, the NIS+ server in ' can also be run in "DNS-forwarding mode" (see is effective only for requests originating from its YP e clients should be configured appropriately.
Interaction with Password Aging	When password aging is turned on, only a limited set of possible name services are permitted for the passwd: database in the /etc/nsswitch.conf file:	
	passwd:	files
	passwd:	files nis
	passwd:	files nisplus
	passwd:	files ldap
	passwd:	compat
	passwd_compat:	nisplus
	passwd_compat:	ldap
	change the password after exp are the <i>only</i> permitted settings you can work around incorrec to the passwd(1) command a	the passwd(1) command to fail when it attempts to biration and will prevent the user from logging in. These when password aging has been turned on. Otherwise, ct passwd: lines by using the -r repository argument nd using passwd -r repository to override the l specify in which name service you want to modify your

nsswitch.conf(4)		
Interaction with +/- syntax	Releases prior to SunOS 5.0 did not have the name service switch but did allow the user some policy control. In /etc/passwd one could have entries of the form + <i>user</i> (include the specified user from NIS passwd.byname), - <i>user</i> (exclude the specified user) and + (include everything, except excluded users, from NIS passwd.byname). The desired behavior was often "everything in the file followed by everything in NIS", expressed by a solitary + at the end of /etc/passwd. The switch provides an alternative for this case ("passwd: files nis") that does not require + entries in /etc/passwd and /etc/shadow (the latter is a new addition to SunOS 5.0, see shadow(4)).	
	If this is not sufficient, the NIS/YP compatibility source provides full +/- semantics. It reads /etc/passwd for getpwnam(3C) functions and /etc/shadow for getspnam(3C) functions and, if it finds +/- entries, invokes an appropriate source. By default, the source is "nis", but this may be overridden by specifying "nisplus" or "ldap" as the source for the pseudo-database passwd_compat.	
	Note that in compat mode, for every /etc/passwd entry, there must be a corresponding entry in the /etc/shadow file.	
	The NIS/YP compatibility source also provides full +/- semantics for group; the relevant pseudo-database is group_compat.	
Useful Configurations	The compiled-in default entries for all databases use NIS (YP) as the enterprise level name service and are identical to those in the default configuration of this file:	
	passwd:	files nis
	group:	files nis
	hosts:	nis [NOTFOUND=return] files
	ipnodes:	nis [NOTFOUND=return] files
	networks:	nis [NOTFOUND=return] files
	protocols:	nis [NOTFOUND=return] files
	rpc:	nis [NOTFOUND=return] files
	ethers:	nis [NOTFOUND=return] files
	netmasks:	nis [NOTFOUND=return] files
	bootparams:	nis [NOTFOUND=return] files
	publickey:	nis [NOTFOUND=return] files
	netgroup:	nis
	automount:	files nis
	aliases:	files nis
	services:	files nis

printers:	user files nis nisplus
auth_attr	files nis
prof_attr	files nis
project	files nis

The policy "nis [NOTFOUND=return] files" implies "if nis is UNAVAIL, continue on to files, and if nis returns NOTFOUND, return to the caller; in other words, treat nis as the authoritative source of information and try files only if nis is down." This, and other policies listed in the default configuration above, are identical to the hard-wired policies in SunOS releases prior to 5.0.

If compatibility with the +/- syntax for passwd and group is required, simply modify the entries for passwd and group to:

passwd:	compat
group:	compat

compat

If NIS+ is the enterprise level name service, the default configuration should be modified to use nisplus instead of nis for every database on client machines. The file /etc/nsswitch.nisplus contains a sample configuration that can be copied to /etc/nsswitch.conf to set this policy.

If LDAP is the enterprise level name service, the default configuration should be modified to use ldap instead of nis for every database on client machines. The file /etc/nsswitch.ldap contains a sample configuration that can be copied to /etc/nsswitch.conf to set this policy.

If the use of +/- syntax is desired in conjunction with nisplus, use the following four entries:

passwd:	compat
passwd_compat:	nisplus OR ldap
group:	compat
group_compat:	nisplus OR ldap

In order to get information from the Internet Domain Name Service for hosts that are not listed in the enterprise level name service, NIS+ or LDAP, use the following configuration and set up the /etc/resolv.conf file (see resolv.conf(4) for more details):

hosts: nisplus dns [NOTFOUND=	=return] files
-------------------------------	----------------

or

hosts:

ldap dns [NOTFOUND=return] files

# Enumeration - getXXXent()

Many of the databases have enumeration functions: passwd has getpwent(), hosts has gethostent(), and so on. These were reasonable when the only source was files but often make little sense for hierarchically structured sources that contain large numbers of entries, much less for multiple sources. The interfaces are still provided and the implementations strive to provide reasonable results, but the data returned may be incomplete (enumeration for hosts is simply not supported by the dns source), inconsistent (if multiple sources are used), formatted in an unexpected fashion (for a host with a canonical name and three aliases, the nisplus source will return four hostents, and they may not be consecutive), or very expensive (enumerating a passwd database of 5,000 users is probably a bad idea). Furthermore, multiple threads in the same process using the same reentrant enumeration function (getXXXent\_r() are supported beginning with SunOS 5.3) share the same enumeration; if they interleave calls, they will enumerate disjoint subsets of the same database.

In general, the use of the enumeration functions is deprecated. In the case of passwd, shadow, and group, it may sometimes be appropriate to use fgetgrent(), fgetpwent(), and fgetspent() (see getgrnam(3C), getpwnam(3C), and getspnam(3C), respectively), which use only the files source.

**FILES** A source named SSS is implemented by a shared object named nss\_SSS.so.1 that resides in /usr/lib.

/etc/nsswitch.conf	Configuration file.
/usr/lib/nss_compat.so.1	Implements "compat" source.
/usr/lib/nss_dns.so.1	Implements "dns" source.
/usr/lib/nss_files.so.1	Implements "files" source.
/usr/lib/nss_nis.so.1	Implements "nis" source.
/usr/lib/nss_nisplus.so.1	Implements "nisplus" source.
/usr/lib/nss_ldap.so.1	Implements "ldap" source.
/usr/lib/nss_user.so.1	Implements "user" source.
/etc/netconfig	Configuration file for netdir(3NSL) functions that redirects hosts/devices policy to the switch.
/etc/nsswitch.files	Sample configuration file that uses "files" only.
/etc/nsswitch.nis	Sample configuration file that uses "files" and "nis".
/etc/nsswitch.nisplus	Sample configuration file that uses "files" and "nisplus".
/etc/nsswitch.ldap	Sample configuration file that uses "files" and "ldap".

	/etc/nsswitch.dns	Sample configuration file that uses "files" and "dns" (but only for hosts:).
SEE ALSO	<pre>ldap(1), newtask(1), nis+(1), passwd( rpc.bootparamd(1M), rpc.nisd(1M) getauusernam(3BSM)getgrnam(3C), g getspnam(3C), gethostbyname(3NSL), getrpcbyname(3NSL), netdir(3NSL), getprojent(3PROJECT), getdefault setproject(3PROJECT), getauthnam getprofnam(3SECDB), getusernam(3S getaddrinfo(3SOCKET), getnetbynam getprotobyname(3SOCKET), getserv project(4), resolv.conf(4), ypfile</pre>	<pre>, sendmail(1M), getnetgrent(3C), getpwnam(3C), ), getpublickey(3NSL), secure_rpc(3NSL), proj(3PROJECT), inproj(3PROJECT), assocrational (3SECDB), getexecprof(3SECDB), SECDB), ethers(3SOCKET), ame(3SOCKET), /byname(3SOCKET), netconfig(4),</pre>
NOTES	S Within each process that uses nsswitch.conf, the entire file is read only once; if the file is later changed, the process will continue using the old configuration.	
	and the lookups on the database may yie	urces for the same database is strongly s are expected to store similar information eld different results depending on which name equest. The same applies for using ldap

Misspelled names of sources and databases will be treated as legitimate names of (most likely nonexistent) sources and databases.

The following functions do *not* use the switch: fgetgrent(3C), fgetprojent(3PROJECT), fgetpwent(3C), fgetspent(3C), getpw(3C), putpwent(3C), shadow(4).

### order(4)

NAME	order – package installation order description file
DESCRIPTION	The package installation order file, .order, is an ASCII file specifying the order in which packages must be installed based on their prerequisite dependencies. Any package with prerequisite dependencies must be installed <i>after</i> any packages it lists as a prerequisite dependency in its depend file.
	A .order file is required for the OS product. The .order file must reside in the top-level directory containing the product.
	The ordering is specified as a list of package identifiers, from the first package to be installed to the last, one package identifier per line.
NOTES	The depend file supports <i>incompatible</i> and <i>reverse</i> dependencies. These dependency types are not recognized in the order file.
SEE ALSO	<pre>cdtoc(4), clustertoc(4), depend(4), packagetoc(4), pkginfo(4)</pre>

# NAME

E | ott – FACE object architecture information

# DESCRIPTION

The FACE object architecture stores information about object-types in an ASCII file named .ott (object type table) that is contained in each directory. This file describes all of the objects in that directory. Each line of the .ott file contains information about one object in pipe-separated fields. The fields are (in order):

name	the name of the actual system file.
dname	the name that should be displayed to the user, or a dot if it is the same as the name of the file.
description	the description of the object, or a dot if the description is the default (the same as object-type).
object-type	the FACE internal object type name.
flags	object specific flags.
mod time	the time that FACE last modified the object. The time is given as number of seconds since $1/1/1970$ , and is in hexadecimal notation.
object information	an optional field, contains a set of semi-colon separated <i>name=value</i> fields that can be used by FACE to store any other information necessary to describe this object.

**FILES** .ott is created in any directory opened by FACE.

NAME packagetoc – package table of contents description file DESCRIPTION The package table of contents file, .packagetoc, is an ASCII file containing all of the information necessary for installing a product release distributed in package form. It centralizes and summarizes all of the relevant information about each package in the product. This allows the install software to quickly read one file to obtain all of the relevant information about each package instead of having to examine each package at run time to obtain this information. The .packagetoc file resides in the top-level directory containing the product. If a .packagetoc file exists for a product, there must also be a .order file. Each entry in the .packagetoc file is a line that establishes the value of a parameter in the following form: PARAM=value A line starting with a pound-sign, "#", is considered a comment and is ignored. Parameters are grouped by package. The start of a package description is defined by a line of the form: PKG=value There is no order implied or assumed for specifying the parameters for a package with the exception of the PKG parameter, which must appear first. Only one occurrence of a parameter is permitted per package. The parameters recognized are described below. Those marked with an asterisk are mandatory. PKG\* The package identifier, for example, SUNWaccu. The maximum length of the identifier is nine characters. All the characters must be alphanumeric. The first character must be alphabetic. install, new, and all are reserved identifiers. PKGDIR\* The name of the directory containing the package. This directory is relative to the directory containing the product. NAME \* The full name of the package. VENDOR The name of the package's vendor. The version of the package. VERSION PRODNAME The name of the product to which this package belongs. PRODVERS The version of the product to which this package

belongs.

		packagetoc(4)
SUNW_PKGTYPE	The pack	age type. Valid values are:
	root	indicates that the package will be installed in the / file system. The root packages are the only packages installed during dataless client installations. The root packages are spooled during a server installation to allow the later installation of diskless clients.
	usr	indicates that the package will be installed in the /usr file system.
	kvm	indicates that the package will be installed in the /usr/platform file system.
	WO	indicates a package that is part of the bundled OpenWindows product release. If no SUNW_PKGTYPE macro is present, the package is assumed to be of type usr.
ARCH*	macro is	itecture(s) supported by the package. This taken from the package's pkginfo(4) file and t to the same length and formatting nts.
	architect example,	all program currently assumes that exactly one ure token is specified for a package. For , ARCH=sparc.sun4u is acceptable, but parc.sun4u, sparc.sun4m is not.
DESC	A detaile	d textual description of the package.
BASEDIR*	The defa	ult installation base directory of the package.
SUNW_PDEPEND	Each pre separate	dency specification for a prerequisite package. requisite dependency must appear as a macro. See depend(4) for more information ndencies and instance specifications.
SUNW_IDEPEND	package. as a sepa	dency specification for an incompatible Each incompatible dependency should appear trate macro. See depend(4) for more ion on dependencies and instance tions.
SUNW_RDEPEND	depende as a sepa	dency specification for a reversed package ncy. Each reverse dependency should appear rate macro. See depend(4) for more ion on dependencies and instance tions.
CATEGORY	The cates	gory of the package.

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	SUNW_LOC	Indicates that this package contains localizations for other packages. Such localization packages are treated as special case packages. Each package which has a SUNW_LOC macro must have a corresponding SUNW_PKGLIST macro. The value specified by this macro should be a valid locale.		
	SUNW_PKGLIST	A comma separated list of package identifiers. Currently this macro is used to indicate which packages are localized by a localization package.		
	ROOTSIZE*	The space used by the package in the / file system.		
	USRSIZE*	The space used by the package in the /usr subtree of the file system.		
	VARSIZE*	The space used by the package in the /var subtree of the file system.		
	OPTSIZE*	The space used by the package in the /opt subtree of the file system.		
	EXPORTSIZE*	The space used by the package in the /export subtree of the file system.		
	USROWNSIZE*	The space used by the package in the /usr/openwin subtree of the file system.		
	SPOOLEDSIZE*	The space used by the spooled version of this package. This is used during the setup of a server by the initial system installation programs.		
	All sizes are specified in byte from the values provided: acc	s. Default disk partitions and file system sizes are derived curacy is important.		
EXAMPLES	EXAMPLE 1 A Sample .package	etoc File		
	The following is an example package entry in a .packagetoc file.			
	<pre>#ident "@(#)packagetoc.4 1.: PKG=SUNWaccr PKGDIR=SUNWaccr NAME=System Accounting, (Rod VENDOR=Sun Microsystems, Ind VERSION=8.1</pre>	pt)		
	PRODNAME=SunOS PRODVERS=5.0beta2 SUNW_PKGTYPE=root ARCH=sparc DESC=System Accounting, (Roo BASEDIR=/ CATEGORY=system ROOTSIZE=11264 VARSIZE= 15360	ot)		
	OPTSIZE=0			

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**EXAMPLE 1** A Sample . packagetoc File (Continued)

EXPORTSIZE=0 USRSIZE=0 USROWNSIZE=0

SEE ALSO

### cdtoc(4), clustertoc(4), depend(4), order(4), pkginfo(4), pkgmap(4)

NOTES

The parameters NAME, VENDOR, VERSION, PRODNAME, PRODVERS, SUNW\_PKGTYPE, SUNW\_LOC, SUNW\_PKGLIST, ARCH, DESC, BASEDIR, and CATEGORY are assumed to have been taken directly from the package's pkginfo(4) file. The length and formatting restrictions placed on the values for these parameters are identical to those for the corresponding entries in the pkginfo(4) file.

The value specified for the parameter PKGDIR should not exceed 255 characters.

The value specified for the parameters ROOTSIZE, VARSIZE, OPTSIZE, EXPORTSIZE, USRSIZE and USROWNSIZE must be a single integer value. The values can be derived from the package's pkgmap file by counting all space consumed by any files installed in the applicable file system. The space includes that used for directory entries and any UFS overhead that exists because of the way the files are represented (directory allocation scheme; direct, indirect, double indirect blocks; fragments; etc.)

The following kinds of entries in the pkgmap(4) file should be included in the space derivation:

- f regular file
- c character special file
- b block special file
- p pipe
- 1 hard link
- s symbolic link
- x, d directory
- i packaging installation script or information file (*copyright*, *depend*, *postinstall*, *postremove*)

packingrules(4)

ackingi ules(4)			
NAME	packingrules – packing rules file for cachefs and filesync		
SYNOPSIS	\$HOME/.packingrules		
DESCRIPTION	<pre>\$HOME/.packingrules is a packing rules file for filesync and cachefspack. \$HOME/.packingrules contains a list of directories and files that are to be packed and synchronized. It also contains a list of directories and files that are to be specifically excluded from packing and synchronization. See filesync(1) and cachefspack(1M).</pre>		
	The \$HOME/.packingrules file is automatically created if users invoke filesync with filename arguments. By using filesync options, users can augment the packing rules in \$HOME/.packingrules.		
	Many users choose to manually create the packing rules file and edit it by hand. Users can edit \$HOME/.packingrules (using any editor) to permanently change the \$HOME/.packingrules file, or to gain access to more powerful options that are not available from the command line (such as IGNORE commands). It is much easier to enter complex wildcard expressions by editing the \$HOME/.packingrules file.		
	Blank lines and lines that begin with a po	ound sign ('#') are ignored.	
	Any line can be continued by placing a backslash (' $\'$ ) immediately before the NEWLINE.		
	All other lines in the \$HOME/.packingrules file have one of the following formats:		
	PACKINGRULES	<i>major. minor.</i> This line is not actually required, but it should be the first line of every packing rules file. This line identifies the packing rules file for the file(1) command and specifies a format version number. The current version number is 1.1. See file(1).	
	BASE directory-1 [directory-2]	This line identifies a directory (or pair of directories) under which files should be packed and synchronized. At least one directory name must be specified. For rules that are to be used by filesync a second directory name (where the copies are to be kept) must also be specified. The arguments must be fully qualified path names, and may include environment variables.	
	LIST name	This line enumerates a list of files and sub-directories (beneath the current BASE) that are to be kept synchronized. This specification is recursive, in that specifying the name of a directory automatically	

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includes all files and subdirectories it contains. Regular expressions (as described in glob and gmatch) are permitted. See glob(1) and gmatch(3GEN). This line enumerates a list of files that are IGNORE name ... not to be kept synchronized. Regular expressions (using glob and gmatch) are permitted. There are important differences between the arguments to LIST and IGNORE statements. The arguments to a LIST statement can contain slashes and are interpreted as file names relative to the BASE directories. The arguments to an IGNORE statement are simpler names or expressions that cannot contain slashes. An IGNORE statement will not override a LIST statement. IGNORE statements only exclude files that are found beneath LISTed directories. If the first name argument to a LIST statement begins with an exclamation point ('!'), the remainder of the statement will be executed as a command. The command will be run in the current BASE directory. The output of the command will be treated as a list of newline separated file names to be packed/synchronized. The resulting file names will be interpreted relative to the enclosing BASE directory. If the first name argument to an IGNORE statement begins with an exclamation point ('!'), the remainder of the statement will be executed as a command. The command will be run in the current BASE directory. The command will be expected to figure out which names should not be synchronized. The output of the command will be treated as a list of newline separated file names that should be excluded from the packing and synchronization list. Commands will be broken into distinct arguments and run directly with sh -c. Blanks can be embedded in an argument by escaping them with a backslash ('\') or enclosing the argument in double quotes (' " '). Double quotes can be passed in arguments by escaping the double quotes with a backslash (' $\$ '). LIST lines only apply to the BASE statement that precedes them. IGNORE lines can appear before any BASE statement (in which case they apply to all BASEs) or after a BASE statement (in which case they only apply to the BASE that precedes them). Any number of these statements can occur in any combination. The order is not important. EXAMPLES **EXAMPLE 1** A sample \$HOME.packingrules file. The use of these statements is illustrated in the following \$HOME.packingrules file. # junk files, not worth copying # IGNORE core \*.o \*.bak \*% # # most of the stuff I want to keep in sync is in my \$HOME

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EX	CAMPLE 1 A sample \$HOME.packingrules file.         (Continued)
ВA	SE /net/bigserver/export/home/myname \$HOME
	everything in my work sub-directory should be maintained ST work
	a few of my favorite mail boxes should be replicated
	ST m/incoming ST m/action
	ST m/pending
#	
	I like to carry around a couple of project directories but skip all the postscript output
BA LI	SE /net/bigserver/export/projects \$HOME/projects ST poindexter epiphany NORE *.ps
#	
# #	the foonly package should always be kept on every machine
LΙ	SE /net/bigserver/opt/foonly /opt/foonly ST !cat .packinglist
# #	and the latest executables for the standard build environmer
#	
	SE /net/bigserver/export/buildenv \$HOME/buildenv ST !findtype f -a -perm -111 -a -print

**SEE ALSO** file(1), filesync(1), cachefspack(1M)

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pam.conf(4)

NAME	pam.conf – con	figuration file for	pluggab	le authentication modules
SYNOPSIS	/etc/pam.conf			
DESCRIPTION	pam.conf is the configuration file for the Pluggable Authentication Module architecture, or PAM. A PAM module provides functionality for one or more of four possible services: authentication, account management, session management, and password management.			
	authentication service module Provides functionality to authenticate a u and set up user credentials.			Provides functionality to authenticate a user and set up user credentials.
	account management module			Provides functionality to determine if the current user's account is valid. This includes checking for password and account expiration, as well as verifying access hour restrictions.
	session manage	ement module		Provides functionality to set up and terminate login sessions.
	password mana	agement module		Provides functionality to change a user's authentication token or password.
	Each of the four service modules can be implemented as a shared library object which can be referenced in the pam.conf configuration file.			
Simplified pam.conf Configuration File	The pam.conf file contains a listing of services. Each service is paired with a corresponding service module. When a service is requested, its associated module is invoked. Each entry has the following format:			
	service_name module_type control_flag module_path options			
	The following is an example of a pam.conf configuration file with support for authentication, account management, session management and password management modules (See the pam.conf file that is shipped with your system for the contents of this file):			
	login auth required pam_dhkey login auth required pam_unix		pam_dhk pam_uni	chtok_get.so.1 teys.so.1 tx_auth.so.1 al_auth.so.1
	other account other account	t requisite t required	_	les.so.1 ix_account.so.1
	other session	n required	pam_uni	x_session.so.1
	other password requisite other password requisite		pam_aut pam_aut	teys.so.1 Chtok_get.so.1 Chtok_check.so.1 Chtok_store.so.1

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	<i>service_name</i> denotes the service (for example, login, dtlogin, or rlogin). The keyword, other, indicates the module all other applications which have not been specified should use. The other keyword can also be used if all services of the same <i>module_type</i> have the same requirements.		
	In the example, since all of the services use the same session module, they could have been replaced by a single other line.		
	<i>module_type</i> denotes the service module type: authentication (auth), account management (account), session management (session), or password management (password).		
	The <i>control_flag</i> fie	ld determines the behavior of stacking.	
	The <i>module_path</i> field specifies the relative pathname to a shared library object which implements the service functionality. If the pathname is not absolute, it is assumed to be relative to /usr/lib/security/\$ISA/.		
		eplaced by an implementation defined directory name which elative to the calling program's instruction set architecture.	
	The <i>options</i> field is used by the PAM framework layer to pass module specific options to the modules. It is up to the module to parse and interpret the options.		
	specific parameter	sed by the modules to turn on debugging or to pass any module s such as a TIMEOUT value. The options supported by the modules n their respective manual pages.	
Integrating Multiple Authentication Services With Stacking	said to be stacked. Each module referenced in the <i>module_path</i> for that service is then processed in the order that it occurs in the configuration file. The <i>control_flag</i> field		
	binding	If the service module returns success and no preceding required modules returned failures, immediately return success without calling any subsequent modules. If a failure is returned, treat the failure as a required module failure, and continue to process the PAM stack.	
	optional	If the service module returns success, record the success, and continue to process the PAM stack. If a failure is returned, and it is the first optional module failure, save the failure code as an optional failure. Continue to process the PAM stack.	
	required	If the service module returns success, record the success, and continue to process the PAM stack. If a failure is returned, and it is the first required failure, save the failure code as a required failure. Continue to process the PAM stack.	

requisite	If the service module returns success, record the success, and continue to process the PAM stack. If a failure is returned, immediately return the first non-optional failure value recorded without calling any subsequent modules. That is, return this failure unless a previous required service module failed. If a previous required service module failed, then return the first of those values.
sufficient	If the service module return success and no preceding required modules returned failures, immediately return success without calling any subsequent modules. If a failure is returned, treat the failure as an optional module failure, and continue to process the PAM stack.

If the PAM stack runs to completion, that is, neither a requisite module failed, nor a binding or sufficient module success stops it, success is returned if no required modules failed and at least one required, requisite, optional module succeeded. If no module succeeded and a required or binding module failed, the first of those errors is returned. If no required or binding module failed and an optional module failed, the first of the option module errors is returned. If no module in the stack succeeded or failed, that is, all modules returned an ignore status, a default error based on module type, for example, "User account expired," is returned.

All errors in pam.conf entries are logged to syslog as LOG\_AUTH | LOG\_CRIT errors. The use of a service with an error noted in the pam.conf entry for that service will fail. The system administrator will need to correct the noted errors before that service may be used. If no services are available or the pam.conf file is missing, the system administrator may enter system maintenance mode to correct or restore the file.

The following is a sample configuration file that stacks the su, login, and rlogin services.

su	auth required	pam_inhouse.so.1
su	auth requisite	pam_authtok_get.so.1
su	auth required	pam_dhkeys.so.1
su	auth required	pam_unix_auth.so.1
login	auth requisite	pam_authtok_get.so.1
login	auth required	pam_dhkeys.so.1
login	auth required	pam_unix_auth.so.1
login	auth required	pam_dial_auth.so.1
login	auth optional	pam_inhouse.so.1
rlogin rlogin rlogin rlogin	auth requisite auth required	<pre>pam_rhosts_auth.so.1 pam_authtok_get.so.1 pam_dhkeys.so.1 pam_unix_auth.so.1</pre>

# pam.conf(4)

	other authentication modules are required back to the application if any m	n modules. Because the inhouse and the red and requisite, respectively, an error is nodule fails. In addition, if the requisite nentication) fails, the other authentication
	allowed to login only if the user is authe pam_unix_auth authentication fails, co and the inhouse authentication module optional by virtue of the optional keywo	ontrol continues to proceed down the stack,
	<pre>rhosts authentication check succeeds, t and rlogin should not prompt the user modules, which are in the stack, will onl</pre>	keyword for <i>control_flag</i> specifies that if the then PAM should return success to rlogin t for a password. The other authentication y be invoked if the rhosts check fails. This pility to determine if rhosts alone is sufficient
	Some modules return PAM_IGNORE in conframework ignores the entire entry in pation binding, requisite, required, optimized, optized, optimized, optimized, optimized, optimized,	am.conf regardless of whether or not it is
Utilities and Files		ypes for each service should be documented ance, the sshd(1M) man page lists all of the or the sshd command.
	The PAM configuration file does not dict service specific modules. The conventior	tate either the name or the location of the n, however, is the following:
	pam_module_name.so.x	File that implements various function of specific authentication services. As the relative pathname specified, /usr/lib/security/\$ISA is prepended to it.
	/etc/pam.conf	Configuration file
	/usr/lib/\$ISA/libpam.so.1	File that implements the PAM framework library
ATTRIBUTES	See attributes(5) for descriptions of t	he following attributes:

pam.conf(4)

		pam.conf(4)
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	See Below.
	The format is Stable. The contents has no st	ability attributes.
SEE ALSO	<pre>login(1), passwd(1), in.ftpd(1M), in.r in.telnetd(1M), in.uucpd(1M), init(1 ttymon(1M), su(1M), pam(3PAM), syslog environ(5), pam_authtok_check(5), pam pam_authtok_store(5), pam_dhkeys(5), pam_unix_account(5), pam_unix_authe</pre>	<pre>M), rpc.rexd(1M), sac(1M), g(3C), libpam(3LIB), attributes(5), m_authtok_get(5), , pam_krb5(5), pam_passwd_auth(5),</pre>
NOTES	The pam_unix module is no longer suppor pam_authtok_check(5), pam_authtok_ pam_dhkeys(5), pam_passwd_auth(5), pa pam_unix_auth(5), and pam_unix_sess	get(5),pam_authtok_store(5), am_unix_account(5),
	With the removal of the pam_unix module modules no longer need or support the "us options. This functionality is provided by st module that requires a password.	se_first_pass" or "try_first_pass"

basswd(4)			
NAME	passwd – password file		
SYNOPSIS	/etc/passwd		
DESCRIPTION	The file /etc/passwd is a local source of information about users' accounts. The password file can be used in conjunction with other naming sources, such as the NIS maps passwd.byname and passwd.bygid, data from the NIS+ passwd table, or password data stored on an LDAP server. Programs use the getpwnam(3C) routines to access this information.		
	Each passwd entry is a single line of the form:		
	username : password : uid : gid : gcos-field : home-dir : login-shell		
	where		
	username	is the user's login name. It is recommended that this field conform to the checks performed by $pwck(1M)$ .	
	password	is an empty field. The encrypted password for the user is in the corresponding entry in the /etc/shadow file. pwconv(1M) relies on a special value of 'x' in the password field of /etc/passwd. If this value of 'x' exists in the password field of /etc/passwd, this indicates that the password for the user is already in /etc/shadow and should not be modified.	
	uid	is the user's unique numerical ID for the system.	
	gid	is the unique numerical ID of the group that the user belongs to.	
	gcos-field	is the user's real name, along with information to pass along in a mail-message heading. (It is called the gcos-field for historical reasons.) An "&" (ampersand) in this field stands for the login name (in cases where the login name appears in a user's real name).	
	home-dir	is the pathname to the directory in which the user is initially positioned upon logging in.	
	login-shell	is the user's initial shell program. If this field is empty, the default shell is /usr/bin/sh.	
	The maximum value of the <i>uid</i> and <i>gid</i> fields is 2147483647. To maximize interoperability and compatibility, administrators are recommended to assign users a range of UIDs and GIDs below 60000 where possible.		
	encrypted passwor /etc/passwd has	is an ASCII file that resides in the /etc directory. Because the rds on a secure system are always kept in the shadow file, s general read permission on all systems and can be used by between numerical user IDs and user names.	

# ра

Blank lines are treated as malformed entries in the passwd file and cause consumers of the file , such as getpwnam(3C), to fail.

The password file can contain entries beginning with a '+' (plus sign) or '-' (minus sign) to selectively incorporate entries from another naming service source, such as NIS, NIS+, or LDAP.

A line beginning with a '+' means to incorporate entries from the naming service source. There are three styles of the '+' entries in this file. A single + means to insert all the entries from the alternate naming service source at that point, while a +*name* means to insert the specific entry, if one exists, from the naming service source. A +@*netgroup* means to insert the entries for all members of the network group *netgroup* from the alternate naming service. If a +*name* entry has a non-null password, *gcos*, *home-dir*, or *login-shell* field, the value of that field overrides what is contained in the alternate naming service. The *uid* and *gid* fields cannot be overridden.

A line beginning with a '-' means to disallow entries from the alternate naming service. There are two styles of '-' entries in this file. *–name* means to disallow any subsequent entries (if any) for *name* (in this file or in a naming service), and *–@netgroup* means to disallow any subsequent entries for all members of the network group *netgroup*.

This is also supported by specifying "passwd : compat" in nsswitch.conf(4). The "compat" source might not be supported in future releases. The preferred sources are files followed by the identifier of a name service, such as nis or ldap. This has the effect of incorporating the entire contents of the naming service's passwd database or password-related information after the passwd file.

Note that in compat mode, for every /etc/passwd entry, there must be a corresponding entry in the /etc/shadow file.

Appropriate precautions must be taken to lock the /etc/passwd file against simultaneous changes if it is to be edited with a text editor; vipw(1B) does the necessary locking.

EXAMPLES

**EXAMPLE 1** Sample passwd File

The following is a sample passwd file:

root:x:0:1:Super-User:/:/sbin/sh
fred:6k/7KCFRPNVXg:508:10:& Fredericks:/usr2/fred:/bin/csh

and the sample password entry from nsswitch.conf:

passwd: files ldap

In this example, there are specific entries for users root and fred to assure that they can login even when the system is running single-user. In addition, anyone whose password information is stored on an LDAP server will be able to login with their usual password, shell, and home directory.

#### passwd(4)

```
EXAMPLE 1 Sample passwd File
                                (Continued)
If the password file is:
root:x:0:1:Super-User:/:/sbin/sh
fred:6k/7KCFRPNVXg:508:10:& Fredericks:/usr2/fred:/bin/csh
and the password entry in nsswitch.conf is:
passwd: compat
then all the entries listed in the NIS passwd.byuid and passwd.byname maps will
be effectively incorporated after the entries for root and fred. If the the password
entry in nsswitch.conf is:
passwd compat: ldap
passwd: compat
then all password-related entries stored on the LDAP server will be incorporated after
the entries for root and fred.
The following is a sample passwd file when shadow does not exist:
root:g.mJzTnu8icf.:0:1:Super-User:/:/sbin/sh
fred:6k/7KCFRPNVXg:508:10:& Fredericks:/usr2/fred:/bin/csh
+john:
+@documentation:no-login:
+::::Guest
The following is a sample passwd file when shadow does exist:
root:##root:0:1:Super-User:/:/sbin/sh
fred:##fred:508:10:& Fredericks:/usr2/fred:/bin/csh
+john:
+@documentation:no-login:
+::::Guest
In this example, there are specific entries for users root and fred, to assure that they
can log in even when the system is running standalone. The user john will have his
password entry in the naming service source incorporated without change, anyone in
the netgroup documentation will have their password field disabled, and anyone
else will be able to log in with their usual password, shell, and home directory, but
with a gcos field of Guest
```

### passwd(4)

# FILES /etc/nsswitch.conf /etc/passwd /etc/shadow

SEE ALSO chgrp(1), chown(1), finger(1), groups(1), login(1), newgrp(1), nispasswd(1), passwd(1), sh(1), sort(1), domainname(1M), getent(1M), in.ftpd(1M), passmgmt(1M), pwck(1M), pwconv(1M), su(1M), useradd(1M), userdel(1M), usermod(1M), a641(3C), crypt(3C), getpw(3C), getpwnam(3C), getspnam(3C), putpwent(3C), group(4), hosts.equiv(4), nsswitch.conf(4), shadow(4), environ(5), unistd.h(3HEAD)

System Administration Guide: Basic Administration

pathalias(4)

pathalias – alias file for FACE
/usr/vmsys/pathalias
The pathalias files contain lines of the form alias= <i>path</i> where <i>path</i> can be one or more colon-separated directories. Whenever a FACE (Framed Access Command Environment, see face(1)) user references a path not beginning with a "/", this file is checked. If the first component of the pathname matches the left-hand side of the equals sign, the right-hand side is searched much like \$PATH variable in the system. This allows users to reference the folder \$HOME/FILECABINET by typing filecabinet.
There is a system-wide pathalias file called \$VMSYS/pathalias, and each user can also have local alias file called \$HOME/pref/pathalias. Settings in the user alias file override settings in the system-wide file. The system-wide file is shipped with several standard FACE aliases, such as filecabinet, wastebasket, preferences, other_users, etc.
\$HOME/pref/pathalias
\$VMSYS/pathalias
face(1)
Unlike command keywords, partial matching of a path alias is not permitted, however, path aliases are case insensitive. The name of an alias should be alphabetic, and in no case can it contain special characters like "/", "\", or "=". There is no particular limit on the number of aliases allowed. Alias files are read once, at login, and are held in core until logout. Thus, if an alias file is modified during a session, the change will not take effect until the next session.
/ InEcelf Icaves \$ f Chapa

# path\_to\_inst(4)

NAME	path_to_inst – device instance	e number file	
SYNOPSIS	/etc/path_to_inst		
DESCRIPTION	<pre>/etc/path_to_inst records mappings of physical device names to instance numbers.</pre>		
	The instance number of a device is encoded in its minor number, and is the way that a device driver determines which of the possible devices that it may drive is referred to by a given special file.		
	In order to keep instance num in /etc/path_to_inst.	nbers persistent across reboots, the system records them	
	This file is read only at boot to drvconfig(1M).	ime, and is updated by $add\_drv(1M)$ and	
	Note that it is generally not n as the system will maintain it	ecessary for the system administrator to change this file,	
	The system administrator can change the assignment of instance numbers by editing this file and doing a reconfiguration reboot. However, any changes made in this file will be lost if add_drv(1M) or drvconfig(1M) is run before the system is rebooted.		
	Each instance entry is a single line of the form:		
	"physical name" instance number "driver binding name"		
	where		
	<i>physical name</i> is the absolute physical pathname of a device. This pathname must be enclosed in double quotes.		
	instance number	is a decimal or hexadecimal number.	
	driver binding name	is the name used to determine the driver for the device. This name may be a driver alias or a driver name. The driver binding name must be enclosed in double quotes.	
EXAMPLES	EXAMPLE 1 Sample path_to_in	nst Entries	
	Here are some sample path_to_inst entries:		
	<pre>"/iommu@f,e0000000" 0 "iommu" "/iommu@f,e0000000/sbus@f,e0001000" 0 "sbus" "/iommu@f,e0000000/sbus@f,e0001000/sbusmem@e,0" 14 "sbusmem" "/iommu@f,e0000000/sbus@f,e0001000/sbusmem@f,0" 15 "sbusmem" "/iommu@f,e0000000/sbus@f,e0001000/ledma@f,400010" 0 "ledma" "/obio/serial@0,100000" 0 "zs" "/SUNW,sx@f,80000000" 0 "SUNW,sx"</pre>		

File Formats 451

path\_to\_inst(4)

(')	<b>EXAMPLE 1</b> Sample path_to_inst Entries (Continued)
FILES	/etc/path_to_inst
SEE ALSO	$add_drv(1M)$ , $boot(1M)$ , $drvconfig(1M)$ , $mknod(1M)$
WARNINGS	If the file is removed the system may not be bootable (as it may rely on information found in this file to find the root, usr or swap device). If it does successfully boot, it will regenerate the file, but after rebooting devices may end up having different minor numbers than they did before, and special files created via mknod(1M) may refer to different devices than expected.
	For the same reasons, changes should not be made to this file without careful consideration.
NOTES	This document does not constitute an API. path_to_inst may not exist or may have a different content or interpretation in a future release. The existence of this notice does not imply that any other documentation that lacks this notice constitutes an API.

#### NAME | pci – configuration files for PCI device drivers

#### DESCRIPTION

The Peripheral Component Interconnect (PCI) bus is a little endian bus. PCI devices are *self-identifying* — that is to say the PCI device provides configuration parameters to the system, which allows the system to identify the device and its driver. The configuration parameters are represented in the form of name-value pairs that can be retrieved using the DDI property interfaces. See ddi\_prop\_lookup(9F) for details.

The PCI bus properties are derived from PCI configuration space, or supplied by the Fcode PROM, if it exists. Therefore, driver configuration files are not necessary for these devices.

On some occasions, drivers for PCI devices can use driver configuration files to provide driver private properties through the global property mechanism. See driver.conf(4) for further details. Driver configuration files can also be used to augment or override properties for a specific instance of a driver.

All bus drivers of class pci recognize the following properties:

reg An arbitrary length array where each element of the array consists of a 5-tuple of 32-bit values. Each array element describes a logically contiguous mappable resource on the PCI bus.

The first three values in the 5-tuple describe the PCI address of the mappable resource. The first tuple contains the following information:

Bits 0 - 7	8-bit register number
Bits 8 - 10	3-bit function number
Bits 11 - 15	5-bit device number
Bits 16 - 23	8-bit bus number
Bits 24 - 25	2-bit address space type identifier

The address space type identifier can be interpreted as follows:

0x0	configuration space
0x1	I/O space
0x2	32-bit memory space address
0x3	64-bit memory space address

	The bus number is a unique identifying number assigned to each PCI bus within a PCI domain.
	The device number is a unique identifying number assigned to each PCI device on a PCI bus. Note that a device number is unique only within the set of device numbers for a particular bus.
	Each PCI device can have one to eight logically independent functions, each with its own independent set of configuration registers. Each function on a device is assigned a function number. For a PCI device with only one function, the function number must be 0.
	The register number field selects a particular register within the set of configuration registers corresponding to the selected function.
	The second and third values in the reg property 5-tuple specify the 64-bit address of the mappable resource within the PCI address domain. The second 32-bit tuple corresponds to the high order four bytes of the 64-bit address. The third 32-bit tuple corresponds to the low order bytes.
	The fourth and fifth 32-bit values in the 5-tuple reg property specify the size of the mappable resource. The size is a 64-bit value, where the fourth tuple corresponds to the high order bytes of the 64-bit size and the fifth corresponds to the low order.
	The driver can refer to the elements of this array by index, and construct kernel mappings to these addresses using ddi_regs_map_setup(9F). The index into the array is passed as the <i>rnumber</i> argument of ddi_regs_map_setup(9F).
	At a high-level interrupt context, you can use the ddi_get* and ddi_put* family of functions to access I/O and memory space. However, access to configuration space is not allowed when running at a high-interrupt level.
interrupts	This property consists of a single-integer element array. Valid interrupt property values are 1, 2, 3, and 4. This value is derived directly from the contents of the device's configuration-interrupt-pin register.
	A driver should use an index value of 0 when registering its interrupt handler with ddi_add_intr(9F).
	pport the reg property. The device number and function number as reg property are used to construct the address part of the device ices.
Only devices that	generate interrupts support an interrupts property.

	1 ( )
	Occasionally it might be necessary to override or augment the configuration information supplied by a PCI device. This change can be achieved by writing a driver configuration file that describes a prototype device node specification containing the additional properties required.
	For the system to merge the prototype node specification into an actual device node, certain conditions must be met.
	First, the name property must be identical. The value of the name property needs to match the binding name of the device. The binding name is the name chosen by the system to bind a driver to a device and is either an alias associated with the driver or the hardware node name of the device.
	<ul> <li>Second, the parent property must identify the PCI bus.</li> </ul>
	<ul> <li>Third, the unit-address property must identify the card. The format of the unit-address property is:</li> </ul>
	DD[,F]
	where DD is the device number and F is the function number. If the function number is 0, only DD is specified.
EXAMPLES	<b>EXAMPLE 1</b> A sample configuration file.
	An example configuration file called ACME, scsi-hba.conf for a PCI driver called ACME, scsi-hba follows:
	<pre># # Copyright (c) 1995, ACME SCSI Host Bus Adaptor # ident "@(#)ACME,scsi-hba.conf 1.1 96/02/04" name="ACME,scsi-hba" parent="/pci@1,0/pci@1f,4000"     unit-address="3" scsi-initiator-id=6; hba-advanced-mode="on"; hba-dma-speed=10;</pre>
	In this example, a property scsi-initiator-id specifies the SCSI bus initiator id that the adapter should use, for just one particular instance of adapter installed in the machine. The name property identifies the driver and the parent property to identify the particular bus the card is plugged into. This example uses the parent's full path name to identify the bus. The unit-address property identifies the card itself, with device number of 3 and function number of 0.
	Two global driver properties are also created: hba-advanced-mode (which has the

pci(4)

**EXAMPLE 1** A sample configuration file. (Continued) # # Copyright (c) 1996, ACME Foo driver # ident "@(#)ACME,foo.conf 1.1 95/11/14" name="ACME,foo" class="pci" unit-address="3,1" debug-mode=12; In this example, we provide a property debug-mode for all instances of the ACME, foo driver with parents of class pci and device and function numbers of 3 and 1, respectively. ATTRIBUTES See attributes(5) for descriptions of the following attributes: ATTRIBUTE TYPE ATTRIBUTE VALUE SPARC, x86 Architecture SEE ALSO driver.conf(4), attributes(5), ddi\_add\_intr(9F), ddi\_prop\_lookup(9F), ddi regs map setup(9F) Writing Device Drivers IEEE 1275 PCI Bus Binding

pci(4)

	pcmcia(4)
pcmcia – PCMCIA nexus drive	er
The PCMCIA nexus driver supports PCMCIA card client device drivers. There are no user-configurable options for this driver.	
/kernel/misc/pcmcia	pcmcia driver
pcmciad(1M)	
	user-configurable options for t

# phones(4)

NAME	phones – remote host phone number database
SYNOPSIS	
511101515	/etc/phones
DESCRIPTION	The file /etc/phones contains the system-wide private phone numbers for the tip(1) program. /etc/phones is normally unreadable, and so may contain privileged information. The format of /etc/phones is a series of lines of the form:
	<system-name>[ \t] *<phone-number>.</phone-number></system-name>
	The system name is one of those defined in the remote(4) file and the phone number is constructed from [0123456789-=*%]. The '=' and '*' characters are indicators to the auto call units to pause and wait for a second dial tone (when going through an exchange). The '=' is required by the DF02-AC and the '*' is required by the BIZCOMP 1030.
	Comment lines are lines containing a '#' sign in the first column of the line.
	Only one phone number per line is permitted. However, if more than one line in the file contains the same system name $tip(1)$ will attempt to dial each one in turn, until it establishes a connection.
FILES	/etc/phones
SEE ALSO	tip(1), remote(4)

## NAME

pkginfo – package characteristics file

## DESCRIPTION

pkginfo is an ASCII file that describes the characteristics of the package along with information that helps control the flow of installation. It is created by the software package developer.

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

#### PARAM="value"

There is no required order in which the parameters must be specified within the file. The PKG, NAME, ARCH, VERSION and CATEGORY parameters are mandatory. Other parameters are optional.

pkginfo provides optional parameters and an environment variable in support of the zones (multiple Solaris environments) feature. See zones(5).

The following paramaters are mandatory:

ARCH

A comma-separated list of alphanumeric tokens that indicate the architecture associated with the package. The pkgmk(1) tool can be used to create or modify this value when actually building the package. The maximum length of a token is 16 characters and it cannot include a comma.

Solaris's installation software meaningfully uses only one architecture token of the form:

<instruction\_set\_architecture>[.<platform\_group>]

where *platform\_group* is intended only for Solaris installation packages. Third party application software should restrict itself to ARCH values from the following Solaris-supported instruction set architectures (uname -p): sparc, i386, and ppc. Examples of Solaris' platform groups (uname -m) are sun4u for the SPARC instruction set and i86pc for the i386 instruction set. See uname(1) and isalist(1) for more details.

#### CATEGORY

A comma-separated list of categories under which a package can be displayed. A package must at least belong to the system or application category. Categories are case-insensitive and can contain only alphanumerics. Each category is limited in length to 16 characters.

#### NAME

Text that specifies the package name (maximum length of 256 ASCII characters). Use the NAME parameter as the foundation for describing the functionality and purpose of the package; spell out any acronyms and avoid internal product/project code names. The DESC parameter can then be used to expand the descriptive information. Use the NAME parameter to state as specifically as possible the use of the package, why a user would need to load it, and so on.

PKG

Abbreviation for the package being installed. All characters in the abbreviation must be alphanumeric. You can also use the – and + characters in the abbreviation. The first character cannot be numeric, a + or a -.

The abbreviation is limited to a maximum length of 32 characters. install, new, and all are reserved abbreviations. It is customary to make the first four letters unique to your company, such as the company's stock symbol.

#### VERSION

Text that specifies the current version associated with the software package. The maximum length is 256 ASCII characters and the first character cannot be a left parenthesis. The pkgmk(1) tool can be used to create or modify this value when actually building the package. Current Solaris software practice is to assign this parameter monotonically increasing Dewey decimal values of the form:

<major\_revision>. <minor\_revision> [. <micro\_revision>]

where all the revision fields are integers. The versioning fields can be extended to an arbitrary string of numbers in Dewey-decimal format, if necessary.

The following parameters are optional:

#### BASEDIR

The pathname to a default directory where "relocatable" files can be installed. If blank, the package is not relocatable and any files that have relative pathnames are not installed. An administrator can override the default directory.

#### CLASSES

A space-separated list of classes defined for a package. The order of the list determines the order in which the classes are installed. Classes listed first are installed first (on a media by media basis). This parameter can be modified by the request script.

#### DESC

Text that describes the package (maximum length of 256 ASCII characters). This parameter value is used to provide the installer with a description of what the package contains and should build on the description provided in the NAME parameter. Try to make the two parameters work together so that a pkginfo -l provides a fairly comprehensive textual description of the package.

#### EMAIL

An electronic address where further information is available or bugs can be reported (maximum length of 256 ASCII characters).

#### HOTLINE

Phone number and/or mailing address where further information can be received or bugs can be reported (maximum length of 256 ASCII characters).

#### INTONLY

Indicates that the package should only be installed interactively when set to any non-null value.

#### ISTATES

A list of allowable run states for package installation (for example, "S s 1" allows run states of S, s or 1). The Solaris operating environment supports the run levels s, S, 0, 1, 2, 3, 5, and 6. Applicable run levels for this parameter are s, S, 1, 2, and 3. See init(1M) for details.

#### MAXINST

The maximum number of package instances that should be allowed on a machine at the same time. By default, only one instance of a package is allowed. This parameter must be set in order to have multiple instances of a package. In order to support multiple instances of packages (for example, packages that differ in their ARCH or VERSION parameter value), the value of this parameter must be high enough to allow for all instances of a given package, including multiple versions coexisting on a software server.

#### ORDER

A list of classes defining the order in which they should be put on the medium. Used by pkgmk(1) in creating the package. Classes not defined in this field are placed on the medium using the standard ordering procedures.

#### PSTAMP

Production stamp used to mark the pkgmap(4) file on the output volumes. Provides a means for distinguishing between production copies of a version if more than one is in use at a time. If PSTAMP is not defined, the default is used. The default consists of the UNIX system machine name followed by the string "YYYYMMDDHHMMSS" (year, month, date, hour, minutes, seconds).

#### RSTATES

A list of allowable run states for package removal (for example, "S s 1" allows run states of S, s or 1). The Solaris operating environment supports the run levels s, S, 0, 1, 2, 3, 5, and 6. Applicable run levels for this parameter are s, S, 1, 2, and 3 See init(1M) for details.

### SUNW\_ISA

Solaris-only optional parameter that indicates a software package contains 64–bit objects if it is set to sparcv9. If this parameter is not set, the default ISA (instruction set architecture) is set to the value of the ARCH parameter.

#### SUNW LOC

Solaris-only optional parameter used to indicate a software package containing localization files for a given product or application. The parameter value is a comma-separated list of locales supported by a package. It is only used for packages containing localization files, typically the message catalogues. The allowable values for this string field are those found in the table of Standard Locale Names located in the *International Language Environments Guide*.

SUNW LOC="<locale\_name>, <locale\_name>, ..., <locale\_name>"

#### where

```
<locale_name>::= <language>[_<territory>] [.<codeset>]
<language>::= the set of names from ISO 639
```

<territory>::= the set of territories specifiedin ISO 3166</territory>
<codeset>::= is a string corresponding to the coded</codeset>
character set
Since a value of C specifies the traditional UNIX system behavior (American English, en_US), packages belonging to the C locale are viewed as non-localized packages, and thus must not have SUNW_LOC and SUNW_PKGLIST included in their pkginfo file. See also the SUNW_LOC parameter in packagetoc(4) and setlocale(3C) for more information. This keyword is not recognized by the add-on software utility Software Manager.
SUNW_PKG_DIR
A value set by pkgadd that contains the location of the installing package. This value is provided to any install time package procedure scripts that need to know where the installing package is located. This parameter should never be set manually from within a pkginfo file.
SUNW_PKG_ALLZONES
Defines whether a package, when installed, must be installed and must be identical in all zones. Assigned value can be true or false. The default value is false. The setting of SUNW_PKG_ALLZONES has the effects described below.
If set to true, the following conditions are in effect:
<ul> <li>The package must be installed in the global zone.</li> <li>The package must be installed in any non-global zone that is created.</li> <li>The package must be identical in all zones.</li> <li>The package can be installed only by the global zone administrator.</li> <li>The package cannot be installed by a non-global zone administrator.</li> </ul>
If set to false, the following conditions are in effect:
<ul> <li>The package is not required to be installed in all zones.</li> <li>The package is not required to be identical across all zones.</li> <li>The package can be installed by the global zone administrator or by a non-global zone administrator.</li> </ul>
Packages that must be identical across all zones must set this variable to true. This would include packages that deliver components that are part of the core operating system, or that are dependent on interfaces exported by the core operating system, or that deliver device drivers, or runtime libraries that use or export operating system interfaces that are not guaranteed to be stable across minor releases.
Packages that deliver components that are not part of the core operating system (such as application programs) that can be different between any two zones must set this variable to false.
With respect to SUNW_PKG_ALLZONES, keep in mind the following:

 Use of pkgadd in the global zone installs packages in all zones unless -G is specified, in which case packages are installed in the global zone only. The setting of SUNW\_PKG\_ALLZONES does not change this behavior. For example, a package that has a setting of SUNW\_PKG\_ALLZONES=false is not installed in the global zone only.

- The SUNW\_PKG\_ALLZONES attribute controls whether a package *must* be installed in all zones (and must be the same in all zones) when it is installed.
- Use of the -G option to pkgadd with a package that has SUNW\_PKG\_ALLZONES=true is an error and causes installation of that package to fail.

#### SUNW PKG HOLLOW

Defines whether a package should be visible in any non-global zone if that package is required to be installed and be identical in all zones (for example, a package that has SUNW\_PKG\_ALLZONES=true). Assigned value can be true or false. The default value is false. The package is not required to be installed, but if it is installed, the setting of SUNW\_PKG\_HOLLOW has the effects described below.

Packages that must be identical across all zones must set this variable to true. This would include packages that deliver components that are part of the core operating system, or that are dependent on interfaces exported by the core operating system, or that deliver device drivers, or runtime libraries that use or export operating system interfaces that are not guaranteed to be stable across minor releases. All other packages must set this variable to false.

If set to true, the following conditions are in effect:

- When installed in the global zone, all components of the package are installed.
- Directories are created, files are installed, and class action and other scripts are run as appropriate when the package is installed.
- Directories and files are removed, and class action and other scripts are run as appropriate when the package is removed.
- When installed in a non-global zone, the package is recognized as having been installed, but no components of the package are installed. No directories are created, no files are installed, and no class action or other install scripts are run when the package is installed.
- When removed from a non-global zone, the package is recognized as not having been completely installed. No directories are created, or files are removed, and no class action or other install scripts are run when the package is removed.
- The package is recognized as being installed in all zones for purposes of dependency checking by other packages that rely on this package being installed.

If SUNW\_PKG\_ALLZONES is set to false, the value of this variable has no meaning. It is a package construction error to set SUNW\_PKG\_ALLZONES to false, then set SUNW\_PKG\_HOLLOW to true.

#### SUNW PKG THISZONE

Defines whether a package must be installed in the current zone only. Assigned value can be true or false. The default value is false. The setting of SUNW PKG THISZONE has the effects described below.

If set to true, the following conditions are in effect:

- The package is installed in the current zone only.
- If installed in the global zone, the package is not added to any currently existing or yet-to-be-created non-global zones. This is the same behavior that would occur if the -G option were specified to pkgadd.

If set to false, the following conditions are in effect:

- If pkgadd is run in a non-global zone, the package is installed in the current zone only.
- If pkgadd is run in the global zone, the package is installed in the global zone, and is also installed in all currently installed non-global zones. In addition, the package will be propagated to all future, newly installed non-global zones.

#### SUNW PKGLIST

Solaris-only optional parameter used to associate a localization package to the package(s) from which it is derived. It is required whenever the SUNW\_LOC parameter is defined. This parameter value is an comma-separated list of package abbreviations of the form:

SUNW\_PKGLIST="pkg1[:version], pkg2[:version], ..."

where *version* (if specified) should match the version string in the base package specified (see VERSION parameter in this manual page). When in use, SUNW\_PKGLIST helps determine the order of package installation. The packages listed in the parameter are installed before the localization package in question is installed. When left blank, SUNW\_PKGLIST=" ", the package is assumed to be required for the locale to function correctly. See the SUNW\_PKGLIST parameter in packagetoc(4) for more information. This keyword is not recognized by the add-on software utility Software Manager.

#### SUNW\_PKGTYPE

Solaris-only parameter for Sun internal use only. Required for packages part of the The Solaris operating environment releases which install into the /, /usr, /usr/kvm, and /usr/openwin file systems. The The Solaris operating environment installation software must know which packages are part of which file system to properly install a server/client configuration. The currently allowable values for this parameter are root, usr, kvm, and ow. If no SUNW\_PKGTYPE parameter is present, the package is assumed to be of BASEDIR= *lopt*. SUNW\_PKGTYPE is optional only for packages which install into the /opt name space as is the case for the majority of Solaris add-on software. See the SUNW\_PKGTYPE parameter in packagetoc(4) for further information.

#### SUNW\_PKGVERS

Solaris-only parameter indicating of version of the Solaris operating environment package interface.

SUNW\_PKGVERS="<sunw\_package\_version>"

where *<unw\_package\_version>* has the form *x.y[.z]* and *x, y*, and *z* are integers. For packages built for this release and previous releases, use SUNW\_PKGVERS="1.0".

	<pre>SUNW_PRODNAME Solaris-only parameter indicating the name of the product this package is a part of or comprises (maximum length of 256 ASCII characters). A few examples of currently used SUNW_PRODNAME values are: "SunOS", "OpenWindows", and "Common Desktop Environment".</pre>
	SUNW_PRODVERS Solaris-only parameter indicating the version or release of the product described in SUNW_PRODNAME (maximum length of 256 ASCII characters). For example, where SUNW_PRODNAME="SunOS", and the Solaris 2.x Beta release, this string could be "5.x BETA", while for the Solaris 2.x FCS release, the string would be "5.x". For Solaris 8, the string is "5.8". If the SUNW_PRODNAME parameter is NULL, so should be the SUNW_PRODVERS parameter.
	ULIMIT If set, this parameter is passed as an argument to the ulimit(1) command (see limit(1)), which establishes the maximum size of a file during installation.
	VENDOR Used to identify the vendor that holds the software copyright (maximum length of 256 ASCII characters).
	VSTOCK The vendor stock number, if any, that identifies this product (maximum length of 256 ASCII characters).
ENVIRONMENT VARIABLES	The following environment variable is available to package class action scripts and to preinstall, postinstall, and check installation scripts.
	SUNW_PKG_INSTALL_ZONENAME This variable is set by individual package class action scripts , by pre- and post-installation scripts, and by check installation scripts.
	If this variable is not set, the system does not support the zones(5) feature. If the variable is set to global, the package is being installed to or removed from the global zone. If the variable is not set to global, the package is being installed to or removed from the non-global zone named \${SUNW_PKG_INSTALL_ZONENAME}.
EXAMPLES	EXAMPLE 1 A Sample pkginfo File
	Here is a sample pkginfo file:
	SUNW_PRODNAME="SunOS" SUNW_PRODVERS="5.5" SUNW_PKGTYPE="usr" SUNW_PKG_ALLZONES=false SUNW_PKG_HOLLOW=false PKG="SUNWesu" NAME="Extended System Utilities" VERSION="11.5.1" ARCH="sparc"
	VENDOR="Sun Microsystems, Inc." HOTLINE="Please contact your local service provider"

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# **EXAMPLE 1** A Sample pkginfo File (Continued)

Comm

EMAIL="" VSTOCK="0122c3f5566" CATEGORY="system" ISTATES="S 2" RSTATES="S 2"

### ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Interface Stability	See entries below
PKG value	Evolving
VERSION value	Evolving
NAME value	Evolving
DESC value	Evolving
ARCH value	Evolving
CATEGORY value	Evolving
BASEDIR value	Evolving
ISTATES value	Evolving
RSTATES value	Evolving
MAXINST value	Evolving
SUNW_PKG_ALLZONES	Evolving
SUNW_PKG_HOLLOW	Evolving
SUNW_PKG_THISZONE	Evolving
SUNW_PRODNAME	Evolving
SUNW_PRODVERS	Evolving
SUNW_PKGVERS	Evolving
SUNW_PKGTYPE	Unstable
SUNW_LOC	Evolving
SUNW_PKGLIST	Evolving
SUNW_PKG_DIR	Evolving

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**NOTES** Developers can define their own installation parameters by adding a definition to this file. A developer-defined parameter must begin with a capital letter.

Trailing white space after any parameter value is ignored. For example, VENDOR="Sun Microsystems, Inc." is the same as VENDOR="Sun Microsystems, Inc.".

pkgmap(4)			
NAME	pkgmap – package contents description file		
DESCRIPTION	pkgmap is an ASCII file that provides a complete listing of the package contents. It is automatically generated by pkgmk(1) using the information in the prototype(4) file. Each entry in pkgmap describes a single "deliverable object file." A deliverable object file includes shell scripts, executable objects, data files, directories, and so forth. The entry consists of several fields of information, each field separated by a space. The fields are described below and must appear in the order shown.		
	part	An optional field designating the part number in which the object resides. A part is a collection of files and is the atomic unit by which a package is processed. A developer can choose the criteria for grouping files into a part (for example, based on class). If no value is defined in this field, part 1 is assumed.	
	ftype	A one-character field that indicates the file type. Valid values are listed below. File types are divided between those that are not to be modified and those that are modifiable.	
		Files of the following types must never be modified:	
		b	block special device
		С	character special device
		d	directory
		f	a standard executable file, data file, or other type of file, the contents of which must never be modified.
		i	information file (such as a file containing a copyright, list of dependencies, or package information) or installation script (such as checkinstall, class action [i.], pre/post install/remove), the contents of which must never be modified.
		1	linked file
		р	named pipe
		S	symbolic link
		x	an exclusive directory accessible only by this package
		Files of the following types can be modified:	
		е	An editable file, intended to be edited (selectively modified) after installation. An editable file is expected to change on installation or removal, can be shared by several packages, and must be installed by a class action script. Examples are a configuration file or a list of users.

	presimp(i)
	<ul> <li>A volatile file, intended to be overwritten or appended to after installation. A volatile file is not expected to change on installation or removal, is not preserved between installations, and can be installed by a class action script. Examples are a log file or a lock file.</li> </ul>
	Following package installation, the contents of files of all types except $e$ and $v$ must not change. Any file that is subject to change should be marked as $e$ or $v$ .
class	The installation class to which the file belongs. This name must contain only alphanumeric characters and be no longer than 12 characters. It is not specified if the <i>ftype</i> is i (information file).
pathname	<i>pathname</i> may contain variables of the form <i>\$variable</i> that support install-time configuration of the file. <i>variable</i> may be embedded in the pathname structure. (See prototype(4) for definitions of variable specifications.)
	Do not use the following reserved words in <i>pathname</i> , since they are applied by pkgadd(1M) using a different mechanism:
	PKG_INSTALL_ROOT BASEDIR CLIENT_BASEDIR
major	The major device number. The field is only specified for block or character special devices.
minor	The minor device number. The field is only specified for block or character special devices.
mode	The octal mode of the file (for example, 0664). A question mark (?) indicates that the mode will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files, packaging information files, or non-installable files.
	The mode can contain a variable specification. (See prototype(4) for definitions of variable specifications.)
owner	The owner of the file (for example, bin or root). The field is limited to 14 characters in length. A question mark (?) indicates that the owner will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or non-installable files. It is used optionally with a package information file. If used, it indicates with what owner an installation script will be executed.
	The owner can contain a variable specification. (See prototype(4) for definitions of variable specifications.)

pkgmap(4)

	group	The group to which the file belongs (for example, "bin" or "sys"). The field is limited to 14 characters in length. A question mark (?) indicates that the group will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or non-installable files. It is used optionally with a package information file. If used, it indicates with what group an installation script will be executed.	
		The group can contain a variable specification. (See prototype(4) for definitions of variable specifications.)	
	size	The actual size of the file in bytes. This field is not specified for named pipes, special devices, directories or linked files.	
	cksum	The checksum of the file contents. This field is not specified for named pipes, special devices, directories, or linked files.	
	<ul> <li>modtime The time of last modification, as reported by the stat(2) funct call. This field is not specified for named pipes, special devices directories, or linked files.</li> <li>Each pkgmap file must have one line that provides information about the number parts, maximum size of parts that make up the package, and, optionally, the size of package after compression (where size is given in 512-byte blocks). This line is in the following format:</li> </ul>		
	: number_of_parts	maximum_part_size compressed_pkg_size	
	Lines that begin with "#" are comment lines and are ignored.		
	just copied to a ter permission (but w pathname and the	ed during installation before they are overwritten, they are normally nporary pathname. However, for files whose mode includes execute hich are not editable), the existing version is linked to a temporary original file is removed. This allows processes which are executing to be overwritten.	
EXAMPLES	EXAMPLE 1 A sample	e pkgmap file	
	<pre>1 c class1 /dev/r 1 d none bin 0755 1 f none bin/INST. 1 f none bin/REMO 1 l none bin/UNIN 1 f none bin/cmda 1 f none bin/cmdb 1 f class1 bin/cm 1 f none bin/cmde</pre>	iskette 17 134 0644 root other diskette 17 134 0644 root other root bin ALL 0755 root bin 11103 17954 541295535 VE 0755 root bin 3214 50237 541295541	

# pkgmap(4)

		P
	<b>EXAMPLE 1</b> A sample pkgmap file ( <i>Continued</i> )	
	<pre>1 f none bin/cmdg 0755 root bin 41185 47653 541461242 2 d class2 data 0755 root bin 2 p class1 data/apipe 0755 root other 2 d none log 0755 root bin 2 v none log/logfile 0755 root bin 41815 47563 541461333 2 d none save 0755 root bin 2 d none spool 0755 root bin 2 d none tmp 0755 root bin</pre>	
SEE ALSO	<pre>pkgmk(1), pkgadd(1M), stat(2), pkginfo(4), prototype(4)</pre>	
	Application Packaging Developer's Guide	
NOTES	The pkgmap file may contain only one entry per unique pathname.	
	I	

platform(4)				
NAME	platform – directory of files specifying supported platforms			
SYNOPSIS	.platform			
DESCRIPTION	The Solaris operating environment release includes the .platform directory, a new directory on the Solaris CD image. This directory contains files (created by Sun and Solaris OEMs) that define platform support. These files are generically referred to as <i>platform definition files</i> . They provide a means to map different platform types into a platform group.			
	Platform definition files in the .platform directory are used by the installation software to ensure that software appropriate for the architecture of the system will be installed.			
	Sun provides a platform definition file named .platform/Solaris. This file is the only one that can define platform groups to which other platform definition files can refer. For example, an OEM platform definition file can refer to any platform group specified in the Solaris platform definition file.			
	Other platform definition files are delivered by OEMs. To avoid name conflicts, OEMs will name their platform definition file with an OEM-unique string. OEMs should use whatever string they use to make their package names unique. This unique string is often the OEM's stock symbol.			
	Comments are allowed in a platform definition file. A "#" begins a comment and can be placed anywhere on a line.			
	Platform definition files are composed of keyword-value pairs, and there are two kinds of stanzas in the file: platform group definitions and platform identifications.			
	<ul> <li>Platform group definitions:</li> </ul>			
	The keywords in a platform group definition stanza are:			
	PLATFORM_GROUP	TFORM_GROUP The PLATFORM_GROUP keyword <i>must</i> be the first keyword in the platform group definition stanza. The value assigned to this keyword is the name of the platform group, for example:		
		PLATFORM_GROUP=sun4c		
		The PLATFORM_GROUP name is an arbitrary name assigned to a group of platforms. However, PLATFORM_GROUP typically equals the output of the uname -m command. PLATFORM_GROUP value cannot have white space and is limited to 256 ASCII characters.		
	INST_ARCH	The instruction set architecture of all platforms in the platform group, for example:		
		INST_ARCH=sparc		

platform(4)

		Platolin(4)			
	The INST_ARCH keyword value must be the value returned by the uname -p command on all platforms in the platform group.				
Platform identifica	Platform identifications:				
The keywords in a	platform ic	lentification stanza are:			
PLATFORM_NAME		The PLATFORM_NAME keyword <i>must</i> be the first keyword in the platform identification stanza. The PLATFORM_NAME is the name assigned to the platform, for example:			
		PLATFORM_NAME=SUNW,SPARCstation-5			
		Typically, this name is the same as the value returned by the uname -icommand on the machine, but it need not be the same.			
		The PLATFORM_NAME value cannot have white space and is limited to 256 ASCII characters. If it contains parentheses, it must contain only balanced parentheses. For example. the string "foo(bar)foo" is a valid value for this keyword, but "foo(bar" is not.			
		The other keywords in the platform identification stanza can be in any order, as long as the PLATFORM_NAME keyword is first.			
PLATFORM_ID		The value returned by the uname -i command on the machine, for example:			
		PLATFORM_ID=SUNW,SPARCstation-5			
MACHINE_TYPE		The value returned by the uname -m command on the machine, for example:			
		MACHINE_TYPE=sun4c			
IN_PLATFORM_G	ROUP	The platform group of which the platform is a member, for example:			
		IN_PLATFORM_GROUP=sun4c			
		The platform group name must be specified in the same file as the platform identification stanza or in the platform definition file with the name .platform/Solaris.			

platform(4)

		The IN_PLATFORM_GROUP keyword is optional. A platform doesn't have to belong to a platform group. If a platform is not explicitly assigned to a platform group, it essentially forms its own platform group, where the platform group name is the PLATFORM_NAME value. The IN_PLATFORM_GROUP value typically equals the output of the uname -m command. IN_PLATFORM_GROUP value cannot have white space and is limited to 256 ASCII characters.	
	INST_ARCH	The instruction set architecture of the platform, for example:	
		INST_ARCH=sparc	
		This field is only required if the platform does not belong to a platform group. The INST_ARCH keyword value must be the value returned by the uname -i command on all platforms in the platform group.	
COMPATIBILITY	Solaris CD image does not contai	nain compatible with the old Solaris CD format. If a in any platform definition files, the installation and packages to be installed based on machine type, that me -p command.	
EXAMPLES	<b>EXAMPLE 1</b> Platform Group Definition	ons	
	The following example shows pl. .platform/Solaris platform # PLATFORM_GROUP=sun4u INST_ARCH=sparc	atform group definitions from the definition file.	
	<b>EXAMPLE 2</b> Platform Identification S	itanzas	
	The following example shows platform identification stanzas, which define systems that belong in a platform group, from the .platform/Solaris platform definition file.		
	# PLATFORM NAME=SUNW,SunFire		

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# platform(4)

	EXAMPLE 2 Platform	n Identification Stanzas (Continued)	
	PLATFORM_ID=SUNW IN_PLATFORM_GROUT # PLATFORM_NAME=SUI PLATFORM_ID=SUNW IN_PLATFORM_GROUT	P=sun4u NW,Ultra-80 ,Ultra-80	
FILES	The .platform where	directory must reside as / <i>cd_image</i> /Solaris_ <i>vers</i> /.platform,	
	cd_image	Is the path to the mounted Solaris CD (/cdrom/cdrom0/s0 by default) or the path to a copy of the Solaris CD on a disk.	
	Solaris_vers	Is the version of Solaris, for example, Solaris_2.9.	
NOTES		orm identification stanza contains either a PLATFORM_ID or a stanza, but not both.	
	If both are specified, both must match for a platform to be identified as this platform type. Each platform identification stanza must contain either a PLATFORM_ID value or a MACHINE_TYPE value. If a platform matches two different platform identification stanzas—one which matched on the value of PLATFORM_ID and one which matched on the value of MACHINE_TYPE, the one that matched on PLATFORM_ID will take precedence.		
	The .platform directory is part of the Solaris CD image, whether that be the Solaris CD or a copy of the Solaris CD on a system's hard disk.		

#### plot(4B)

#### **NAME** | plot – graphics interface

#### DESCRIPTION

Files of this format are interpreted for various devices by commands described in plot(1B). A graphics file is a stream of plotting instructions. Each instruction consists of an ASCII letter usually followed by bytes of binary information. The instructions are executed in order. A point is designated by four bytes representing the *x* and *y* values; each value is a signed integer. The last designated point in an 1, m, n, or p instruction becomes the "current point" for the next instruction.

- m Move: the next four bytes give a new current point.
- n Cont: draw a line from the current point to the point given by the next four bytes. See plot(1B).
- p Point: plot the point given by the next four bytes.
- Line: draw a line from the point given by the next four bytes to the point given by the following four bytes.
- t Label: place the following ASCII string so that its first character falls on the current point. The string is terminated by a NEWLINE.
- a Arc: the first four bytes give the center, the next four give the starting point, and the last four give the end point of a circular arc. The least significant coordinate of the end point is used only to determine the quadrant. The arc is drawn counter-clockwise.
- c Circle: the first four bytes give the center of the circle, the next two the radius.
- e Erase: start another frame of output.
- f Linemod: take the following string, up to a NEWLINE, as the style for drawing further lines. The styles are "dotted," "solid," "longdashed," "shortdashed," and "dotdashed." Effective only in plot 4014 and plot ver.
- s Space: the next four bytes give the lower left corner of the plotting area; the following four give the upper right corner. The plot will be magnified or reduced to fit the device as closely as possible.

Space settings that exactly fill the plotting area with unity scaling appear below for devices supported by the filters of plot(1B). The upper limit is just outside the plotting area.

In every case the plotting area is taken to be square; points outside may be displayable on devices whose face is not square.

4014	space(0,	Ο,	3120,	3120);
ver	<pre>space(0,</pre>	Ο,	2048,	2048);
300, 300s	<pre>space(0,</pre>	Ο,	4096,	4096);

# plot(4B)

	450	space(0, 0, 4096, 4096);
SEE ALSO	graph(1),plot(11	3)

NAME	policy.conf – configuration file for security policy		
SYNOPSIS			
	/etc/security/policy.conf		
DESCRIPTION	The policy.conf file provides the security policy configuration for user-level attributes. Each entry consists of a key/value pair in the form:		
	key=value		
	The following keys are defined:		
	AUTHS_GRANTED	Specify the default set of authorizations granted to all users. This entry is interpreted by chkauthattr(3SECDB). The value is one or more comma-separated authorizations defined in auth_attr(4).	
	PROFS_GRANTED	Specify the default set of profiles granted to all users. This entry is interpreted by chkauthattr(3SECDB) and getexecuser(3SECDB). The value is one or more comma-separated profiles defined in prof_attr(4).	
	PRIV_DEFAULT and PRIV_LIMIT	Settings for these keys determine the default privileges that users have. (See privileges(5).) If these keys are not set, the default privileges are taken from the inherited set. PRIV_DEFAULT determines the default set on login. PRIV_LIMIT defines the limit set on login. Users can have privileges assigned or taken away through use of user_attr(4). Privileges can also be assigned to profiles, in which case users who have those profiles can exercise the assigned privileges through pfexec(1).	
		For maximum future compatibility, the privilege specifications should always include basic or all. Privileges should then be removed using negation. See EXAMPLES. By assigning privileges in this way, you avoid a situation where, following an addition of a currently unprivileged operation to the basic privilege set, a user unexpectedly does not have the privileges he needs to perform that now-privileged operation.	

# policy.conf(4)

		ponej.com(1)	
		Note that removing privileges from the limit set requires <i>extreme</i> care, as any set-uid root program might suddenly fail because it lacks certain privilege(s). Note also that dropping basic privileges from the default privilege set can cause unexpected failure modes in applications.	
	LOCK_AFTER_RETRIES=YES NO	Specifies whether a local account is locked after the count of failed logins for a user equals or exceeds the allowed number of retries as defined by RETRIES in /etc/default/login. The default value for users is NO. Individual account overrides are provided by user_attr(4).	
	CRYPT_ALGORITHMS_ALLOW	Specify the algorithms that are allowed for new passwords and is enforced only in crypt_gensalt(3C).	
	CRYPT_ALGORITHMS_DEPRECATE	Specify the algorithm for new passwords that is to be deprecated. For example, to deprecate use of the traditional UNIX algorithm, specify CRYPT_ALGORITHMS_DEPRECATE=unix and change CRYPT_DEFAULT= to another algorithm, such as CRYPT_DEFAULT=1 for BSD and Linux MD5.	
	CRYPT_DEFAULT	Specify the default algorithm for new passwords. The Solaris default is the traditional UNIX algorithm. This is not listed in crypt.conf(4) since it is internal to libc. The reserved nameunix is used to refer to it.	
	The key/value pair must appear on a single line, and the key must start the line. Lines starting with # are taken as comments and ignored. Option name comparisons are case-insensitive.		
	can be specified. Whichever is listed first specified for CRYPT_DEFAULT must eithe CRYPT_ALGORITHMS_ALLOW or not be s		
EXAMPLES	<b>EXAMPLE 1</b> Defining a Key/Value Pair AUTHS_GRANTED=solaris.date		

policy.conf(4)		
	<b>EXAMPLE 1</b> Defining a Key/Value Pair (Co	ntinued)
	EXAMPLE 2 Specifying Privileges	
	As noted above, you should specify privileges through negation, specifying all for PRIV_LIMIT and basic for PRIV_DEFAULT, then subtracting privileges, as shown below.	
	PRIV_LIMIT=all,!sys_linkdir PRIV_DEFAULT=basic,!file_link_any	
	The first line, above, takes away only the s takes away only the file_link privilege unaffected by any future addition of privile	These privilege specifications will be
FILES	/etc/user_attr	Defines extended user attributes.
	/etc/security/auth_attr	Defines authorizations.
	/etc/security/prof_attr	Defines profiles.
	/etc/security/policy.conf	Defines policy for the system.
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWcsu
	Interface Stability	Evolving
SEE ALSO	<pre>login(1), pfexec(1), chkauthattr(3SEC auth_attr(4), crypt.conf(4), prof_at privileges(5)</pre>	

## power.conf(4)

NAME	power.conf – Power Management configuration information file	
SYNOPSIS	/etc/power.conf	
DESCRIPTION	The power.conf file is used by the Power Management configuration program pmconfig(1M), to initialize the settings for Power Management. If you make changes to this file, you must run pmconfig(1M) manually for the changes to take effect.	
	The dtpower(1M) GUI allows the configuration of a subset of parameters allowed by this file. For ease-of-use, it is recommended that you use dtpower(1M) to configure the parameters. See the EXAMPLES section for information on disabling Power Management.	
	Power Management addresses two specific management scenarios: management of individual devices and management of the whole system. An individual device is power managed if the device supports multiple power levels and if the device driver uses Power Management interfaces provided by the kernel to save device power when the device is idle.	
	All entries in the power.conf file are processed in the order that they occur in the file.	
Automatic Device Power Management	automatically power managed if the autopm entry is enabled. The autopm entry is	
	To set the system idleness <i>threshold</i> , use one of the following entries:	
	system-threshold threshold	
	system-threshold always-on	
	where <i>threshold</i> is the value of the system idleness threshold in hours, minutes or seconds as indicated by a trailing h, m or s (defaulting to seconds if only a number is given). If always-on is specified, then by default, all devices will be left at full power.	

#### power.conf(4)

To override the default device component thresholds assigned by the Power Management framework, a device-thresholds entry may be used. A device-thresholds entry sets thresholds for a specific automatically power-managed device or disables automatic Power Management for the specific device.

A device-thresholds entry has the form:

device-thresholds	phys_path	(threshold)
or		
device-thresholds	phys_path	threshold
or		
device-thresholds	phys_path	always-on

where *phys\_path* specifies the physical path (libdevinfo(3LIB)) of a specific device. For example, /pci@8,600000/scsi@4/ssd@w210000203700c3ee,0 specifies the physical path of a disk. A symbolic link into the /devices tree, for example /dev/dsk/cltld0s0, is also accepted. The thresholds apply (or keeping the device always on applies) to the specific device only.

In the first form above, each *threshold* value represents the number of hours, minutes or seconds, depending on a trailing h, m or s with a default to seconds, to spend idle at the corresponding power level before power will be reduced to the next lower level of that component. Parentheses are used to group thresholds per component, with the first (leftmost) group being applied to component 0, the next to component 1, and the like. Within a group, the last (rightmost) number represents the time to be idle in the highest power level of the component before going to the next-to-highest level, while the first (leftmost) number represents the time to be idle in the highest power level of the component before going to the next-to-lowest power level before going to the lowest power level.

If the number of groups does not match the number of components exported by the device (by means of pm-components(9P) property), or the number of thresholds in a group is not one less than the number of power levels the corresponding component supports, then an error message will be printed and the entry will be ignored.

For example, assume a device called *xfb* exports the components *Frame Buffer* and *Monitor*. Component *Frame Buffer* has two power levels: Off and On. Component *Monitor* has four power levels: Off, Suspend, Standby, and On.

The following device-thresholds entry:

device-thresholds /pci@f0000/xfb@0 (0)(3m 5m 15m)

would set the *threshold* time for the *Monitor* component of the specific *xfb* card to go from On to Standby in 15 minutes, the *threshold* for *Monitor* to go from Standby to Suspendin 5 minutes, and the *threshold* for *Monitor* to go from Suspend to Off in 3 minutes. The threshold for *Frame Buffer* to go from On to Off will be 0 seconds.

In the second form above, where a single threshold value is specified without parentheses, the threshold value represents a maximum overall time within which the entire device should be powered down if it is idle. Because the system does not know about any internal dependencies there may be among a device's components, the device may actually be powered down sooner than the specified *threshold*, but will not take longer than the specified *threshold*, provided that all device components are idle.

In the third form above, all components of the device are left at full power.

Device Power Management entries are only effective if there is no user process controlling the device directly. For example, X Windows systems directly control frame buffers. The entries in the power.conf file are effective only when X Windows is not running.

Dependencies among devices may also be defined. A device depends upon another if none of its components may have their power levels reduced unless all components of the other device are powered off. A dependency may be indicated by an entry of the form:

device-dependency dependent\_phys\_path phys\_path [ phys\_path ... ]

where *dependent\_phys\_path* is the path name (as above) of the device that is kept up by the others, and the *phys\_path* entries specify the devices that keep it up. A symbolic link into the /devices tree, such as /dev/fb, is also accepted. This entry is needed only for logical dependents for the device. A logical dependent is a device that is not physically connected to the power managed device (for example, the display and the keyboard). Physical dependents are automatically considered and need not be included.

In addition to listing dependents by physical path, an arbitrary group of devices can be made dependent upon another device by specifying a property dependency using the following syntax:

device-dependency-property property phys\_path [phys\_path ...]

where each device that exports the property *property* will be kept up by the devices named by *phys\_path*(s). A symbolic link into the /devices tree (such as /dev/fb) is accepted as well as a pathname for *phys\_path*.

For example, the following entry ensures that every device that exports the boolean property named removable-media is kept up when the console framebuffer is up. See removable-media(9P).

```
# This entry keeps removable media from being powered down unless the
# console framebuffer and monitor are powered down
# (See removable-media(9P))
#
device-dependency-property removable-media /dev/fb
```

An autopm entry may be used to enable or disable automatic device Power Management on a system-wide basis. The format of the autopm entry is:

autopm behavior

power.conf(4)		
	Acceptable behavior values are described in the following:	
	default	The behavior of the system will depend upon its model. Desktop models that fall under the United States Environmental Protection Agency's <i>Energy Star Memorandum of Understanding #3</i> will have automatic device Power Management enabled, and all others will not. See the NOTES section of this manual page for more information.
	enable	Automatic device Power Management will be started when this entry is encountered.
	disable	Automatic device Power Management will be stopped when this entry is encountered.
System Power Management		
	The system can be configured to do an automatic shutdown (autoshutdown) using the suspend-resume feature by an entry of the following form:	
	autoshutdown idle_time start_time finish_time behavior	
	<i>idle_time</i> specifies the time in minutes that system must have been idle before it will be automatically shutdown. System idleness is determined by the inactivity of the system and can be configured as discussed below.	
	<i>start_time</i> and <i>finish_time</i> (each in hh:mm) specify the time period during which the system may be automatically shutdown. These times are measured from the start of the day (12:00 a.m.). If the <i>finish_time</i> is less than or equal to the <i>start_time</i> , the period span from midnight to the <i>finish_time</i> and from the <i>start_time</i> to the following midnight. To specify continuous operation, the <i>finish_time</i> may be set equal to the <i>start_time</i> .	
	Acceptable behavior values are described in the following:	
	shutdown	The system will be shut down automatically when it has been idle for the number of minutes specified in the <i>idle_time</i> value and the time of day falls between the <i>start_time</i> and <i>finish_time</i> values.
	noshutdown	The system is never shut down automatically.
	autowakeup	If the hardware has the capability to do autowakeup, the system is shut down as if the value were shutdown and the system will be restarted automatically the next time the time of day equals <i>finish_time</i> .

	1 ( )
default	The behavior of the system will depend upon its model. Desktop models that fall under the United States Environmental Protection Agency's <i>Energy Star Memorandum of Understanding</i> #2 will have automatic shutdown enabled, as if <i>behavior</i> field were set to shutdown, and all others will not. See NOTES.
unconfigured	The system will not be shut down automatically. If the system has just been installed or upgraded, the value of this field will be changed upon the next reboot.
You can use the fol	llowing format to configure the system's notion of idleness:
idleness_parameter a	value
Where <i>idleness_pare</i>	ameter can be:
ttychars	If the <i>idleness_parameter</i> is ttychars, the <i>value</i> field will be interpreted as the maximum number of tty characters that can pass through the ldterm module while still allowing the system to be considered idle. This value defaults to 0 if no entry is provided.
loadaverage	If the <i>idleness_parameter</i> is loadaverage, the (floating point) <i>value</i> field will be interpreted as the maximum load average that can be seen while still allowing the system to be considered idle. This value defaults to 0.04 if no entry is provided.
diskreads	If the <i>idleness_parameter</i> is diskreads, the <i>value</i> field will be interpreted as the maximum number of disk reads that can be perform by the system while still allowing the system to be considered idle. This value defaults to 0 if no entry is provided.
nfsreqs	If the <i>idleness_parameter</i> is nfsreqs, the <i>value</i> field will be interpreted as the maximum number of NFS requests that can be sent or received by the system while still allowing the system to be considered idle. Null requests, access requests, and getattr requests are excluded from this count. This value defaults to 0 if no entry is provided.
idlecheck	If the <i>idleness_parameter</i> is idlecheck, the <i>value</i> must be pathname of a program to be executed to determine if the system is idle. If autoshutdown is enabled and the console keyboard, mouse, tty, CPU (as indicated by load average), network (as measured by NFS requests) and disk (as measured by read activity) have been idle for the amount of time specified in the autoshutdown entry specified above, and the time of day falls between the start and finish times, then this program will be executed to check for other idleness criteria. The <i>value</i> of the idle time specified in the above autoshutdown entry will be passed to

power.conf(4)

	process must terminate	ronment variable PM_IDLETIME. The with an exit code that represents the the process considers the system to have <i>heck</i> entry.
	When the system is suspended, the current statefile. An entry of following form can be	
	statefile <i>pathname</i>	
	where <i>pathname</i> identifies a block special fil is the absolute pathname of a local ufs file file, it can be a symbolic link as long as it do pathname specifies a local ufs file, it cannot exist, it will be created during the suspend the path must already exist.	If the pathname specifies a block special bes not have a file system mounted on it. If
	The actual size of statefile depends on a var memory, the number of loadable drivers/m processes running, and the amount of user recommended that statefile be placed on a space. In case there is no statefile entry at b automatically created by the system.	nodules in use, the number and type of memory that has been locked down. It is ile system with at least 10 Mbytes of free
EXAMPLES	<b>EXAMPLE 1</b> Disabling Automatic Device Power	Management
	To disable automatic device Power Manage /etc/power.conf file	ment, change the following line in the
	autopm default	
	to read:	
	autopm disable	
	Then run pmconfig or reboot. See pmconf	ig(1M) for more information.
	You can also use dtpower to disable auton dtpower(1M) for more information.	natic device Power Management. See
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWpmr

Evolving

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Interface stability

Writing Device Drivers

Solaris Common Desktop Environment: User's Guide

**NOTES** SPARC desktop models first shipped after October 1, 1995 and before July 1, 1999 comply with the United States Environmental Protection Agency's *Energy Star Memorandum of Understanding #2* guidelines and have autoshutdownenabled by default after 30 minutes of system idleness. This is achieved by default keyword of autoshutdown entry behave as shutdown for these machines. The user is prompted to confirm this default behavior at system installation reboot, or during the first reboot after the system is unconfigured by sys-unconfig(1M).

> SPARC desktop models first shipped after July 1, 1999 comply with the United States Environmental Protection Agency's *Energy Star Memorandum of Understanding #3* guidelines and have autoshutdowndisabled by default, with autopm enabled after 30 minutes of idleness. This is achieved by interpreting default keyword of autopm entry behavior as enabled for these machines. User is not prompted to confirm this default behavior.

To determine the version of the EPA's *Energy Star Memorandum* applicable to your machine, use:

prtconf -pv | grep -i energystar

Absence of a property indicates no Energy Star guidelines are applicable to your machine.

System Power Management ( suspend-resume) is currently supported only on a limited set of hardware platforms. Please see the book *Solaris Common Desktop Environment: User's Guide* for a complete list of platforms that support system Power Management. See uname(2) to programatically determine if the machine supports suspend-resume.

printers(4)

NAME	printers – user-configurable printer alias database	
SYNOPSIS	\$HOME/.printers	
DESCRIPTION	The \$HOME/.printers file is a simplified version of the system /etc/printers.conf file. See printers.conf(4). Users create the \$HOME/.printers file in their home directory. This optional file is customizable by the user.	
	The \$HOME/.printers file performs the following functions:	
	1. Sets personal aliases for all print commands.	
	<ol> <li>Sets the interest list for the lpget, lpstat, and cancel commands. See lpget(1M), lpstat(1) and cancel(1).</li> </ol>	
	3. Sets the default printer for the lp, lpr, lpq, and lprm commands. See lp(1), lpr(1B), lpq(1B), and lprm(1B).	
Entries	Use a line or full screen editor to create or modify the \$HOME/.printers file.	
	Each entry in \$HOME/.printers describes one destination. Entries are one line consisting of two fields separated by either BLANKs or TABs and terminated by a NEWLINE. Format for an entry in \$HOME/.printers varies according to the purpose of the entry.	
	Empty lines can be included for readability. Entries may continue on to multiple lines by adding a backslash ('\') as the last character in the line. The \$HOME/.printers file can include comments. Comments have a pound sign ('#') as the first character in the line, and are terminated by a NEWLINE.	
Setting Personal Aliases	Specify the alias or aliases in the first field. Separate multiple aliases by a pipe sign (' '). Specify the destination in the second field. A destination names a printer or class of printers, See lpadmin(1M). Specify the destination using atomic or POSIX-style ( <i>server : destination</i> ) names. See printers.conf(4) for information regarding the naming conventions for atomic names, and standards(5) for information regarding POSIX.	
Setting the Interest List for lpget, lpstat and cancel	Specify _all in the first field. Specify the list of destinations for the interest list in the second field. Separate each destinations by a comma (', '). Specify destinations using atomic or POSIX-style ( <i>server</i> : <i>destination</i> ) names. See printers.conf(4) for information regarding the naming conventions for atomic and names. This list of destinations can refer to an alias defined in \$HOME/.printers.	
Setting the Default Destination	Specify _default in the first field. Specify the default destination in the second field. Specify the default destination using atomic or POSIX-style ( <i>server : destination</i> ) names. See printers.conf(4) for information regarding the naming conventions for atomic names. The default destination may refer to an alias defined in \$HOME/.printers.	
Locating Destination Information	The print client commands locate destination information based on the "printers" database entry in the /etc/nsswitch.conf file. See nsswitch.conf(4).	
Locating the Personal Default	The default destination is located differently depending on the command.	
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	printers(4)
	The lp command locates the default destination in the following order:
	<ol> <li>lp command's -d destination option.</li> <li>LPDEST environment variable.</li> <li>PRINTER environment variable.</li> <li>_default destination in \$HOME/.printers.</li> <li>_default destination in /etc/printers.conf.</li> </ol>
	The lpr, lpq, and lprm commands locate the default destination in the following order:
	<ol> <li>lpr command's - P destination option.</li> <li>PRINTER environment variable.</li> <li>LPDEST environment variable.</li> <li>_default destination in \$HOME/.printers.</li> <li>_default destination in /etc/printers.conf.</li> </ol>
Locating the Interest List for lpget, lpstat, and	The lpget, lpstat, and cancel commands locate the interest list in the following order:
cancel	<ol> <li>_all list in \$HOME/.printers.</li> <li>_all list in /etc/printers.conf.</li> </ol>
EXAMPLES	EXAMPLE 1 Setting the interest list
	The following entry sets the interest list to destinations ps, secure, and dog at server west and finance_ps:
	_all ps,secure,west:dog/finance_ps
	<b>EXAMPLE 2</b> Setting aliases to a printer
	The following entry sets the aliases ps, lp, and lw to sparc_printer:
	ps lp lw sparc_printer
	EXAMPLE 3 Setting an alias as a default destination
	The following entry sets the alias pcl to hplj and sets it as the default destination:
	pcl _default hplj
	<b>EXAMPLE 4</b> Setting an alias to a server destination
	The following entry sets the alias secure to destination catalpa at server tabloid:
	secure tabloid:catalpa
	<b>EXAMPLE 5</b> Setting an alias to a site destination
	The following entry sets the alias insecure to destination legal_ps:
	insecure legal_ps

printers(4)

	<b>EXAMPLE 5</b> Setting an alias to a site destination	on (Continued)
FILES	\$HOME/.printers	User-configurable printer database.
	/etc/printers.conf	System printer configuration database.
	printers.conf.byname	NIS version of /etc/printers.conf.
	printers.org_dir	$NIS + version \ of \ /etc/printers.conf.$
ATTRIBUTES	See attributes(5) for descriptions of th	e following attributes:
	Availability	SUNWpcu
	Stability Level	Stable
SEE ALSO	<pre>cancel(1), lp(1), lpq(1B), lpr(1B), lprm(1B), lpstat(1), lpadmin(1M), lpget(1M), nsswitch.conf(4), printers.conf(4), attributes(5), standards(5)</pre>	
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NOTES	\$HOME/.printers is referenced by the printing commands before further name resolution is made in /etc/printers.conf or the name service. If the alias references a destination defined in /etc/printers.conf, it is possible that the destination is defined differently on different systems. This could cause output to be sent to an unintended destination if the user is logged in to a different system.	

# printers.conf(4)

printers.conf – system printing configuration database	
/etc/printers.conf	
printers.conf.byname	
printers.org_dir	
The printers.conf file is the system printing configuration database. System administrators use printers.conf to describe destinations for the print client commands and the print protocol adaptor. A destination names a printer or class of printers. See lpadmin(1M). The LP print spooler uses private LP configuration data for represented in the printers.conf database.	
Each entry in printers.conf describes one destination. Entries are one line consisting of any number of fields separated by colons (':') and terminated by a NEWLINE. The first field of each entry specifies the name of the destination and aliases to which the entry describes. Specify one or more names or aliases of the destination in this first field. Specify the destination using atomic names. POSIX-style names are not acceptable. See standards(5). Separate destination names by pipe signs (' ').	
Two destination names are reserved for special use in the first entry. Use _all to specify the interest list for lpget, lpstat, and cancel. Use _default to specify the default destination.	
The remaining fields in an entry are <i>key=value</i> pairs. See Specifying Configuration Options for details regarding <i>key=value</i> pairs.	
Empty lines can be included for readability. Entries may continue on to multiple lines by adding a backslash ('\') as the last character in the line. printers.conf can include comments. Comments have a pound sign ('#') as the first character in the line, and are terminated by a NEWLINE. Use the lpset command to create or modify printers.conf. See lpset(1M). Do <i>not</i> make changes in printers.conf by using an editor.	
<i>key=value</i> pairs are configuration options defined by the system administrator. <i>key</i> and <i>value</i> may be of arbitrary length. Separate <i>key</i> and <i>value</i> by the equal ('=') character.	
Client/Server Configuration Options	
The following client/server configuration options (represented as <i>key=value</i> pairs) are supported:	
<pre>bsdaddr=server, destination[, Solaris] Sets the server and destination name. Sets if the client generates protocol extensions for use with the lp command (see lp(1)). Solaris specifies a Solaris print server extension. If Solaris is not specified, no protocol extensions are generated. server is the name of the host containing the queue for destination. destination is the atomic name by which the server knows the destination.</pre>	

#### printers.conf(4)

#### use=destination

Sets the destination to continue searching for configuration information. *destination* is an atomic or Posix-style name (server:printer).

all=destination\_list

Sets the interest list for the lpget, lpstat, and cancel commands. *destination\_list* is a comma-separated list of destinations. Specify *destination* using atomic or Posix-style names (server:printer). See lpget(1M), lpstat(1), and cancel(1).

#### **General Server Options**

The following general server configuration options (represented as *key=value* pairs) are supported:

spooling-type=spooler[,version]

Sets the type of spooler under which a destination is configured. Dynamically loads translation support for the back-end spooling system from

/usr/lib/print/bsd-adaptor/bsd\_spooler.so[.version]. Specify spooler as lpsched, cascade, or test. lpsched is used as a default for locally attached destinations. cascade is used as a default for destination spooled on a remote host. Use test for the test module to allow the capture of print requests. If using a versioned spooler module, version specifies the version of the translation module.

#### spooling-type-path=dir\_list

Sets the location of translation support for the type of spooler defined by the spooling-type key. Locates translation support for the for the type of spooler under which a destination is configured. *dir\_list* is a comma-separated list of absolute pathnames to the directories used to locate translation support for the spooling system set by the spooling-type key.

#### LP Server Options

The following LP configuration options (represented as key=value pairs) are supported:

user-equivalence=true|false

Sets whether or not usernames are considered equivalent when cancelling a print request submitted from a different host in a networked environment. true means that usernames are considered equivalent, and permits users to cancel a print requests submitted from a different host. user-equivalence is set to false by default. false means that usernames are not considered equivalent, and does not permit users cancel a print request submitted from a different host. If user-equivalence is set to false, print requests can only be cancelled by the users on the host on whichs the print prequest was generated or by the superuser on the print server.

#### **Test Configuration Options**

The following test configuration options (represented as *key=value* pairs) are supported:

#### test-spooler-available=true false

Sets whether or not the protocol adaptor accepts connection requests to the test adaptor for the destination. true means that the protocol adaptor accepts connection requests to the test adaptor for the destination. test-spooler-available is set to true by default. false means that the

protocol adaptor does not accept connection requests to the test adaptor for the destination.

#### test-log=dir

Sets the location of the log file generated by the test translation module. Specify *dir* as an absolute pathname.

#### test-dir=dir

Sets the directory to be used during execution of the test translation module. Specify *dir* as an absolute pathname.

#### test-access=true|false

Sets whether or not the requesting client has access to the test translation module. true means that the requesting client has access to the test translation module. test-access is set to true by default. false means that the requesting client does not have access to the test translation module.

#### test-accepting=true | false

Sets whether or not the configured destination is accepting job submission requests. true means that the configured destination is accepting job submission requests. test-accepting is set to true by default. false means that the configured destination is not accepting job submission requests.

#### test-restart=true|false

Sets whether or not a protocol request to restart the destination will be honored or return an error. true means that a protocol request to restart the destination will be honored. test-restart is set to true by default. false means that a protocol request to restart the destination return an error.

#### test-submit=true|false

Sets whether or not a protocol request to submit a job to a destination will be honored or return an error. true means that a protocol request to submit a job to a destination will be honored. test-submit is set to true by default. false means that a protocol request to submit a job to a destination will not be honored.

# test-show-queue-file=file Sets the name of the file whose contents are to be returned as the result of a status query. Specify file as an absolute pathname.

test-cancel-file=file
Sets the name of the file whose contents are returned as the result of a cancellation
request. Specify file as an absolute pathname.

#### Locating Destination Information

The print client commands and the print protocol adaptor locate destination information based on the "printers" database entry in the /etc/nsswitch.conf file. See nsswitch.conf(4).

Locating the Personal Default Destination

printers.conf(4)
------------------

	The default destination is located differently depending on the command.
	The lp command locates the default destination in the following order:
	<ol> <li>lp command's -d <i>destination</i> option.</li> <li>LPDEST environment variable.</li> <li>PRINTER environment variable.</li> <li>_default destination in \$HOME/.printers.</li> <li>_default destination in /etc/printers.conf.</li> </ol>
	The lpr, lpq, and lprm commands locate the default destination in the following order:
	<ol> <li>lpr command's -P destination option.</li> <li>PRINTER environment variable.</li> <li>LPDEST environment variable.</li> <li>_default destination in \$HOME/.printers.</li> <li>_default destination in /etc/printers.conf.</li> </ol>
	Locating the Interest List for lpstat, lpget, and cancel
	The lpget, lpstat, and cancel commands locate the interest list in the following order:
	<ol> <li>_all list in \$HOME/.printers.</li> <li>_all list in /etc/printers.conf.</li> </ol>
EXAMPLES	EXAMPLE 1 Setting the interest list
	The following entry sets the interest list for the lpget, lpstat and cancel commands to printer1, printer2 and printer3:
	_all:all=printer1,printer2,printer3
	EXAMPLE 2 Setting the server name
	The following entry sets the server name to server and and printer name to ps_printer for destinations printer1 and ps. It does not generate protocol extensions.
	printer1 ps:bsdaddr=server,ps_printer
	EXAMPLE 3 Setting server name and destination name
	The following entry sets the server name to server and destination name to pcl_printer, for destination printer2. It also generates Solaris protocol extensions.
	printer2:bsdaddr=server,pcl_printer,Solaris
	<b>EXAMPLE 4</b> Setting server name and destination name with continuous search
	The following entry sets the server name to server and destination name to new_printer, for destination printer3. It also sets the printer3 to continue searching for configuration information to printer another_printer.

printers.conf(4)

```
EXAMPLE 4 Setting server name and destination name with continuous search (Continued)
```

printer3:bsdaddr=server,new\_printer:use=another\_printer

**EXAMPLE 5** Setting default destination

The following entry sets the default destination to continue searching for configuration information to destination printer1.

\_default:use=printer1

**EXAMPLE 6** Defining the printer table in NIS+

The following command sets up the printer table printers.org\_dir. This command must be run as root.

```
# nistbladm -c -D access=n+r,o+rmcd,g+rmcd,w+r printers \
    printer_name=S,o+rmcd,g+r,w+r printer_host=S,o+rmcd,g+r,w+r \
    description=,o+rmcd,g+r,w+r printers.org_dir.'domainname'.
```

Once the definition has been set, confirm that the permissions are set properly:

```
# niscat -o printers.org dir
 Object Name : printers
 Owner : ppp.example.com.
 Group : admin.example.com.
 Domain : org_dir.example.com.
 Access Rights : r---rmcdrmcdr---
 Time to Live : 12:0:0
 Object Type : TABLE
 Table Type : printers
 Number of Columns : 3
 Character Separator :
  Search Path :
 Columns :
  [0] Name : printer_name
 Attributes : (SEARCHABLE, TEXTUAL DATA, CASE SENSITIVE)
 Access Rights : ----rmcdr---r---
  [1] Name : printer_host
 Attributes : (SEARCHABLE, TEXTUAL DATA, CASE SENSITIVE)
 Access Rights : ----rmcdr---r--
 [2] Name : description
 Attributes : (TEXTUAL DATA)
 Access Rights : ----rmcdr---r---
```

Use the Admintool or the nisaddent command to populate the printers table.

```
FILES /etc/printers.conf
System configuration database.
$HOME/.printers
```

User-configurable printer database.

```
printers.conf.byname (NIS)
    NIS version of /etc/printers.conf.
```

	printers.org_dir (NIS+) NIS+ version of /etc/printers.conf.	
	/usr/lib/print/bsd-adaptor/bsd_spooler.so* Spooler translation modules.	
	/usr/lib/print/in.lpd BSD print protocol adapter.	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWpcu
	Stability Level	Stable
SEE ALSO	<pre>cancel(1), lp(1), lpq(1B), lpr(1B), lprm(1B), lpstat(1), in.lpd(1M), lpadmin(1M), lpget(1M), lpset(1M), nsswitch.conf(4), printers(4), attributes(5), standards(5)</pre>	
	System Administration Guide: Basic Administ	ration

#### priv\_names(4)

#### **NAME** | priv\_names – privilege definition file

**SYNOPSIS** /etc/security/priv\_names

DESCRIPTION

The priv\_names file, located in /etc/security, defines the privileges with which a process can be associated. See privileges(5) for the privilege definitions. In that man page, privileges correspond to privilege names in priv\_names as shown in the following examples:

name in privileges(5)	Name in priv_names
PRIV_FILE_CHOWN	file_chown
PRIV_FILE_CHOWN_SELF	file_chown_self
PRIV_FILE_DAC_EXECUTE	file_dac_execute

#### ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWesu
Interface Stability	Evolving

**SEE ALSO** | ppriv(1), attributes(5), privileges(5)

#### **NAME** | proc – /proc, the process file system

#### DESCRIPTION

/proc is a file system that provides access to the state of each process and light-weight process (lwp) in the system. The name of each entry in the /proc directory is a decimal number corresponding to a process-ID. These entries are themselves subdirectories. Access to process state is provided by additional files contained within each subdirectory; the hierarchy is described more completely below. In this document, "/proc file" refers to a non-directory file within the hierarchy rooted at /proc. The owner of each /proc file and subdirectory is determined by the user-ID of the process.

/proc can be mounted on any mount point, in addition to the standard /proc mount point, and can be mounted several places at once. Such additional mounts are allowed in order to facilitate the confinement of processes to subtrees of the file system via chroot(1M) and yet allow such processes access to commands like ps(1).

Standard system calls are used to access /proc files: open(2), close(2), read(2), and write(2) (including readv(2), writev(2), pread(2), and pwrite(2)). Most files describe process state and can only be opened for reading. ctl and lwpctl (control) files permit manipulation of process state and can only be opened for writing. as (address space) files contain the image of the running process and can be opened for both reading and writing. An open for writing allows process control; a read-only open allows inspection but not control. In this document, we refer to the process as open for reading or writing if any of its associated /proc files is open for reading or writing.

In general, more than one process can open the same /proc file at the same time. *Exclusive open* is an advisory mechanism provided to allow controlling processes to avoid collisions with each other. A process can obtain exclusive control of a target process, with respect to other cooperating processes, if it successfully opens any /proc file in the target process for writing (the as or ctl files, or the lwpctl file of any lwp) while specifying O\_EXCL in the open(2). Such an open will fail if the target process is already open for writing (that is, if an as, ctl, or lwpctl file is already open for writing). There can be any number of concurrent read-only opens; O\_EXCL is ignored on opens for reading. It is recommended that the first open for writing by a controlling processe use the O\_EXCL flag; multiple controlling processes usually result in chaos.

If a process opens one of its own /proc files for writing, the open succeeds regardless of O\_EXCL and regardless of whether some other process has the process open for writing. Self-opens do not count when another process attempts an exclusive open. (A process cannot exclude a debugger by opening itself for writing and the application of a debugger cannot prevent a process from opening itself.) All self-opens for writing are forced to be close-on-exec (see the F\_SETFD operation of fcnt1(2)).

Data may be transferred from or to any locations in the address space of the traced process by applying lseek(2) to position the as file at the virtual address of interest followed by read(2) or write(2) (or by using pread(2) or pwrite(2) for the combined operation). The address-map file /proc/pid/map can be read to determine

the accessible areas (mappings) of the address space. I/O transfers may span contiguous mappings. An I/O request extending into an unmapped area is truncated at the boundary. A write request beginning at an unmapped virtual address fails with EIO; a read request beginning at an unmapped virtual address returns zero (an end-of-file indication).

Information and control operations are provided through additional files. <procfs.h> contains definitions of data structures and message formats used with these files. Some of these definitions involve the use of sets of flags. The set types sigset\_t, fltset\_t, and sysset\_t correspond, respectively, to signal, fault, and system call enumerations defined in <sys/signal.h>, <sys/fault.h>, and <sys/syscall.h>. Each set type is large enough to hold flags for its own enumeration. Although they are of different sizes, they have a common structure and can be manipulated by these macros:

```
prfillset(&set); /* turn on all flags in set */
premptyset(&set); /* turn off all flags in set */
praddset(&set, flag); /* turn on the specified flag */
prdelset(&set, flag); /* turn off the specified flag */
r = prismember(&set, flag); /* != 0 iff flag is turned on */
```

One of prfillset() or premptyset() must be used to initialize set before it is used in any other operation. flag must be a member of the enumeration corresponding to set.

Every process contains at least one *light-weight process*, or *lwp*. Each lwp represents a flow of execution that is independently scheduled by the operating system. All lwps in a process share its address space as well as many other attributes. Through the use of lwpctl and ctl files as described below, it is possible to affect individual lwps in a process or to affect all of them at once, depending on the operation.

When the process has more than one lwp, a representative lwp is chosen by the system for certain process status files and control operations. The representative lwp is a stopped lwp only if all of the process's lwps are stopped; is stopped on an event of interest only if all of the lwps are so stopped (excluding PR\_SUSPENDED lwps); is in a PR\_REQUESTED stop only if there are no other events of interest to be found; or, failing everything else, is in a PR\_SUSPENDED stop (implying that the process is deadlocked). See the description of the status file for definitions of stopped states. See the PCSTOP control operation for the definition of "event of interest".

The representative lwp remains fixed (it will be chosen again on the next operation) as long as all of the lwps are stopped on events of interest or are in a PR\_SUSPENDED stop and the PCRUN control operation is not applied to any of them.

When applied to the process control file, every /proc control operation that must act on an lwp uses the same algorithm to choose which lwp to act upon. Together with synchronous stopping (see PCSET), this enables a debugger to control a multiple-lwp process using only the process-level status and control files if it so chooses. More fine-grained control can be achieved using the lwp-specific files.

	The system supports two process data models, the traditional 32-bit data model in which ints, longs and pointers are all 32 bits wide (the ILP32 data model), and on some platforms the 64-bit data model in which longs and pointers, but not ints, are 64 bits in width (the LP64 data model). In the LP64 data model some system data types, notably size_t, off_t, time_t and dev_t, grow from 32 bits to 64 bits as well.
	The /proc interfaces described here are available to both 32-bit and 64-bit controlling processes. However, many operations attempted by a 32-bit controlling process on a 64-bit target process will fail with EOVERFLOW because the address space range of a 32-bit process cannot encompass a 64-bit process or because the data in some 64-bit system data type cannot be compressed to fit into the corresponding 32-bit type without loss of information. Operations that fail in this circumstance include reading and writing the address space, reading the address-map file, and setting the target process's registers. There is no restriction on operations applied by a 64-bit process to either a 32-bit or a 64-bit target processes.
	The format of the contents of any /proc file depends on the data model of the observer (the controlling process), not on the data model of the target process. A 64-bit debugger does not have to translate the information it reads from a /proc file for a 32-bit process from 32-bit format to 64-bit format. However, it usually has to be aware of the data model of the target process. The pr_dmodel field of the status files indicates the target process's data model.
	To help deal with system data structures that are read from 32-bit processes, a 64-bit controlling program can be compiled with the C preprocessor symbol _SYSCALL32 defined before system header files are included. This makes explicit 32-bit fixed-width data structures (like cstruct stat32) visible to the 64-bit program. See types32.h(3HEAD).
DIRECTORY STRUCTURE	At the top level, the directory /proc contains entries each of which names an existing process in the system. These entries are themselves directories. Except where otherwise noted, the files described below can be opened for reading only. In addition, if a process becomes a <i>zombie</i> (one that has exited but whose parent has not yet performed a wait(3C) upon it), most of its associated /proc files disappear from the hierarchy; subsequent attempts to open them, or to read or write files opened before the process exited, will elicit the error ENOENT.
	Although process state and consequently the contents of /proc files can change from instant to instant, a single read(2) of a /proc file is guaranteed to return a sane representation of state; that is, the read will be atomic with respect to the state of the process. No such guarantee applies to successive reads applied to a /proc file for a running process. In addition, atomicity is not guaranteed for I/O applied to the as (address-space) file for a running process or for a process.
	A number of structure definitions are used to describe the files. These structures may grow by the addition of elements at the end in future releases of the system and it is not legitimate for a program to assume that they will not.

# STRUCTURE OF<br/>/proc/pidA given directory /proc/pid contains the following entries. A process can use the<br/>invisible alias /proc/self if it wishes to open one of its own /proc files (invisible in<br/>the sense that the name "self" does not appear in a directory listing of /proc obtained<br/>from ls(1), getdents(2), or readdir(3C)).

- **contracts** A directory containing references to the contracts held by the process. Each entry is a symlink to the contract's directory under /system/contract. See contract(4).
  - as Contains the address-space image of the process; it can be opened for both reading and writing. lseek(2) is used to position the file at the virtual address of interest and then the address space can be examined or changed through read(2) or write(2) (or by using pread(2) or pwrite(2) for the combined operation).
  - ctl A write-only file to which structured messages are written directing the system to change some aspect of the process's state or control its behavior in some way. The seek offset is not relevant when writing to this file. Individual lwps also have associated lwpctl files in the lwp subdirectories. A control message may be written either to the process's ctl file or to a specific lwpctl file with operation-specific effects. The effect of a control message is immediately reflected in the state of the process visible through appropriate status and information files. The types of control messages are described in detail later. See CONTROL MESSAGES.
  - **status** Contains state information about the process and the representative lwp. The file contains a pstatus structure which contains an embedded lwpstatus structure for the representative lwp, as follows:

typedef struct pstatus {	
int pr_flags; /*	flags (see below) */
<pre>int pr_nlwp; /*</pre>	number of active lwps in the process */
int pr_nzomb; /*	number of zombie lwps in the process */
pid_tpr_pid; /*	process id */
pid_tpr_ppid; /*	parent process id */
pid_tpr_pgid; /*	process group id */
pid_tpr_sid; /*	session id */
id_t pr_aslwpid; /*	obsolete */
<pre>id_t pr_agentid; /*</pre>	wp-id of the agent lwp, if any */
<pre>sigset_t pr_sigpend; /*</pre>	set of process pending signals */
uintptr_t pr_brkbase; /*	virtual address of the process heap */
size_t pr_brksize; /*	size of the process heap, in bytes */
uintptr_t pr_stkbase; /*	virtual address of the process stack */
size_tpr_stksize; /*	size of the process stack, in bytes */
<pre>timestruc_t pr_utime; /*</pre>	process user cpu time */
<pre>timestruc_t pr_stime; /*</pre>	process system cpu time */
<pre>timestruc_t pr_cutime; /;</pre>	sum of children's user times */
<pre>timestruc_t pr_cstime; /;</pre>	sum of children's system times */
<pre>sigset_t pr_sigtrace; /*</pre>	set of traced signals */
<pre>fltset_t pr_flttrace; /*</pre>	set of traced faults */
<pre>sysset_t pr_sysentry; /*</pre>	set of system calls traced on entry */
sysset_t pr_sysexit; /*	set of system calls traced on exit */
char pr_dmodel; /*	data model of the process */
taskid_t pr_taskid; /*	task id */
projid_t pr_projid; /*	project id */
zoneid_t pr_zoneid; /*	zone id */
<pre>lwpstatus_t pr_lwp; /*</pre>	status of the representative lwp $*/$

#### } pstatus\_t;

pr\_flags is a bit-mask holding the following process flags. For convenience, it also contains the lwp flags for the representative lwp, described later.

PR_ISSYS	process is a system process (see PCSTOP).
PR_VFORKP	process is the parent of a vforked child (see PCWATCH).
PR_FORK	process has its inherit-on-fork mode set (see PCSET).
PR_RLC	process has its run-on-last-close mode set (see PCSET).
PR_KLC	process has its kill-on-last-close mode set (see PCSET).
PR_ASYNC	process has its asynchronous-stop mode set (see PCSET).
PR_MSACCT	Set by default in all processes to indicate that microstate accounting is enabled. However, this flag has been deprecated and no longer has any effect. Microstate accounting may not be disabled; however, it is still possible to toggle the flag.
PR_MSFORK	Set by default in all processes to indicate that microstate accounting will be enabled for processes that this parent forks(). However, this flag has been deprecated and no longer has any effect. It is possible to toggle this flag; however, it is not possible to disable microstate accounting.
PR_BPTADJ	process has its breakpoint adjustment mode set (see PCSET).
PR_PTRACE	process has its ptrace-compatibility mode set (see PCSET).
pr_nlwp is the total number of active lwps in the process. pr_nzomb is the total number of zombie lwps in the process. A zombie lwp is a non-detached lwp that has terminated but has not been reaped with thr_join(3C) or pthread_join(3C).	
pr_pid, pr_ppid, pr_pgid, and pr_sid are, respectively, the process ID, the ID of the process's parent, the process's process group ID, and the process's session ID.	
pr_aslwpid is obsolete and is always zero.	
pr_agentid is the lwp-ID for the /proc agent lwp (see the PCAGENT control operation). It is zero if there is no agent lwp in the process.	
pr_sigpend iden	tifies asynchronous signals pending for the process.
pr_brkbase is the virtual address of the process heap and pr_brksize is its size in bytes. The address formed by the sum of these values is the process break (see brk(2)). pr_stkbase and pr_stksize are, respectively, the virtual address of the process stack and its size in bytes. (Each lwp runs on a separate stack; the distinguishing the state of the process to the process stack and its size in bytes.	

distinguishing characteristic of the process stack is that the operating system will grow

it when necessary.)

pr\_utime, pr\_stime, pr\_cutime, and pr\_cstime are, respectively, the user CPU and system CPU time consumed by the process, and the cumulative user CPU and system CPU time consumed by the process's children, in seconds and nanoseconds.

pr\_sigtrace and pr\_flttrace contain, respectively, the set of signals and the set of hardware faults that are being traced (see PCSTRACE and PCSFAULT).

pr\_sysentry and pr\_sysexit contain, respectively, the sets of system calls being traced on entry and exit (see PCSENTRY and PCSEXIT).

pr\_dmodel indicates the data model of the process. Possible values are:

PR_MODEL_ILP32	process data model is ILP32.
PR_MODEL_LP64	process data model is LP64.
PR_MODEL_NATIVE	process data model is native.

The pr\_taskid, pr\_projid, and pr\_zoneid fields contain respectively, the numeric IDs of the task, project, and zone in which the process was running.

The constant PR\_MODEL\_NATIVE reflects the data model of the controlling process, *that is*, its value is PR\_MODEL\_ILP32 or PR\_MODEL\_LP64 according to whether the controlling process has been compiled as a 32-bit program or a 64-bit program, respectively.

pr\_lwp contains the status information for the representative lwp:

pr\_flags is a bit-mask holding the following lwp flags. For convenience, it also contains the process flags, described previously.

1	
PR_STOPPED	The lwp is stopped.
PR_ISTOP	The lwp is stopped on an event of interest (see PCSTOP).
PR_DSTOP	The lwp has a stop directive in effect (see PCSTOP).
PR_STEP	The lwp has a single-step directive in effect (see PCRUN).
PR_ASLEEP	The lwp is in an interruptible sleep within a system call.
PR_PCINVAL	The lwp's current instruction (pr_instr) is undefined.
PR_DETACH	This is a detached lwp (see $pthread_create(3C)$ and $pthread_join(3C)$ ).
PR_DAEMON	This is a daemon lwp (see pthread_create(3C)).
PR_ASLWP	This flag is obsolete and is never set.
PR_AGENT	This is the /proc agent lwp for the process.
pr_lwpid names	the specific lwp.
pr_why and pr_what together describe, for a stopped lwp, the reason for the stop. Possible values of pr_why and the associated pr_what are:	
PR_REQUESTED	indicates that the stop occurred in response to a stop directive, normally because PCSTOP was applied or because another lwp stopped on an event of interest and the asynchronous-stop flag (see PCSET) was not set for the process. pr_what is unused in this case.
PR_SIGNALLED	indicates that the lwp stopped on receipt of a signal (see PCSTRACE); pr_what holds the signal number that caused the stop (for a newly-stopped lwp, the same value is in pr_cursig).
PR_FAULTED	indicates that the lwp stopped on incurring a hardware fault (see PCSFAULT); pr_what holds the fault number that caused the stop.
PR_SYSENTRY PR_SYSEXIT	indicate a stop on entry to or exit from a system call (see PCSENTRY and PCSEXIT); pr_what holds the system call number.
PR_JOBCONTROL	indicates that the lwp stopped due to the default action of a job control stop signal (see sigaction(2)); pr_what holds the stopping signal number.
PR_SUSPENDED	indicates that the lwp stopped due to internal synchronization of lwps within the process. pr_what is unused in this case.

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pr\_cursig names the current signal, that is, the next signal to be delivered to the lwp, if any.pr\_info, when the lwp is in a PR\_SIGNALLED or PR\_FAULTED stop, contains additional information pertinent to the particular signal or fault (see <sys/siginfo.h>).

pr\_lwppend identifies any synchronous or directed signals pending for the lwp. pr\_lwphold identifies those signals whose delivery is being blocked by the lwp (the signal mask).

pr\_action contains the signal action information pertaining to the current signal (see sigaction(2)); it is undefined if pr\_cursig is zero. pr\_altstack contains the alternate signal stack information for the lwp (see sigaltstack(2)).

pr\_oldcontext, if not zero, contains the address on the lwp stack of a ucontext structure describing the previous user-level context (see ucontext.h(3HEAD)). It is non-zero only if the lwp is executing in the context of a signal handler.

pr\_syscall is the number of the system call, if any, being executed by the lwp; it is non-zero if and only if the lwp is stopped on PR\_SYSENTRY or PR\_SYSEXIT, or is asleep within a system call ( PR\_ASLEEP is set). If pr\_syscall is non-zero, pr\_nsysarg is the number of arguments to the system call and pr\_sysarg contains the actual arguments.

pr\_rval1, pr\_rval2, and pr\_errno are defined only if the lwp is stopped on PR\_SYSEXIT or if the PR\_VFORKP flag is set. If pr\_errno is zero, pr\_rval1 and pr\_rval2 contain the return values from the system call. Otherwise, pr\_errno contains the error number for the failing system call (see <sys/errno.h>).

pr\_clname contains the name of the lwp's scheduling class.

pr\_tstamp, if the lwp is stopped, contains a time stamp marking when the lwp stopped, in real time seconds and nanoseconds since an arbitrary time in the past.

pr utime is the amount of user level CPU time used by this LWP.

pr stime is the amount of system level CPU time used by this LWP.

pr\_ustack is the virtual address of the stack\_t that contains the stack boundaries for this LWP. See getustack(2) and stack grow(3C).

pr\_instr contains the machine instruction to which the lwp's program counter refers. The amount of data retrieved from the process is machine-dependent. On SPARC based machines, it is a 32-bit word. On x86 based machines, it is a single byte. In general, the size is that of the machine's smallest instruction. If PR\_PCINVAL is set, pr\_instr is undefined; this occurs whenever the lwp is not stopped or when the program counter refers to an invalid virtual address.

pr reg is an array holding the contents of a stopped lwp's general registers.

	SPARC	On SPARC-based machines, the predefined constants R_G0 R_G7, R_O0 R_O7, R_L0 R_L7, R_I0 R_I7, R_PC, R_nPC, and R_Y can be used as indices to refer to the corresponding registers; previous register windows can be read from their overflow locations on the stack (however, see the gwindows file in the /proc/pid/lwp/lwpid subdirectory).
	SPARC V8 (32-bit)	For SPARC V8 (32-bit) controlling processes, the predefined constants R_PSR, R_WIM, and R_TBR can be used as indices to refer to the corresponding special registers. For SPARC V9 (64-bit) controlling processes, the predefined constants R_CCR, R_ASI, and R_FPRS can be used as indices to refer to the corresponding special registers.
	x86	On x86 based machines, the predefined constants SS, UESP, EFL, CS, EIP, ERR, TRAPNO, EAX, ECX, EDX, EBX, ESP, EBP, ESI, EDI, DS, ES, FS, and GS can be used as indices to refer to the corresponding registers.
	pr_fpreg is a structure hold	ing the contents of the floating-point registers.
		l and floating-point, as seen by a 64-bit controlling the registers, even if the target process is a 32-bit (V8) pset of the V9 registers.
	If the lwp is not stopped, all r	egister values are undefined.
psinfo		
	<pre>typedef struct psinfo {     int pr_flag;     int pr_nlwp;     int pr_nzomb;     pid_t pr_pid;     pid_t pr_pgid;     pid_t pr_sid;     uid_t pr_uid;     uid_t pr_uid;     uid_t pr_gid;     gid_t pr_ggid;     gid_t pr_ggid;     size_t pr_size;     size_t pr_trydev;     ushort_t pr_pctmem;</pre>	<pre>/* process flags (DEPRECATED: see below) */ /* number of active lwps in the process */ /* number of zombie lwps in the process */ /* process id */ /* process id of parent */ /* process id of process group leader */ /* session id */ /* real user id */ /* real user id */ /* real group id */ /* real group id */ /* address of process */ /* size of process image in Kbytes */ /* resident set size in Kbytes */ /* controlling tty device (or PRNODEV) */ /* % of recent cpu time used by all lwps */ /* % of system memory used by process */</pre>

```
timestruc_t pr_start; /* process start time, from the epoch */
timestruc_t pr_time; /* cpu time for this process */
timestruc_t pr_ctime; /* cpu time for reaped children */
char pr_fname[PRFNSZ]; /* name of exec'ed file */
char pr_psargs[PRARGSZ]; /* initial characters of arg list */
int pr_wstat; /* if zombie, the wait() status */
int pr_argc; /* initial argument count */
uintptr_t pr_argv; /* address of initial argument vector */
uintptr_t pr_envp; /* address of initial environment vector */
char pr_dmodel; /* data model of the process */
lwpsinfo_t pr_lwp; /* information for representative lwp */
taskid_t pr_taskid; /* task id */
projid_t pr_poolid; /* pool id */
zoneid_t pr_contract; /* process contract id */
```

} psinfo\_t;

Some of the entries in psinfo, such as pr\_addr, refer to internal kernel data structures and should not be expected to retain their meanings across different versions of the operating system.

psinfo\_t.pr\_flag is a deprecated interface that should no longer be used. Applications currently relying on the SSYS bit in pr\_flag should migrate to checking PR\_ISSYS in the pstatus structure's pr\_flags field.

pr\_pctcpu and pr\_pctmem are 16-bit binary fractions in the range 0.0 to 1.0 with the binary point to the right of the high-order bit (1.0 == 0x8000). pr\_pctcpu is the summation over all lwps in the process.

pr\_lwp contains the ps(1) information for the representative lwp. If the process is a *zombie*, pr\_nlwp, pr\_nzomb, and pr\_lwp.pr\_lwpid are zero and the other fields of pr\_lwp are undefined:

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proc(4)

```
} lwpsinfo_t;
```

Some of the entries in lwpsinfo, such as pr addr, pr wchan, pr stype, pr state, and pr name, refer to internal kernel data structures and should not be expected to retain their meanings across different versions of the operating system.

lwpsinfo t.pr flag is a deprecated interface that should no longer be used.

pr pctcpu is a 16-bit binary fraction, as described above. It represents the CPU time used by the specific lwp. On a multi-processor machine, the maximum value is 1/N, where N is the number of CPUs.

pr contract is the id of the process contract of which the process is a member. See contract(4) and process(4).

cred

```
Contains a description of the credentials associated with the process:
```

```
typedef struct prcred {
                               /* effective user id */
     uid_t pr_euid;
     uid_t pr_ruid;
                              /* real user id */
                             /* saved user id (from exec) */
    uid_t pr_suid;
    gid_t pr_egid;  /* effective group id */
gid_t pr_rgid;  /* real group id */
    gid_t pr_rgid; /* real group id */
gid_t pr_sgid; /* saved group id (from exec) */
int pr_ngroups; /* number of supplementary groups */
     gid_t pr_groups[1]; /* array of supplementary groups */
```

} prcred\_t;

The array of associated supplementary groups in pr groups is of variable length; the cred file contains all of the supplementary groups. pr ngroups indicates the number of supplementary groups. (See also the PCSCRED and PCSCREDX control operations.)

priv

```
Contains a description of the privileges associated with the process:
```

typedef struct prpri	v {	
uint32_t	pr_nsets;	<pre>/* number of privilege set */</pre>
uint32_t	<pre>pr_setsize;</pre>	/* size of privilege set */
uint32_t	<pre>pr_infosize;</pre>	<pre>/* size of supplementary data */</pre>
priv_chunk_t	pr_sets[1];	/* array of sets */
<pre>} prpriv_t;</pre>		

The actual dimension of the pr sets[] field is

pr sets[pr nsets] [pr setsize]

which is followed by additional information about the process state pr infosize bytes in size.

The full size of the structure can be computed using PRIV PRPRIV SIZE(prpriv t \*).

- **sigact** Contains an array of sigaction structures describing the current dispositions of all signals associated with the traced process (see sigaction(2)). Signal numbers are displaced by 1 from array indices, so that the action for signal number *n* appears in position *n*-1 of the array.
- **auxv** Contains the initial values of the process's aux vector in an array of auxv\_t structures (see <sys/auxv.h>). The values are those that were passed by the operating system as startup information to the dynamic linker.
  - ldt This file exists only on x86 based machines. It is non-empty only if the process has established a local descriptor table (LDT). If non-empty, the file contains the array of currently active LDT entries in an array of elements of type struct ssd, defined in <sys/sysi86.h>, one element for each active LDT entry.
- **map** Contains information about the virtual address map of the process. The file contains an array of prmap structures, each of which describes a contiguous virtual address region in the address space of the traced process:

pr\_vaddr is the virtual address of the mapping within the traced process and pr\_size is its size in bytes. pr\_mapname, if it does not contain a null string, contains the name of a file in the object directory (see below) that can be opened read-only to obtain a file descriptor for the mapped file associated with the mapping. This enables a debugger to find object file symbol tables without having to know the real path names of the executable file and shared libraries of the process. pr\_offset is the 64-bit offset within the mapped file (if any) to which the virtual address is mapped.

pr mflags is a bit-mask of protection and attribute flags:

MA_READ	mapping is readable by the traced process.
MA_WRITE	mapping is writable by the traced process.
MA_EXEC	mapping is executable by the traced process.
MA_SHARED	mapping changes are shared by the mapped object.
MA_ISM	mapping is intimate shared memory (shared MMU resources)
MAP_NORESERVE	mapping does not have swap space reserved (mapped with MAP_NORESERVE)
MA_SHM	mapping System V shared memory

A contiguous area of the address space having the same underlying mapped object may appear as multiple mappings due to varying read, write, and execute attributes. The underlying mapped object does not change over the range of a single mapping. An I/O operation to a mapping marked MA\_SHARED fails if applied at a virtual address not corresponding to a valid page in the underlying mapped object. A write to a MA\_SHARED mapping that is not marked MA\_WRITE fails. Reads and writes to private mappings always succeed. Reads and writes to unmapped addresses fail.

pr\_pagesize is the page size for the mapping, currently always the system pagesize.

pr\_shmid is the shared memory identifier, if any, for the mapping. Its value is -1 if the mapping is not System V shared memory. See shmget(2).

- **rmap** Contains information about the reserved address ranges of the process. The file contains an array of prmap structures, as defined above for the map file. Each structure describes a contiguous virtual address region in the address space of the traced process that is reserved by the system in the sense that an mmap(2) system call that does not specify MAP\_FIXED will not use any part of it for the new mapping. Examples of such reservations include the address ranges reserved for the process stack and the individual thread stacks of a multi-threaded process.
- **cwd** A symbolic link to the process's current working directory. See chdir(2). A readlink(2) of /proc/*pid*/cwd yields a null string. However, it can be opened, listed, and searched as a directory, and can be the target of chdir(2).
- **root** A symbolic link to the process's root directory. /proc/*pid*/root can differ from the system root directory if the process or one of its ancestors executed chroot(2) as super user. It has the same semantics as /proc/*pid*/cwd.
  - **fd** A directory containing references to the open files of the process. Each entry is a decimal number corresponding to an open file descriptor in the process.

If an entry refers to a regular file, it can be opened with normal file system semantics but, to ensure that the controlling process cannot gain greater access than the controlled process, with no file access modes other than its read/write open modes in the controlled process. If an entry refers to a directory, it can be accessed with the same semantics as /proc/pid/cwd. An attempt to open any other type of entry fails with EACCES.

**object** A directory containing read-only files with names corresponding to the pr\_mapname entries in the map and pagedata files. Opening such a file yields a file descriptor for the underlying mapped file associated with an address-space mapping in the process. The file name a.out appears in the directory as an alias for the process's executable file.

The object directory makes it possible for a controlling process to gain access to the object file and any shared libraries (and consequently the symbol tables) without having to know the actual path names of the executable files.

pathA directory containing symbolic links to files opened by the process. The directory<br/>includes one entry for cwd and root. The directory also contains a numerical entry<br/>for each file descriptor in the fd directory, and entries matching those in the object<br/>directory. If this information is not avilable, any attempt to read the contents of the<br/>symbolic link will fail. This is most common for files that do not exist in the filesystem<br/>namespace (such as FIFOs and sockets), but can also happen for regular files. For the<br/>file descriptor entries, the path may be different from the one used by the process to<br/>open the file.

# **pagedata** Opening the page data file enables tracking of address space references and modifications on a per-page basis.

A read(2) of the page data file descriptor returns structured page data and atomically clears the page data maintained for the file by the system. That is to say, each read returns data collected since the last read; the first read returns data collected since the file was opened. When the call completes, the read buffer contains the following structure as its header and thereafter contains a number of section header structures and associated byte arrays that must be accessed by walking linearly through the buffer.

```
typedef struct prpageheader {
   timestruc_t pr_tstamp; /* real time stamp, time of read() */
   ulong_t pr_nmap; /* number of address space mappings */
   ulong_t pr_npage; /* total number of pages */
} prpageheader t;
```

The header is followed by pr\_nmap prasmap structures and associated data arrays. The prasmap structure contains the following elements:

Each section header is followed by pr\_npage bytes, one byte for each page in the mapping, plus 0-7 null bytes at the end so that the next prasmap structure begins on an eight-byte aligned boundary. Each data byte may contain these flags:

PG_REFERENCED	page has been referenced.
PG MODIFIED	page has been modified.

If the read buffer is not large enough to contain all of the page data, the read fails with E2BIG and the page data is not cleared. The required size of the read buffer can be determined through fstat(2). Application of lseek(2) to the page data file descriptor is ineffective; every read starts from the beginning of the file. Closing the page data file descriptor terminates the system overhead associated with collecting the data.

More than one page data file descriptor for the same process can be opened, up to a system-imposed limit per traced process. A read of one does not affect the data being collected by the system for the others. An open of the page data file will fail with ENOMEM if the system-imposed limit would be exceeded.

- watch Contains an array of prwatch structures, one for each watched area established by the PCWATCH control operation. See PCWATCH for details.
- **usage** Contains process usage information described by a prusage structure which contains at least the following fields:

```
typedef struct prusage {
                              /* lwp id. 0: process or defunct */
/* number of contributing lwps */
    id_t pr_lwpid;
    int pr_count;
    timestruc_t pr_tstamp; /* real time stamp, time of read() */
    timestruc_t pr_create; /* process/lwp creation time stamp */
    timestruc_t pr_term; /* process/lwp termination time stamp */
    timestruc_t pr_rtime; /* total lwp real (elapsed) time */
timestruc_t pr_utime; /* user level CPU time */
timestruc_t pr_stime; /* system call CPU time */
    timestruc_t pr_tftime; /* text page fault sleep time */
    timestruc_t pr_dftime; /* data page fault sleep time */
timestruc_t pr_kftime; /* kernel page fault sleep time */
timestruc_t pr_ltime; /* user lock wait sleep time */
    timestruc_t pr_slptime; /* all other sleep time */
    timestruc_t pr_wtime; /* wait-cpu (latency) time */
    timestruc t pr stoptime; /* stopped time */
    ulong_t pr_minf; /* minor page faults */
   } prusage t;
Microstate accounting is now continuously enabled. While this information was
```

previously an estimate, if microstate accounting were not enabled, the current information is now never an estimate represents time the process has spent in various states.

**Istatus** Contains a prheader structure followed by an array of lwpstatus structures, one for each active lwp in the process (see also /proc/*pid*/lwp/*lwpid*/lwpstatus, below). The prheader structure describes the number and size of the array entries that follow.

## typedef struct prheader { } prheader t; The lwpstatus structure may grow by the addition of elements at the end in future releases of the system. Programs must use pr entsize in the file header to index through the array. These comments apply to all /proc files that include a prheader structure (lpsinfo and lusage, below). lpsinfo Contains a prheader structure followed by an array of lwpsinfo structures, one for eachactive and zombie lwp in the process. See also /proc/pid/lwp/lwpid/lwpsinfo, below. lusage Contains a prheader structure followed by an array of prusage structures, one for each active lwp in the process, plus an additional element at the beginning that contains the summation over all defunct lwps (lwps that once existed but no longer exist in the process). Excluding the pr lwpid, pr tstamp, pr create, and pr term entries, the entry-by-entry summation over all these structures is the definition of the process usage information obtained from the usage file. (See also /proc/pid/lwp/lwpid/lwpusage, below.) A directory containing entries each of which names an active or zombie lwp within the lwp process. These entries are themselves directories containing additional files as described below. Only the lwpsinfo file exists in the directory of a zombie lwp. STRUCTURE OF A given directory /proc/pid/lwp/lwpid contains the following entries: /proc/pid/lwp/ 1 worked Write-only control file. The messages written to this file affect the specific lwp rather than the representative lwp, as is the case for the process's ctl file. lwpstatus lwp-specific state information. This file contains the lwpstatus structure for the specific lwp as described above for the representative lwp in the process's status file. lwpsinfo lwp-specific ps(1) information. This file contains the lwpsinfo structure for the specific lwp as described above for the representative lwp in the process's psinfo file. The lwpsinfo file is accessible after an lwp becomes a zombie. lwpusage This file contains the prusage structure for the specific lwp as described above for the process's usage file. This file exists only on SPARC based machines. If it is non-empty, it contains a gwindows gwindows t structure, defined in <sys/regset.h>, with the values of those SPARC register windows that could not be stored on the stack when the lwp stopped. Conditions under which register windows are not stored on the stack are: the stack pointer refers to nonexistent process memory or the stack pointer is improperly aligned. If the lwp is not stopped or if there are no register windows that could not be

stored on the stack, the file is empty (the usual case).

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- Extra state registers. The extra state register set is architecture dependent; this file is xregs empty if the system does not support extra state registers. If the file is non-empty, it contains an architecture dependent structure of type prxregset t, defined in cfs.h>, with the values of the lwp's extra state registers. If the lwp is not stopped, all register values are undefined. See also the PCSXREG control operation, below. This file exists only for 64-bit SPARC V9 processes. It contains an asrset t structure, asrs defined in <sys/regset.h>, containing the values of the lwp's platform-dependent ancillary state registers. If the lwp is not stopped, all register values are undefined. See also the PCSASRS control operation, below. templates A directory which contains references to the active templates for the lwp, named by the contract type. Changes made to an active template descriptor do not affect the original template which was activated, though they do affect the active template. It is not possible to activate an active template descriptor. See contract(4). CONTROL Process state changes are effected through messages written to a process's ctl file or MESSAGES to an individual lwp's lwpctl file. All control messages consist of a long that names the specific operation followed by additional data containing the operand, if any. Multiple control messages may be combined in a single write(2) (or writev(2)) to a control file, but no partial writes are permitted. That is, each control message, operation code plus operand, if any, must be presented in its entirety to the write(2) and not in pieces over several system calls. If a control operation fails, no subsequent operations contained in the same write(2) are attempted. Descriptions of the allowable control messages follow. In all cases, writing a message to a control file for a process or lwp that has terminated elicits the error ENOENT. PCSTOP When applied to the process control file, PCSTOP directs all lwps to stop and waits for PCDSTOP them to stop, PCDSTOP directs all lwps to stop without waiting for them to stop, and PCWSTOP PCWSTOP simply waits for all lwps to stop. When applied to an lwp control file, PCTWSTOP PCSTOP directs the specific lwp to stop and waits until it has stopped, PCDSTOP directs the specific lwp to stop without waiting for it to stop, and PCWSTOP simply waits for the specific lwp to stop. When applied to an lwp control file, PCSTOP and PCWSTOP complete when the lwp stops on an event of interest, immediately if already so stopped; when applied to the process control file, they complete when every lwp has stopped either on an event of interest or on a PR SUSPENDED stop. PCTWSTOP is identical to PCWSTOP except that it enables the operation to time out, to avoid waiting forever for a process or lwp that may never stop on an event of interest. PCTWSTOP takes a long operand specifying a number of milliseconds; the wait will terminate successfully after the specified number of milliseconds even if the process or lwp has not stopped; a timeout value of zero makes the operation identical to PCWSTOP.
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An "event of interest" is either a PR\_REQUESTED stop or a stop that has been specified in the process's tracing flags (set by PCSTRACE, PCSFAULT, PCSENTRY, and PCSEXIT). PR\_JOBCONTROL and PR\_SUSPENDED stops are specifically not events of interest. (An lwp may stop twice due to a stop signal, first showing PR\_SIGNALLED if the signal is traced and again showing PR\_JOBCONTROL if the lwp is set running without clearing the signal.) If PCSTOP or PCDSTOP is applied to an lwp that is stopped, but not on an event of interest, the stop directive takes effect when the lwp is restarted by the competing mechanism. At that time, the lwp enters a PR\_REQUESTED stop before executing any user-level code.

A write of a control message that blocks is interruptible by a signal so that, for example, an alarm(2) can be set to avoid waiting forever for a process or lwp that may never stop on an event of interest. If PCSTOP is interrupted, the lwp stop directives remain in effect even though the write(2) returns an error. (Use of PCTWSTOP with a non-zero timeout is recommended over PCWSTOP with an alarm(2).)

A system process (indicated by the PR\_ISSYS flag) never executes at user level, has no user-level address space visible through /proc, and cannot be stopped. Applying one of these operations to a system process or any of its lwps elicits the error EBUSY.

# **PCRUN** Make an lwp runnable again after a stop. This operation takes a long operand containing zero or more of the following flags:

PRCSIG	clears the current signal, if any (see PCCSIG).
PRCFAULT	clears the current fault, if any (see PCCFAULT).
PRSTEP	directs the lwp to execute a single machine instruction. On completion of the instruction, a trace trap occurs. If FLTTRACE is being traced, the lwp stops; otherwise, it is sent SIGTRAP. If SIGTRAP is being traced and is not blocked, the lwp stops. When the lwp stops on an event of interest, the single-step directive is cancelled, even if the stop occurs before the instruction is executed. This operation requires hardware and operating system support and may not be implemented on all processors. It is implemented on SPARC and x86 based machines.
PRSABORT	is meaningful only if the lwp is in a PR_SYSENTRY stop or is marked PR_ASLEEP; it instructs the lwp to abort execution of the system call (see PCSENTRY and PCSEXIT).
PRSTOP	directs the lwp to stop again as soon as possible after resuming execution (see PCDSTOP). In particular, if the lwp is stopped on PR_SIGNALLED or PR_FAULTED, the next stop will show PR_REQUESTED, no other stop will have intervened, and the lwp will not have executed any user-level code.
	PRCFAULT PRSTEP PRSABORT

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When applied to an lwp control file, PCRUN clears any outstanding directed-stop request and makes the specific lwp runnable. The operation fails with EBUSY if the specific lwp is not stopped on an event of interest or has not been directed to stop or if the agent lwp exists and this is not the agent lwp (see PCAGENT).

When applied to the process control file, a representative lwp is chosen for the operation as described for /proc/*pid*/status. The operation fails with EBUSY if the representative lwp is not stopped on an event of interest or has not been directed to stop or if the agent lwp exists. If PRSTEP or PRSTOP was requested, the representative lwp is made runnable and its outstanding directed-stop request is cleared; otherwise all outstanding directed-stop requests are cleared and, if it was stopped on an event of interest, the representative lwp is marked PR\_REQUESTED. If, as a consequence, all lwps are in the PR\_REQUESTED or PR\_SUSPENDED stop state, all lwps showing PR\_REQUESTED are made runnable.

**PCSTRACE** Define a set of signals to be traced in the process. The receipt of one of these signals by an lwp causes the lwp to stop. The set of signals is defined using an operand sigset\_t contained in the control message. Receipt of SIGKILL cannot be traced; if specified, it is silently ignored.

If a signal that is included in an lwp's held signal set (the signal mask) is sent to the lwp, the signal is not received and does not cause a stop until it is removed from the held signal set, either by the lwp itself or by setting the held signal set with PCSHOLD.

- **PCCSIG** The current signal, if any, is cleared from the specific or representative lwp.
- PCSSIG The current signal and its associated signal information for the specific or representative lwp are set according to the contents of the operand siginfo structure (see <sys/siginfo.h>). If the specified signal number is zero, the current signal is cleared. The semantics of this operation are different from those of kill(2) in that the signal is delivered to the lwp immediately after execution is resumed (even if it is being blocked) and an additional PR\_SIGNALLED stop does not intervene even if the signal is traced. Setting the current signal to SIGKILL terminates the process immediately.
- **PCKILL** If applied to the process control file, a signal is sent to the process with semantics identical to those of kill(2). If applied to an lwp control file, a directed signal is sent to the specific lwp. The signal is named in a long operand contained in the message. Sending SIGKILL terminates the process immediately.
- **PCUNKILL** A signal is deleted, that is, it is removed from the set of pending signals. If applied to the process control file, the signal is deleted from the process's pending signals. If applied to an lwp control file, the signal is deleted from the lwp's pending signals. The current signal (if any) is unaffected. The signal is named in a long operand in the control message. It is an error (EINVAL) to attempt to delete SIGKILL.
- **PCSHOLD** Set the set of held signals for the specific or representative lwp (signals whose delivery will be blocked if sent to the lwp). The set of signals is specified with a sigset\_t operand. SIGKILL and SIGSTOP cannot be held; if specified, they are silently ignored.

**PCSFAULT** Define a set of hardware faults to be traced in the process. On incurring one of these faults, an lwp stops. The set is defined via the operand fltset\_t structure. Fault names are defined in <sys/fault.h> and include the following. Some of these may not occur on all processors; there may be processor-specific faults in addition to these.

FLTILL	illegal instruction
FLTPRIV	privileged instruction
FLTBPT	breakpoint trap
FLTTRACE	trace trap (single-step)
FLTWATCH	watchpoint trap
FLTACCESS	memory access fault (bus error)
FLTBOUNDS	memory bounds violation
FLTIOVF	integer overflow
FLTIZDIV	integer zero divide
FLTFPE	floating-point exception
FLTSTACK	unrecoverable stack fault
FLTPAGE	recoverable page fault

When not traced, a fault normally results in the posting of a signal to the lwp that incurred the fault. If an lwp stops on a fault, the signal is posted to the lwp when execution is resumed unless the fault is cleared by PCCFAULT or by the PRCFAULT option of PCRUN. FLTPAGE is an exception; no signal is posted. The pr\_info field in the lwpstatus structure identifies the signal to be sent and contains machine-specific information about the fault.

- **PCCFAULT** The current fault, if any, is cleared; the associated signal will not be sent to the specific or representative lwp.
- PCSENTRY<br/>PCSEXITThese control operations instruct the process's lwps to stop on entry to or exit from<br/>specified system calls. The set of system calls to be traced is defined via an operand<br/>sysset\_t structure.

When entry to a system call is being traced, an lwp stops after having begun the call to the system but before the system call arguments have been fetched from the lwp. When exit from a system call is being traced, an lwp stops on completion of the system call just prior to checking for signals and returning to user level. At this point, all return values have been stored into the lwp's registers.

If an lwp is stopped on entry to a system call (PR\_SYSENTRY) or when sleeping in an interruptible system call (PR\_ASLEEP is set), it may be instructed to go directly to system call exit by specifying the PRSABORT flag in a PCRUN control message. Unless exit from the system call is being traced, the lwp returns to user level showing EINTR.

**PCWATCH** Set or clear a watched area in the controlled process from a prwatch structure operand:

```
typedef struct prwatch {
    uintptr_t pr_vaddr; /* virtual address of watched area */
    size_t pr_size; /* size of watched area in bytes */
    int pr_wflags; /* watch type flags */
} prwatch_t;
```

pr\_vaddr specifies the virtual address of an area of memory to be watched in the controlled process. pr\_size specifies the size of the area, in bytes. pr\_wflags specifies the type of memory access to be monitored as a bit-mask of the following flags:

WA_READ	read access
WA_WRITE	write access
WA_EXEC	execution access
WA TRAPAFTER	trap after the instruction completes

If pr\_wflags is non-empty, a watched area is established for the virtual address range specified by pr\_vaddr and pr\_size. If pr\_wflags is empty, any previously-established watched area starting at the specified virtual address is cleared; pr\_size is ignored.

A watchpoint is triggered when an lwp in the traced process makes a memory reference that covers at least one byte of a watched area and the memory reference is as specified in pr\_wflags. When an lwp triggers a watchpoint, it incurs a watchpoint trap. If FLTWATCH is being traced, the lwp stops; otherwise, it is sent a SIGTRAP signal; if SIGTRAP is being traced and is not blocked, the lwp stops.

The watchpoint trap occurs before the instruction completes unless WA\_TRAPAFTER was specified, in which case it occurs after the instruction completes. If it occurs before completion, the memory is not modified. If it occurs after completion, the memory is modified (if the access is a write access).

Physical i/o is an exception for watchpoint traps. In this instance, there is no guarantee that memory before the watched area has already been modified (or in the case of WA\_TRAPAFTER, that the memory following the watched area has not been modified) when the watchpoint trap occurs and the lwp stops.

pr\_info in the lwpstatus structure contains information pertinent to the watchpoint trap. In particular, the si\_addr field contains the virtual address of the memory reference that triggered the watchpoint, and the si\_code field contains one of TRAP\_RWATCH, TRAP\_WWATCH, or TRAP\_XWATCH, indicating read, write, or execute access, respectively. The si\_trapafter field is zero unless WA\_TRAPAFTER is in effect for this watched area; non-zero indicates that the current instruction is not the instruction that incurred the watchpoint trap. The si\_pc field contains the virtual address of the instruction that incurred the trap.

reference to the traced process's memory. The lwp that is executing the system ca incurs the watchpoint trap while still in the system call. If it stops as a result, the lwpstatus structure contains the system call number and its arguments. If the l does not stop, or if it is set running again without clearing the signal or fault, the system call fails with EFAULT. If WA TRAPAFTER was specified, the memory refe	wp
will have completed and the memory will have been modified (if the access was write access) when the watchpoint trap occurs.	
If more than one of WA_READ, WA_WRITE, and WA_EXEC is specified for a watcher area, and a single instruction incurs more than one of the specified types, only or reported when the watchpoint trap occurs. The precedence is WA_EXEC, WA_REA WA_WRITE (WA_EXEC and WA_READ take precedence over WA_WRITE), unless WA_TRAPAFTER was specified, in which case it is WA_WRITE, WA_READ, WA_EXE (WA_WRITE takes precedence).	ne is D,
PCWATCH fails with EINVAL if an attempt is made to specify overlapping watche areas or if pr_wflags contains flags other than those specified above. It fails wi ENOMEM if an attempt is made to establish more watched areas than the system c	th

The child of a vfork(2) borrows the parent's address space. When a vfork(2) is executed by a traced process, all watched areas established for the parent are suspended until the child terminates or performs an exec(2). Any watched areas established independently in the child are cancelled when the parent resumes after the child's termination or exec(2). PCWATCH fails with EBUSY if applied to the parent of a vfork(2) before the child has terminated or performed an exec(2). The PR\_VFORKP flag is set in the pstatus structure for such a parent process.

A watchpoint trap may be triggered while executing a system call that makes

support (the system can support thousands).

Certain accesses of the traced process's address space by the operating system are immune to watchpoints. The initial construction of a signal stack frame when a signal is delivered to an lwp will not trigger a watchpoint trap even if the new frame covers watched areas of the stack. Once the signal handler is entered, watchpoint traps occur normally. On SPARC based machines, register window overflow and underflow will not trigger watchpoint traps, even if the register window save areas cover watched areas of the stack.

Watched areas are not inherited by child processes, even if the traced process's inherit-on-fork mode, PR FORK, is set (see PCSET, below). All watched areas are cancelled when the traced process performs a successful exec(2).

# PCSET PCUNSET

PCSET sets one or more modes of operation for the traced process. PCUNSET unsets these modes. The modes to be set or unset are specified by flags in an operand long in the control message:

PR FORK (inherit-on-fork): When set, the process's tracing flags and its inherit-on-fork mode are inherited by the child of a fork(2), fork1(2), or vfork(2). When unset, child processes start with all tracing flags cleared.

PR_RLC	(run-on-last-close): When set and the last writable /proc file descriptor referring to the traced process or any of its lwps is closed, all of the process's tracing flags and watched areas are cleared, any outstanding stop directives are canceled, and if any lwps are stopped on events of interest, they are set running as though PCRUN had been applied to them. When unset, the process's tracing flags and watched areas are retained and lwps are not set running on last close.
PR_KLC	(kill-on-last-close): When set and the last writable /proc file descriptor referring to the traced process or any of its lwps is closed, the process is terminated with SIGKILL.
PR_ASYNC	(asynchronous-stop): When set, a stop on an event of interest by one lwp does not directly affect any other lwp in the process. When unset and an lwp stops on an event of interest other than PR_REQUESTED, all other lwps in the process are directed to stop.
PR_MSACCT	(microstate accounting): Microstate accounting is now continuously enabled. This flag is deprecated and no longer has any effect upon microstate accounting. Applications may toggle this flag; however, microstate accounting will remain enabled regardless.
PR_MSFORK	(inherit microstate accounting): All processes now inherit microstate accounting, as it is continuously enabled. This flag has been deprecated and its use no longer has any effect upon the behavior of microstate accounting.
PR_BPTADJ	(breakpoint trap pc adjustment): On x86 based machines, a breakpoint trap leaves the program counter (the EIP) referring to the breakpointed instruction plus one byte. When PR_BPTADJ is set, the system will adjust the program counter back to the location of the breakpointed instruction when the lwp stops on a breakpoint. This flag has no effect on SPARC based machines, where breakpoint traps leave the program counter referring to the breakpointed instruction.
PR_PTRACE	(ptrace-compatibility): When set, a stop on an event of interest by the traced process is reported to the parent of the traced process by wait(3C), SIGTRAP is sent to the traced process when it executes a successful exec(2), setuid/setgid flags are not honored for execs performed by the traced process, any exec of an object file that the traced process cannot read fails, and the process dies when its parent dies. This mode is deprecated; it is provided only to allow ptrace(3C) to be implemented as a library function using /proc.
these operations to	VAL) to specify flags other than those described above or to apply a system process. The current modes are reported in the pr_flags //status and /proc/ <i>pid</i> /lwp/lwp/lwpstatus.

PCSREG	Set the general registers for the specific or representative lwp according to the operand prgregset_t structure.
	On SPARC based systems, only the condition-code bits of the processor-status register (R_PSR) of SPARC V8 (32-bit) processes can be modified by PCSREG. Other privileged registers cannot be modified at all.
	On x86 based systems, only certain bits of the flags register (EFL) can be modified by PCSREG: these include the condition codes, direction-bit, and overflow-bit.
	PCSREG fails with EBUSY if the lwp is not stopped on an event of interest.
PCSVADDR	Set the address at which execution will resume for the specific or representative lwp from the operand long. On SPARC based systems, both %pc and %npc are set, with %npc set to the instruction following the virtual address. On x86 based systems, only %eip is set. PCSVADDR fails with EBUSY if the lwp is not stopped on an event of interest.
PCSFPREG	Set the floating-point registers for the specific or representative lwp according to the operand prfpregset_t structure. An error (EINVAL) is returned if the system does not support floating-point operations (no floating-point hardware and the system does not emulate floating-point machine instructions). PCSFPREG fails with EBUSY if the lwp is not stopped on an event of interest.
PCSXREG	Set the extra state registers for the specific or representative lwp according to the architecture-dependent operand prxregset_t structure. An error (EINVAL) is returned if the system does not support extra state registers. PCSXREG fails with EBUSY if the lwp is not stopped on an event of interest.
PCSASRS	Set the ancillary state registers for the specific or representative lwp according to the SPARC V9 platform-dependent operand asrset_t structure. An error (EINVAL) is returned if either the target process or the controlling process is not a 64-bit SPARC V9 process. Most of the ancillary state registers are privileged registers that cannot be modified. Only those that can be modified are set; all others are silently ignored. PCSASRS fails with EBUSY if the lwp is not stopped on an event of interest.
PCAGENT	Create an agent lwp in the controlled process with register values from the operand prgregset_t structure (see PCSREG, above). The agent lwp is created in the stopped state showing PR_REQUESTED and with its held signal set (the signal mask) having all signals except SIGKILL and SIGSTOP blocked.
	The PCAGENT operation fails with EBUSY unless the process is fully stopped via /proc, that is, unless all of the lwps in the process are stopped either on events of interest or on PR_SUSPENDED, or are stopped on PR_JOBCONTROL and have been

directed to stop via PCDSTOP. It fails with EBUSY if an agent lwp already exists. It fails with ENOMEM if system resources for creating new lwps have been exhausted.

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Any PCRUN operation applied to the process control file or to the control file of an lwp other than the agent lwp fails with EBUSY as long as the agent lwp exists. The agent lwp must be caused to terminate by executing the SYS\_lwp\_exit system call trap before the process can be restarted.

Once the agent lwp is created, its lwp-ID can be found by reading the process status file. To facilitate opening the agent lwp's control and status files, the directory name /propc/pid/lwp/agent is accepted for lookup operations as an invisible alias for /proc/pid/lwp/lwpid, lwpid being the lwp-ID of the agent lwp (invisible in the sense that the name "agent" does not appear in a directory listing of /proc/pid/lwp obtained from ls(1), getdents(2), or readdir(3C)).

The purpose of the agent lwp is to perform operations in the controlled process on behalf of the controlling process: to gather information not directly available via /proc files, or in general to make the process change state in ways not directly available via /proc control operations. To make use of an agent lwp, the controlling process must be capable of making it execute system calls (specifically, the SYS\_lwp\_exit system call trap). The register values given to the agent lwp on creation are typically the registers of the representative lwp, so that the agent lwp can use its stack.

The agent lwp is not allowed to execute any variation of the SYS\_fork or SYS\_exec system call traps. Attempts to do so yield ENOTSUP to the agent lwp.

Read or write the target process's address space via a priovec structure operand:

Symbolic constants for system call trap numbers like SYS\_lwp\_exit and SYS\_lwp\_create can be found in the header file <sys/syscall.h>.

PCREAD PCWRITE

```
typedef struct priovec {
    void *pio_base;    /* buffer in controlling process */
    size_t pio_len;    /* size of read/write request in bytes */
    off_t pio_offset;    /* virtual address in target process */
} priovec t;
```

These operations have the same effect as pread(2) and pwrite(2), respectively, of the target process's address space file. The difference is that more than one PCREAD or PCWRITE control operation can be written to the control file at once, and they can be interspersed with other control operations in a single write to the control file. This is useful, for example, when planting many breakpoint instructions in the process's address space, or when stepping over a breakpointed instruction. Unlike pread(2) and pwrite(2), no provision is made for partial reads or writes; if the operation cannot be performed completely, it fails with EIO.

- **PCNICE** The traced process's nice(2) value is incremented by the amount in the operand long. Only a process with the {PRIV\_PROC\_PRIOCNTL} privilege asserted in its effective set can better a process's priority in this way, but any user may lower the priority. This operation is not meaningful for all scheduling classes.
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PCSCRED	Set the target process credentials to the values contained in the prcred_t structure operand (see /proc/ <i>pid</i> /cred). The effective, real, and saved user-IDs and group-IDs of the target process are set. The target process's supplementary groups are not changed; the pr_ngroups and pr_groups members of the structure operand are ignored. Only the privileged processes can perform this operation; for all others it fails with EPERM.
PCSCREDX	Operates like PCSCRED but also sets the supplementary groups; the length of the data written with this control operation should be "sizeof (prcred_t) + sizeof (gid_t) * (#groups - 1)".
PCSPRIV	Set the target process privilege to the values contained in the prpriv_t operand (see /proc/pid/priv). The effective, permitted, inheritable, and limit sets are all changed. Privilege flags can also be set. The process is made privilege aware unless it can relinquish privilege awareness. See privileges(5).
	The limit set of the target process cannot be grown. The other privilege sets must be subsets of the intersection of the effective set of the calling process with the new limit set of the target process or subsets of the original values of the sets in the target process.
	If any of the above restrictions are not met, EPERM is returned. If the structure written is improperly formatted, EINVAL is returned.
PROGRAMMING NOTES	For security reasons, except for the psinfo, usage, lpsinfo, lusage, lwpsinfo, and lwpusage files, which are world-readable, and except for privileged processes, an open of a /proc file fails unless both the user-ID and group-ID of the caller match those of the traced process and the process's object file is readable by the caller. The effective set of the caller is a superset of both the inheritable and the permitted set of the target process. The limit set of the caller is a superset of the limit set of the target process. Except for the world-readable files just mentioned, files corresponding to setuid and setgid processes can be opened only by the appropriately privileged process.
	A process that is missing the basic privilege {PRIV_PROC_INFO} cannot see any processes under /proc that it cannot send a signal to.
	A process that has {PRIV_PROC_OWNER} asserted in its effective set can open any file for reading. To manipulate or control a process, the controlling process must have at least as many privileges in its effective set as the target process has in its effective, inheritable, and permitted sets. The limit set of the controlling process must be a superset of the limit set of the target process. Additional restrictions apply if any of the uids of the target process are 0. See privileges(5).
	Even if held by a privileged process, an open process or lwp file descriptor (other than file descriptors for the world-readable files) becomes invalid if the traced process performs an exec(2) of a setuid/setgid object file or an object file that the traced process cannot read. Any operation performed on an invalid file descriptor, except close(2), fails with EAGAIN. In this situation, if any tracing flags are set and the

process or any lwp file descriptor is open for writing, the process will have been directed to stop and its run-on-last-close flag will have been set (see PCSET). This enables a controlling process (if it has permission) to reopen the /proc files to get new valid file descriptors, close the invalid file descriptors, unset the run-on-last-close flag (if desired), and proceed. Just closing the invalid file descriptors causes the traced process to resume execution with all tracing flags cleared. Any process not currently open for writing via /proc, but that has left-over tracing flags from a previous open, and that executes a setuid/setgid or unreadable object file, will not be stopped but will have all its tracing flags cleared.

To wait for one or more of a set of processes or lwps to stop or terminate, /proc file descriptors (other than those obtained by opening the cwd or root directories or by opening files in the fd or object directories) can be used in a poll(2) system call. When requested and returned, either of the polling events POLLPRI or POLLWRNORM indicates that the process or lwp stopped on an event of interest. Although they cannot be requested, the polling events POLLHUP, POLLERR, and POLLNVAL may be returned. POLLHUP indicates that the process or lwp has terminated. POLLERR indicates that the file descriptor has become invalid. POLLNVAL is returned immediately if POLLPRI or POLLWRNORM is requested on a file descriptor referring to a system process (see PCSTOP). The requested events may be empty to wait simply for termination.

### FILES /proc

/

1

/

directory (list of processes)
specific process directory
alias for a process's own directory
address space file
process control file
process status
array of lwp status structs
process ps(1) info
array of lwp ps(1) info structs
address space map
reserved address map
process credentials
process privileges
process signal actions
process aux vector
process LDT (x86 only)
process usage

		proc(4)	
	/proc/ <i>pid</i> /lusage	array of lwp usage structs	
	/proc/ <i>pid</i> /path	symbolic links to process open files	
	/proc/ <i>pid</i> /pagedata	process page data	
	/proc/ <i>pid</i> /watch	active watchpoints	
	/proc/pid/cwd	alias for the current working directory	
	/proc/pid/root	alias for the root directory	
	/proc/ <i>pid</i> /fd	directory (list of open files)	
	/proc/ <i>pid</i> /fd/*	aliases for process's open files	
	/proc/pid/object	directory (list of mapped files)	
	/proc/ <i>pid</i> /object/a.out	alias for process's executable file	
	/proc/pid/object/*	aliases for other mapped files	
	/proc/pid/lwp	directory (list of lwps)	
	/proc/pid/lwp/lwpid	specific lwp directory	
	/proc/pid/lwp/agent	alias for the agent lwp directory	
	/proc/pid/lwp/lwpid/lwpctl	lwp control file	
	/proc/pid/lwp/lwpid/lwpstatus	lwp status	
	/proc/pid/lwp/lwpid/lwpsinfo	lwp ps(1) info	
	/proc/pid/lwp/lwpid/lwpusage	lwp usage	
	/proc/pid/lwp/lwpid/gwindows	register windows (SPARC only)	
	/proc/pid/lwp/lwpid/xregs	extra state registers	
	/proc/pid/lwp/lwpid/asrs	ancillary state registers (SPARC V9 only)	
SEE ALSO	<pre>ls(1), ps(1), chroot(1M), alarm(2), brk(2), chdir(2), chroot(2), close(2), creat(2), dup(2), exec(2), fcntl(2), fork(2), fork1(2), fstat(2), getdents(2), getustack(2), kill(2), lseek(2), mmap(2), nice(2), open(2), poll(2), pread(2), ptrace(3C), pwrite(2), read(2), readlink(2), readv(2), shmget(2), sigaction(2), sigaltstack(2), vfork(2), write(2), writev(2), _stack_grow(3C), readdir(3C), pthread_create(3C), pthread_join(3C), siginfo.h(3HEAD), signal.h(3HEAD), thr_create(3C), thr_join(3C), types32.h(3HEAD), ucontext.h(3HEAD), wait(3C), contract(4), process(4), lfcompile(5), privileges(5)</pre>		
DIAGNOSTICS	Errors that can occur in addition to the errors nor access:	mally associated with file system	

E2BIG	Data to be returned in a read(2) of the page data file exceeds the size of the read buffer provided by the caller.
EACCES	An attempt was made to examine a process that ran under a different uid than the controlling process and {PRIV_PROC_OWNER} was not asserted in the effective set.
EAGAIN	The traced process has performed an exec(2) of a setuid/setgid object file or of an object file that it cannot read; all further operations on the process or lwp file descriptor (except close(2)) elicit this error.
EBUSY	PCSTOP, PCDSTOP, PCWSTOP, or PCTWSTOP was applied to a system process; an exclusive open(2) was attempted on a /proc file for a process already open for writing; PCRUN, PCSREG, PCSVADDR, PCSFPREG, or PCSXREG was applied to a process or lwp not stopped on an event of interest; an attempt was made to mount /proc when it was already mounted; PCAGENT was applied to a process that was not fully stopped or that already had an agent lwp.
EINVAL	In general, this means that some invalid argument was supplied to a system call. A non-exhaustive list of conditions eliciting this error includes: a control message operation code is undefined; an out-of-range signal number was specified with PCSSIG, PCKILL, or PCUNKILL; SIGKILL was specified with PCUNKILL; PCSFPREG was applied on a system that does not support floating-point operations; PCSXREG was applied on a system that does not support extra state registers.
EINTR	A signal was received by the controlling process while waiting for the traced process or lwp to stop via PCSTOP, PCWSTOP, or PCTWSTOP.
EIO	A write(2) was attempted at an illegal address in the traced process.
ENOENT	The traced process or lwp has terminated after being opened. The basic privilege {PRIV_PROC_INFO} is not asserted in the effective set of the calling process and the calling process cannot send a signal to the target process.
ENOMEM	The system-imposed limit on the number of page data file descriptors was reached on an open of /proc/pid/pagedata; an attempt was made with PCWATCH to establish more watched areas than the system can support; the PCAGENT operation was issued when the system was out of resources for creating lwps.
ENOSYS	An attempt was made to perform an unsupported operation (such as creat(2), link(2), or unlink(2)) on an entry in /proc.

	EOVERFLOW	A 32-bit controlling process attempted to read or write the as file or attempted to read the map, rmap, or pagedata file of a 64-bit target process. A 32-bit controlling process attempted to apply one of the control operations PCSREG, PCSXREG, PCSVADDR, PCWATCH, PCAGENT, PCREAD, PCWRITE to a 64-bit target process.		
	EPERM	The process that issued the PCSCRED or PCSCREDX operation did not have the {PRIV_PROC_SETID} privilege asserted in its effective set, or the process that issued the PCNICE operation did not have the {PRIV_PROC_PRIOCNTL} in its effective set.		
		An attempt was made to control a process of which the E, P, and I privilege sets were not a subset of the effective set of the controlling process or the limit set of the controlling process is not a superset of limit set of the controlled process.		
		Any of the uids of the target process are 0 or an attempt was made to change any of the uids to 0 using PCSCRED and the security policy imposed additional restrictions. See privileges(5).		
NOTES	Descriptions of structures in this document include only interesting structure elements, not filler and padding fields, and may show elements out of order for descriptive clarity. The actual structure definitions are contained in <procfs.h>.</procfs.h>			
BUGS	Because the old ioctl(2)-based version of /proc is currently supported for binary compatibility with old applications, the top-level directory for a process, /proc/pid, is not world-readable, but it is world-searchable. Thus, anyone can open /proc/pid/psinfo even though ls(1) applied to /proc/pid will fail for anyone but the owner or an appropriately privileged process. Support for the old ioctl(2)-based version of /proc will be dropped in a future release, at which time the top-level directory for a process will be made world-readable.			
	<sys regset.h=""></sys>	nachines, the types gregset_t and fpregset_t defined in are similar to but not the same as the types prgregset_t and efined in <procfs.h>.</procfs.h>		

process(4)

NAME	process – process contract type					
SYNOPSIS	/system/contract/process					
DESCRIPTION	Process contracts allow processes to create a fault boundary around a set of subprocesses and observe events which occur within that boundary.					
	Process contracts are managed using the contract(4) file system and the libcontract(3LIB) library. The process contract type directory is /system/contract/process.					
CREATION	A process contract is created when an LWP that has an active process contract template calls fork(2). Initially, the child process created by fork() is the only resource managed by the contract. When an LWP that does not have an active process contract template calls fork(), the child process created by fork() is added as a resource to the process contract of which the parent was a member.					
EVENT TYPES	The following events types are defined:					
	CT_PR_EV_EMPTY The last member of the process contract exited.					
	CT_PR_EV_FORK A new process has been added to the process contract.					
	CT_PR_EV_EXIT A member of the process contract exited.					
	CT_PR_EV_CORE A process failed and dumped core. This could also occur if the process would have dumped core had appropriate coreadm(1M) options been enabled and core file size was unlimited.					
	CT_PR_EV_SIGNAL A process received a fatal signal from a process, other than the owner of the process contract, that is a member of a different process contract.					
	CT_PR_EV_HWERR A process was killed because of an uncorrectable hardware error.					
TERMS	The following common contract terms, defined in contract(4), have process-contract specific attributes:					
	informative event set The default value for the informative event set is (CT_PR_EV_CORE   CT_PR_EV_SIGNAL).					
	critical event set The default value for the critical event set is (CT_PR_EV_EMPTY   CT_PR_EV_HWERR).					
	An attempt by a user without the {PRIV_CONTRACT_EVENT} privilege in its effective set to add an event, other than CT_PR_EV_EMPTY, to the critical event set which is not present in the fatal set, or if the CT_PR_PGONLY parameter is set and					

the same user attempts to add any event, other than CT\_PR\_EV\_EMPTY, to the critical event set, fails.

The following contract terms can be read from or written to a process contract template using the named libcontract(3LIB) interfaces. These contract terms are in addition to those described in contract(4).

#### fatal event set

Defines a set of events which, when generated, causes all members of the process contract to be killed with SIGKILL, or the intersection of the contract and the containing process group if the CT\_PR\_PGRPONLY parameter is set. Set this term with ct\_pr\_tmpl\_set\_fatal(3CONTRACT). The fatal event set is restricted to CT\_PR\_EV\_CORE, CT\_PR\_EV\_SIGNAL, and CT\_PR\_EV\_HWERR. For CT\_PR\_EV\_CORE and CT\_PR\_EV\_SIGNAL events, the scope of SIGKILL is limited to those processes which the contract author or the event source could have normally sent signals to.

The default value for the fatal event set is CT\_PR\_EV\_HWERR.

If a user without the {PRIV\_CONTRACT\_EVENT} privilege in its effective set removes an event from the fatal event set which is present in the critical event set, the corresponding event is automatically removed from the critical event set and added to the informative event set.

### parameter set

Defines miscellaneous other settings. Use ct\_pr\_tmpl\_set\_param(3CONTRACT) to set this term.

The default parameter set is empty.

The value is a bit vector comprised of some or all of:

#### CT PR INHERIT

If set, indicates that the process contract is to be inherited by the process contract the contract owner is a member of if the contract owner exits before explicitly abandoning the process contract.

If not set, the process contract is automatically abandoned when the owner exits.

## CT\_PR\_NOORPHAN

If set, all processes in a process contract are sent SIGKILL if the process contract is abandoned, either explicitly or because the holder died and CT\_PR\_INHERIT was not set. The scope of SIGKILL is limited to those processes which the contract author or the event source could have normally sent signals to.

If this is not set and the process contract is abandoned, the process contract is orphaned, that is, continues to exist without owner.

## CT\_PR\_PGRPONLY

If set, only those processes within the same process group and process contract as a fatal error-generating process are killed.

# process(4)

	If not set, all processes within the process contract are killed if a member process encounters an error specified in the fatal set.
	If a user without the {PRIV_CONTRACT_EVENT} privilege in its effective set adds CT_PR_PGRPONLY to a template's parameter set, any events other than CT_PR_EV_EMPTY are automatically removed from the critical event set and added to the informative event set.
	CT_PR_REGENT If set, the process contract can inherit unabandoned contracts left by exiting member processes.
	If not set, indicates that the process contract should not inherit contracts from member processes. If a process exits before abandoning a contract it owns and is a member of a process contract which does not have CT_PR_REGENT set, the system automatically abandons the contract.
	If a regent process contract has inherited contracts and is abandoned by its owner, its inherited contracts are abandoned.
	<pre>transfer contract    Specifies the ID of an empty process contract held by the caller whose inherited    process contracts are to be transferred to the newly created contract. Use    ct_pr_tmpl_set_transfer(3CONTRACT) to set the tranfer contract. Attempts    to specify a contract not held by the calling process, or a contract which still has    processes in it, fail.</pre>
	The default transfer term is 0, that is, no contract.
STATUS	In addition to the standard items, the status object read from a status file descriptor contains the following items if CTD_FIXED is specified:
	Fatal event set (term)
	Parameter set (term) Values equal to the terms used when the contract was written. Use
	ct_pr_status_get_fatal(3contract) ct_pr_status_get_param(3contract)
	to obtain this information. respectively.
	If CTD_ALL is specified, the following items are also available:
	Member list The PIDs of processes which are members of the process contract. Use ct_pr_status_get_members(3CONTRACT) to obtain this information.
	Inherited contract list The IDs of contracts which have been inherited by the process contract. Use ct_pr_status_get_contracts(3CONTRACT) to obtain this information.

The following standard status items have different meanings in some situations:

```
Ownership state
              If the process contract has a state of CTS OWNED or CTS INHERITED and is held
              by an entity in the global zone, but contains processes in a non-global zone, it
              appears to have the state CTS_OWNED when observed by processes in the
              non-global zone.
           Contract holder
              If the process contract has a state of CTS OWNED or CTS INHERITED and is held
              by an entity in the global zone, but contains processes in a non-global zone, it
              appears to be held by the non-global zone's zsched when observed by processes in
              the non-global zone.
EVENTS
           In addition to the standard items, an event generated by a process contract contains
           the following information:
           Generating PID
              The process ID of the member process which experienced the event, or caused the
              contract event to be generated (in the case of CT PR EV EMPTY). Use
              ct_pr_event_get_pid(3CONTRACT) to obtain this information.
           If the event type is CT PR EV FORK, the event contains:
           Parent PID
              The process ID which forked [Generating PID]. Use
              ct pr event get ppid(3CONTRACT) to obtain this information.
           If the event type is CT PR EV EXIT, the event contains:
           Exit status
              The exit status of the process. Use
              ct pr event get exitstatus(3CONTRACT) to obtain this information.
           If the event type is CT PR EV CORE, the event can contain:
           Process core name
              The name of the per-process core file. Use
              ct pr event get pcorefile(3CONTRACT) to obtain this information.
           Global core name
              The name of the process's zone's global core file. Use
              ct pr event get gcorefile(3CONTRACT) to obtain this information.
           Zone core name
              The name of the system-wide core file in the global zone. Use
              ct_pr_event_get_zcorefile(3contract) to obtain this information.
           See coreadm(1M) for more information about per-process, global, and system-wide
           core files.
           If the event type is CT PR EV SIGNAL, the event contains:
           Signal
              The number of the signal which killed the process. Use
              ct pr event get signal(3CONTRACT) to obtain this information.
```

process(4)

S(4)	
	It can contain:
	sender The PID of the process which sent the signal. Use ct_pr_event_get_sender(3CONTRACT) to obtain this information.
SEE ALSO	

# NAME prof\_attr – profile description database

SYNOPSIS /etc/security/prof\_attr

DESCRIPTION

/etc/security/prof\_attr is a local source for execution profile names, descriptions, and other attributes of execution profiles. The prof\_attr file can be used with other profile sources, including the prof\_attr NIS map and NIS+ table. Programs use the getprofattr(3SECDB) routines to gain access to this information.

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

An execution profile is a mechanism used to bundle together the commands and authorizations needed to perform a specific function. An execution profile can also contain other execution profiles. Each entry in the prof\_attr database consists of one line of text containing five fields separated by colons (:). Line continuations using the backslash (\) character are permitted. The format of each entry is:

### profname:res1:res2:desc:attr

	profname	The name of the profile. Profile names are case-sensitive.		
	res1	Reserved for future use.		
	res2	Reserved for future use.		
	desc	A long description. This field should explain the purpose of the profile, including what type of user would be interested in using it. The long description should be suitable for displaying in the help text of an application.		
	attr	An optional list of semicolon-separated (;) key-value pairs that describe the security attributes to apply to the object upon execution. Zero or more keys may be specified. There are three valid keys: help, profs, and auths.		
		help is assigned the name of a file ending in .htm or .html.		
		<pre>auths specifies a comma-separated list of authorization names chosen from those names defined in the auth_attr(4) database. Authorization names may be specified using the asterisk (*) character as a wildcard. For example, solaris.printer.* would mean all of Sun's authorizations for printing.</pre>		
		profs specifies a comma-separated list of profile names chosen from those names defined in the prof_attr database.		
EXAMPLES	EXAMPLE 1 Allowing	g execution of all commands		
	The following entr	y allows the user to execute all commands:		
	All:::Use this profile to give a :help=All.html			

# prof\_attr(4)

atti(1)	
	<b>EXAMPLE 2</b> Consulting the local prof_attr file first
	With the following nsswitch.conf entry, the local prof_attr file is consulted before the NIS+ table:
	prof_attr: files nisplus
FILES	/etc/nsswitch.conf
	/etc/security/prof_attr
NOTES	When deciding which authorization source to use (see DESCRIPTION), keep in mind that NIS+ provides stronger authentication than NIS.
	The root user is usually defined in local databases because root needs to be able to log in and do system maintenance in single-user mode and at other times when the network name service databases are not available. So that the profile definitions for root can be located at such times, root's profiles should be defined in the local prof_attr file, and the order shown in the example nsswitch.conf(4) file entry under EXAMPLES is highly recommended.
	Because the list of legal keys is likely to expand, any code that parses this database must be written to ignore unknown key-value pairs without error. When any new keywords are created, the names should be prefixed with a unique string, such as the company's stock symbol, to avoid potential naming conflicts.
	Each application has its own requirements for whether the help value must be a relative pathname ending with a filename or the name of a file. The only known requirement is for the name of a file.
	The following characters are used in describing the database format and must be escaped with a backslash if used as data: colon $(:)$ , semicolon $(;)$ , equals $(=)$ , and backslash $(\setminus)$ .
SEE ALSO	<pre>auths(1), profiles(1), getauthattr(3SECDB), getprofattr(3SECDB), getuserattr(3SECDB), auth_attr(4), exec_attr(4), user_attr(4)</pre>

# profile(4)

	F (-)				
NAME	profile – setting up an environment for user at login time				
SYNOPSIS	/etc/profile				
	\$HOME/.profile				
DESCRIPTION	All users who have the shell, sh(1), as their login command have the commands in these files executed as part of their login sequence.				
	<pre>/etc/profile allows the system administrator to perform services for the entire user community. Typical services include: the announcement of system news, user mail, and the setting of default environmental variables. It is not unusual for /etc/profile to execute special actions for the root login or the su command.</pre>				
	The file <code>\$HOME/.profile</code> is used for setting per-user exported environment variables and terminal modes. The following example is typical (except for the comments):				
	<pre>and terminal modes. The following example is typical (except for the comments): # Make some environment variables global export MAIL PATH TERM # Set file creation mask umask 022 # Tell me when new mail comes in MAIL=/var/mail/\$LOGNAME # Add my /usr/usr/bin directory to the shell search sequence PATH=\$PATH=\$PATH:\$HOME/bin # Set terminal type TERM=\${L0:-u/n/k/n/o/w/n} # gnar.invalid while : do</pre>				
	stty erase '^H' echoe				
FILES	\$HOME/.profile     user-specific environment				
	/etc/profile system-wide environment				
SEE ALSO	<pre>env(1), login(1), mail(1), sh(1), stty(1), tput(1), su(1M), terminfo(4), environ(5), term(5)</pre>				
	Solaris Advanced User's Guide				
NOTES	Care must be taken in providing system-wide services in /etc/profile. Personal .profile files are better for serving all but the most global needs.				

#### project(4)

### **NAME** | project – project file

### DESCRIPTION

The project file is a local source of project information. The project file can be used in conjunction with other project sources, including the NIS maps project.byname and project.bynumber and the LDAP database project. Programs use the getprojent(3PROJECT) routines to access this information.

The project file contains a one-line entry for each project recognized by the system, of the form:

projname : projid : comment : user-list : group-list : attributes

where the fields are defined as:

#### projname

The name of the project. Allowable project names must begin with a letter, and may be composed of any letter or digit and the underscore character. The period ('.') is reserved for projects with special meaning to the operating system.

#### projid

The project's unique numerical ID (PROJID) within the system. The maximum value of the *projid* field is MAXPROJID. Project IDs below 100 are reserved for the use of the operating system.

### comment

The project's description.

### user-list

A comma-separated list of users allowed in the project. With the exception of the special projects referred to below, an empty field indicates no users are allowed. See note about the use of wildcards below.

#### group-list

A comma-separated list of groups of users allowed in the project. With the exception of the special projects referred to below, an empty field indicates no groups are allowed. See note about the use of wildcards below.

### attributes

A semicolon-separated list of name value pairs. Each pair has the following format:

### name[=value]

where *name* is the arbitrary string specifying the key's name and *value* is the optional key value. An explanation of the valid name-value pair syntax is provided in the USAGE section of this page. The expected most frequent use of the attribute field is for the specification of resource controls. See resource\_controls(5) for a description of the resource controls supported in the current release of the Solaris operating system. You can also use the attribute field for resource caps (see rcapd(1M)) and for the project.pool attribute (see setproject(3PROJECT)).

Null entries (empty fields) in the *user-list* and *group-list* fields, which normally mean "no users" and "no groups", respectively, have a different meaning in the entries for three special projects, user.*username*, group.*groupname*, and default. See getprojent(3PROJECT) for a description of these projects.

Wildcards can be used in user-list and group-list fields of the project database entry. The asterisk (\*), allows all users or groups to join the project. The exclamation mark followed by the asterisk (!\*), excludes all users or groups from the project. The exclamation mark (!) followed by a username or groupname excludes the specified user or group from the project. See EXAMPLES, below.

Malformed entries cause routines that read this file to halt, in which case project assignments specified further along are never made. Blank lines are treated as malformed entries in the project file, and cause getprojent(3PROJECT) and derived interfaces to fail.

### **EXAMPLES EXAMPLE 1** Sample project File

The following is a sample project file:

```
system:0:System:::
user.root:1:Super-User:::
noproject:2:No Project:::
default:3::::
group.staff:10::::
beatles:100:The Beatles:john,paul,george,ringo::task.max-lwps=
    (privileged,100,signal=SIGTERM), (privileged,110,deny);
    process.max-file-descriptor
```

Note that the two line breaks in the line that begins with beatles are not valid in a project file. They are shown here only to allow the example to display on a printed or displayed page. Each entry must be on one and only one line.

An example project entry for nsswitch.conf(4) is:

project: files nis

With these entries, the project beatles will have members john, paul, george, and ringo, and all projects listed in the NIS project table are effectively incorporated after the entry for beatles.

The beatles project has two values set on the task.max-lwps resource control. When a task in the beatles project requests (via one of its member processes) its 100th and 110th LWPs, an action associated with the encountered threshold triggers. Upon the request for the 100th LWP, the process making the request is sent the signal SIGTERM and is granted the request for an additional lightweight process (LWP). At this point, the threshold for 110 LWPs becomes the active threshold. When a request for the 110th LWP in the task is made, the requesting process is denied the request--no LWP will be created. Since the 110th LWP is never granted, the threshold remains active, and all subsequent requests for an 110th LWP will fail. (If LWPs are given up, then subsequent requests will succeed, unless they would take the total number of LWPs across the task over 110.) The process.max-file-descriptor resource

project(4)						
	<b>EXAMPLE 1</b> Sample project File (Continued)					
	control is given no values. This means that processes entering this project will only have the system resource control value on this rctl.					
	EXAMPLE 2 Project Entry with Wildcards					
	The following entries use wildcards:					
	<pre>notroot:200:Shared Project:*,!root:: notused:300:Unused Project::!*:</pre>					
	In this example, any user except "root" is a member of project "nonroot". For the project "notused", all groups are excluded.					
USAGE	The project database offers a reasonably flexible attribute mechanism in the final name-value pair field. Name-value pairs are separated from one another with the semicolon (;) character. The name is in turn distinguished from the (optional) value by the equals (=) character. The value field can contain multiple values separated by the comma (,) character, with grouping support (into further values lists) by parentheses. Each of these values can be composed of the upper and lower case alphabetic characters, the digits '0' through '9', and the punctuation characters hyphen (-), plus (+), period (.), slash (/), and underscore (_). Example resource control value specifications are provided in EXAMPLES, above, and in resource_controls(5) and getprojent(3PROJECT).					
SEE ALSO	<pre>newtask(1), projects(1), prctl(1), getprojent(3PROJECT), setrctl(2), unistd.h(3HEAD), nsswitch.conf(4), resource_controls(5)</pre>					
	1					

# protocols(4)

NAME	protocols –	prot	ocol name da	itabase
SYNOPSIS	/etc/inet/protocols			
51101515				
	<pre>/etc/protocols The protocols file is a local source of information regarding the known protocols used in the DARPA Internet. The protocols file can be used in conjunction with or instead of other protocols sources, including the NIS maps "protocols.byname" and "protocols.bynumber" and the NIS+ table "protocols". Programs use the getprotobyname(3SOCKET) routine to access this information. The protocols file has one line for each protocol. The line has the following format:</pre>			
DESCRIPTION				
				· v
	official-protocol-	name	protocol-number	anases
	Items are separated by any number of blanks and/or TAB characters. A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file. Protocol names may contain any printable character other than a field delimiter, NEWLINE, or comment character.			
EXAMPLES	EXAMPLE 1 A Sample Database			
	The followi	ng is	s a sample da	tabase:
	# # Internet #		-	
	ip icmp ggp	0	IP	<pre># internet protocol, pseudo protocol number # intermet control message protocol</pre>
	aap	⊥ 3	GGP	<pre># internet control message protocol # gateway-gateway protocol</pre>
	tcp	6	TCP	# transmission control protocol
				# exterior gateway protocol
			PUP	# PARC universal packet protocol
	udp	17	UDP	# user datagram protocol
	# # Internet (IPv6) extension headers #			
	hopopt	0	HOPOPT	# Hop-by-hop options for IPv6
				# IPv6 in IP encapsulation
				# Routing header for IPv6
			IPV6-Frag ESP	# Fragment header for IPv6 # Engan Segurity Dayload for IPv6
	esp ah		AH	<pre># Encap Security Payload for IPv6 # Authentication Header for IPv6</pre>
	ipv6-icmp	58	IPv6-ICMP	# IPv6 internet control message protocol
	ipv6-nonxt	59	IPv6-NoNxt	# No next header extension header for IPv6
	ipv6-opts	60	IPv6-Opts	# Destination Options for IPv6
FILES	/etc/nssv	vito	ch.conf	configuration file for name-service switch
SEE ALSO	getprotok	oyna	ame(3SOCKE	$\Gamma$ ), nsswitch.conf(4)
NOTES	/etc/inet/protocols is the official SVR4 name of the protocols file. The symbolic link /etc/protocols exists for BSD compatibility.			

prototype(4)			
NAME	prototype – package information file		
DESCRIPTION	<ul><li>prototype is an ASCII file used to specify package information. Each entry in the file describes a single deliverable object. An object may be a data file, directory, source file, executable object, and so forth. This file is generated by the package developer.</li><li>Entries in a prototype file consist of several fields of information separated by white space. Comment lines begin with a "#" and are ignored. The fields are described below and must appear in the order shown.</li></ul>		
	part	An optional field designating the part number in which the object resides. A part is a collection of files and is the atomic unit by which a package is processed. A developer can choose criteria for grouping files into a part (for example, based on class). If this field is not used, part 1 is assumed.	
	ftype	A one-character field that indicates the file type. Valid values are:	
		b	block special device
		С	character special device
		d	directory
		е	a file to be edited upon installation or removal (may be shared by several packages)
		f	a standard executable or data file
		i	installation script or information file
		1	linked file
		р	named pipe
		S	symbolic link
		v	volatile file (one whose contents are expected to change, like a log file)
		x	an exclusive directory accessible only by this package
	class	The installation class to which the file belongs. This name must contain only alphanumeric characters and be no longer than 12 characters. The field is not specified for installation scripts. (admin and all classes beginning with capital letters are reserved class names.) The pathname where the file will reside on the target machine, for example, /usr/bin/mail or bin/ras/proc. Relative pathnames (those that do not begin with a slash) indicate that the file is relocatable. The form	
	pathname		
		path1=pat	th2

# prototype(4)

	may be used for two purposes: to define a link and to define local pathnames.
	For linked files, <i>path1</i> indicates the destination of the link and <i>path2</i> indicates the source file. (This format is mandatory for linked files.)
	For local pathnames, <i>path1</i> indicates the pathname an object should have on the machine where the entry is to be installed and <i>path2</i> indicates either a relative or fixed pathname to a file on the host machine which contains the actual contents.
	A pathname may contain a variable specification of the form <i>\$variable</i> . If <i>variable</i> begins with a lower case letter, it is a build variable. If <i>variable</i> begins with an upper case letter, it is an install variable. Build variables are bound at build time. If an install variable is known at build time, its definition is inserted into the pkginfo(4) file so that it will be available at install time. If an install variable is not known at build time, it will be bound at install time.
major	The major device number. The field is only specified for block or character special devices.
minor	The minor device number. The field is only specified for block or character special devices.
mode	The octal mode of the file (for example, 0664). A question mark (?) indicates that the mode will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or packaging information files.
	The mode can be a variable specification of the form \$ <i>variable</i> . If <i>variable</i> begins with a lower case letter, it is a build variable. If <i>variable</i> begins with an upper case letter, it is an install variable. Build variables are bound at build time. If an install variable is known at build time, its definition is inserted into the pkginfo(4) file so that it will be available at install time. If an install variable is not known at build time, it will be bound at install time.
owner	The owner of the file (for example, bin or root). The field is limited to 14 characters in length. A question mark (?) indicates that the owner will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or packaging information files.

# prototype(4)

	The owner can be a variable specification of the form <i>\$variable</i> . If <i>variable</i> begins with a lower case letter, it is a build variable. If <i>variable</i> begins with an upper case letter, it is an install variable. Build variables are bound at build time. If an install variable is known at build time, its definition is inserted into the pkginfo(4) file so that it will be available at install time. If an install variable is not known at build time, it will be bound at install time.
group	The group to which the file belongs (for example, bin or sys). The field is limited to 14 characters in length. A question mark (?) indicates that the group will be left unchanged, implying that the file already exists on the target machine. This field is not used for linked files or packaging information files.
	The group can be a variable specification of the form <i>\$variable</i> . If <i>variable</i> begins with a lower case letter, it is a build variable. If <i>variable</i> begins with an upper case letter, it is an install variable. Build variables are bound at build time. If an install variable is known at build time, its definition is inserted into the pkginfo(4) file so that it will be available at install time. If an install variable is not known at build time, it will be bound at install time.
command. These c	point (!) at the beginning of a line indicates that the line contains a commands are used to incorporate files in other directories, to locate nachine, and to set permanent defaults. The following commands
search	Specifies a list of directories (separated by white space) to search for when looking for file contents on the host machine. The base name of the <i>path</i> field is appended to each directory in the ordered list until the file is located. Searches are not recursive.
include	Specifies a pathname which points to another prototype file to include. Note that search requests do not span include files.
default	Specifies a list of attributes (mode, owner, and group) to be used by default if attribute information is not provided for prototype entries which require the information. The defaults do not apply to entries in include prototype files.
param=value	Places the indicated parameter in the current environment. Spans to subsequent included prototype files.
	nds may have variable substitutions embedded within them, as ne two example prototype files below.

Before files are overwritten during installation, they are copied to a temporary pathname. The exception to this rule is files whose mode includes execute permission, unless the file is editable (that is, *ftype* is e). For files which meet this exception, the existing version is linked to a temporary pathname, and the original file is removed. This allows processes which are executing during installation to be overwritten.

EXAMPLES

## **S EXAMPLE 1** Example 1:

!PROJDIR=/usr/proj !BIN=\$PROJDIR/bin !CFG=\$PROJDIR/cfg ILTB=SPROJDTR/lib !HDRS=\$PROJDIR/hdrs !search /usr/myname/usr/bin /usr/myname/src /usr/myname/hdrs i pkginfo=/usr/myname/wrap/pkginfo i depend=/usr/myname/wrap/depend i version=/usr/myname/wrap/version d none /usr/wrap 0755 root bin d none /usr/wrap/usr/bin 0755 root bin ! search \$BIN f none /usr/wrap/bin/INSTALL 0755 root bin f none /usr/wrap/bin/REMOVE 0755 root bin f none /usr/wrap/bin/addpkg 0755 root bin !default 755 root bin f none /usr/wrap/bin/audit f none /usr/wrap/bin/listpkg f none /usr/wrap/bin/pkgmk # the following file starts out zero length but grows v none /usr/wrap/logfile=/dev/null 0644 root bin # the following specifies a link (dest=src) l none /usr/wrap/src/addpkg=/usr/wrap/bin/rmpkg ! search \$SRC !default 644 root other f src /usr/wrap/src/INSTALL.sh f src /usr/wrap/src/REMOVE.sh f src /usr/wrap/src/addpkg.c f src /usr/wrap/src/audit.c f src /usr/wrap/src/listpkg.c f src /usr/wrap/src/pkgmk.c d none /usr/wrap/data 0755 root bin d none /usr/wrap/save 0755 root bin d none /usr/wrap/spool 0755 root bin d none /usr/wrap/tmp 0755 root bin d src /usr/wrap/src 0755 root bin **EXAMPLE 2** Example 2: # this prototype is generated by 'pkgproto' to refer # to all prototypes in my src directory !PROJDIR=/usr/dew/projx !include \$PROJDIR/src/cmd/prototype !include \$PROJDIR/src/cmd/audmerg/protofile !include \$PROJDIR/src/lib/proto

SEE ALSO

pkgmk(1), pkginfo(4)

## prototype(4)

# Application Packaging Developer's Guide

**NOTES** Normally, if a file is defined in the prototype file but does not exist, that file is created at the time of package installation. However, if the file pathname includes a directory that does not exist, the file will not be created. For example, if the prototype file has the following entry:

f none /usr/dev/bin/command

and that file does not exist, it will be created if the directory /usr/dev/bin already exists or if the prototype also has an entry defining the directory:

d none /usr/dev/bin

# DESCRIPTION Pseudo devices are devices that are implemented entirely in software. Drivers for pseudo devices must provide driver configuration files to inform the system of each pseudo device that should be created. Configuration files for pseudo device drivers must identify the parent driver explicitly as pseudo, and must create an integer property called instance which is unique to this entry in the configuration file. Each entry in the configuration file creates a prototype devinfo node. Each node is assigned an instance number which is determined by the value of the instance property. This property is only applicable to children of the pseudo parent, and is required since pseudo devices have no hardware address from which to determine the instance number. See driver.conf(4) for further details of configuration file syntax. **EXAMPLES EXAMPLE 1** A sample configuration file. Here is a configuration file called ramdisk.conf for a pseudo device driver that implements a RAM disk. This file creates two nodes called "ramdisk". The first entry creates ramdisk node instance 0, and the second creates ramdisk node, instance 1, with the additional disk-size property set to 512. # Copyright (c) 1993, by Sun Microsystems, Inc. # 93/06/04 SMI" #ident "@(#)ramdisk.conf 1.3 name="ramdisk" parent="pseudo" instance=0; name="ramdisk" parent="pseudo" instance=1 disk-size=512; **SEE ALSO** driver.conf(4), ddi prop op(9F) Writing Device Drivers

pseudo - configuration files for pseudo device drivers

NAME

publickey(4)

chency (1)			
NAME	publickey – public key database		
SYNOPSIS	/etc/publickey		
DESCRIPTION	/etc/publickey is a local public key database that is used for secure RPC. The /etc/publickey file can be used in conjunction with or instead of other publickey databases, including the NIS publickey map and the NIS+ publickey map. Each entry in the database consists of a network user name (which may refer to either a user or a hostname), followed by the user's public key (in hex notation), a colon, and then the user's secret key encrypted with a password (also in hex notation).		
	The /etc/publickey file contains a default entry for nobody.		
SEE ALSO	chkey(1), newkey(1M), getpublickey(3NSL), nsswitch.conf(4)		

queuedefs(4)

NAME	queuedefs – queue description file for at, batch, and cron			
SYNOPSIS	/etc/cron.d/queuedefs			
DESCRIPTION				
	q.[njobj][nicen][nwaitw]			
	The fields in this line are:			
	<i>q</i> The name of the queue. a is the default queue for jobs started by at(1); b is the default queue for jobs started by batch (see at(1)); c is the default queue for jobs run from a crontab(1) file.			
	<i>njob</i> The maximum number of jobs that can be run simultaneously in that queue; if more than <i>njob</i> jobs are ready to run, only the first <i>njob</i> jobs run, and the others will be run as jobs that are currently running term. The default value is 100.			
	nice The nice(1) value to give to all jobs in that queue that are not run wit user ID of super-user. The default value is 2.			
	<i>nwait</i> The number of seconds to wait before rescheduling a job because more than <i>njob</i> jobs were running in that job's the system-wide limit of jobs executing has been reacher is 60.			
	Lines beginning with # are comments, and are ignored.			
EXAMPLES	EXAMPLE 1	A sample file.		
	<pre># # a.4j1n b.2j2n90w This file specifies that the a queue, for at jobs, can have up to 4 jobs running simultaneously; those jobs will be run with a nice value of 1. As no <i>nwait</i> value was given, if a job cannot be run because too many other jobs are running cron will wait 60 seconds before trying again to run it.</pre>			
	The b queue, for batch(1) jobs, can have up to 2 jobs running simultaneously; those jobs will be run with a nice(1) value of 2. If a job cannot be run because too many other jobs are running, cron(1M) will wait 90 seconds before trying again to run it. All other queues can have up to 100 jobs running simultaneously; they will be run with a nice value of 2, and if a job cannot be run because too many other jobs are running cron will wait 60 seconds before trying again to run it.			
FILES	/etc/cr	ron.d/queuedefs queue description file for at, batch, and cron.		

queuedefs(4)

**SEE ALSO** | at(1), crontab(1), nice(1), cron(1M)

NAME	rcmscript – script interface specification for the Reconfiguration and Coordination Manager		
SYNOPSIS	rcm_scriptname scriptinfo		
	rcm_scriptname register		
	rcm_scriptname resourceinfo re	sourcename	
	<pre>rcm_scriptname queryremove resourcename rcm_scriptname preremove resourcename</pre>		
	rcm_scriptname postremove resou	ircename	
	rcm_scriptname undoremove resou	ircename	
DESCRIPTION	coordinate device consumers interfaces specified in this ma vendors or site administrators providing RCM scripts. You co	ation Manager (RCM) is a framework designed to during Solaris Dynamic Reconfiguration (DR). The n page allow device consumers, such as application s, to act before and after DR operations take place by an write your own RCM scripts to shut down your ase the devices from your applications during dynamic	
	<ul><li>An RCM script is an executable perl script, a shell script or a binary. Perl is the recommended language. Each script is run in its own address space using the user-of the script file owner.</li><li>An RCM script is invoked on demand in response to DR as follows:</li></ul>		
	<scriptname> <command/> [args</scriptname>	riptname> <command/> [args]	
	Every script must implement the following RCM commands:		
	scriptinfo	Get script information.	
	register	Register devices the script handles.	
	resourceinfo	Get resource information.	
	A script might include some or all the of the following commands: queryremove Queries whether the resource can be released.		
preremoveReleases the resource.postremoveProvides post-resource removal n		Releases the resource.	
		Provides post-resource removal notification.	
	undoremove	Undo the actions done in preremove.	
	When a script's register command is run, the script should supply, in retu all resource names the script or its application handles that could potentially removed by DR. A resource name refers to a name in /dev path name.		

Below is a high-level overview of the sequence of script invocations that occurs when dynamic removal of a script's registered resource is attempted. See the COMMANDS section for a detailed description of the commands.

1. Prior to removing the resource from the system during DR, the script's queryremove command is run:

<scriptname> queryremove <resourcename>

The script should check for obvious reasons why the resource can not be removed from the perspective of its service or application.

2. If the script indicates that the resource can be removed in the queryremove command. The script's preremove command is run:

<scriptname> preremove <resourcename>

The script releases the resource from the service or application represented by the script and prepares for the resource removal. Releasing the resource includes closing the resource if the resource is currently opened by its application.

- 3. The system then proceeds to remove the resource.
- 4. If the system has removed the resource successfully the script's postremove command is run:

<scriptname> postremove <resourcename>

Otherwise the script's undoremove command is run:

<scriptname> undoremove <resourcename>

For any commands the script does not implement, it must exit with exit status of 2. RCM silently returns success for the script's unimplemented commands.

A script performs the following basic steps:

- Takes RCM command and additional arguments from the command line and environment parameters.
- Processes the command.
- Writes the expected return data to stdout as *name=value* pairs delimited by newlines, where *name* is the name of the return data item that RCM expects and *value* is the value associated with the data item.

**Environment** The initial environment of RCM scripts is set as follows:

- Process UID is set to the UID of the script.
- Process GID is set to the GID of the script.
- PATH variable is set to /usr/sbin:/usr/bin.
- Current working directory is set to:

/var/run for scripts owned by root /tmp for scripts not owned by root

- File descriptor 0 (stdin) is set to /dev/null
- Environment variable RCM\_ENV\_DEBUG\_LEVEL is set to the debug level. Logging is discussed below.
- The following environment variables are also set where possible:

```
LANG
LC_COLLATE
LC_CTYPE
LC_MESSAGES
LC_MONETARY
LC_NUMERIC
LC_TIME
LC_ALL
TZ
```

See environ(5) for a description of these variables. See gettext(1) for details on retrieving localized messages.

All environment variable names beginning with  ${\tt RCM\_ENV}\_$  are reserved for use by the RCM.

The character encoding used by the RCM and RCM scripts to exchange RCM commands, environment parameters, and name-value pairs is ASCII unless the controlling environment variables are specified otherwise.

## Commands

## scriptinfo

The scriptinfo command is invoked to gather information about the script.

## Return data:

If successful, the script must write the following name-value pairs to stdout and exit with status 0:

- rcm\_script\_version=1
- rcm\_script\_func\_info=script\_func\_info
- rcm\_cmd\_timeout=command\_timeout\_value

where *script\_func\_info* is a localized human-readable message describing the functionality of the script.

The RCM monitors the execution time of RCM commands by RCM scripts. *command\_timeout\_value* is the maximum time in seconds the script is expected to take to process any RCM command except the scriptinfo command itself. If an RCM script does not process the RCM command and exit within this time, RCM sends a SIGABRT signal to the script process. RCM then waits for a few seconds for the script to finish the processing of the current RCM command and exit. If the script does not exit within this time, RCM sends a SIGKILL signal to the script.

The rcm\_cmd\_timeout name-value pair is optional. It is only needed if the script is expected to take more than a few seconds to process any RCM command. Setting this name to a value of 0 (zero) disables the timer. If this name-value pair is not supplied, a default value is assigned by the RCM.

Upon failure, the script must specify the failure reason using the name-value pair rcm\_failure\_reason and exit with status 1.

## register

The register command is invoked to allow a script to specify the resources that it or its application handles that could potentially be removed by DR. The script has to supply all its resource names to RCM using the name-value pair rcm resource name.

## Return Data:

If successful, the script must write the following name-value pairs to stdout and exit with status 0:

rcm\_resource\_name=resourcename
rcm\_resource\_name=resourcename

where *resourcename* is the name of the resource the script is interested in.

Upon failure, the script must specify the failure reason using the name-value pair rcm\_failure\_reason and exit with status 1.

## resourceinfo resourcename

The resourceinfo command is invoked to get the usage information about *resourcename*.

## Return Data:

If successful, the script must write the following name-value pair to stdout and exit with status 0:

rcm\_resource\_usage\_info=resource\_usage

where *resource\_usage* is a localized human readable message describing the usage of the resource by the script.

Upon failure, the script must specify the failure reason using the name-value pair rcm failure reason and exit with status 1.

#### queryremove resourcename

Prior to removing the resource from the system, the queryremove command is invoked to query the script to determine whether the script can release the given resource successfully from the service or application it represents. The script does not actually release the resource. The script might indicate that it is not able to release the resource if the resource is critical for its service or application.

Additional environment parameter:

## RCM\_ENV\_FORCE

Can be one of:

FALSE

Normal request.

#### TRUE

Request is urgent. The script should check whether the resource can be released successfully by force, such as by using the force option to unmount a file system.

#### Return Data:

If the command succeeds, the script must return no data and exit with status 0.

If the script would not be able to release the resource, it must specify the reason using the name-value pair rcm failure reason and exit with status 3.

Upon any other failure, the script must specify the failure reason using the name-value pair rcm\_failure\_reason and exit with status 1.

#### preremove resourcename

The preremove command is invoked prior to an attempt to remove the given *resourcename*. In response to this command the script can either release the resource (including closing the device if the device is currently opened) from the service or application it represents or indicate that it can not release the resource if the resource is critical for its service or application.

Additional environment parameter:

RCM\_ENV\_FORCE Can be one of:

### FALSE

Normal request.

TRUE

Request is urgent. The script should make extra effort to release the resource, such as by using the force option to unmount a file system.

## Return Data:

If the command succeeds, the script must return no data and exit with status 0.

If the script cannot release the resource, it must specify the reason using the name-value pair rcm failure reason and exit with status 3.

	Upon any other failure, the script must specify the failure reason using the name-value pair rcm_failure_reason and exit with status 1.
	postremove resourcename
	The postremove command is invoked after the given <i>resourcename</i> has been removed.
	Return Data: If the command succeeds, the script must return no data and exit with status 0.
	Upon failure, the script must specify the failure reason using the name-value pair rcm_failure_reason and exit with status 1.
	undoremove resourcename
	The undoremove command is invoked to undo what was done in the previous preremove command for the given <i>resourcename</i> . The script can bring the state of the resource to the same state it was in when the script received the preremove command for that resource.
	Return Data: If the command succeeds, the script must return no data and exit with status 0.
	Upon failure, the script must specify the failure reason using the name-value pair rcm_failure_reason and exit with status 1.
Logging	A script must log all error and debug messages by writing to stdout the name-value pairs listed below. The logged messages go to syslogd(1M) with the syslog facility of LOG_DAEMON. See syslog.conf(4).
	<pre>rcm_log_err=message Logs the message with the syslog level of LOG_ERR.</pre>
	<pre>rcm_log_warn=message Logs the message with the syslog level of LOG_WARNING.</pre>
	<pre>rcm_log_info=message Logs the message with the syslog level of LOG_INFO.</pre>
	rcm_log_debug= <i>message</i> Logs the <i>message</i> with the syslog level of LOG_DEBUG.
	A script can use the environment variable RCM_ENV_DEBUG_LEVEL to control the amount of information to log. RCM_ENV_DEBUG_LEVEL is a numeric value ranging from 0 to 9, with 0 meaning log the least amount of information and 9 meaning log the most.
Installing or Removing RCM Scripts	You must use the following format to name a script: <i>vendor</i> , <i>service</i>
	where <i>vendor</i> is the stock symbol (or any distinctive name) of the vendor providing the script and <i>service</i> is the name of service the script represents.

You must be a superuser (root) to install or remove an RCM script.

Select one of the following directories where you want to place the script:

```
/etc/rcm/scripts
Scripts for specific systems
```

```
/usr/platform/`uname -i`/lib/rcm/scripts
Scripts for specific hardware implementation
```

```
/usr/platform/`uname -m`/lib/rcm/scripts
    Scripts for specific hardware class
```

```
/usr/lib/rcm/scripts
Scripts for any hardware
```

## Installing a Script

To install a script, copy the script to the appropriate directory from the list above, change the userid and the groupid of the script to the desired values, and send SIGHUP to rcm daemon. For example:

```
# cp SUNW,sample.pl /usr/lib/rcm/scripts
# chown user[:group] /usr/lib/rcm/scripts/SUNW,sample.pl
# pkill -HUP -x -u root rcm_daemon
```

## **Removing a script**

Remove the script from the appropriate directory from the list above and send SIGHUP to rcm daemon. For example:

```
# rm /usr/lib/rcm/scripts/SUNW,sample.pl
# pkill -HUP -x -u root rcm_daemon
```

**EXAMPLE 1** Site Customization RCM Script

```
EXAMPLES
```

```
#! /usr/bin/perl -w
```

```
#
# A sample site customization RCM script for a tape backup application.
#
# This script registers all tape drives in the system with RCM.
# When the system attempts to remove a tape drive by DR the script
# does the following:
   - if the tape drive is not being used for backup, it allows the
#
     DR to continue.
#
  - if the tape drive is being used for backup, and when DR is not forced
#
     (RCM_ENV_FORCE=FALSE) it indicates that it cannot release the
#
#
     tape drive with appropriate error message. When forced
#
     (RCM ENV FORCE=TRUE) it kills the tape backup application in
     order to allow the DR to continue.
#
# This script does not implement the postremove and undoremove commands
# since there is nothing to cleanup after DR remove operation is completed
# or failed. If any cleanup is needed after the DR removal completed,
# postremove command needs to implemented. If any cleanup is needed
# in the event of DR removal failure, undoremove command needs to be
```

```
EXAMPLE 1 Site Customization RCM Script
                                          (Continued)
# implemented.
#
use strict;
my ($cmd, %dispatch);
$cmd = shift(@ARGV);
# dispatch table for RCM commands
%dispatch = (
    "scriptinfo"
                             \&do scriptinfo,
                  =>
    "register" =>
                           \&do_register,
                           \&do_resourceinfo,
\&do_preremove,
    "resourceinfo" =>
    "queryremove" =>
"preremove" =>
                        .
∖&do_preremove
    "preremove"
);
if (defined($dispatch{$cmd})) {
    &{$dispatch{$cmd}};
} else {
    exit (2);
}
sub do_scriptinfo
{
    print "rcm_script_version=1\n";
    print "rcm_script_func_info=Tape backup appl script for DR\n";
    exit (0);
}
sub do_register
{
    my ($dir, $f, $errmsg);
    $dir = opendir(RMT, "/dev/rmt");
    if (!$dir) {
        $errmsg = "Unable to open /dev/rmt directory: $!";
        print "rcm_failure_reason=$errmsg\n";
        exit (1);
    }
    while ($f = readdir(RMT)) {
        # ignore hidden files and multiple names for the same device
        if ((\$f !~ /^{.}) \&\& (\$f =~ /^{[0-9]}+\$/)) 
            print "rcm_resource_name=/dev/rmt/$f\n";
        }
    }
    closedir(RMT);
    exit (0);
}
sub do resourceinfo
```

```
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```

```
EXAMPLE 1 Site Customization RCM Script
                                                          (Continued)
                {
                    my ($rsrc, $unit);
                    $rsrc = shift(@ARGV);
                    if ($rsrc =~ /^\/dev\/rmt\/([0-9]+)$/) {
                         $unit = $1;
                         print "rcm_resource_usage_info=Backup Tape Unit Number $unit\n";
                         exit (0);
                    } else {
                         print "rcm_failure_reason=Unknown tape device!\n";
                         exit (1);
                     }
                }
                sub do_preremove
                {
                    my ($rsrc);
                    $rsrc = shift(@ARGV);
                    # check if backup application is using this resource
                     # if (the backup application is not running on $rsrc) {
                    # allow the DR to continue
                     #
                              exit (0);
                    #}
                     #
                    # If RCM ENV FORCE is FALSE deny the operation.
                     # If RCM_ENV_FORCE is TRUE kill the backup application in order
                     # to allow the DR operation to proceed
                    if ($ENV{RCM_ENV_FORCE} eq 'TRUE') {
                         if ($cmd eq 'preremove') {
                             # kill the tape backup application
                         exit (0);
                    } else {
                         #
                         # indicate that the tape drive can not be released
                         # since the device is being used for backup by the
                         # tape backup application
                         print "rcm_failure_reason=tape backup in progress pid=...\n";
                         exit (3);
                    }
                }
EXIT STATUS
                A script must exit with following exit status values:
                           Operation specified by the given RCM command has been executed
                0
                           successfully by the script. For queryremove command it also means that
                           the script can successfully release the resource.
                1
                           An error occurred while processing the RCM command. The script should
                           provide the error message to RCM using the name-value pair
                           rcm failure reason before exiting.
```

	1 11	given RCM command. A script must exit erstand the given RCM command.
	queryremove commands. The	elease the resource for preremove and script should provide a message to RCM ng able to release the resource using the _reason before exiting.
ERRORS	If a script cannot successfully process an RC message indicating the reason for failure by shown below, to stdout and exiting with the	writing a name-value pair, in the form
	<pre>rcm_failure_reason=failure_reason</pre>	
	where <i>failure_reason</i> is a localized human re failure of the RCM command.	adable message describing the reason for
ATTRIBUTES	<b>TRIBUTES</b> See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	Evolving
SEE ALSO	<pre>gettext(1), cfgadm(1M), cfgadm_scsi(2 signal.h(3HEAD), syslog.conf(4), att</pre>	
NOTES	RCM scripts are expected to properly hand implements and to log all errors. Only root script. An ill-behaved RCM script can cause	has permission to add or remove an RCM
	RCM commands are invoked only for the re	acources whose subsystems participate
	within the RCM framework. Currently, not RCM framework.	
	within the RCM framework. Currently, not	
	within the RCM framework. Currently, not	
	within the RCM framework. Currently, not	
	within the RCM framework. Currently, not	
	within the RCM framework. Currently, not	
	within the RCM framework. Currently, not	
	within the RCM framework. Currently, not	
	within the RCM framework. Currently, not	
	within the RCM framework. Currently, not	

		Tentote(1)	
NAME	remote – remote host description file		
SYNOPSIS	/etc/remote		
DESCRIPTION	structured somewhat like the for a single <i>system</i> . Fields are	1) and their attributes are stored in an ASCII file which is e termcap file. Each line in the file provides a description e separated by a colon ':'. Lines ending in a '\' character ng NEWLINE are continued on the next line.	
	system, the names are separa the fields of the description.	of the host system. If there is more than one name for a ated by vertical bars. After the name of the system comes A field name followed by an '=' sign indicates a string followed by a '#' sign indicates a following numeric value.	
	invoked with only a phone r where <i>baudrate</i> is the baud ra	The used as default entries by tip, as follows. When tip is number, it looks for an entry of the form tip <i>baudrate</i> , ate with which the connection is to be made. For example, de at 300 baud, tip looks for an entry of the form	
CAPABILITIES	string capability is specified	s (str), numbers (num), or boolean flags (bool). A by <i>capability=value</i> ; for example, 'dv=/dev/harris'. A ed by <i>capability#value</i> ; for example, 'xa#99'. A boolean uply listing the capability.	
	at (str) Auto call corresponding ha	unit type. The following lists valid 'at' types and their irdware:	
	biz31f	Bizcomp 1031, tone dialing	
	biz31w	Bizcomp 1031, pulse dialing	
	biz22f	Bizcomp 1022, tone dialing	
	biz22w	Bizcomp 1022, pulse dialing	
	df02	DEC DF02	
	df03	DEC DF03	
	ventel	Ventel 212+	
	v3451	Vadic 3451 Modem	
	v831	Vadic 831	
	hayes	Any Hayes-compatible modem	
	at	Any Hayes-compatible modem	
		rate used in establishing a connection to the remote host. number. The default baud rate is 300 baud.	
	example, if a host	connection message to be sent to the remote host. For t is reached through a port selector, this might be set to the ence required to switch to the host.	

# remote(4)

cu	(str) Call unit if making a phone call. Default is the same as the dv field.
db	(bool) Cause tip(1) to ignore the first hangup it sees. db (dialback) allows the user to remain in tip while the remote machine disconnects and places a call back to the local machine. For more information about dialback configuration, see <i>System Administration Guide: IP Services</i> .
di	(str) Disconnect message sent to the host when a disconnect is requested by the user.
du	(bool) This host is on a dial-up line.
dv	(str) Device(s) to open to establish a connection. If this file refers to a terminal line, tip attempts to perform an exclusive open on the device to insure only one user at a time has access to the port.
ec	(bool) Initialize the tip variable echocheck to on, so that tip will synchronize with the remote host during file transfer by waiting for the echo of the last character transmitted.
el	(str) Characters marking an end-of-line. The default is no characters. tip only recognizes '~' escapes after one of the characters in el, or after a RETURN.
es	(str) The command prefix (escape) character for tip.
et	(num) Number of seconds to wait for an echo response when echo-check mode is on. This is a decimal number. The default value is 10 seconds.
ex	$(str)$ Set of non-printable characters not to be discarded when scripting with beautification turned on. The default value is "\t\n\b\f".
fo	(str) Character used to force literal data transmission. The default value is ' $377'$ .
fs	(num) Frame size for transfers. The default frame size is equal to 1024.
hd	(bool) Initialize the tip variable halfduplex to on, so local echo should be performed.
hf	(bool) Initialize the tip variable hardwareflow to on, so hardware flow control is used.
ie	(str) Input end-of-file marks. The default is a null string ("").
nb	(bool) Initialize the tip variable beautify to off, so that unprintable characters will not be discarded when scripting.
nt	(bool) Initialize the tip variable tandem to <i>off</i> , so that XON/XOFF flow control will not be used to throttle data from the remote host.
nv	(bool) Initialize the tip variable verbose to off, so that verbose mode will be turned on.
oe	(str) Output end-of-file string. The default is a null string (""). When tip is transferring a file, this string is sent at end-of-file.

# remote(4)

	ра		parity to use when sending data to the host. This may d, none, zero (always set bit 8 to 0), one (always set sult is none.
	pn	contains an '@' sign telephone numbers	<pre>uumber(s) for this host. If the telephone number field , tip searches the /etc/phones file for a list of</pre>
		the telephone numl which allows recon parameters; for exa	ble modems, if the telephone number starts with an 'S', ber string will be sent to the modem without the "DT", figuration of the modem's S-registers and other mple, to disable auto-answer: "pn=S0=0DT5551234"; e modem to return only the basic result codes: 51234".
	pr	$(str)$ Character the value is $\n'$ .	nat indicates end-of-line on the remote host. The default
	ra		ne tip variable raise to on, so that lower case letters er case before sending them to the remote host.
	rc	(str) Character th '\377'.	nat toggles case-mapping mode. The default value is
	re	(str) The file in w tip.record.	which to record session scripts. The default value is
	rw	(bool) Initialize the sent as is during	ne tip variable rawftp to on, so that all characters will file transfers.
	SC		ne tip variable script to on, so that everything remote host will be recorded.
	tb		ne tip variable tabexpand to on, so that tabs will be a during file transfers.
	tc		at the list of capabilities is continued in the named used primarily to share common capability information.
EXAMPLES	EXAMPLE 1	Using the Capability	Continuation Feature
	Here is a s	hort example showi	ng the use of the capability continuation feature:
	UNIX-1200:\ :dv=/dev/cua0:el=^D^U^C^S^Q^O@:du:at=ventel:ie=#\$%:oe=^D:br#1200: arpavax ax:\ :pn=7654321%:tc=UNIX-1200		
FILES	/etc/rem	note	remote host description file.
	/etc/pho	ones	remote host phone number database.
SEE ALSO	<pre>D tip(1), phones(4)</pre>		

remote(4)

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## NAME | resolv.conf – resolver configuration file

SYNOPSIS

/etc/resolv.conf

DESCRIPTION

The resolver is a set of routines that provide access to the Internet Domain Name System. See resolver(3RESOLV). resolv.conf is a configuration file that contains the information that is read by the resolver routines the first time they are invoked by a process. The file is designed to be human readable and contains a list of keywords with values that provide various types of resolver information.

The resolv.conf file contains the following configuration directives:

nameserver	Specifies the IPv4 or IPv6 Internet address of a name server that the resolver is to query. Up to <i>MAXNS</i> name servers may be listed, one per keyword. See <resolv.h>. If there are multiple servers, the resolver library queries them in the order listed. If no name server entries are present, the resolver library queries the name server on the local machine. The resolver library follows the algorithm to try a name server until the query times out. It then tries the the name servers that follow, until each query times out. It repeats all the name servers until a maximum number of retries are made.</resolv.h>
domain	Specifies the local domain name. Most queries for names within this domain can use short names relative to the local domain. If no domain entry is present, the domain is determined from sysinfo(2) or from gethostname(3C). (Everything after the first '.' is presumed to be the domain name.) If the host name does not contain a domain part, the root domain is assumed. You can use the LOCALDOMAIN environment variable to override the domain name.
search	The search list for host name lookup. The search list is normally determined from the local domain name. By default, it contains only the local domain name. You can change the default behavior by listing the desired domain search path following the search keyword, with spaces or tabs separating the names. Most resolver queries will be attempted using each component of the search path in turn until a match is found. This process may be slow and will generate a lot of network traffic if the servers for the listed domains are not local. Queries will time out if no server is available for one of the domains.

# resolv.conf(4)

	The search list is currently limited to six domains and a total of 256 characters.
sortlistaddresslist	Allows addresses returned by the libresolv-internal gethostbyname() to be sorted. A sortlist is specified by IP address netmask pairs. The netmask is optional and defaults to the natural netmask of the net. The IP address and optional network pairs are separated by slashes. Up to 10 pairs may be specified. For example:
	sortlist 130.155.160.0/255.255.240.0 130.155.0.0
options	Allows certain internal resolver variables to be modified. The syntax is
	options option
	where option is one of the following:
	debug Sets RES_DEBUG in the _res.options field.
	<pre>ndots:n Sets a threshold floor for the number of dots which must appear in a name given to res_query() before an initial absolute (as-is) query is performed. See resolver(3RESOLV). The default value for n is 1, which means that if there are any dots in a name, the name is tried first as an absolute name before any search list elements are appended to it.</pre>
	<pre>timeout:n retrans:n Sets the amount of time the resolver will wait for a response from a remote name server before retrying the query by means of a different name server. Measured in seconds, the default is RES_TIMEOUT. See <resolv.h>. The timeout and retrans values are the starting point for an exponential back off procedure where the timeout is doubled for every retransmit attempt.</resolv.h></pre>
	<pre>attempts:n retry:n Sets the number of times the resolver will send a query to its name servers before giving up and returning an error to the calling application. The default is RES_DFLRETRY. See <resolv.h>.</resolv.h></pre>
	rotate Sets RES_ROTATE in _res.options. The name servers are queried round-robin from among those

		resolv.conf(4)
	servers, ra	e query load is spread among all listed ather than having all clients try the first /er first every time.
	disables t host name	NOCHECKNAME in _res.options. This he modern BIND checking of incoming es and mail names for invalid characters nderscore (_), non-ASCII, or control
	Solaris BI gethost or IPv4 ac	USE_INET6 in _res.options. In the ND port, this has no effect on byname(3NSL). To retrieve IPv6 addresses ddresses, use getaddrinfo(3SOCKET) setting inet6.
	The domain and search keywords are mutually exclusive. If more than one instance of these keywords is present, the last instance takes precedence.	
	You can override the search keyword of the per-process basis by setting the environment space-separated list of search domains.	
	You can amend the options keyword of the per-process basis by setting the environmer space-separated list of resolver options.	-
	The keyword and value must appear on a s for example, nameserver, followed by the	
FILES	/etc/resolv.conf	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	Standard BIND 8.3.3
SEE ALSO	domainname(1M), sysinfo(2), gethostb getipnodebyname(3SOCKET), gethostr attributes(5)	
	Vixie Paul Dunlan Keven I Karels Micha	el I Name Server Operations Guide for RIND

Vixie, Paul, Dunlap, Keven J., Karels, Michael J. *Name Server Operations Guide for BIND*. Internet Software Consortium, 1996.

rmmount.conf(4)

liniouni.com(4)		
NAME	rmmount.conf – removable m	edia mounter configuration file
SYNOPSIS	/etc/rmmount.conf	
DESCRIPTION	file describes where to find sh identifying and mounting the systems on removable media.	ains the rmmount(1M) configuration information. This ared objects that perform actions on file systems after m. The rmmount.conf file is also used to share file It can also direct the rmmount utility to run fsck on re mounting them, with the fsck command line options
	action function can return eith executed. This allows the func	der in which they appear in the configuration file. The her 1 or 0. If it returns 0, no further actions will be ction to control which applications are executed. For always returns 0 if the File Manager is running, thereby s from being executed.
	not running, list the action aft execute an action before the F	edium has been inserted and while the File Manager is er action_filemgr in the rmmount.conf file. To ile Manager becomes aware of the medium, list the gr in the rmmount.conf file.
	The syntax for the rmmount.	conf file is as follows:
	<pre># File system identification ident filesystem_type shared</pre>	_object media_type [media_type]
	<pre># Actions action media_type shared_obj</pre>	ect args_to_so
	<pre># File system sharing share media_or_file_system share_command_options # Mount command options mount media_or_file_system [file_system_spec] -o mount_command_options # Optionally fsck command options fsck media_type filesystem_type -o fsck_command_options Explanations of the syntax for the File system identification fields are as follows:</pre>	
	filesystem_type	An ASCII string used as the file system type flag of the mount command (see the -F option of mount(1M)). It is also used to match names passed to rmmount(1M) from Volume Management.
	shared_object	Programs that identify file systems and perform actions. This <i>shared_object</i> is found at /usr/lib/fs/ <i>filesystem_type/shared_object</i> .
	media_type	The type of medium where this file system resides. Legal values are cdrom, floppy, jaz, rmdisk, and zip.

# rmmount.conf(4)

Explanations of the syntax for the Actions fields are as follows.			
media_type	Type of medium. This argument is passed in from Volume Management as VOLUME_TYPE.		
shared_object	Programs that identify file systems and perform actions. If <i>shared_object</i> starts with '/' (slash), the full path name is used; otherwise, /usr/lib/rmmount is prepended to the name.		
args_to_so	Arguments passed to the <i>shared_object</i> . These arguments are passed in as an <i>argc</i> and <i>argv</i> [].		
The definition of th	e interface	to Actions is located in /usr/include/rmmount.h.	
Explanations of the	e syntax for	the File system sharing fields are as follows.	
<i>media_or_file_system</i> Either the t share.		Either the type of medium or the specific file system to share.	
share_command_options		Options of the share command. See share(1M) for more information about these options.	
Explanations of the	Explanations of the syntax for the Mount command options fields are as follows:		
media_or_file_system		Either the type of medium or the specific file system to share.	
		Specifies one or more file systems to which this line applies. Defaults to "all" file system types.	
		One or more options to be passed to the mount command. Multiple options require a space delimiter.	
Explanations of the	e syntax for	the fsck command options fields are as follows:	
media_type		The type of removable medium. A Bourne shell regular expression that matches names of file system media whose aliases are listed under /vol/dev/aliases. Examples include cdrom0, cdrom1, cdrom*, jaz0, jaz1, and jaz*.	
filesystem_type		The type of file system, for example, ufs or hsfs, that resides on the medium specified in <i>media_type</i> .	
fsck_command_optio	ns	One or more options to be passed to fsck(1M). Multiple options must be separated by spaces.	
The algorithm for the fsck configuration line is as follows:			
1. The fsck configuration line tells rmmount to run fsck on <i>filesystem_type</i> , as described above. The <i>filesystem_type</i> must be correct for the <i>media_type</i> specified.			

2. If *filesystem\_type* is not present, rmmount runs fsck on all file systems on all media that match *media\_type*.

rmmount.conf(4)	
	3. If rmmount.conf contains no fsck configuration line or contains an fsck configuration line with a <i>media_type</i> that does not match a medium's alias, rmmount does not run fsck on the removable medium's file system, unless mount reports that the file system's dirty bit is set.
Default Values	The following is an example of an rmmount . conf file:
	# # Removable Media Mounter configuration file. #
	<pre># File system identification ident hsfs ident_hsfs.so cdrom ident ufs ident_ufs.so cdrom floppy rmdisk pcmem ident pcfs ident_pcfs.so floppy rmdisk pcmem ident udfs ident_udfs.so cdrom floppy</pre>
	<pre># Actions action cdrom action_filemgr.so action floppy action_filemgr.so action rmdisk action_filemgr.so</pre>
EXAMPLES	EXAMPLE 1 Sharing of Various File Systems
	The following examples show how various file systems are shared using the share syntax for the rmmount.conf file. These lines are added after the Actions entries.
	share cdrom* Shares all CD-ROMs via NFS and applies no access restrictions.
	<pre>share solaris_2.x* Shares CD-ROMs named solaris_2.x* with no access restrictions.</pre>
	share cdrom* -o ro=engineering Shares all CD-ROMs via NFS but exports only to the "engineering" netgroup.
	<pre>share solaris_2.x* -d distribution CD Shares CD-ROMs named solaris_2.x* with no access restrictions and with the description that it is a distribution CD-ROM.</pre>
	share floppy0 Shares the file system of any floppy inserted into floppy drive 0.
	share jaz0 Shares the file system on Jaz drive 0.
	EXAMPLE 2 Customizing mount Operations
	The following examples show how different mount options could be used to customize how rmmount mounts various media:
	<pre>mount cdrom* hsfs -o nrr Mounts all High Sierra CD-ROMs with the nrr (no Rock Ridge extensions) option (see mount_hsfs(1M)).</pre>

	<b>EXAMPLE 2</b> Customizing mount Operations (Continued)
	mount floppy1 -o ro Will always mount the second floppy disk read-only (for all file system types).
	<pre>mount floppy1 -o ro foldcase Will always mount the second floppy disk read-only (for all file system types) and pass the foldcase mount option.</pre>
	mount jaz1 -0 ro Mounts the medium in Jaz drive 1 read-only, for all file system types.
	EXAMPLE 3 Telling rmmount to Check File Systems Before Mounting Them
	The following examples show how to tell rmmount to check file systems with fsck before mounting them, and how to specify the command line options to be used with fsck:
	fsck floppy* ufs —o f Performs a full file system check on any UFS floppies, ignoring the clean flag, before mounting them.
	fsck floppy* ufs -o p Uses the fsck p (preen) flag for all UFS floppies.
	fsck cdrom* -o f Tells rmmount to run fsck before mounting any file system on CD-ROM.
	fsck jaz* ufs -o f Tells rmmount to perform a full file system check on any UFS Jaz media, ignoring the clean flag, before mounting them.
SEE ALSO	<pre>volcancel(1), volcheck(1), volmissing(1), mount(1M), mount_hsfs(1M), rmmount(1M), share(1M), vold(1M), vold.conf(4), volfs(7FS)</pre>
NOTES	When using the mount options line, verify that the specified options will work with the specified file system types. The mount command will fail if an incorrect mount option/file system combination is specified. Multiple mount options require a space delimiter.

# rmtab(4)

11110(4)	
NAME	rmtab – remote mounted file system table
SYNOPSIS	/etc/rmtab
DESCRIPTION	rmtab contains a table of filesystems that are remotely mounted by NFS clients. This file is maintained by mountd(1M), the mount daemon. The data in this file should be obtained only from mountd(1M) using the MOUNTPROC_DUMP remote procedure call.
	The file contains a line of information for each remotely mounted filesystem. There are a number of lines of the form:
	hostname: <i>fsname</i> The mount daemon adds an entry for any client that successfully executes a mount request and deletes the appropriate entries for an unmount request.
	Lines beginning with a hash (' #') are commented out. These lines are removed from the file by mountd(1M) when it first starts up. Stale entries may accumulate for clients that crash without sending an unmount request.
FILES	/etc/rmtab
SEE ALSO	mountd(1M), showmount(1M)

**NAME** | rndc.conf – rndc configuration file

rndc.conf

# **SYNOPSIS** DESCRIPTION

rndc.conf is the configuration file for rndc, the BIND 9 name server control utility. This file has a similar structure and syntax to named.conf. Statements are enclosed in braces and terminated with a semi-colon. Clauses in the statements are also semi-colon terminated. The usual comment styles are supported:

C style	/* */
C++ style	// to end of line
Unix style	# to end of line

rndc.conf is much simpler than named.conf. The file uses three statements: an options statement, a server statement and a key statement.

The options statement contains three clauses. The default-server clause is followed by the name or address of a name server. This host is used when no name server is provided as an argument to rndc. The default-key clause is followed by the name of a key which is identified by a key statement. If no keyid is provided on the rndc command line, and no key clause is found in a matching server statement, this default key will be used to authenticate the server's commands and responses. The default-port clause is followed by the port to connect to on the remote name server. If no port option is provided on the rndc command line, and no port clause is found in a matching server statement, this default port will be used to connect.

After the server keyword, the server statement includes a string which is the hostname or address for a name server. The statement has two possible clauses: key and port. The key name must match the name of a key statement in the file. The port number specifies the port to connect to.

The key statement begins with an identifying string, the name of the key. The statement has two clauses. algorithm identifies the encryption algorithm for rndc to use; currently only HMAC-MD5 is supported. This is followed by a secret clause which contains the base-64 encoding of the algorithm's encryption key. The base-64 string is enclosed in double quotes.

There are two common ways to generate the base-64 string for the secret. The BIND 9 program rndc-confqen(1M) can be used to generate a random key, or the mmencode program, also known as mimencode, can be used to generate a base-64 string from known input. mmencode does not ship with BIND 9 but is available on many systems. See the EXAMPLES section for sample command lines for each.

## EXAMPLES

```
options {
default-server localhost;
default-key samplekey;
};
server localhost {
               samplekey;
key
```

rndc.conf(4)

	};	
	<pre>key samplekey {   algorithm hmac-md5;   secret "c3Ryb25nIGVub3VnaCBmb3IgYSBt };</pre>	YW4gYnV0IG1hZGUgZm9yIGEgd29tYW4K";
	In the above example, rndc by default use key called <i>samplekey</i> . Commands to the loca must also be defined in the server's configu The key statement indicates that <i>samplekey</i> clause contains the base-64 encoding of the quotes.	alhost server use the <i>samplekey</i> key, which iration file with the same name and secret. uses the HMAC-MD5 algorithm. Its secret
	To generate a random secret with rndc-co	onfgen:
	rndc-confgen	
	A complete rndc.conf file, including the the standard output. Commented out key are also printed.	randomly generated key, will be written to and controls statements for named.conf
	To generate a base-64 secret with mmencod	e:
	echo "known plaintext for a secret"   mm	encode
NAME SERVER CONFIGURATION	The name server must be configured to accept rndc connections and to recognize the key specified in the rndc.conf file, using the controls statement in named.conf. See the sections on the controls statement in the <i>BIND 9 Administrator Reference Manual</i> for details.	
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:	
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Availability	SUNWbind9
	Interface Stability	External
SEE ALSO	rndc(1M), rndc-confgen(1M), attribu	tes(5)
	BIND 9 Administrator Reference Manual	
NOTES	Source for BIND9 is available in the SUNW	/bind9S package.

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	rpc(4)
NAME	rpc – rpc program number data base
SYNOPSIS	/etc/rpc
DESCRIPTION	The rpc file is a local source containing user readable names that can be used in place of RPC program numbers. The rpc file can be used in conjunction with or instead of other rpc sources, including the NIS maps "rpc.byname" and "rpc.bynumber" and the NIS+ table "rpc".
	The rpc file has one line for each RPC program name. The line has the following format:
	<i>name-of-the-RPC-program RPC-program-number aliases</i> Items are separated by any number of blanks and/or tab characters. A "#" indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file.
EXAMPLES	EXAMPLE 1 RPC Database
	Below is an example of an RPC database:
	# # rpc #
	<pre># rpcbind 100000 portmap sunrpc portmapper rusersd 100002 rusers nfs 100003 nfsprog mountd 100005 mount showmount walld 100008 rwall shutdown sprayd 100012 spray llockmgr 100020 nlockmgr 100021 status 100024 bootparam 100026 keyserv 100029 keyserver</pre>
FILES	/etc/nsswitch.conf
SEE ALSO	nsswitch.conf(4)

rpc.nisd(4)

NAME	rpc.nisd – configuration file for NIS+ service daemon
SYNOPSIS	/etc/default/rpc.nisd
DESCRIPTION	The rpc.nisd file specifies configuration information for the rpc.nisd(1M) server. Configuration information can come from a combination of three places. It can be derived from LDAP. It can be specified in the rpc.nisd file. It can be specified on the rpc.nisd(1M) command line. The values in the rpc.nisd file override values obtained from the LDAP server. Command line values supersede values in the configuration file.
	The NIS+LDAPmapping(4) file contains mapping information connecting NIS+ object data to LDAP entries. See the NIS+LDAPmapping(4) manual page for an overview of the setup needed to map NIS+ data to or from LDAP.
Attributes	The rpc.nisd(1M) server recognizes the following attributes. Any values specified for these attributes in the rpc.nisd file, including an empty value, override values obtained from LDAP. However, the nisplusLDAPconfig* values are read from the rpc.nisd file or the command line only. They are not obtained from LDAP.
	The following are attributes used for initial configuration.
	<pre>nisplusLDAPconfigDN The DN for configuration information. If empty, all other nisplusLDAPConfig* values are ignored, in the expectation that all attributes are specified in this file or on the command line. When nisplusLDAPConfigDN is not specified at all, the DN is derived from the NIS+ domain name by default. If the domain name is x.y.z., the default nisplusLDAPconfigDN is:</pre>
	nisplusLDAPconfigDN=dc=x,dc=y,dc=z
	nisplusLDAPconfigPreferredServerList The list of servers to use for the configuration phase. There is no default. The following is an example of a value for nisplusLDAPconfigPreferredServerList:
	nisplusLDAPconfigPreferredServerList=127.0.0.1:389
	nisplusLDAPconfigAuthenticationMethod The authentication method used to obtain the configuration information. The recognized values for nisplusLDAPconfigAuthenticationMethod are:
	none No authentication attempted.
	simple Password of proxy user sent in the clear to the LDAP server.
	<pre>sasl/cram-md5 Use SASL/CRAM-MD5 authentication. This authentication method may not be supported by all LDAP servers. A password must be supplied.</pre>

## sasl/digest-md5

Use SASL/DIGEST-MD5 authentication. This authentication method may not be supported by all LDAP servers. A password must be supplied.

There is no default value. The following is an example of a value for nisplusLDAPconfigAuthenticationMethod:

 ${\tt nisplusLDAP} configAuthentication {\tt Method} = {\tt simple}$ 

## nisplusLDAPconfigTLS

The transport layer security used for the connection to the server. The recognized values are:

none

No encryption of transport layer data. This is the default value.

ssl

SSL encryption of transport layer data. A certificate is required.

Export and import control restrictions may limit the availability of transport layer security.

#### nisplusLDAPconfigTLSCertificateDBPath

The name of the file containing the certificate database. The default path is /var/nis, and the default file name is cert7.db.

## nisplusLDAPconfigProxyUser

The proxy user used to obtain configuration information. There is no default value. If the value ends with a comma, the value of the nisplusLDAPconfigDN attribute is appended. For example:

nisplusLDAPconfigProxyUser=cn=nisplusAdmin,ou=People,

## nisplusLDAPconfigProxyPassword

The password that should be supplied to LDAP for the proxy user when the authentication method requires one. In order to avoid having this password publically visible on the machine, the password should only appear in the configuration file, and the file should have an appropriate owner, group, and file mode. There is no default value.

The following are attributes used for data retrieval. The object class name used for these attributes is nisplusLDAPconfig.

## preferredServerList

The list of servers to use when reading or writing mapped NIS+ data from or to LDAP. There is no default value. For example:

preferredServerList=127.0.0.1:389

### authenticationMethod

The authentication method to use when reading or writing mapped NIS+ data from or to LDAP. For recognized values, see the LDAPconfigAuthenticationMethod attribute. There is no default value. For example,

 $\verb+authenticationMethod=\\ \verb+simple+$ 

## rpc.nisd(4)

## nisplusLDAPTLS

The transport layer security to use when reading or writing NIS+ data from or to LDAP. For recognized values, see the nisplusLDAPconfigTLS attribute. The default value is none. Note that export and import control restrictions may limit the availability of transport layer security.

## nisplusLDAPTLSCertificateDBPath

The name of the file containing the certificate DB. For recognized and default values, see the nisplusLDAPconfigTLSCertificateDBPath attribute.

## defaultSearchBase

The default portion of the DN to use when reading or writing mapped NIS+ data from or to LDAP. The default is derived from the value of the baseDomain attribute, which in turn usually defaults to the NIS+ domain name. If nisplusLDAPbaseDomain has the value x.y.z, the default defaultSearchBase is dc=x, dc=y, dc=z. See the following sample attribute value:

defaultSearchBase=dc=somewhere,dc=else

## nisplusLDAPbaseDomain

The domain to append when NIS+ object names are not fully qualified. The default is the domain the rpc.nisd daemon is serving, or the first such domain, if there is more than one candidate.

## nisplusLDAPproxyUser

Proxy user used by the rpc.nisd to read or write from or to LDAP. Assumed to have the appropriate permission to read and modify LDAP data. There is no default value. If the value ends in a comma, the value of the defaultSearchBase attribute is appended. For example:

nisplusLDAPproxyUser=cn=nisplusAdmin,ou=People,

nisplusLDAPproxyPassword

The password that should be supplied to LDAP for the proxy user when the authentication method so requires. In order to avoid having this password publically visible on the machine, the password should only appear in the configuration file, and the file should have an appropriate owner, group, and file mode. There is no default value.

- nisplusLDAPbindTimeout
- nisplusLDAPsearchTimeout
- nisplusLDAPmodifyTimeout
- nisplusLDAPaddTimeout
- nisplusLDAPdeleteTimeout

Establish timeouts for LDAP bind, search, modify, add, and delete operations, respectively. The default value is 15 seconds for each one. Decimal values are allowed.

nisplusLDAPsearchTimeLimit

Establish a value for the LDAP\_OPT\_TIMELIMIT option, which suggests a time limit for the search operation on the LDAP server. The server may impose its own

constraints on possible values. See your LDAP server documentation. The default is the nisplusLDAPsearchTimeout value. Only integer values are allowed.

Since the nisplusLDAPsearchTimeout limits the amount of time the client rpc.nisd will wait for completion of a search operation, setting the nisplusLDAPsearchTimeLimit larger than the nisplusLDAPsearchTimeout is not recommended.

nisplusLDAPsearchSizeLimit

Establish a value for the LDAP\_OPT\_SIZELIMIT option, which suggests a size limit, in bytes, for the search results on the LDAP server. The server may impose its own constraints on possible values. See your LDAP server documentation. The default is zero, which means unlimited. Only integer values are allowed.

- nisplusLDAPfollowReferral Determines if the rpc.nisd should follow referrals or not. Recognized values are yes and no. The default value is no.
- nisplusNumberOfServiceThreads

Sets the maximum number of RPC service threads that the rpc.nisd may use. Note that the rpc.nisd may create additional threads for certain tasks, so that the actual number of threads running may be larger than the nisplusNumberOfServiceThreads value.

The value of this attribute is a decimal integer from zero to (2\*\*31)-1, inclusive. Zero, which is the default, sets the number of service threads to three plus the number of CPUs available when the rpc.nisd daemon starts. For example:

nisplusNumberOfServiceThreads=16

The following attributes specify the action to be taken when some event occurs. The values are all of the form event=action. The default action is the first one listed for each event.

nisplusLDAPinitialUpdateAction

Provides the optional capability to update all NIS+ data from LDAP, or vice versa, when the rpc.nisd starts. Depending on various factors such as both NIS+ and LDAP server and network performance, as well as the amount of data to be uploaded or downloaded, these operations can consume very significant CPU and memory resources. During upload and download, the rpc.nisd has not yet registered with rpcbind, and provides no NIS+ service. When data is downloaded from LDAP, any new items added to the rpc.nisd's database get a TTL as for an initial load. See the description for the nisplusLDAPentryTtl attribute on NIS+LDAPmapping(4).

none

No initial update in either direction. This is the default.

### from\_ldap

Causes the rpc.nisd to fetch data for all NIS+ objects it serves, and for which mapping entries are available, from the LDAP repository.

to_ldap The rpc.nisd writes all NIS+ objects for which it is the master server, and for which mapping entries are available, to the LDAP repository.
nisplusLDAPinitialUpdateOnly Use in conjunction with nisplusLDAPinitialUpdateAction.
no Following the initial update, the rpc.nisd starts serving NIS+ requests. This is the default.
yes The rpc.nisd exits after the initial update. This value is ignored if specified together with nisplusLDAPinitialUpdateAction=none.
nisplusLDAPretrieveErrorAction If an error occurs while trying to retrieve an entry from LDAP, one of the following actions can be selected:
use_cached Action according to nisplusLDAPrefreshError below. This is the default.
retry Retry the retrieval the number of time specified by nisplusLDAPretrieveErrorAttempts, with the nisplusLDAPretrieveErrorTimeout value controlling the wait between each attempt.
<pre>try_again unavail no_such_name Return NIS_TRYAGAIN, NIS_UNAVAIL, or NIS_NOSUCHNAME, respectively, to the client. Note that the client code may not be prepared for this and can react in unexpected ways.</pre>
nisplusLDAPretrieveErrorAttempts The number of times a failed retrieval should be retried. The default is unlimited. The nisplusLDAPretrieveErrorAttempts value is ignored unless nisplusLDAPretrieveErrorAction=retry.
nisplusLDAPretrieveErrorTimeout The timeout (in seconds) between each new attempt to retrieve LDAP data. The default is 15 seconds. The value for nisplusLDAPretrieveErrorTimeout is ignored unless nisplusLDAPretrieveErrorAction=retry.
nisplusLDAPstoreErrorAction An error occured while trying to store data to the LDAP repository.
retry Retry operation nisplusLDAPstoreErrorAttempts times with nisplusLDAPstoreErrorTimeout seconds between each attempt. Note that this may tie up a thread in the rpc.nisd daemon.
system_error Return NIS_SYSTEMERROR to the client.

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unavail

Return NIS\_UNAVAIL to the client. Note that the client code may not be prepared for this and can react in unexpected ways.

nisplusLDAPstoreErrorAttempts

The number of times a failed attempt to store should be retried. The default is unlimited. The value for nisplusLDAPstoreErrorAttempts is ignored unless nisplusLDAPstoreErrorAction=retry.

# nisplusLDAPstoreErrortimeout

The timeout, in seconds, between each new attempt to store LDAP data. The default is 15 seconds. The nisplusLDAPstoreErrortimeout value is ignored unless nisplusLDAPstoreErrorAction=retry.

#### nisplusLDAPrefreshErrorAction

An error occured while trying to refresh a cache entry.

#### continue\_using

Continue using expired cache entry, if one is available. Otherwise, the action is retry. This is the default.

#### retry

Retry operation nisplusLDAPrefreshErrorAttempts times with nisplusLDAPrefreshErrorTimeout seconds between each attempt. Note that this may tie up a thread in the rpc.nisd daemon.

# cache\_expired

tryagain

Return NIS\_CACHEEXPIRED or NIS\_TRYAGAIN, respectively, to the client. Note that the client code may not be prepared for this and could can react in unexpected ways.

# nisplusLDAPrefreshErrorAttempts

The number of times a failed refresh should be retried. The default is unlimited. This applies to the retry and continue\_using actions, but for the latter, only when there is no cached entry.

# nisplusLDAPrefreshErrorTimeout

The timeout (in seconds) between each new attempt to refresh data. The default is 15 seconds. The value for nisplusLDAPrefreshErrorTimeout applies to the retry and continue\_using actions.

# nisplusThreadCreationErrorAction

The action to take when an error occured while trying to create a new thread. This only applies to threads controlled by the rpc.nisd daemon not to RPC service threads. An example of threads controlled by the rpc.nisd daemon are those created to serve nis\_list(3NSL) with callback, as used by niscat(1) to enumerate tables.

### pass\_error

Pass on the thread creation error to the client, to the extent allowed by the available NIS+ error codes. The error might be NIS\_NOMEMORY, or another resource shortage error. This action is the default.

retry Retry operation nisplusThreadCreationErrorAttempts times, waiting nisplusThreadCreationErrorTimeout seconds between each attempt. Note that this may tie up a thread in the rpc.nisd daemon.
nisplusThreadCreationErrorAttempts The number of times a failed thread creation should be retried. The default is unlimited. The value for nisplusThreadCreationErrorAttempts is ignored unless the nisplusThreadCreationErrorAction=retry.
nisplusThreadCreationErrorTimeout The number of seconds to wait between each new attempt to create a thread. The default is 15 seconds. Ignored unless nisplusThreadCreationErrorAction=retry.
nisplusDumpError An error occured during a full dump of a NIS+ directory from the master to a replica. The replica can:
retry Retry operation nisplusDumpErrorAttempts times waiting nisplusDumpErrorTimeout seconds between each attempt. Note that this may tie up a thread in the rpc.nisd.
rollback Try to roll back the changes made so far before retrying per the retry action. If the rollback fails or cannot be performed due to the selected ResyncServiceAction level, the retry action is selected.
nisplusDumpErrorAttempts The number of times a failed full dump should be retried. The default is unlimited. When the number of retry attempts has been used up, the full dump is abandoned, and will not be retried again until a resync fails because no update time is available.
nisplusDumpErrorTimeout The number of seconds to wait between each attempt to execute a full dump. The default is 120 seconds.
nisplusResyncService Type of NIS+ service to be provided by a replica during resync, that is, data transfer from NIS+ master to NIS+ replica. This includes both partial and full resyncs.
<pre>from_copy Service is provided from a copy of the directory to be resynced while the resync is in progress. Rollback is possible if an error occurs. Note that making a copy of the directory may require a significant amount of time, depending on the size of the tables in the directory and available memory on the system.</pre>
directory_locked While the resync for a directory is in progress, it is locked against access. Operations to the directory are blocked until the resync is done. Rollback is not possible.

# from\_live

The replica database is updated in place. Rollback is not possible. If there are dependencies between individual updates in the resync, clients may be exposed to data inconsistencies during the resync. In particular, directories or tables may disappear for a time during a full dump.

# nisplusUpdateBatching

How updates should be batched together on the master.

# accumulate

Accumulate updates for at least nisplusUpdateBatchingTimeout seconds. Any update that comes in before the timeout has occured will reset the timeout counter. Thus, a steady stream of updates less than nisplusUpdateBatchingTimeout seconds apart could delay pinging

# replicas indefinitely. bounded accumulate

Accumulate updates for at least nisplusUpdateBatchingTimeout seconds. The default value for timeout is 120 seconds. Incoming updates do not reset the timeout counter, so replicas will be informed once the initial timeout has expired.

### none

Updates are not batched. Instead, replicas are informed immediately of any update. While this should maximize data consistency between master and replicas, it can also cause considerable overhead on both master and replicas.

# nisplusUpdateBatchingTimeout

The minimum time (in seconds) during which to accumulate updates. Replicas will not be pinged during this time. The default is 120 seconds.

## nisplusLDAPmatchFetchAction

A NIS+ match operation, that is, any search other than a table enumeration, will encounter one of the following situations:

- 1. Table believed to be entirely in cache, and all cached entries are known to be valid. The cached tabled data is authoritative for the match operation.
- 2. Table wholly or partially cached, but there may be individual entries that have timed out.
- 3. No cached entries for the table. Always attempt to retrieve matching data from LDAP.

When the table is wholly or partially cached, the action for the nisplusLDAPmatchFetchAction attribute controls whether or not the LDAP repository is searched:

no_match_only	Only go to LDAP when there is no match at all on the search of the available NIS+ data, or the match includes at least one entry that has timed out.
always	Always make an LDAP lookup.
never	Never make an LDAP lookup.

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#### nisplusMaxRPCRecordSize

Sets the maximum RPC record size that NIS+ can use over connection oriented transports. The minimum record size is 9000, which is the default. The default value will be used in place of any value less than 9000. The value of this attribute is a decimal integer from 9000 to  $2^{31}$ , inclusive.

#### Storing Configuration Attributes in LDAP

Most attributes described on this man page, as well as those from NIS+LDAPmapping(4), can be stored in LDAP. In order to do so, you will need to add the following definitions to your LDAP server, which are described here in LDIF format suitable for use by ldapadd(1). The attribute and object class OIDs are examples only.

```
dn: cn=schema
changetype: modify
add: attributetypes
OIDattributetypes: ( 1.3.6.1.4.1.11.1.3.1.1.1 NAME 'defaultSearchBase' \
          DESC 'Default LDAP base DN used by a DUA'
          EQUALITY distinguishedNameMatch \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.12 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.11.1.3.1.1.2 NAME 'preferredServerList' \
          DESC 'Preferred LDAP server host addresses used by DUA' \setminus
          EQUALITY caseIgnoreMatch \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.11.1.3.1.1.6 NAME 'authenticationMethod' \
          DESC 'Authentication method used to contact the DSA' \
          EQUALITY caseIgnoreMatch \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 SINGLE-VALUE )
dn: cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.0 \
          NAME 'nisplusLDAPTLS' \
          DESC 'Transport Layer Security' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.1 \
          NAME 'nisplusLDAPTLSCertificateDBPath' \
          DESC 'Certificate file'
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.2 \
          NAME 'nisplusLDAPproxyUser' \
          DESC 'Proxy user for data store/retrieval' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.3 \
          NAME 'nisplusLDAPproxyPassword' \
          DESC 'Password/key/shared secret for proxy user' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.4 \
          NAME 'nisplusLDAPinitialUpdateAction' \
          DESC 'Type of initial update' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.5 \
          NAME 'nisplusLDAPinitialUpdateOnly' \
          DESC 'Exit after update ?' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.6 \
```

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```
NAME 'nisplusLDAPretrieveErrorAction' \
          DESC 'Action following an LDAP search error' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.7 \
          NAME 'nisplusLDAPretrieveErrorAttempts' \
          DESC 'Number of times to retry an LDAP search' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.8 \
         NAME 'nisplusLDAPretrieveErrorTimeout' \
         DESC 'Timeout between each search attempt' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.9 \
          NAME 'nisplusLDAPstoreErrorAction' \
          DESC 'Action following an LDAP store error' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.10 \
         NAME 'nisplusLDAPstoreErrorAttempts' \
          DESC 'Number of times to retry an LDAP store' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.11 \
         NAME 'nisplusLDAPstoreErrorTimeout' \
          DESC 'Timeout between each store attempt' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.12 \
         NAME 'nisplusLDAPrefreshErrorAction' \
          DESC 'Action when refresh of NIS+ data from LDAP fails' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.13 \
          NAME 'nisplusLDAPrefreshErrorAttempts'
         DESC 'Number of times to retry an LDAP refresh' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.14 \
         NAME 'nisplusLDAPrefreshErrorTimeout' \
         DESC 'Timeout between each refresh attempt' \
         SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.15 \
          NAME 'nisplusNumberOfServiceThreads' \
          DESC 'Max number of RPC service threads' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.16 \
         NAME 'nisplusThreadCreationErrorAction' \
          DESC 'Action when a non-RPC-service thread creation fails' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.17 \
          NAME 'nisplusThreadCreationErrorAttempts' \
          DESC 'Number of times to retry thread creation'
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.18 \
          NAME 'nisplusThreadCreationErrorTimeout' \
          DESC 'Timeout between each thread creation attempt' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.19 \
         NAME 'nisplusDumpErrorAction' \
         DESC 'Action when a NIS+ dump fails' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.20 \
         NAME 'nisplusDumpErrorAttempts' \
          DESC 'Number of times to retry a failed dump' \
```

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```
SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.21 \
          NAME 'nisplusDumpErrorTimeout' \
          DESC 'Timeout between each dump attempt' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.22 \
          NAME 'nisplusResyncService' \
          DESC 'Service provided during a resync' \backslash
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.23 \
          NAME 'nisplusUpdateBatching' \
          DESC 'Method for batching updates on master' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.24 \
          NAME 'nisplusUpdateBatchingTimeout' \
          DESC 'Minimum time to wait before pinging replicas' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.25 \
          NAME 'nisplusLDAPmatchFetchAction' \
          DESC 'Should pre-fetch be done ?'
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.26 \
          NAME 'nisplusLDAPbaseDomain' \
          DESC 'Default domain name used in NIS+/LDAP mapping' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.27 \
          NAME 'nisplusLDAPdatabaseIdMapping' \
          DESC 'Defines a database id for a NIS+ object' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
attributetypes: (1.3.6.1.4.1.42.2.27.5.42.42.18.28 \
          NAME 'nisplusLDAPentryTtl' \
          DESC 'TTL for cached objects derived from LDAP' \backslash
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.29 \
          NAME 'nisplusLDAPobjectDN' \
          DESC 'Location in LDAP tree where NIS+ data is stored' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.30 \
          NAME 'nisplusLDAPcolumnFromAttribute' \
          DESC 'Rules for mapping LDAP attributes to NIS+ columns' \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.42.18.31 \
          NAME 'nisplusLDAPattributeFromColumn' \
          DESC 'Rules for mapping NIS+ columns to LDAP attributes' \setminus
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )
dn: cn=schema
changetype: modify
add: objectclasses
objectclasses: ( 1.3.6.1.4.1.42.2.27.5.42.42.19.0 NAME 'nisplusLDAPconfig' \
          DESC 'NIS+/LDAP mapping configuration' \
          SUP top STRUCTURAL MUST ( cn ) \backslash
          MAY ( preferredServerList $ defaultSearchBase $
            authenticationMethod $ nisplusLDAPTLS $
            nisplusLDAPTLSCertificateDBPath $
            nisplusLDAPproxyUser $ nisplusLDAPproxyPassword $
            nisplusLDAPinitialUpdateAction $
            nisplusLDAPinitialUpdateOnly $
```

nisplusLDAPretrieveErrorTimeout \$ nisplusLDAPstoreErrorAction \$			
	nisplusLDAPstoreErrorAttempts	5 \$	
	nisplusLDAPstoreErrorTimeout		
	nisplusLDAPrefreshErrorAction		
	nisplusLDAPrefreshErrorAttem		
nisplusLDAPrefreshErrorTimeout \$			
nisplusNumberOfServiceThreads \$			
	nisplusThreadCreationErrorAction \$ nisplusThreadCreationErrorAttempts \$		
	nisplusThreadCreationErrorTin	-	
	nisplusDumpErrorAction \$		
	nisplusDumpErrorAttempts \$		
	nisplusDumpErrorTimeout \$		
	nisplusResyncService \$ nisplu	usUpdateBatching \$	
	nisplusUpdateBatchingTimeout	\$	
	nisplusLDAPmatchFetchAction :	\$	
	nisplusLDAPbaseDomain \$		
	nisplusLDAPdatabaseIdMapping	\$	
	nisplusLDAPentryTtl \$		
	nisplusLDAPobjectDN \$ nisplusLDAPcolumnFromAttribut	-o ć	
	nisplusLDAPattributeFromColum		
	mispidsibAPattributerromcoru		
	Create a file containing the following LDIF data. Substitute your actual search base for <i>searchBase</i> , and your fully qualified domain name for <i>domain</i> :		
	dn: cn=domain, searchBase		
	cn: domain		
	objectClass: top		
	objectClass: nisplusLDAPconfig		
	Use this file as input to the ldapadd(1) command in order to create the NIS+/LDAP configuration entry. Initially, the entry is empty. You can use the ldapmodify(1) command to add configuration attributes.		
EXAMPLES	<b>EXAMPLE 1</b> Creating a NIS+/LDAP Configurat	ion Entry	
	To set the nisplusNumberOfServiceThreads attribute to 32, create the following file and use it as input to ldapmodify(1):		
	dn: cn=domain, searchBase		
	nisplusNumberOfServiceThreads: 32		
ATTRIBUTES	<b>S</b> See attributes(5) for descriptions of the following attributes:		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWnisr	
	Interface Stability	Obsolete	
SEE ALSO	nisldapmaptest(1M), rpc.nisd(1M), NIS+LDAPmapping(4), attributes(5)		

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# rpld.conf(4)

NAME	rpld.conf – Remote Program Load (RPL) server configuration file		
SYNOPSIS	/etc/rpld.conf		
DESCRIPTION	The /etc/rpld.conf file contains the configuration information for operation of rpld, the RPL-based network boot server. It is a text file containing keyword-value pairs and comment.		
	The keyword-value pairs specify the value to use for parameters used by the RPL server. Comments can be entered by starting the line using the # character. The user can add comments to the file for customized configurations.		
	Alternate RPL server configuration files can be specified when running the RPL server by supplying a configuration file similar to the default configuration file.		
Keywords	All keywords are case-sensitive. Not all keywords must be present. (However, note that the end keyword at the end of the file must be present.) If a keyword is not present, internal defaults, which are the default values described here, will be used. Keyword-value pairs are specified by:		
	keyword = value		
	DebugLevel	Specify the number of error, warning, and information messages to be generated while the RPL server is running. The valid range is 0-9. A value of 0 means no message at all, while a value of 9 will generate the most messages. The default is 0. Note that it is best to limit the value to 8 or below; use of level 9 may generate so many debug messages that the performance of the RPL server may be impacted.	
	DebugDest	A numeric value specifying where to send the messages to:	
	0 = standard output 1 = syslogd 2 = log file		
		The default is 2.	
	MaxClients	A numeric value specifying the maximum number of simultaneous network boot clients to be in service. A value of $-1$ means unlimited except where system resources is the limiting factor. Any positive value will set a limit on the number of clients to be in service at the same time unless system resource constraints come in before the limit. The default is $-1$ .	
	BackGround	A numeric value indicating whether the RPL server should run in the background or not. A 0 means run in the background and a 1 means do not run in the background. The difference is whether the server will relinquish the controlling terminal or not. The default is 1.	

rpld.conf(4)

the network bo imposed by the ethernet/80. octets. The defa		the network boot clients imposed by the underly ethernet/802.3, the octets. The default is 15 LLC1 and RPL is 32 oct	frames to be used to send bootfile data to s. This size should not exceed the limits ring physical media. For maximum physical frame size is 1500 00. Note that the protocol overhead of ets, resulting in a maximum data length of	
LogFile The log file to which messages will be sent if Debug 2 (the default). The default file is var/spool/rplo				
StartDelay The initial delay factor to use to control the speed of In the default mode of operation, the downloading not wait for a positive acknowledgment from the of next data frame is sent. In the case of a fast server a data overrun can result and requests for retransmiss frequent. By using a delay factor, the speed of data controlled to avoid retransmission requests. Note the delay is machine dependent and bears no correlation actual time delayed.		operation, the downloading process does icknowledgment from the client before the In the case of a fast server and slow client, and requests for retransmission will be lay factor, the speed of data transfer is ansmission requests. Note that the unit of		
	DelayGran	Delay granularity. If the initial delay factor is not suitable and the rate of downloading is either too fast or too slow, retransmission requests from the clients will be used to adjust the delay factor either upward (to slow down the data rate) or downward (to speed up the data rate). The delay granularity is used as the delay delta for adjustment.		
	end	Keyword at the end of the file. It must be present.		
FILES				
	/usr/sbin/rplo	/usr/sbin/rpld		
ATTRIBUTES	<b>TRIBUTES</b> See attributes(5) for descriptions of the following attributes:		following attributes:	
	ATT	RIBUTE TYPE	ATTRIBUTE VALUE	
	Architecture		x86	
SEE ALSO rpld(1M), attributes(5)				

### **NAME** | rt\_dptbl – real-time dispatcher parameter table

# DESCRIPTION

The process scheduler (or dispatcher) is the portion of the kernel that controls allocation of the CPU to processes. The scheduler supports the notion of scheduling classes where each class defines a scheduling policy, used to schedule processes within that class. Associated with each scheduling class is a set of priority queues on which ready to run processes are linked. These priority queues are mapped by the system configuration into a set of global scheduling priorities which are available to processes within the class. The dispatcher always selects for execution the process with the highest global scheduling priority in the system. The priority queues associated with a given class are viewed by that class as a contiguous set of priority levels numbered from 0 (lowest priority) to *n* (highest priority—a configuration dependent value). The set of global scheduling priorities that the queues for a given class are mapped into might not start at zero and might not be contiguous, depending on the configuration.

The real-time class maintains an in-core table, with an entry for each priority level, giving the properties of that level. This table is called the real-time dispatcher parameter table (rt\_dptbl). The rt\_dptbl consists of an array (config\_rt\_dptbl[]) of parameter structures (struct rtdpent\_t), one for each of the *n* priority levels. The structure are accessed via a pointer, (rt\_dptbl), to the array. The properties of a given priority level *i* are specified by the *i*th parameter structure in this array (rt\_dptbl[]).

A parameter structure consists of the following members. These are also described in the /usr/include/sys/rt.h header file.

rt_globpri	The global scheduling priority associated with this priority level. The $rt_globpri$ values cannot be changed with dispadmin(1M).
rt_quantum	The length of the time quantum allocated to processes at this level in ticks (hz). The time quantum value is only a default or starting value for processes at a particular level as the time quantum of a real-time process can be changed by the user with the priocntl command or the priocntl system call.

In the high resolution clock mode (hires\_tick set to 1), the value of hz is set to 1000. Increase quantums to maintain the same absolute time quantums.

An administrator can affect the behavior of the real-time portion of the scheduler by reconfiguring the rt\_dptbl. There are two methods available for doing this: reconfigure with a loadable module at boot-time or by using dispadmin(1M) at run-time.

rt_dptbl(4)	
rt_dptbl Loadable Module	The rt_dptbl can be reconfigured with a loadable module which contains a new real time dispatch table. The module containing the dispatch table is separate from the RT loadable module which contains the rest of the real time software. This is the only method that can be used to change the number of real time priority levels or the set of global scheduling priorities used by the real time class. The relevant procedure and source code is described in the EXAMPLES section.
dispadmin Configuration File	The rt_quantum values in the rt_dptbl can be examined and modified on a running system using the dispadmin(1M) command. Invoking dispadmin for the real-time class allows the administrator to retrieve the current rt_dptbl configuration from the kernel's in-core table, or overwrite the in-core table with values from a configuration file. The configuration file used for input to dispadmin must conform to the specific format described below.
	Blank lines are ignored and any part of a line to the right of a # symbol is treated as a comment. The first non-blank, non-comment line must indicate the resolution to be used for interpreting the time quantum values. The resolution is specified as
	RES=res
	where <i>res</i> is a positive integer between 1 and 1,000,000,000 inclusive and the resolution used is the reciprocal of <i>res</i> in seconds. (For example, RES=1000 specifies millisecond resolution.) Although very fine (nanosecond) resolution may be specified, the time quantum lengths are rounded up to the next integral multiple of the system clock's resolution.
	The remaining lines in the file are used to specify the rt_quantum values for each of the real-time priority levels. The first line specifies the quantum for real-time level 0, the second line specifies the quantum for real-time level 1. There must be exactly one line for each configured real-time priority level. Each rt_quantum entry must be either a positive integer specifying the desired time quantum (in the resolution given by <i>res</i> ), or the value -2 indicating an infinite time quantum for that level.
EXAMPLES	EXAMPLE 1 A Sample dispadmin Configuration File
	The following excerpt from a dispadmin configuration file illustrates the format. Note that for each line specifying a time quantum there is a comment indicating the corresponding priority level. These level numbers indicate priority within the real-time class, and the mapping between these real-time priorities and the corresponding global scheduling priorities is determined by the configuration specified in the RT_DPTBL loadable module. The level numbers are strictly for the convenience of the administrator reading the file and, as with any comment, they are ignored by dispadmin on input. dispadmin assumes that the lines in the file are ordered by consecutive, increasing priority level (from 0 to the maximum configured real-time priority). The level numbers in the comments should normally agree with this ordering; if for some reason they don't, however, dispadmin is unaffected. # Real-Time Dispatcher Configuration File
	RES=1000

# rt\_dptbl(4)

(Continued)

```
EXAMPLE 1 A Sample dispadmin Configuration File
# TIME QUANTUM PRIORITY
# (rt quantum)LEVEL
100#
      0
100#
       1
100#
       2
100#
       3
100#
       4
100#
       5
90 #
       6
90 #
       7
. .
      .
. .
      .
. .
10#
      58
10#
      59
```

**EXAMPLE 2** Replacing The rt\_dptbl Loadable Module

In order to change the size of the real time dispatch table, the loadable module which contains the dispatch table information will have to be built. It is recommended that you save the existing module before using the following procedure.

- 1. Place the dispatch table code shown below in a file called rt\_dptbl.c An example of an rt\_dptbl.c file follows.
- 2. Compile the code using the given compilation and link lines supplied.

cc -c -0 -D\_KERNEL rt\_dptbl.c ld -r -o RT\_DPTBL rt\_dptbl.o

- 3. Copy the current dispatch table in /usr/kernel/sched to RT DPTBL.bak.
- 4. Replace the current RT\_DPTBL in /usr/kernel/sched.
- 5. You will have to make changes in the /etc/system file to reflect the changes to the sizes of the tables. See system(4). The rt\_maxpri variable may need changing. The syntax for setting this is:

set RT:rt\_maxpri=(class-specific value for maximum real-time priority)

6. Reboot the system to use the new dispatch table.

Great care should be used in replacing the dispatch table using this method. If you don't get it right, the system may not behave properly.

The following is an example of a rt\_dptbl.c file used for building the new rt dptbl.

```
/* BEGIN rt_dptbl.c */
#include <sys/proc.h>
#include <sys/priocntl.h>
#include <sys/class.h>
#include <sys/disp.h>
#include <sys/rt.h>
```

rt\_dptbl(4)

```
EXAMPLE 2 Replacing The rt_dptbl Loadable Module
#include <sys/rtpriocntl.h>
/*
 * This is the loadable module wrapper.
*/
#include <sys/modctl.h>
extern struct mod_ops mod_miscops;
/*
* Module linkage information for the kernel.
*/
static struct modlmisc modlmisc = {
   &mod_miscops, "realtime dispatch table"
};
static struct modlinkage modlinkage = {
   MODREV_1, &modlmisc, 0
};
_init()
{
    return (mod_install(&modlinkage));
._____info (struct modinfo *modinfop) {
    return (mod_info(&modlinkage, modinfop));
}
rtdpent t
                config rt dptbl[] = {
/* prilevel Time quantum */
100,100,
101,100,
102,100,
103,100,
104,100,
105,100,
106,100,
107,100,
108,100,
109,100,
110,80,
111,80,
112,80,
113,80,
114,80,
115,80,
116,80,
117,80,
118,80,
119,80,
120,60,
121,60,
122,60,
123,60,
124,60,
125,60,
126,60,
```

(Continued)

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**EXAMPLE 2** Replacing The rt\_dptbl Loadable Module (Continued) 127,60, 128,60, 129,60, 130,40, 131,40, 132,40, 133,40, 134,40, 135,40, 136,40, 137,40, 138,40, 139,40, 140,20, 141,20, 142,20, 143,20, 144,20, 145,20, 146,20, 147,20, 148,20, 149,20, 150,10, 151,10, 152,10, 153,10, 154,10, 155,10, 156,10, 157,10, 158,10, 159,10, }; /\* \* Return the address of config\_rt\_dptbl \*/ rtdpent\_t \* rt\_getdptbl() { return (config\_rt\_dptbl); } priocntl(1), dispadmin(1M), priocntl(2), system(4) **SEE ALSO** System Administration Guide: Basic Administration Programming Interfaces Guide

rt\_dptbl(4)

sasl_a	ppname.conf(4)	
--------	----------------	--

NAME	->   sasl_appname.conf – SASL options and c	onfiguration file
SYNOPSIS	/etc/sasl/appname.conf	
DESCRIPTION	The /etc/sasl/appname.conf file is a user-supplied configuration file that supports user set options for server applications.	
	specifying option values in /etc/sasl/ application defined name of the applicati	
	Options that you set in a <i>appname</i> .conf the application itself.	file do not override SASL options specified by
	The format for each option setting is:	
	option_name:value.	
	You can comment lines in the file by usin	g a leading #.
	The SASL library supports the following	options for server applications:
	auto_transition	When set to yes, plain users and login plug-ins are automatically transitioned to other mechanisms when they do a successful plaintext authentication. The default value for auto_transition is no.
	auxprop_plugin	A space-separated list of names of auxiliary property plug-ins to use. By default, SASL will use or query all available auxiliary property plug-ins.
	canon_user_plugin	The name of the canonical user plug-in to use. By default, the value of canon_user_plugin is INTERNAL, to indicated the use of built-in plug-ins
	log_level	An integer value for the desired level of logging for a server, as defined in <sasl.h>. This sets the log_level in the sasl_server_params_t struct in /usr/include/sasl/saslplug.h. The default value for log_level is 1 to indicate SASL_LOG_ERR.</sasl.h>
	mech_list	Whitespace separated list of SASL mechanisms to allow, for example, DIGEST-MD5 GSSAPI. The mech_list

# sasl\_appname.conf(4)

		option is used to restrict the mechanisms to a subset of the installed plug-ins. By default, SASL will use all available mechanisms.
	pw_check	Whitespace separated list of mechanisms used to verify passwords that are used by sasl_checkpass(3SASL). The default value for pw_check is auxprop.
	reauth_timeout	This SASL option is used by the server DIGEST-MD5 plug-in. The value of reauth_timeout is the length in time (in minutes) that authentication information will be cached for a fast reauthorization. A value of 0 will disable reauthorization. The default value of reauth_timeout is 1440 (24 hours).
	server_load_mech_list	A space separated list of mechanisms to load. If in the process of loading server plug-ns no desired mechanisms are included in the plug-in, the plug-in will be unloaded. By default, SASL loads all server plug-ins.
	user_authid	If the value of user_authid is yes, then the GSSAPI will acquire the client credentials rather than use the default credentials when it creates the GSS client security context. The default value of user_authid is no, whereby SASL uses the default client Kerberos identity.
тес	See attributes (5) for descriptions of th	o following attributos:

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

# SEE ALSO attributes(5)

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sbus(4)	
	Ν

**AME** | sbus – configuration files for SBus device drivers

# DESCRIPTION

N The SBus is a geographically addressed peripheral bus present on many SPARC hardware platforms. SBus devices are *self-identifying* — that is to say the SBus card itself provides information to the system so that it can identify the device driver that needs to be used. The device usually provides additional information to the system in the form of name-value pairs that can be retrieved using the DDI property interfaces. See ddi\_prop\_op(9F) for details.

The information is usually derived from a small Forth program stored in the FCode PROM on the card, so driver configuration files should be completely unnecessary for these devices. However, on some occasions, drivers for SBus devices may need to use driver configuration files to augment the information provided by the SBus card. See driver.conf(4) for further details.

When they are needed, configuration files for SBus device drivers should identify the parent bus driver implicitly using the *class* keyword. This removes the dependency on the particular bus driver involved since this may be named differently on different platforms.

All bus drivers of class sbus recognise the following properties:

reg	An arbitrary length array where each element of the array consists of a 3-tuple of integers. Each array element describes a logically contiguous mappable resource on the SBus.
	The first integer of each tuple specifies the slot number the card is plugged into. The second integer of each 3-tuple specifies the offset in the slot address space identified by the first element. The third integer of each 3-tuple specifies the size in bytes of the mappable resource.
	The driver can refer to the elements of this array by index, and construct kernel mappings to these addresses using ddi_map_regs(9F). The index into the array is passed as the <i>rnumber</i> argument of ddi_map_regs().
	You can use the ddi_get* and ddi_put* family of functions to access register space from a high-level interrupt context.
interrupts	An arbitrary length array where each element of the array consists of a single integer. Each array element describes a possible SBus interrupt level that the device might generate.
	The driver can refer to the elements of this array by index, and register interrupt handlers with the system using ddi_add_intr(9F). The index into the array is passed as the <i>inumber</i> argument of ddi_add_intr().

	registers	An arbitrary length array where each element of the array consists of a 3-tuple of integers. Each array element describes a logically contiguous mappable resource on the SBus.
		The first integer of each tuple should be set to -1, specifying that any SBus slot may be matched. The second integer of each 3-tuple specifies the offset in the slot address space identified by the first element. The third integer of each 3-tuple specifies the size in bytes of the mappable resoure.
		The registers property can only be used to augment an incompletely specified reg property with information from a driver configuration file. It may only be specified in a driver configuration file.
		nust provide reg properties to the system. The first two integer g property are used to construct the address part of the device name
	Only devices that	generate interrupts need to provide interrupts properties.
	information suppl configuration file t	y be necessary to override or augment the configuration ied by the SBus device. This can be achieved by writing a driver hat describes a prototype device information (devinfo) node aining the additional properties required.
	name property mu and offset) of the t	nerge the information, certain conditions must be met. First, the st be the same. Second, either the first two integers (slot number wo reg properties must be the same, or the second integer (offset) gisters properties must be the same.
		he SBus card has no reg property at all, the self-identifying t be used, so all the details of the card must be specified in a driver
EXAMPLES	EXAMPLE 1 A sample	e configuration file.
	has a simple FCod	ation file for an SBus card called SUNW, netboard. The card already e PROM that creates name and reg properties, and will have a operties for normal use once the driver and firmware is complete.
	use the same name	e want to augment the properties given to us by the firmware. We property, and use the registers property to match the firmware t way we don't have to worry about which slot the card is really
	driver so that we c	a interrupts property while we are developing the firmware and can start to experiment with interrupts. The device can generate level 3. Additionally, we want to set a debug-level property to 4.

sbus(4)

	<b>EXAMPLE 1</b> A sample configuration file. (Co	ntinued)	
ATTRIBUTES	<pre># # Copyright (c) 1992, by Sun Microsystems, Inc. #ident "@(#)SUNW,netboard.conf 1.4 92/03/10 SMI" # name="SUNW,netboard" class="sbus" registers=-1,0x40000,64,-1,0x80000,1024 interrupts=3 debug-level=4; See attributes(5) for descriptions of the following attributes:</pre>		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Architecture	SPARC	
SEE ALSO	<pre>driver.conf(4), attributes(5), ddi_add_intr(9F), ddi_map_regs(9F), ddi_prop_op(9F)</pre>		
	ddi_prop_op(9F)		
	ddi_prop_op(9F) Writing Device Drivers		
WARNINGS			

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# NAME | sccsfile – format of an SCCS history file

DESCRIPTION	An SCCS file is an ASCII file consisting of six logical parts:		
	checksum	Character count used for error detection.	
	delta table	Log containing version info and statistics about each delta.	
	usernames	Login names and/or group IDs of users who may add deltas.	
	flags	Definitions of internal keywords.	
	comments	Arbitrary descriptive information about the file.	
	body	the Actual text lines intermixed with control lines.	
	Each section is des	scribed in detail below.	
Conventions	Throughout an SCCS file there are lines which begin with the ASCII SOH (start of heading) character (octal 001). This character is hereafter referred to as the <i>control character</i> , and will be represented as '^A'. If a line described below is not depicted as beginning with the control character, it cannot do so and still be within SCCS file format.		
	Entries of the form 99999).	n <i>ddddd</i> represent a five digit string (a number between 00000 and	
Checksum	The checksum is t	he first line of an SCCS file. The form of the line is:	
	^A hddddd		
		hecksum is the sum of all characters, except those contained in the provides a <i>magic number</i> of (octal) 064001.	
Delta Table	The delta table con	nsists of a variable number of entries of the form:	
	^As inserted /deleted/u ^Ad type sid yr/mo/da ^Ai include-list ^Ax exclude-list ^Ag ignored-list ^Am mr-number	ınchanged a hr : mi : se username serial-number predecessor-sn	
	^Ac comments		
	^Ae		
		) contains the number of lines inserted/deleted/unchanged econd line (^Ad) contains the type of the delta (normal: D and	

The first line (^As) contains the number of lines inserted/deleted/unchanged respectively. The second line (^Ad) contains the type of the delta (normal: D and removed: R), the SCCS ID of the delta, the date and time of creation of the delta, the user-name corresponding to the real user ID at the time the delta was created, and the serial numbers of the delta and its predecessor, respectively. The ^Ai, ^Ax, and ^Ag lines contain the serial numbers of deltas included, excluded, and ignored, respectively. These lines do not always appear.

# sccsfile(4)

110(1)	
	The ^Am lines (optional) each contain one MR number associated with the delta. The ^Ac lines contain comments associated with the delta.
	The ^Ae line ends the delta table entry.
User Names	The list of user-names and/or numerical group IDs of users who may add deltas to the file, separated by NEWLINE characters. The lines containing these login names and/or numerical group IDs are surrounded by the bracketing lines ^Au and ^AU. An empty list allows anyone to make a delta.
Flags	Flags are keywords that are used internally (see <pre>sccs-admin(1)</pre> for more information on their use). Each flag line takes the form:
	^Af flag optional text
	The following flags are defined in order of appearance:
	<pre>^Af t type-of-program Defines the replacement for the %T% ID keyword.</pre>
	<sup>^</sup> Af v <i>program-name</i> Controls prompting for MR numbers in addition to comments. If the optional text is present, it defines an MR number validity checking program.
	^Af i Indicates that the 'No id keywords' message is to generate an error that terminates the SCCS command. Otherwise, the message is treated as a warning only.
	Af b Indicates that the -b option may be used with the SCCS get command to create a branch in the delta tree.
	<sup>^</sup> Af m <i>module-name</i> Defines the first choice for the replacement text of the %M% ID keyword.
	<sup>^</sup> Af f <i>floor</i> Defines the "floor" release, that is, the release below which no deltas may be added.
	*Af c ceiling Defines the "ceiling" release, that is, the release above which no deltas may be added.
	^Af d <i>default-sid</i> The d flag defines the default SID to be used when none is specified on an SCCS get command.
	<sup>^</sup> Af n The n flag enables the SCCS delta command to insert a "null" delta (a delta that applies <i>no</i> changes) in those releases that are skipped when a delta is made in a <i>new</i> release (for example, when delta 5.1 is made after delta 2.7, releases 3 and 4 are skipped).
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Enables the SCCS get command to allow concurrent edits of the same base SID. Defines a list of releases that are locked against editing. Defines the replacement for the %Q% ID keyword. The e flag indicates whether a source file is encoded or not. A 1 indicates that the

sccsfile(4)

# file is encoded. Source files need to be encoded when they contain control characters, or when they do not end with a NEWLINE. The e flag allows files that contain binary data to be checked in.

#### Comments Arbitrary text surrounded by the bracketing lines ^At and ^AT. The comments section typically will contain a description of the file's purpose.

- The body consists of text lines and control lines. Text lines do not begin with the Body control character, control lines do. There are three kinds of control lines: insert, delete, and *end*, represented by:
  - ^AI ddddd ^AD ddddd ^AE ddddd

^Af j

^Af 1 lock-releases

^Af q user-defined

^Af e 0|1

respectively. The digit string is the serial number corresponding to the delta for the control line.

SEE ALSO sccs-admin(1), sccs-cdc(1), sccs-comb(1), sccs-delta(1), sccs-get(1), sccs-help(1), sccs-prs(1), sccs-prt(1), sccs-rmdel(1), sccs-sact(1), sccs-sccsdiff(1), sccs-unget(1), sccs-val(1), sccs(1), what(1)

scsi(4)

NAME	scsi – configuration files for SCSI target drivers
DESCRIPTION	The architecture of the Solaris SCSI subsystem distinguishes two types of device drivers: SCSI target drivers, and SCSI host adapter drivers. Target drivers like sd(7D) and st(7D) manage the device on the other end of the SCSI bus. Host adapter drivers manage the SCSI bus on behalf of all the devices that share it.
	Drivers for host adapters provide a common set of interfaces for target drivers. These interfaces comprise the Sun Common SCSI Architecture (SCSA) which are documented as part of the Solaris DDI/DKI. See <pre>scsi_ifgetcap(9F),</pre> <pre>scsi_init_pkt(9F), and <pre>scsi_transport(9F)</pre> for further details of these, and associated routines.</pre>
	Depending on the interconnect (transport), SCSI target devices are either self-identifying or rely on driver.conf(4) entries to be recognized by the system. For self-identifying target devices the driver binding is chosen based on the IEEE-1275 like 'compatible' forms of the target devices. Currently only the Fibre Channel interconnects, fcp(7D), ifp(7D), scsi_vhci(7D), sf(7D), are self-identifying. You must specify other ipossible interconnects target devices by using the target driver driver.conf(4) configuration files.
Self-Identifying	Host adapter drivers that dynamically create self-identifying target device children establish a "compatible" property on each child. The "compatible" property is an ordered array of strings, each string is a compatible "form". High precedence forms are defined first. For a particular device, the highest precedence form that has an established driver alias selects the driver for the device. Driver associations to compatible forms, called aliases, are administered by way of add_drv(1M), update_drv(1M), and rem_drv(1M) utilities.
	The forms for self-identifying SCSI target devices are derived from the SCSI target device's INQUIRY data. A diverse set of forms is defined, allowing for flexibility in binding.
	From the SCSI INQUIRY data, three types of information are extracted: scsi_dtype, flag bits, and SCSI_ASCII vendor product revision.
	The scsi_dtype is the first component of most forms. It is represented as two hex digits. For nodes that represent embedded secondary functions, such as an embedded enclosure service or media changer, additional forms are generated that contain the dtype of the secondary function followed by the dtype of the device in which the secondary function is embedded.
	For forms that use flag bits, all applicable flags are concatenated (in alphabetical order) into a single flags string. Removable media is represented by a flag. For forms that use the SCSI_ASCII INQUIRY vendor, product, and revision fields, a one-way conversion algorithm translates SCSI_ASCII to a IEEE 1275 compatible string.
	It is possible that a device might change the INQUIRY data it returns over time as a result of a device initialization sequence or in response to out-of-band management. A device node's "compatible" property is based on the INQUIRY data when the device node was created.

The following forms, in high to low precedence order, are defined for SCSI target device nodes.

scsiclass,DDEEFFF.vVVVVVVV.pPPPPPPPPPPPPPP.rRRR	(1	*1&2)
scsiclass,DDEE.vVVVVVVV.pPPPPPPPPPPPPPP.rRRRR	(2	*1)
scsiclass,DDFFF.vVVVVVVV.pPPPPPPPPPPPPPP.rRRR	(3	*2)
scsiclass,DD.vVVVVVVV.pPPPPPPPPPPPPPP.rRRR	(4)	
scsiclass,DDEEFFF.vVVVVVVV.pPPPPPPPPPPPPPP	(5	*1&2)
scsiclass,DDEE.vVVVVVVV.pPPPPPPPPPPPPPP	(6	*1)
scsiclass,DDFFF.vVVVVVVV.pPPPPPPPPPPPPPP	(7	*2)
scsiclass,DD.vVVVVVVV.pPPPPPPPPPPPPPP	(8)	
scsiclass,DDEEFFF	(9 *	1&2)
scsiclass,DDEE	(10	*1)
scsiclass,DDFFF	(11	*2)
scsiclass,DD	(12)	
scsiclass	(13)	
*1 only produced on a secondary function node		
*2 only produced on a node with flags		

where:

v

Is the letter v. Denotes the beginning of VVVVVVV.

# vvvvvvvv

Translated scsi\_vendor: SCSI standard INQUIRY data "Vendor identification" SCSI\_ASCII field (bytes 8-15).

# р

Is the letter p. Denotes the beginning of PPPPPPPPPPPPPPP.

# 

Translated scsi\_product: SCSI standard INQUIRY data "Product identification" SCSI\_ASCII field (bytes 16-31).

# r

Is the letter r. Denotes the beginning of RRRR.

# RRRR

Translated scsi\_revision: SCSI standard INQUIRY data "Product revision level" SCSI\_ASCII field (bytes 32-35).

### DD

Is a two digit ASCII hexadecimal number. The value of the two digits is based one the SCSI "Peripheral device type" command set associated with the node. On a primary node this is the scsi\_dtype of the primary command set; on a secondary node this is the scsi\_dtype associated with the embedded function command set.

# ΕE

Same encoding used for DD. This form is only generated on secondary function nodes. The DD function is embedded in an EE device.

# FFF

Concatenation, in alphabetical order, of the flag characters below. The following flag characters are defined:

### scsi(4)

scsi(4)

/			
	R	Removable media: Used when scsi_rmb is set	
	Forms using FF	F are only be generated if there are applicable flag characters.	
	Solaris internal use	e additional <i>compatible</i> forms not described. These forms are for e only. Any additional use of these forms is discouraged. Future might not produce these forms.	
driver.conf	8	for SCSI target drivers should identify the host adapter driver e <i>class</i> keyword to remove any dependency on the particular host	
	All host adapter d	rivers of class scsi recognize the following properties:	
	target	Integer-valued SCSI target identifier that this driver claims.	
	lun	Integer-valued SCSI logical unit number ( LUN) that this driver claims.	
		ver configuration file device definitions must provide target and ese properties are used to construct the address part of the device ices.	
	only. For devices the	iver configuration files shipped with Solaris have entries for LUN 0 nat support other LUNs, such as some CD changers, the system edit the driver configuration file to add entries for other LUNs.	
EXAMPLES	EXAMPLE 1 An Exam	ple Configuration File for a SCSI Target Driver	
	The following is an toaster.conf.	n example configuration file for a SCSI target driver called	
	# # Copyright (c) 1	992, by Sun Microsystems, Inc.	
	# #ident "@(#)toast		
	<pre>name="toaster" class="scsi" target=4 lun=0;</pre>		
	to 5.	lines to sd.conf for a six- CD changer on target 3, with LUNs 0 $$	
	name="sd" class=" name="sd" class="	scsi" target=3 lun=1; scsi" target=3 lun=2; scsi" target=3 lun=3; scsi" target=3 lun=4;	
		scsi" target=3 lun=5;	
	It is not necessary with Solaris.	to add the line for LUN 0, as it already exists in the file shipped	

# scsi(4)

# **ATTRIBUTES** | See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWckr
Interface Stability	Evolving

# SEE ALSO add\_drv(1M), rem\_drv(1M), update\_drv(1M), driver.conf(4), attributes(5), fcp(7D), ifp(7D), scsi\_vhci(7D), sd(7D), sf(7D), st(7D), scsi\_ifgetcap(9F), scsi\_init\_pkt(9F), scsi\_transport(9F)

Writing Device Drivers

ANS X3T9.2/82-2 SMALL COMPUTER SYSTEM INTERFACE (SCSI-1)

ANS X3T9.2/375D Small Computer System Interface - 2 (SCSI-2)

ANS X3T10/994D SCSI-3 Architecture Model (SAM)

IEEE 1275 SCSI Target Device Binding

**NOTES** With driver.conf(4) configuration, you need to ensure that the target and lun values claimed by your target driver do not conflict with existing target drivers on the system. For example, if the target is a direct access device, the standard sd.conf file usually makes sd claim it before any other driver has a chance to probe it.

securenets(4)

NAME	securenets – configuration file for NIS security
SYNOPSIS	/var/yp/securenets
DESCRIPTION	The /var/yp/securenets file defines the networks or hosts which are allowed access to information by the Network Information Service ("NIS").
	The format of the file is as follows:
	<ul> <li>Lines beginning with the "#" character are treated as comments.</li> </ul>
	<ul> <li>Otherwise, each line contains two fields separated by white space. The first field is a netmask, the second a network.</li> </ul>
	The netmask field may be either 255.255.255 (IPv4), ffff:fff:fff:fff:ffff:ffff:ffff:ffff(IPv6), or the string "host" indicating that the second field is a specific host to be allowed access.
	Both ypserv(1M) and ypxfrd(1M) use the /var/yp/securenets file. The file is read when the ypserv(1M) and ypxfrd(1M) daemons begin. If /var/yp/securenets is present, ypserv(1M) and ypxfrd(1M) respond only to IP addresses in the range given. In order for a change in the /var/yp/securenets file to take effect, you must kill and restart any active daemons using ypstop(1M) and ypstart(1M).
	An important thing to note for all the examples below is that the server must be allowed to access itself. You accomplish this either by the server being part of a subnet that is allowed to access the server, or by adding an individual entry, as the following:
	hosts 127.0.0.1
EXAMPLES	EXAMPLE 1 Access for Individual Entries
	If individual machines are to be give access, the entry could be:
	255.255.255 192.9.1.20 or
	host 192.0.1.20
	<b>EXAMPLE 2</b> Access for a Class C Network
	If access is to be given to an entire class C network, the entry could be:
	255.255.255.0 192.9.1.0
	<b>EXAMPLE 3</b> Access for a Class B Network
	The entry for access to a class B network could be:
	255.255.0.0 9.9.0.0
	EXAMPLE 4 Access for an Invidual IPv6 Address
	Similarly, to allow access for an individual IPv6 address:

# securenets(4)

```
EXAMPLE 4 Access for an Invidual IPv6 Address
                                                          (Continued)
             ffff:ffff:ffff:ffff:ffff:ffff fec0::111:abba:ace0:fba5e:1
             or
            host fec0::111:abba:ace0:fba5e:1
             EXAMPLE 5 Access for all IPv6 Addresses Starting with fe80
             To allow access for all IPv6 addresses starting with fe80:
             ffff:: fe80::
    FILES
                                          Configuration file for NIS security.
            /var/yp/securenets
SEE ALSO
            ypserv(1M), ypstart(1M), ypstop(1M), ypxfrd(1M)
   NOTES
             The Network Information Service (NIS) was formerly known as Sun Yellow Pages
             (YP). The functionality of the two remains the same; only the name has changed. The
             name Yellow Pages is a registered trademark in the United Kingdom of British
             Telecommunications plc, and may not be used without permission.
```

service_bundle(4)	
NAME	service_bundle – service manifest file format
SYNOPSIS	/usr/share/lib/xml/dtd/service_bundle.dtd.1
DESCRIPTION	The service management facility, described in $smf(5)$ , utilizes an XML-based file format to marshal the description of a set of services or service instances between systems. This file is known as a service bundle. The primary form of a service bundle is the inventory of services that are provided by a package, which is called a "service manifest".
	The DTD describing the service_bundle is provided at /usr/share/lib/xml/dtd/service_bundle.dtd.1.service_bundle documents can also use the XML Inclusions (XInclude) facility to merge multiple documents into one. A service_bundle document manipulator must therefore support the functionality defined by the XInclude specification.
	A complete service description consists of the following:
	<ul> <li>A set of properties that identify the service and identify its restarter</li> </ul>
	<ul> <li>A set of properties that identify each instance</li> </ul>
	<ul> <li>A set of framework property groups that describe the framework's understanding of each instance</li> </ul>
	<ul> <li>A set of method property groups as required by svc.startd(1M), or by a delegated restarter</li> </ul>
	<ul> <li>Additional optional method property groups</li> </ul>
	<ul> <li>A set of dependency property groups</li> </ul>
	<ul> <li>An optional group of properties that indicate services to which dependencies on the described service were added</li> </ul>
	<ul> <li>A set of application property groups or application-specific typed property groups containing application configuration data</li> </ul>
	<ul> <li>A template that describes supporting information about this service, such as a description and links to documentation.</li> </ul>
	The document type definition for the service bundle provides markup to define each of these aspects of a service description, as well as a number of entities that identify regular features in describing a service, such as the <create_default_instance> tag.</create_default_instance>
	The attributes and tags are fully described in the commented DTD. The services supplied with the operating system, stored under /var/svc/manifest, provide examples of correctly formed service descriptions.
Localization in the Template Element	The description tags in the template element for a service are internationalizable. Service developers wishing to provided localized descriptions of their services can elect to deliver a set of loctext element in the description, like

```
<common_name>
<loctext xml:lang="C">extended accounting<loctext>
<loctext xml:lang="fr_CA">...</loctext>
<loctext xml:lang="ja">...</loctext>
....
</common_name>
```

Alternatively, service developers can choose to deliver multiple manifests in the naming scheme

/var/svc/manifest/[category]/[service].[locale].xml

which define only the localized template elements for that service. For instance

/var/svc/manifest/system/accounting.ja.xml

would contain, inside the template element, the following for the service's common name

```
<common_name>
<loctext xml:lang="ja">...</loctext>
</common name>
```

Importing this file would create the service if not defined, or augment the existing template with the additional localized entries.

ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWcsu
Stability	Evolving

SEE ALSO svcadm(1M), svccfg(1M), svc.startd(1M), libscf(3LIB), attributes(5), locale(5), smf(5)

**NOTES** Nested service\_bundle elements must be of the same type.

# service\_provider.conf(4)

NAME	<b>NAME</b>   service_provider.conf – service provider configuration file	
SYNOPSIS	service_provider.conf	
DESCRIPTION	<pre>service_provider.conf contains information about the device type that the service provider supports. This information includes the pathname of the service provider library, the library version and other library characteristics that are required by the system administrative command, datadm(1M). datadm(1M) puts this information in the DAT static register file, dat.conf(4).</pre>	
	The datadm program enumerates each device entry into a list of interface adapters, that is, interfaces to external network that are available to uDAPL consumers. This new list of interface adapters is appended to other service providers' information in the DAT static registry, dat.conf. You can do this is you invoke the datadm program with the -a option and the pathname of the service_provider.conf file.	
	Each entry in the service_provider.conf is a single line of 7 fields.	
	The following shows the order of the fields in a service_provider.conf entry:	
	"driver_name" "API_version" "threadsafe_library   nonthreadsafe_library"\ "default_version   nondefault_version" "service_provider_library_pathname"\ "service_provider_version" "service_provider_instance_data"\	
	The fields are defined as follows:	
	<pre>driver_name Specifies a driver name in the format of driver_name=value pair, for example, driver_name=tavor.</pre>	
	API_version Specifies the API version of the service provide library: For example, "u"major.minor is u1.2.	
	<i>threadsafe_library</i>   <i>nonthreadsafe_librar</i> Specifies a threadsafe or non-threadsafe library.	
	<pre>default_version   nondefault_version Specifies a default or non-default version of library. A service provider can offer several versions of the library. If so, one version is designated as default with the rest as nondefault.</pre>	
	<i>service_provider_library_pathname</i> Specifies the pathname of the library image.	
	<pre>service_provider_version Specifies the version of the service provider. By convention, specify the company stock symbol as the service provider, followed by major and minor version numbers, for example, SUNW1.0.</pre>	
	<i>service_provider_instance_data</i> Specifies the service provider instance data.	

service\_provider.conf(4)

# **EXAMPLES** | **EXAMPLE 1** Using a Logical Device Name The following example service provider.conf entry uses a logical device name: # # Sample service\_provider.conf entry showing an uDAPL 1.2 service # provider, udapl tavor.so.1 supporting a device with a driver named tavor # driver name=tavor u1.2 nonthreadsafe default udapl tavor.so.1 SUNW.1.0 "" **EXAMPLE 2** Using a Physical Device Name The following example service provider.conf uses a physical device name: # # Sample service\_provider.conf entry showing an uDAPL 1.2 # service provider, udapl\_tavor.so.1 supporting a device named # pci15b3,5a44 that can be located under /devices # pci15b3,5a44 u1.2 nonthreadsafe default /usr/lib/tavor/udapl tavor.so.1 SUNWudaplt1.0 "" ATTRIBUTES See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	Evolving

**SEE ALSO** datadm(1M), dat.conf(4), attributes(5)

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services(4)

NAME	services – Internet services and aliases		
SYNOPSIS	/etc/inet/services		
	/etc/services		
DESCRIPTION	through the Internet. The set other services sources, includ	e services file is a local source of information regarding each service available rough the Internet. The services file can be used in conjunction with or instead of her services sources, including the NIS maps "services.byname" and the NIS+ table ervices." Programs use the getservbyname(3SOCKET) routines to access this formation.	
	The services file contains an entry for each service. Each entry has the form:		
	service-name port/protocol aliases		
	service-name	This is the official Internet service name.	
	port/protocol	This field is composed of the port number and protocol through which the service is provided, for instance, 512/tcp.	
	aliases	This is a list of alternate names by which the service might be requested.	
	Fields can be separated by any number of SPACE and/or TAB characters. A number sign (#) indicates the beginning of a comment; any characters that follow the comment character up to the end of the line are not interpreted by routines which search the file.		
	Service names may contain any printable character other than a field delimiter, a NEWLINE, or a comment character.		
	Any changes to a port assignment do not affect the actual port registration of the service.		
FILES			
SEE ALSO			
NOTES	/etc/inet/services is the official SVR4 name of the services file. The symbolic link /etc/services exists for BSD compatibility.		

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## shadow(4)

### NAME | shadow – shadow password file

### DESCRIPTION

/etc/shadow is an access-restricted ASCII system file that stores users' encrypted passwords and related information. The shadow file can be used in conjunction with other shadow sources, including the NIS maps passwd.byname and passwd.byuid and the NIS+ table passwd. Programs use the getspnam(3C) routines to access this information.

The fields for each user entry are separated by colons. Each user is separated from the next by a newline. Unlike the /etc/passwd file, /etc/shadow does not have general read permission.

Each entry in the shadow file has the form:

username : password : lastchg : min : max : warn : inactive : expire : flag The fields are defined as follows:

username	The user's login name (UID).
password	An encrypted password for the user generated by crypt(3C), a <i>lock</i> string to indicate that the login is not accessible, or no string, which shows that there is no password for the login.
	The lock string is defined as *LK* in the first four characters of the password field.
lastchg	The number of days between January 1, 1970, and the date that the password was last modified.
min	The minimum number of days required between password changes. This field must be set to 0 or above to enable password aging.
max	The maximum number of days the password is valid.
warn	The number of days before password expires that the user is warned.
inactive	The number of days of inactivity allowed for that user. This is counted on a per-machine basis; the information about the last login is taken from the machine's lastlog file.
expire	An absolute date specifying when the login may no longer be used.
flag	Failed login count in low order four bits; remainder reserved for future use, set to zero.
T1	action description of at most ODVDE MAYOT DUEDEDWEIVEL DN above atove

The encrypted password consists of at most CRYPT\_MAXCIPHERTEXTLEN characters chosen from a 64-character alphabet (., /, 0–9, A–Z, a–z). Two additional special characters, "\$" and ",", can also be used and are defined in crypt(3C). To update this file, use the passwd(1), useradd(1M), usermod(1M), or userdel(1M) commands.

# shadow(4)

	In order to make system administration manageable, /etc/shadow entries should appear in exactly the same order as /etc/passwd entries; this includes "+" and "-" entries if the compat source is being used (see nsswitch.conf(4)).		
FILES	/etc/shadow	shadow password file	
	/etc/passwd	password file	
	/etc/nsswitch.conf	name-service switch configuration file	
	/var/adm/lastlog	time of last login	
SEE ALSO		dd(1M),userdel(1M),usermod(1M),crypt(3C), nam(3C),putspent(3C),nsswitch.conf(4), unt(5),pam_unix_auth(5)	
NOTES	If password aging is turned on in any name service the <i>passwd:</i> line in the /etc/nsswitch.conf file must have a format specified in the nsswitch.conf(4) man page.		

sharetab(4)

NAME	sharetab – shared file system table		
DESCRIPTION	sharetab resides in directory /etc/dfs and contains a table of local resources shared by the share command.		
	Each line of the file consists of the following fields:		
	pathname resource fstype specific_options description		
	where		
	<i>pathname</i> Indicate the path name of the shared resource.		
	<i>resource</i> Indicate the symbolic name by which remote systems can access the resource.		
	<i>fstype</i> Indicate the file system type of the shared resource.		
	specific_options	Indicate file-system-type-specific options that were given to the share command when the resource was shared.	
	<i>description</i> Describe the shared resource provided by the system administrator when the resource was shared.		
SEE ALSO	D share(1M)		

shells(4)

ells(4)			
NAME	shells – shell database		
SYNOPSIS	/etc/shells		
DESCRIPTION	The shells file contains a list of the shells on the system. Applications use this file to determine whether a shell is valid. See getusershell(3C). For each shell a single line should be present, consisting of the shell's path, relative to root.		
	A hash mark (#) indicates the beginning of a comment; subsequent characters up to the end of the line are not interpreted by the routines which search the file. Blank lines are also ignored.		
	The following default shells are used by utilities: /bin/bash, /bin/csh, /bin/jsh, /bin/ksh, /bin/pfcsh, /bin/pfksh, /bin/pfsh, /bin/tcsh, /bin/zsh, /sbin/jsh, /sbin/sh, /usr/bin/bash, /usr/bin/csh, /usr/bin/jsh, /usr/bin/ksh, /usr/bin/pfcsh, /usr/bin/pfksh, /usr/bin/pfsh, and /usr/bin/sh, /usr/bin/tcsh, /usr/bin/zsh. Note that /etc/shells overrides the default list.		
	Invalid shells in /etc/shells may cause unexpected behavior (such as being unable to log in by way of ftp(1)).		
FILES	/etc/shells lists shells on system		
SEE ALSO	vipw(1B), ftpd(1M), sendmail(1M), getusershell(3C), aliases(4)		

NAME | slp.conf – configuration file for Service Location Protocol agents

SYNOPSIS

/etc/inet/slp.conf

DESCRIPTION

slp.conf provides all Service Location Protocol ("SLP") agents with their operational configuration. slpd(1M) reads slp.conf on startup. Service Agents ("SAs") and User Agents ("UAs") read slp.conf on invocation of the SA and UA library routines; configuration parameters are then cached on a per-process basis. All SA's must use the same set of properties as slpd on the local machine, since slpd acts as an SA server.

The configuration file format consists of a newline-delimited list of zero or more property definitions. Each property definition corresponds to a particular configurable SLP, network, or other parameter in one or more of the three SLP agents. The file format grammar is shown in *RFC 2234* as follows:

config-file	=	line-list
line-list	=	line / line line-list
line	=	property-line / comment-line
comment-line	=	( "#" / ";" ) 1*allchar newline
property-line	=	property newline
property	=	tag "=" value-list
tag	=	prop / prop "." tag
prop	=	1*tagchar
value-list	=	value / value "," value-list
value	=	int / bool /
		"(" value-list ")" / string
int	=	1*DIGIT
bool	=	"true" / "false" / "TRUE" / "FALSE"
newline	=	CR / ( CRLF )
string	=	1*stringchar
tagchar	=	DIGIT / ALPHA / tother / escape
tother	=	%x21-%x2d / %x2f /
		%x3a / %x3c-%x40 /
		%x5b-%x60 / %7b-%7e
		; i.e., all characters except `.',
		; and `='.
stringchar	=	DIGIT / ALPHA / sother / escape
sother	=	%x21-%x29 / %x2a-%x2b /
		%x2d-%x2f / %x3a-%x40 /
		%x5b-%x60 / %7b-%7e
		; i.e., all characters except `,'
allchar	=	DIGIT / ALPHA / HTAB / SP
escape	=	"\" HEXDIG HEXDIG
		; Used for reserved characters

The properties fall into one of the following categories:

- DA Configuration
- Static Scope Configuration
- Tracing and Logging
- Serialized Proxy Registrations
- Networking Configuration Parameters
- UA Configuration

**DA Configuration** | The following are configuration properties and their parameters for DAs:

	net.slp.isDA			
	Setting Type	Boolean		
	Default Value	False		
	Range of Values	True or False		
	A boolean that indicates whet is not run as a DA.	A boolean that indicates whether slpd(1M) is to act as a DA. If False, slpd(1M) is not run as a DA.		
	net.slp.DAHeartBeat			
	Setting Type	Integer		
	Default Value	10800 seconds (3 hours)		
	Range of Values	2000 – 259200000 seconds		
		A 32-bit integer giving the number of seconds for the passive DA advertisement heartbeat. The default value is 10800 seconds. This property is ignored if net.slp.isDA is False.		
	net.slp.DAAttributes			
	Setting Type	List of Strings		
	Default Value	Unassigned		
	Range of Values	List of Attribute Tag/Value List Pairs		
	must advertise in DA advertise wire format, which requires the characters. See <i>RFC 2608</i> for r	A comma-separated list of parenthesized attribute tag/value list pairs that the DA must advertise in DA advertisements. The property must be in the SLP attribute I wire format, which requires that you use a backslash ("\") to escape reserved characters. See <i>RFC 2608</i> for more information on reserved characters, or refer to the <i>System Administration Guide: Network Services</i> .		
Static Scope Configuration				
	Setting Type	List of Strings		
	Default Value	Default, for SA and DA; unassigned for UA.		
	Range of ValuesList of StringsA list of strings indicating either the scopes that a UA or an SA is allowed to use when making requests, or the scopes a DA must support. If not present for the D and SA, the default scope Default is used. If not present for the UA, then the u scoping model is in force, in which active and passive DA or SA discovery are us for scope discovery. The scope Default is used if no other information is availa If a DA or SA gets another scope in a request, a SCOPE_NOT_SUPPORTED error i			

returned, unless the request was multicast, in which case it is dropped. If a DA receives another scope in a registration, a SCOPE\_NOT\_SUPPORTED error will be returned. Unlike other properties, this property is "read-only", so attempts to change it programmatically after the configuration file has been read are ignored.

net.slp.DAAddresses

Setting Type	List of Strings
Default Value	Unassigned
Range of Values	IPv4 addresses or host names

A list of IP addresses or DNS-resolvable names that denote the DAs to use for statically configured UAs and SAs. The property is read by slpd(1M), and registrations are forwarded to the DAs. The DAs are provided to UAs upon request. Unlike other properties, this property is "read-only", so attempts to change it after the configuration file has been read are ignored.

The following grammar describes the property:

```
addr-list = addr / addr "," addr-list
addr = fqdn / hostnumber
fqdn = ALPHA / ALPHA *[ anum / "-" ] anum
anum = ALPHA / DIGIT
hostnumber = 1*3DIGIT 3("." 1*3DIGIT)
```

The following is an example using this grammar:

sawah, mandi, sambal

IP addresses can be used instead of host names in networks where DNS is not deployed, but network administrators are reminded that using IP addresses will complicate machine renumbering, since the SLP configuration property files in statically configured networks will have to be changed.

Tracing and<br/>LoggingThese properties direct tracing and logging information to be sent to syslogd at the<br/>LOG\_INFO priority. These properties affect slpd(1M) only.

net.slp.traceDATraffic

	Setting Type	Boolean
	Default Value	False
	Range of Values	True or False
	Set net.slp.traceDATraf:	fic to True to enable logging of DA traffic by slpd.
r	net.slp.traceMsg	
	Setting Type	Boolean
	Default Value	False
	Range of Values	True or False

	Set net.slp.traceMsg to True to display details about SLP messages. The fields in all incoming messages and outgoing replies are printed by slpd.		
	net.slp.traceDrop		
	Setting Type	Boolean	
	Default Value	False	
	Range of Values	True or False	
	Set this property to True to d slpd for any reason.	lisplay details when an SLPmessage is dropped by	
	net.slp.traceReg		
	Setting Type	Boolean	
	Default Value	False	
	Range of Values	True or False	
	Set this property to True to d registration or deregistration	lisplay the table of service advertisements when a is processed by slpd.	
Serialized Proxy The following properties control reading and writing serialized		reading and writing serialized registrations.	
Registrations	net.slp.serializedRegURL		
	Setting Type	String	
	Default Value	Unassigned	
	Range of Values	Valid URL	
	8 8 1	inting to a document, which contains serialized rocessed when the slpd starts up.	
Networking	The properties that follow allow you to set various network configuration parameters:		
Configuration Parameters	net.slp.isBroadcastOnly		
	Setting Type	Boolean	
	Default Value	False	
	Range of Values	True or False	
	A boolean that indicates if bro	padcast should be used instead of multicast.	
	net.slp.multicastTTL		
	Setting Type	Positive Integer	
	Default Value	255	

Range of Values

A positive integer from 1 to 255.

A positive integer less than or equal to 255 that defines the multicast TTL.

net.slp.DAActiveDiscoveryInterval

Setting Type	Integer
Default Value	900 seconds (15 minutes)
Range of Values	From 300 to 10800 seconds

A 16-bit positive integer giving the number of seconds between DA active discovery queries. The default value is 900 seconds (15 minutes). If the property is set to zero, active discovery is turned off. This is useful when the DAs available are explicitly restricted to those obtained from the net.slp.DAAddresses property.

net.slp.multicastMaximumWait

Setting Type	Integer
Default Value	15000 milliseconds (15 seconds)
Range of Values	1000 to 60000 milliseconds

A 32-bit integer giving the maximum value for the sum of the net.slp.multicastTimeouts values and net.slp.DADiscoveryTimeouts values in milliseconds.

net.slp.multicastTimeouts

Setting Type	List of Integers
Default Value	3000,3000,3000,3000
Range of Values	List of Positive Integers

A list of 32-bit integers used as timeouts, in milliseconds, to implement the multicast convergence algorithm. Each value specifies the time to wait before sending the next request, or until nothing new has been learned from two successive requests. In a fast network the aggressive values of 1000, 1250, 1500, 2000, 4000 allow better performance. The sum of the list must equal net.slp.multicastMaximumWait.

net.slp.passiveDADetection

Setting Type	Boolean
Default Value	True
Range of Values	True or False

A boolean indicating whether slpd should perform passive DA detection.

net.slp.DADiscoveryTimeouts

Setting Type List of Integers.

Default Value	2000,2000,2000,2000,3000,4000
Range of Values	List of Positive Integers

A list of 32-bit integers used as timeouts, in milliseconds, to implement the multicast convergence algorithm during active DA discovery. Each value specifies the time to wait before sending the next request, or until nothing new has been learned from two successive requests. The sum of the list must equal net.slp.multicastMaximumWait.

net.slp.datagramTimeouts

Setting Type	List of Integers
Default Value	3000,3000,3000
Range of Values	List of Positive Integers

A list of 32–bit integers used as timeouts, in milliseconds, to implement unicast datagram transmission to DAs. The *n*th value gives the time to block waiting for a reply on the *n*th try to contact the DA.

net.slp.randomWaitBound

Setting Type	Integer
Default Value	1000 milliseconds (1 second)
Range of Values	1000 to 3000 milliseconds

Sets the upper bound for calculating the random wait time before attempting to contact a DA.

net.slp.MTU

Setting Type	Integer
Default Value	1400
Range of Values	128 to 8192

A 16–bit integer that specifies the network packet size, in bytes. The packet size includes IP and TCP or UDP headers.

net.slp.interfaces

Setting Type	List of Strings
Default Value	Default interface
Range of Values	IPv4 addresses or host names

List of strings giving the IP addresses or host names of the network interface cards on which the DA or SA should listen on port 427 for multicast, unicast UDP, and TCP messages. The default value is unassigned, indicating that the default network interface card should be used. An example is:

slp.conf(4)195.42.42.42,195.42.142.1,195.42.120.1 The example machine has three interfaces on which the DA should listen. Note that if IP addresses are used, the property must be renumbered if the network is renumbered. **UA Configuration** The following configuration parameters apply to the UA: net.slp.locale String Setting Type Default Value en Range of Values See RFC 1766 for a list of the locale language tag names. A RFC 1766 Language Tag for the language locale. Setting this property causes the property value to become the default locale for SLP messages. net.slp.maxResults Integer Setting Type **Default Value** -1 Range of Values -1, positive integer A 32 bit-integer that specifies the maximum number of results to accumulate and return for a synchronous request before the timeout, or the maximum number of results to return through a callback if the request results are reported asynchronously. Positive integers and -1 are legal values. If the value of net.slp.maxResults is -1, all results should be returned. net.slp.typeHint Setting Type List of Strings **Default Value** Unassigned Range of Values Service type names A list of service type names. In the absence of any DAs, UAs perform SA discovery to find scopes. If the net.slp.typeHint property is set, only SA's advertising types on the list respond. Note that UAs set this property programmatically. It is not typically set in the configuration file. The default is unassigned, meaning do not restrict the type. **ATTRIBUTES** See attributes(5) for descriptions of the following attributes: ATTRIBUTE TYPE ATTRIBUTE VALUE Availability SUNWslpr

	ATTRIBUTE TYPE	ATTRIBUTE VALUE		
	CSI	Enabled		
	Interface Stability	Standard		
SEE ALSO	<pre>slpd(1M), slpd.reg(4), slp_api(3SLP), slp(7P)</pre>			
	System Administration Guide: Network Services			
	Alvestrand, H.RFC 1766: Tags for the Identification of Languages. Network Working Group. March 1995.			
	Crocker, D., Overell, P.RFC 2234, Augmented Internet Society. 1997.	l BNF for Syntax Specifications: ABNF. The		
	Kempf, J. and Guttman, E. <i>RFC 2614, An Al</i> June 1999.	PI for Service Location. The Internet Society.		

slpd.reg(4)

NAME | slpd.reg – serialized registration file for the service location protocol daemon (slpd)

**SYNOPSIS** 

/etc/inet/slpd.reg

DESCRIPTION

The serialized registration file contains a group of registrations that slpd(1M) registers when it starts. These registrations are primarily for older service programs that do not internally support SLP and cannot be converted. The character format of the registration file is required to be ASCII. To use serialized registrations, set the net.slp.serializedRegURL property in slp.conf(4) to point at a valid slpd.reg file. The syntax of the serialized registration file, in ABNF format (see *RFC* 2234), is as follows:

ser-file	=	reg-list
reg-list	=	reg / reg reg-list
reg	=	creg / ser-reg
creg	=	comment-line ser-reg
comment-line	=	( "#" / ";" ) 1*allchar newline
ser-reg	=	url-props [slist] [attr-list] newline
url-props	=	<pre>surl "," lang "," ltime [ "," type ] newline</pre>
surl	=	;The registration's URL. See
		; [8] for syntax.
lang	=	1*8ALPHA [ "-" 1*8ALPHA ]
-		;RFC 1766 Language Tag see [6].
ltime	=	1*5DIGIT
		; A positive 16-bit integer
		; giving the lifetime
		; of the registration.
type	=	; The service type name, see [7]
		; and [8] for syntax.
slist	=	"scopes" "=" scope-list newline
scope-list	=	<pre>scope-name / scope-name "," scope-list</pre>
scope	=	; See grammar of [7] for
		; scope-name syntax.
attr-list	=	attr-def / attr-def attr-list
attr-def	=	( attr / keyword ) newline
keyword	=	attr-id
attr	=	attr-id "=" attr-val-list
attr-id	=	;Attribute id, see [7] for syntax.
attr-val-list	=	attr-val / attr-val "," attr-val-list
attr-val	=	;Attribute value, see [7] for syntax
allchar	=	char / WSP
char	=	DIGIT / ALPHA / other
other	=	%x21-%x2f / %x3a-%x40 /
		%x5b-%x60 / %7b-%7e
		; All printable, nonwhitespace US-ASCII
		; characters.
newline	=	CR / ( CRLF )

The syntax for attributes and attribute values requires that you use a backslash to escape special characters, in addition to non-ASCII characters, as specified in *RFC* 2608. The slpd command handles serialized registrations exactly as if they were registered by an SA. In the url-props production, the type token is optional. If the type token is present for a service: URL, a warning is signalled, and the type name is ignored. If the maximum lifetime of 65535 seconds is specified, the registration is taken to be permanent, and it is continually refreshed by the DA or SA server until it exits.

slpd.reg(4)	)
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Scopes can be included in a registration by including an attribute definition with tag scopes followed by a comma-separated list of scope names immediately after the url-props production. If the optional scope-list is present, the registations are made in the indicated scopes; otherwise, they are registered in the scopes with which the DA or SA server was configured through the net.slp.useScopes property. If any conflicts occur between the scope list and the net.slp.useScopes property, an error message is issued by way of syslog(3C). Refer to information regarding LOG INFO in syslog(3C).

Service advertisements are separated by a single blank line. Additionally, the file must end with a single blank line.

**EXAMPLES EXAMPLE 1** Using a Serialized Registration File

The following serialized registration file shows an instance of the service type foo, with a lifetime of 65535 seconds, in the en locale, with scope somescope:

# register foo
service:foo://fooserver/foopath,en,65535
scopes=somescope
description=bogus
security=kerberos\_v5
location=headquarters

# next registration...

## ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWslpr
CSI	Enabled
Interface Stability	Standard

## **SEE ALSO** slpd(1M), slp\_api(3SLP), syslog(3C), slp.conf(4), attributes(5)

Crocker, D. and Overell, P., *RFC 2234, Augmented BNF for Syntax Specifications: ABNF*, The Internet Society, November 1997.

Guttman, E., Perkins, C., Veizades, J., and Day, M., *RFC 2608, Service Location Protocol, Version 2*, The Internet Society, June 1999.

Kempf, J. and Guttman, E., *RFC 2614, An API for Service Location*, The Internet Society, June 1999.

NAME	snmp.conf – configuration file for the Net-SNMP applications
SYNOPSIS	snmp.conf
DESCRIPTION	The file snmp.conf defines how the Net-SNMP applications operate. Tokens that can be put in the file are described in the DIRECTIVES section below.
	If you are storing sensitive information, such as passphrases, in snmp.conf, make sure you make the file readable only by user.
	Before modifying snmp.conf, make sure to read the snmp_config(4) manual page, which describes the effects of the Net-SNMP configuration files, where they are located, and how they all work together.
DIRECTIVES	The snmp.conf file supports the following directives:
	<pre>mibdirs (mib-dirs   +mib-dirs) Look for text MIBs to parse in the colon-separated list of directories. If the directive value starts with a plus sign, it prepends this list to the default directory list compiled into the application. Note that the value specified here can be overridden by the MIBDIRS environment variable.</pre>
	mibs ( <i>mib-tokens</i>   + <i>mib-tokens</i> ) Specifies a colon-separated list of MIB tokens that represent textual MIB files that are to be found and parsed. If the directive value starts with a plus sign, it prepends this list to the default MIB token list compiled into the application. The special keyword of ALL forces all MIBs files found to be read. Note that the value specified here can be overridden by the MIBS environment variable.
	mibfile <i>file</i> Specifies a text MIB file to read and parse, in addition to the list read from the MIBs token. Note that the value specified here can be overridden by the MIBFILES environment variable.
	persistentDir <i>directory</i> The directory where snmpd and snmptrapd store their persistent data files.
	defaultPort <i>port</i> The default port number that all SNMP applications and daemons should use.
	defVersion (1   2c   3) The default SNMP version to use. The default value is 3.
	<pre>defCommunity string   The default SNMPv1 and SNMPv2c community string to use. The default value is    the empty string, "".</pre>
	defSecurityName <i>string</i> The default SNMPv3 USM security name you want to use for SNMPv3 requests.
	defContext <i>string</i> The default SNMPv3 context name you want to use.
	defPassphrase string defAuthPassphrase string
	File Formats 627

defPrivPassphrase <i>string</i> The default SNMPv3 USM passphrase(s) to use. If it is specified, defPassphrase is used for both authentication and privacy pass phrases.
defAuthType MD5   SHA The SNMPv3 USM authentication type to use. The default value is MD5.
defPrivType DES The SNMPv3 USM privacy type to use. Currently, DES is the only possible value.
defSecurityLevel noAuthNoPriv   authNoPriv   authPriv The SNMPv3 default security level to use. The default is authPriv.
showMibErrors (1   yes   true   0   no   false) Determines whether to display text MIB parsing errors when commands are run.
<pre>strictCommentTerm (1   yes   true   0   no   false ) Determines whether parsing of MIBs should be strict about comment termination. A double hyphen ("") terminates a comment if this is true. Many MIBs have broken comments in them, hence this option.</pre>
mibAllowUnderline (1   yes   true   0   no   false ) Allow underline characters in MIBs (ordinarily illegal).
mibWarningLevel <i>integerValue</i> Specifies the minimum warning level of the warnings printed by the MIB parser.
printNumericEnums (1   yes   true   0   no   false) Equivalent to -Oe.
printNumericOids (1   yes   true   0   no   false) Equivalent to -On.
dontBreakdownOids (1   yes   true   0   no   false) Equivalent to -Ob.
escapeQuotes (1   yes   true   0   no   false) Equivalent to -OE.
quickPrinting(1   yes   true   0   no   false) Equivalent to -Oq.
dontPrintUnits (1   yes   true   0   no   false) Equivalent to -OU.
<pre>printHexText (1   yes   true   0   no   false) Equivalent to -OT.</pre>
<pre>suffixPrinting(0   1   2)     If the value is 1, this directive is equivalent to -Os. If the value is 2, it is equivalent     to -OS.</pre>
oidOutputFormat (1   2   3   4   5   6) Maps -O options as follows:
-Os=1 -OS=2

	-Of=3 -On=4 -Ou=5
	The value 6 has no matching -0 option. It suppresses output.
	extendedIndex(1   yes   true   0   no   false) Equivalent to -OX.
	<pre>noRangeCheck(1   yes   true   0   no   false) Disables the validation of values that is done by snmpset(1M) before issuing the request to the agent. Equivalent to -Ir.</pre>
	<pre>noDisplayHint (1   yes   true   0   no   false ) Disables the use of DISPLAY-HINT information when parsing indices and values to set. Equivalent to -Ih.</pre>
	dumpPacket (1   yes   true   0   no   false) Determines whether commands should dump packets by default.
	doDebugging (1   0) Turns on debugging for all applications run if set to 1.
	debugTokens <i>token[,token]</i> Specifies the debugging tokens that should be displayed. See snmpcmd(1M) for debugging usage details.
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsmcmd
Interface Stability	External

SEE ALSO snmpcmd(1M), snmpset(1M), snmp\_config(4), attributes(5)

snmp\_config(4)

NAME	snmp_config – overview of Net-SNMP configuration files		
SYNOPSIS	snmp_config		
<b>DESCRIPTION</b> This page gives an overview of the various configuration files used by the I software that is shipped with the Solaris operating system.			
	In a configuration file, lines beginning with a hash character (#) are treated as a comment and are not parsed.		
Search Order	By default, the Net-SNMP applications look for configuration files in the following directories in the order listed:		
	<ol> <li>/etc/sma/snmp</li> <li>/usr/sfw/lib</li> <li>\$HOME/.snmp</li> </ol>		
	In each of these directories, the Net-SNMP applications look for files with the extensions .conf and local.conf, in that order.		
	The default search path described above can be overridden by setting the environment variable SNMPCONFPATH to a colon-separated list of directories. SNMPCONFPATH is used to allow users to place configuration files in specific directories for their application needs. Currently defaulted to /etc/sma/snmp and /usr/local/share/snmp.		
	Applications that store persistent data will also look in the /var/net-snmp directory for configuration files.		
Switching Configuration Types in Mid-File	You can switch in mid-file the configuration type that the parser is supposed to be reading. For example, assume you want to turn on packet dumping output for the agent by default, but you do not want to turn on packet dumping for the rest of the applications (such as snmpget and snmpwalk). Normally, to enable packet dumping, you would enter a line such as the one below in the snmp.conf file:		
	dumpPacket true		
	Such a line turns on packet dumping for all of the applications. Instead, you can put the same line in the snmpd.conf file so that it applies only to the snmpd daemon. However, you need to tell the parser to expect this line. You do this by putting a special, type-specification token inside square brackets. For example, inside your snmpd.conf file you can enter:		
	[snmp] dumpPacket true		
	This tells the parser to parse the line as if it were inside a snmp.conf file instead of an snmpd.conf file. If you want to parse multiple lines rather than just one, you can make the context switch apply to the remainder of the file or until the next context switch directive by putting the special token on a line by itself:		
	# make this file handle snmp.conf tokens: [snmp] dumpPacket true		

# snmp\_config(4)

logTimestamp true
# return to our original snmpd.conf tokens:
[snmpd]
rocommunity mypublic

## ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWsmcmd
Interface Stability	External

SEE ALSO snmpd.conf(4), attributes(5), sma\_snmp(5)

snmpd.conf – configuration file for the Net-SNMP agent	
/etc/sma/snmp/snmpd.conf	
snmpd.conf is the configuration file that defines how the Net-SNMP agent operates. This file can contain any of the directives found in the DIRECTIVES section below. snmpd.conf is not required for the agent to operate and respond to requests.	
It is recommended that you read the snmp_config(4) manual page, which describes how the Net-SNMP configuration files operate, where they are located, and how they work together. You might also find it useful to examine the snmpconf utility (a perl script). This utility enables you to build an snmpd.conf file by prompting you for information. See the snmpconf(1M) manual page for more information.	
The Net-SNMP agent can be forced to reread its configuration files in either of two ways:	
<ul> <li>An snmpset of integer(1) to:</li> </ul>	
UCD-SNMP-MIB::versionUpdateConfig.0(.1.3.6.1.4.1.2021.100.11.0)	
<ul> <li>A kill -HUP signal sent to the snmpd agent process.</li> </ul>	
The Net-SNMP agent reports much of its information through queries to the 1.3.6.1.4.1.2021 section of the MIB tree. Every MIB in this section has the following table entries in it.	
.1 <i>index</i> The table's index numbers for each of the directives listed below.	
.2 <i>name</i> The name of the given table entry. It is recommended that this name be unique, but is not required to be.	
.100 errorFlag A flag returning the integer value 1 or 0 if an error is detected for this table entry.	
.101 errorMsg This is a DISPLAY-STRING describing any error triggering the errorFlag above.	
.102 errorFix If this entry is set to the integer value of 1 <i>and</i> the errorFlag defined above is indeed a 1, a program or script will get executed with the table entry name from above as the argument. The program to be executed is configured in the config.h file at compile time.	
proc name proc name max proc name max min Checks to see if processes called NAME are running on the agent machine. An error flag (1) and a description message are then passed to the 1.3.6.1.4.1.2021.2.1.100 and 1.3.6.1.4.1.2021.2.1.101 MIB columns (respectively) if the <i>name</i> 'd program is not found in the process table as reported by /usr/bin/ps -e.	

If *max* and *min* are not specified, *max* is assumed to be infinity and *min* is assumed to be 1.

If *max* is specified but *min* is not specified, *min* is assumed to be 0.

procfix name prog args

Registers a command that knows how to fix errors with the given process *name*. When 1.3.6.1.4.1.2021.2.1.102 for a given *name*'d program is set to the integer value of 1, this command will be called. It defaults to a compiled value set using the PROCFIXCMD definition in the config.h file.

exec name prog args

exec mibnum name prog args

If *mibnum* is not specified, the agent executes the named *prog* with arguments of *args* and returns the exit status and the first line of the stdout output of the *prog* program to queries of the 1.3.6.1.4.1.2021.8.1.100 and 1.3.6.1.4.1.2021.8.1.101 mib columns (respectively). All stdout output beyond the first line is silently truncated.

If *mibnum* is specified, it acts as above but returns the exit status to *mibnum*.100.0 and the entire stdout output to the table *mibnum*.101 in a MIB table. In this case, the *mibnum*.101 mib contains the entire stdout output, one MIB table entry per line of output (that is, the first line is output as *mibnum*.101.1, the second at *mibnum*.101.2, and so forth).

The *mibnum* must be specified in dotted-integer notation and cannot be specified as .iso.org.dod.internet... (this would instead be .1.3.6.1...).

The agent caches the exit status and stdout of the executed program for 30 seconds after the initial query. This is to increase speed and maintain consistency of information for consecutive table queries. The cache can be flushed by a snmp-set request of integer(1) to 1.3.6.1.4.1.2021.100.VERCLEARCACHE.

execfix name prog args

Registers a command that knows how to fix errors with the given exec or sh *name*. When 1.3.6.1.4.1.2021.8.1.102 for a given *name*'d entry is set to the integer value of 1, this command will be called. It defaults to a compiled value set using the EXECFIXCMD definition in the config.h file.

disk path

disk path [ minspace | minpercent% ]

Checks the named disks mounted at *path* for available disk space. If the disk space is less than *minspace* (kilobytes) if specified or less than *minpercent* (%) if a percent sign is specified, or DEFDISKMINIMUMSPACE (kilobytes) if not specified, the associated entry in the 1.3.6.1.4.1.2021.9.1.100 MIB table will be set to (1) and a descriptive error message will be returned to queries of 1.3.6.1.4.1.2021.9.1.101.

### load max1

load max1 max5

load max1 max5 max15

Checks the load average of the machine and returns an error flag (1) and a text-string error message to queries of 1.3.6.1.4.1.2021.10.1.100 and

	1.3.6.1.4.1.2021.10.1.101 (respectively) when the 1-minute, 5-minute, or 15-minute averages exceed the associated maximum values. If any of the <i>max1</i> , <i>max5</i> , or <i>max15</i> values are unspecified, they default to a value of DEFMAXLOADAVE.
	<pre>file file [maxsize] Monitors file sizes and makes sure they do not grow beyond a certain size (in kilobytes). maxsize defaults to infinite if not specified, and only monitors the size without reporting errors about it. A maximum of 20 files can be monitored.</pre>
ERRORS	Any errors in obtaining the information described above are reported by means of the 1.3.6.1.4.1.2021.101.1.100 flag and the 1.3.6.1.4.1.2021.101.1.101 text-string description.
AGENTX Subagents	To enable AgentX support in the SNMP master agent, insert a line containing the following elements in your snmpd.conf file:
	master agentx See README.agentx for further details.
	AgentXSocket <i>addr</i> This defines the address at which the master agent listens at. The default is /var/agentx/master. By default the Unix Domain socket is accessible only to subagents which have the same userid as the agent. The other supported transports are TCP and UDP. The transport specifier format can be obtained in snmpcmd(1m). Note that it is a possible security risk to expose the master agent listening address through TCP/UDP. See section 9 of RFC 2741 for more details.
	AgentXTimeout <i>addr</i> Defines the timeout period for an AgentX request. Default is 1 second.
	AgentXRetries <i>addr</i> Defines the number of retries for an AgentX request. Default is 5 retries.
	You can also put the parameter listed below in your <i>subagent</i> .conf file (where <i>subagent</i> is the name you used in your init_snmp(" <i>subagent</i> ") API call.
	agentPingInterval <i>num</i> The presence of this parameter makes the subagent try to reconnect every <i>num</i> seconds to the master if it ever becomes disconnected.
SMUX Subagents	To enable an SMUX-based subagent, such as gated, use the smuxpeer configuration entry:
	smuxpeer OID password For gated, a useful entry would be:
	smuxpeer .1.3.6.1.4.1.4.1.3 secret
Dynamically Loadable Modules	If the agent is built with support for the UCD-DLMOD-MIB, it is capable of loading agent MIB modules dynamically at startup through the dlmod directive and during run-time through use of the UCD-DLMOD-MIB. The following directive loads the shared object module file <i>path</i> , which uses the module name prefix <i>name</i> .
	dlmod name path

Access Control snmpd supports the View-Based Access Control Model (VACM) as defined in RFC 2575. To this end, it recognizes the following keywords in the configuration file:

- com2sec
- group
- access
- view

In addition snmpd recognizes some easier-to-use wrapper directives:

- rocommunity
- rwcommunity
- rouser
- rwuser

If IPv6 support has been enabled, the rocommunity6 and rwcommunity6 tokens are also available. This section defines how to configure the snmpd program to accept various types and levels of access.

rouser user [noauth|auth|priv] [OID] rwuser user [noauth|auth|priv] [OID]

Creates an SNMPv3 USM user in the VACM access configuration tables. It is more efficient (and powerful) to use the combined group, access, and view directives, but these wrapper directives are much simpler.

The minimum level of authentication and privacy the user must use is specified by the first token (which defaults to auth). The OID parameter restricts access for that user to everything below the given OID.

rocommunity community [source] [OID]

rwcommunity community [source] [OID]

Create read-only and read-write communities that can be used to access the agent. They are a quick wrapper around the more complex and powerful com2sec, group, access, and view directive lines. They are not as efficient as these, because groups are not created, so the tables are potentially larger. These directives are not recommended for complex environments. If your environment is relatively simple or you can sustain a small negative performance impact, use these directives.

The format of the *source* token is described in the com2sec directive section below. The *OID* token restricts access for that community to everything below that given OID.

rocommunity6 community [source] [OID] rwcommunity6 community [source] [OID]

The equivalent directives to the rocommunity and rwcommunity directives for the transport domain UDPIPv6. They are valid only in specifying UDPIPv6 as the transport domain.

The format of the *source* token is described in the com2sec directive section below. The *OID* token restricts access for that community to everything below that given OID.

com2sec	name	source	community	
---------	------	--------	-----------	--

Specifies the mapping from a source/community pair to a security name. *source* can be a hostname, a subnet, or the word default. A subnet can be specified as *IP/mask* or *IP/bits*. The first source/community combination that matches the incoming packet is selected.

com2sec6 name source community

The IPv6 version of com2sec. A subnet can be specified as *IPv6/IPv6mask* or *IPv6/bits*. Valid only in specifing UDPIPv6 as the transport domain.

group name model security

Defines the mapping from *securitymodel/securityname* to a group. *model* is one of v1, v2c, or usm.

access name context model level prefx read write notify

Maps from *group/security* and *model/security* level to a view. *model* is one of any, v1, v2c, or usm. *level* is one of noauth, auth, or priv. *prefx* specifies how *context* should be matched against the context of the incoming PDU, either exact or prefix. *read, write* and *notify* specifies the view to be used for the corresponding access. For v1 or v2c access, *level* will be noauth, and *context* will be empty.

view name type subtree [mask]

Defines the named view. *type* is either included or excluded. *mask* is a list of hex octets, separated by a period (.) or a colon (:). The *mask* defaults to ff if not specified.

Use of the mask allows you to control access to one row in a table in a relatively simple way. As an example, as an ISP you might consider giving each customer access to his or her own interface:

```
view cust1 included interfaces.ifTable.ifEntry.ifIndex.1 ff.a0
view cust2 included interfaces.ifTable.ifEntry.ifIndex.2 ff.a0
# interfaces.ifTable.ifEntry.ifIndex.1 == .1.3.6.1.2.1.2.2.1.1.1
```

# ff.a0 == 11111111.10100000

These entries cover up and include the row index, yet still allow the user to vary the field of the row.

The following are VACM examples:

```
# sec.name source community
com2sec local localhost private
com2sec mynet 10.10.10.0/24 public
com2sec public default public
com2sec6 mynet fec0::/64 public
```

# sec.model sec.name
group mygroup v1 mynet
group mygroup v2c mynet
group mygroup usm mynet
group local v1 local
group local v2c local
group local usm local

	group public v1 public group public v2c public group public usm public
	<pre># incl/excl subtree mask view all included .1 80 view system included system fe view mib2 included .iso.org.dod.internet.mgmt.mib-2 fc</pre>
	<pre># context sec.model sec.level prefix read write notify access mygroup "" any noauth exact mib2 none none access public "" any noauth exact system none none access local "" any noauth exact all all</pre>
Default VACM Model	The default configuration of the agent, as shipped, is functionally equivalent to the following entries:
	com2sec public default public group public v1 public group public v2c public group public usm public view all included .1
	access public "" any noauth exact all none none
	Please note rwuser, rouser, rwcommunity, and rocommunity entries take precedence over vacm group entries that have the same user/community names.
SNMPv3 Configuration	engineID <i>string</i> The snmpd agent needs to be configured with an engineID to be able to respond to SNMPv3 messages. With this configuration file line, the engineID will be configured from <i>string</i> . The default value of the engineID is configured with the first IP address found for the hostname of the machine.
	createUser username (MD5   SHA) authpassphrase [DES] [privpassphrase] MD5 and SHA are the authentication types to use, but you must have built the package with OpenSSL installed in order to use SHA. The only privacy protocol currently supported is DES. If the privpassphrase is not specified, it is assumed to be the same as privpassphrase. Note that the users created will be useless unless they are also added to the VACM access control tables described above.
	<b>Note –</b> The minimum pass phrase length is 8 characters.
	SNMPv3 users can be created at runtime using the snmpusm(1M) command.
	Rather than figuring out the intricacies of this directive, run:
	<pre># net-snmp-configcreate-snmpv3-user</pre>
	This command constructs a correctly formed line and inserts the line in the right place.
	This directive should be placed into the /var/net-snmp/snmpd.conf file instead of the other normal locations. The reason is that the information is read from the file and then the line is removed (eliminating the storage of the master password for
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	that user) and replaced with the key that is derived from it. This key is a localized key, so that if it is stolen it cannot be used to access other agents. If the password is stolen, however, other agents are compromised.
Setting System Information	<pre>syslocation string syscontact string syscontact string sysname string Sets the system location, system contact, or system name for the agent. This information is reported in the system group the mibII tree. Ordinarily, these objects (sysLocation.0, sysContact.0 and sysName.0) are read-write. However, specifying the value for one of these objects by giving the appropriate token makes the corresponding object read-only and attempts to set the value of the object will result in a notWritable error response.</pre>
	<pre>sysservices number Sets the value of the system.sysServices.0 object. For a host, a useful value is 72.</pre>
	<pre>sysdescr string sysobjectid oid Sets the system description or object ID for the agent. Although these values are not SNMP-writable, it is conceivable that a network administrator might want to configure them to something other than the default values.</pre>
	agentaddress [ <transport-specifier>:]<transport-address>[,] Makes the agent listen on the specified comma-separated list of listening addresses instead of the default behavior, which is to listen on UDP port 161 on all IPv4 interfaces. See the section LISTENING ADDRESSES in the snmpd(1M) manual page for more information about the format of listening addresses. For example, specifying:</transport-address></transport-specifier>
	agentaddress 161,tcp:161,localhost:9161
	will make the agent listen on UDP port 161 on all IPv4 interfaces, TCP port 161 on all IPv4 interfaces and UDP port 9161 only on the interface associated with the localhost address.
	agentgroup <i>groupid</i> Change to <i>groupid</i> after opening a port. The <i>groupid</i> can refer to a group by name or, if the group number starts with a hash sign (#), a number. For example, specifying agentgroup snmp causes the agent to run as the snmp group; agentgroup #10 makes the agent to run as the group with groupid 10.
	agentuser <i>uid</i> Change to <i>uid</i> after opening a port. The <i>uid</i> can refer to a user by name or, if the user number starts with a hash sign (#), a number. For example, specifying agentuser snmp causes the agent to run as the snmp user; agentuser #10 causes the agent to run as the user with userid 10.
	interface <i>name type speed</i> For interfaces where the agent fails to guess correctly on the type and speed, this directive can supply additional information. <i>type</i> is a type value as given in the IANAifType-MIB.

ignoredisk string

This directive ensures that an agent does not timeoout for disk *string*. When scanning for available disk devices, the agent might block in trying to open all possible disk devices. This might lead to a timeout when walking the device tree. The occurrence of such timeouts is highly unpredictable.

If you experience such behavior, you might add this directive and give all device names not to be checked (that is, opened). You might have more than one such directive in your configuration file specifying all devices not to be opened. You might also specify those devices using wildcards similar to the syntax you can use in a Bourne shell, as shown in the examples below.

The following are example ignoredisk directives:

The following directive prevents the device /dev/rdsk/c0t2d0 from being scanned:

ignoredisk /dev/rdsk/c0t2d0

The following directive prevents all devices /dev/rdsk/c0tXd0 except /dev/rdsk/c0t6d0 from being scanned.

ignoredisk /dev/rdsk/c0t[!6]d0

For most systems, the following directive is similar:

ignoredisk /dev/rdsk/c0t[0-57-9a-f]d0

The following directive prevents all devices whose device names start with /dev/rdsk/c1 from being scanned.

ignoredisk /dev/rdsk/c1\(\*\*

The following directive prevents all devices /dev/rdsk/cXt0d0 (where X can be any character) from being scanned.

ignoredisk /dev/rdsk/c?t0d0

You can use more than one such wildcard expression in a such directive.

storageUseNFS number

Setting storageUseNFS to 1 causes all NFS and NFS-like file systems to be marked as Network Disks in the hrStorageTable. This is according to RFC 2790. Not setting storageUseNFS or setting it to 2 causes NFS and NFS-like file systems to be marked as Fixed Disks, as it has been in previous versions of the ucd-snmp SNMP agent.

authtrapenable number

Setting authtrapenable to 1 enables generation of authentication failure traps. The default value is disabled(2). Ordinarily, the corresponding object (snmpEnableAuthenTraps.0) is read-write, but setting its value by means of this token makes the object read-only and attempts to set the value of the object will result in a notWritable error response.

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	override <i>oid type value</i> This directive allows you to override a particular OID with a different value (and possibly a different type of value). For example:	
	override -rw sysDescr.0 octet_str "my own sysDescr"	
	The preceding line sets the sysDescr.0 value to "my own sysDescr" as well as make it modifiable with SNMP SETs. The latter result is illegal according to the MIB specifications.	
	Note that care must be taken when using this directive. For example, if you try to override a property of the third interface in the ifTable with a new value and later the numbering within the ifTable changes its index ordering, you will obtain unexpected results.	
	Valid <i>type</i> s are:	
	<pre>integer uinteger octet_str bit_str object_id counter gauge null</pre>	
	Note that setting an object to null effectively makes it inaccessible. No <i>value</i> needs to be given if the object type is null.	
Setting Up Traps and Informing Destinations	trapcommunity <i>string</i> Defines the default community string to be used when sending traps. Note that this command must be used prior to any of the three commands (immediately following) that are intended use this community string.	
	<pre>trapsink host[community [port]] trap2sink host[community [port]] informsink host[community [port]] Define the hosts to receive traps (or inform notifications with informsink). The daemon sends a Cold Start trap when it starts up. If enabled, it also sends traps on authentication failures. You can specify multiple trapsink, trap2sink and informsink lines to specify multiple destinations. Use trap2sink to send SNMPv2 traps and informsink to send inform notifications. If community is not specified, the string from a preceding trapcommunity directive will be used. If port is not specified, the well-known SNMP trap port (162) will be used.</pre>	
	<pre>trapsess [snmpcmd_args] host A more generic trap configuration token that allows any type of trap destination to be specified with any version of SNMP. See the SNMP command manual page for further details on the arguments that can be passed as snmpcmd_args. In addition to the arguments listed there, the special argument -Ci specifies that you want inform notifications to be used instead of unacknowledged traps. This requires that you</pre>	

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	specify a version number of $v2c$ or $v3$ as well.
Proxy Support	<pre>proxy [-Cn contextname] [snmpcmd_args] host oid [remoteoid] This token specifies that any incoming requests under oid should be proxied to another host. If contextname is specified, it assigns the proxied tree to a particular context name within the local agent. This is the correct way to query multiple agents through a single proxy, by assigning each remote agent to a different context name. After that, you can use:</pre>
	<pre># snmpwalk -n contextname1</pre>
	to walk one remote proxied agent and:
	# snmpwalk -n contextname2
	to walk another, assuming you are using SNMPv3 to talk to the proxy. (SNMPv1 and SNMPv2c context mappings are not currently supported.) Optionally, relocate the local OID tree to the new location at the <i>remoteoid</i> . To authenticate <i>host</i> you should use the appropriate set of <i>snmpcmd_args</i> . See the SNMP command manual pages for details.
	The following are examples of proxy support:
	<pre># assigns the entire mib tree on remotehost1 to the context of the # same name: proxy -Cn remotehost1 -v 1 -c public remotehost1 .1.3</pre>
	<pre># same as preceding, but for remotehost 2 proxy -Cn remotehost2 -v 1 -c public remotehost2 .1.3</pre>
	# proxies only the ucdavis enterprises tree to the remote host using snmpvl proxy -v 1 -c public remotehost .1.3.6.1.4.1.2021
	<pre># uses v3 to access remotehost and converts the remote .1.3.6.1.2.1.1 # oid to local .1.3.6.1.3.10 oid (another way to access mulitple hosts # without using contexts) # without using contexts</pre>
Dass Through	proxy -v 3 -l noAuthNoPriv -u user remotehost .1.3.6.1.3.10 .1.3.6.1.2.1.1
Pass-Through Control	pass <i>miboid exec</i> Passes entire control of <i>miboid</i> to the <i>exec</i> program. The <i>exec</i> program is called in one of the following ways:
	<pre>exec -g miboid exec -n miboid These call lines are compared to SNMP get and getnext requests. It is expected that the exec program will take the arguments passed to it and return the appropriate response through its stdout.</pre>
	The first line of stdout should be the <i>miboid</i> of the returning value. The second line should be the type of value returned, where type is one of the text strings: string, integer, unsigned, objectid, timeticks, ipaddress, or gauge. The third line of stdout should be the value corresponding with the returned type.

For example, if a script was to return the value integer value "42" in response to a request for .1.3.6.1.4.100, the script should return the following three lines:

```
.1.3.6.1.4.100
integer
42
```

To indicate that the script is unable to comply with the request because of an end-of-MIB condition or an invalid request, simply exit and return no output to stdout. An SNMP error will be generated corresponding to the SNMP noSuchName response.

exec -s miboid type value

For SNMP set requests, use the call method shown above. The *type* passed to the *exec* program is one of the text strings: integer, counter, gauge, timeticks, ipaddress, objid, or string. This string indicates the type of *value* passed in the next argument.

With no return to stdout, you can assume the set to have been successful. Otherwise, return one of the following error strings to signal an error: either not-writable or wrong-type. In the latter case the appropriate error response will be generated.

By default, the only community allowed to write (that is, issue an snmpset) to your script will be the "private" community or community #2, if defined differently by the community token discussed above. Which communities are allowed write access are controlled by the RWRITE definition in the snmplib/snmp\_impl.h source file.

The following is an example of this directive, from snmpd.conf:

pass .1.3.6.1.4.1.2021.255 /path/to/local/passtest

pass persist miboid exec

Passes entire control of *miboid* to the *exec* program. Similar to pass, but the *exec* program continues to run after the initial request is answered. Also, both pass and pass\_persist block till they return.

Upon initialization, *exec* is passed the string "PING\n" in stdin; it should respond by sending "PONG\n" to stdout.

For get and getnext requests, *exec* program is passed two lines, the command (get or getnext) and the *miboid*. It should return three lines, the MIB OID, the type of value returned, and the value associated with the returned type.

For example, if the value for .1.3.6.1.4.100 was requested, the following 2 lines would be passed in to stdin:

```
get
.1.3.6.1.4.100
```

To return the value of, say, 42, the script would write to stdout:

	.1.3.6.1.4.100 integer
	<sup>42</sup> To indicate that the script is unable to comply with the request due to an
	end-of-MIB condition or an invalid request, print "NONE\n" to stdout.
	The following is an example of this directive, in snmpd.conf:
	<pre>pass_persist .1.3.6.1.4.1.2021.255 /path/to/local/pass_persisttest</pre>
Sending Traps on Errors	<b>Caution –</b> This implementation has not been extensively tested and is additionally not known to be entirely complete. The concepts defined here should function appropriately. However, but no promises are made at this time.
	If your agent was compiled with support for the DISMAN-EVENT-MIB you have support for having the agent check its own data at regular intervals and to send out traps when certain conditions occur. You can enable DISMAN-EVENT-MIB by running the net-snmp configure script with the following argument:
	with-mib-modules=disman/event-mib
	Traps are sent when expressions are first noticed, not once per evaluation. Once a test expression fires a trap, the test will have to fail again before a new trap is sent. See the DISMAN-EVENT-MIB documentation for more details. This can be configured either using the MIB tables themselves or by using these special key words:
	agentSecName <i>name</i> The DISMAN-EVENT-MIB support requires a valid user name with which to scan your agent. You can specify this name either by using the agentSecName token or by explicitly listing one on the monitor lines (with the -u switch) described below. Either way, you must also specify a rouser line (or equivalent access control settings) with the same security name. For example, entries such as the following:
	agentSecName internal rouser internal
	enable the directives below to work correctly.
	<pre>monitor [options] name expression This token tells the agent to monitor itself for problems based on expression. expression is a simple expression based on an OID, a comparison operator (!=, ==, &lt;, &lt;=, &gt;, &gt;=) and an integer value (see the examples below). name is an arbitrary name of your choosing for administrative purposes only. options include the following possibilities:</pre>
	-r <i>frequency</i> Monitors the given expression every <i>frequency</i> seconds. The default is 600 (10 minutes).
	-u <i>secname</i> Use the <i>secname</i> security name for scanning the local host. This <i>secname</i> must then be given access control rights by means of the rouser snmpd.conf token
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or similar mechanism for this expression to be valid. If not specified, it uses the default security name specified by the agentsecname snmpd.conf token. Either the -u flag or a valid agentsecname token must be specified and that name must be given proper access control rights with a rouser token.

```
-o OID
```

Specifies additional object values to be delivered in the resulting trap, in addition to the normal trap objects. This option is useful for obtaining other columns in the table for the row that triggered the expression. See the examples below for more details.

The following example configuration checks the hrSWRunPerfTable table (listing running processes) for any process that is consuming more than10 Mb of memory. It performs this check every 600 seconds (the default). For every process it finds exceeding the limit, it will send out exactly one notification. In addition to the normal hrSWRunPerfMem OID and value sent in the trap, the hrSWRunName object will also be sent. Note that the hrSWRunName object occurs in a different table, but since the indexes to the two tables are the same, you achieve the desired result.

```
rouser me
monitor -u me -o sysUpTime.0 -o hrSWRunName "high process memory" \
hrSWRunPerfMem > 10000
```

The preceding line would produce a trap which, when formatted by snmptrapd, would display as follows:

```
2002-04-05 13:33:53 localhost.localdomain [udp:127.0.0.1:32931]:
sysUpTimeInstance = Timeticks: (1629) 0:00:16.29 snmpTrapOID.0 = \
OID: mteTrigger Fired mteHotTrigger = high process memory \
mteHotTargetName = mteHotContextName = mteHotOID = \
OID: hrSWRunPerfMem.1968 mteHotValue = \
28564 hrSWRunName.1968 = "xemacs"
```

The preceding shows an xemacs process using 28 Mb of resident memory.

#### defaultMonitors yes

By default, the agent and the DISMAN-EVENT-MIB support are not functional until configured. A typical use of the agent to watch several tables within the UCD-SNMP-MIB that are designed specifically for reporting problems. If the defaultMonitors yes line is put into the snmpd.conf file, accompanied by an appropriate agentSecName line and an rouser line, the following monitoring conditions will be installed:

```
monitor -o prNames -o prErrMessage "process table" prErrorFlag != 0
monitor -o memErrorName -o memSwapErrorMsg "memory" memSwapError != 0
monitor -o extNames -o extOutput "extTable" extResult != 0
monitor -o dskPath -o dskErrorMsg "dskTable" dskErrorFlag != 0
monitor -o laNames -o laErrMessage "laTable" laErrorFlag != 0
monitor -o fileName -o fileErrorMsg "fileTable" fileErrorFlag != 0
```

Debugging and Other Extensibility Notes	<pre>If you are trying to figure out aspects of the various MIB modules, including some that you might have added yourself, the following might help you produce useful debugging information. Read the snmpd(1M) manual page for information on the -D flag. Then use the following configuration snmpd.conf token, combined with the -D flag, to produce useful output: injectHandler <i>handler modulename</i> The preceding inserts new handlers into the section of the MIB tree referenced by <i>modulename</i>. The types of handlers available for insertion are: debug Displays copious debugging information when -Dhelper:debug is passed to the snmpd application. read_only Forces turning off write support for the given module. serialize If a module is failing to handle multiple requests properly (using the new 5.0</pre>		
	<ul> <li>module API), this forces the module to receive only one request at a time.</li> <li>bulk_to_next If a module registers to handle getbulk support, but for some reason is failing to implement it properly, this module converts all getbulk requests to getnext requests before the final module receives it. </li> <li>To figure out into which modules you can inject entities, snmpwalk the nsModuleTable. This gives you a list of all named modules registered within the agent.</li></ul>		
EXAMPLES	See the example.conf file in the top level source directory for a detailed example of how the information in this man page is used in real examples.		
FILES	<pre>/etc/sma/snmp/snmpd.conf</pre>		
ATTRIBUTES	<b>ATTRIBUTES</b> See attributes(5) for descriptions of the following attributes:		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Availability	SUNWsmmgr	
	Interface Stability	External	
SEE ALSO	<pre>snmpd(1M), snmp_config(4), attribute</pre>	es(5)	

snmptrapd.conf(4)			
NAME	snmptrapd.conf – configuration file for the Net-SNMP trap daemon		
SYNOPSIS	snmptrapd.conf		
DESCRIPTION	The snmptrapd.conf file is the configuration file that defines how the Net-SNMP trap-receiving daemon (snmptrapd(1M)) operates when it receives a trap. These files can contain any of the directives found in the <i>Directives</i> section, below. This file is not required for the daemon to operate, receive, or report traps. It is used solely as a method of providing extensibility to the trap daemon.		
	There can be multiple snmptrapd.conf files on a single machine.		
	Before creating or modifying a snmptrapd.conf file, read snmp_config(4). This page describes how the Net-SNMP configuration files work, individually and together, and where they are located.		
Directives	<pre>traphandle OID   default program [args] The traphandle configuration directive configures the snmptrapd program to launch an external program any time it receives a trap matching the OID token. If the OID token is the word default, then any trap not matching any other trap handler will call the default one instead. The program is fed details about the trap to its standard input, in the following format, one entry per line:</pre>		
	<i>hostname</i> The name of the host that sent the trap, as determined by gethostbyaddr(3NSL).		
	<i>ipaddress</i> The IP address of the host that sent the trap.		
	<pre>varbinds A list of variable bindings that describe the trap and the variables enclosed in it. The first token on the line, delimited by a space, is the OID. The remainder of the line is its value. The first OID should be system.sysUpTime.0. The second should be thesnmpTrap.snmpTrapOID.0 OID. The remaining OIDs, with the possible exception of the last one, are the variable bindings contained within the trap. For SNMPv1 traps, the very last OID will be the snmpTrap.snmpTrapEnterprise OID and its value. Essentially, SNMPv1 traps have been converted to the SNMPv2 trap PDU type by the method described in the SNMPv1/SNMPv2/SNMPv3 coexistence document (RFC 2576).</pre>		
	<pre>dontRetainLogs true Turns off the support for the NOTIFICATION-LOG-MIB and thus does not retain logged traps. Normally, the snmptrapd program keeps a certain number of traps in memory so that they can be retrieved by querying the nlmLogTable and nlmLogvariableTable tables. See snmptrapd(1M) and the NOTIFICATION-LOG-MIB for details.</pre>		
	<pre>createUser username (MD5 SHA) authpassphrase [DES] See snmpd.conf(4) for a description of how to create SNMPv3 users. The process of creating users is similar to creating users for other SNMP versions. For SNMPv3, the configuration file name changes to snmptrapd.conf from snmpd.conf.</pre>		

# snmptrapd.conf(4)

	format1 format		
	The format used to print a SNMPv1 TRAP message. See snmptrapd(1M) for the		
	layout characters available.		
	format2 format		
	The format used to print a SNMPv2 TRA	ND2 or INFORM massage Note that the	
	SNMPv3 protocol uses SNMPv2-style T		
	Sixini vo protocor uses Sixini v2-style 1	RAPS and INFORMS.	
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:	
	·····		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Interface Stability	External	
SEE ALSO	<pre>snmptrapd(1M), syslog(3C), snmpd.com</pre>	rf(4) approximation $log(4)$	
JEE ALSO	snmp_config(4), attributes(5), sma_s		
	simp_conrig(4), accribuces(5), sma_s	1111 <u>P</u> (3)	
NOTES	In the current release, the daemon blocks o	n the executing traphandle commands.	
	This behavior is subject to change in a futu		
	,		
	1		
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snmp\_variables(4)

mp_runableb(1)			
NAME	snmp_variables - format of specifying variable names to SNMP tools		
SYNOPSIS	system.sysdescr.0		
DESCRIPTION	Variable names for SNMP are in the format of Object Identifiers (ASN.1). There are several methods of representation. Each variable name is given in the format of <i>A.B.C.D</i> , where <i>A</i> , <i>B</i> , <i>C</i> , and <i>D</i> are subidentifiers in one of two forms of notation. Each subidentifier can be encoded as a decimal integer or a symbol as found in the RFC 1066 MIB. The case of the symbols is not significant. If there is no leading period (.) in the variable name, the name will be formed as if having been preceded with iso.org.dod.internet.mgmt.mib		
	A period must be placed before the first variable if the user is to fully specify the name. For example:		
	1.1.0 system.sysDescr.0 1.sysDescr.0		
	all refer to the same variable name. Likewise:		
	.1.3.6.1.2.1.1.1.0 .iso.org.dod.internet.mgmt.mib.system.sysdescr.0 .1.3.6.1.2.1.1.sysdescr.0		
	all refer to the same variable name.		
	The description of the variables in the MIB is given in the set of MIB files defined by the MIBS environment variable (or the default list defined at compilation time) and the MIB files in the /etc/sma/snmp/mibs directory (or the MIBDIRS environment variable).		
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE	
	Interface Stability	External	
SEE ALSO	<pre>snmpd.conf(4), attributes(5), sma_snmp(5)</pre>		
	RFC 1065, RFC 1066, RFC 1067, ISO IS 8824 (ASN.1)		
	1		

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sock2path(4)

				Sock2puti(4)	
NAME	sock2path – file that maps sockets to transport providers				
SYNOPSIS	/etc/sock2path				
DESCRIPTION	The socket mapping file, /etc/sock2path, is a system file that contains the mappings between the socket(3SOCKET) call parameters and the transport provider driver. Its format is described on the soconfig(1M) manual page.				
	The init(1M) utility uses the soconfig utility with the sock2path file during the booting sequence.				
EXAMPLES	EXAMPLE 1 A Sample sock2path File			h File	
	The followir	ng is a s	sample soc	k2path file:	
	# Family	Type	Protocol	Path	
	2	2	0	/dev/tcp	
	2	2	6	/dev/tcp	
	2	-	0	, act, co <u>p</u>	
	26	2	0	/dev/tcp6	
	26	2	6	/dev/tcp6	
				, , <u>.</u> .	
	2	1	0	/dev/udp	
	2	1	17	/dev/udp	
	26	1	0	/dev/udp6	
	26	1	17	/dev/udp6	
	1	2	0	/dev/ticotsord	
	1	6	0	/dev/ticotsord	
	1	1	0	/dev/ticlts	
	2	4	0	/dev/rawip	
	26	4	0	/dev/rawip6	
	24	4	0	/dev/rts	
	27	4	2	/dev/keysock	
SEE ALSO	<pre>soconfig(1M), socket(3SOCKET)</pre>				
	Network Interfaces Programmer's Guide				

space(4)
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space - disk space requirement file NAME DESCRIPTION space is an ASCII file that gives information about disk space requirements for the target environment. The space file defines space needed beyond what is used by objects defined in the prototype(4) file; for example, files which will be installed with the installf(1M) command. The space file should define the maximum amount of additional space that a package will require. The generic format of a line in this file is: pathname blocks inodes Definitions for the fields are as follows: Specify a directory name which may or may not be the mount pathname point for a filesystem. Names that do not begin with a slash ('/')indicate relocatable directories. blocks Define the number of disk blocks required for installation of the files and directory entries contained in the pathname (using a 512-byte block size). inodes Define the number of inodes required for installation of the files and directory entries contained in the pathname. EXAMPLES **EXAMPLE 1** A sample file. # extra space required by config data which is # dynamically loaded onto the system data 500 1 SEE ALSO installf(1M), prototype(4) Application Packaging Developer's Guide

NAME	ssh_config – ssh configuration file		
SYNOPSIS	/etc/ssh/ssh_config		
	\$HOME/.ssh/config		
DESCRIPTION	The first ssh_config path, above, provides the system-wide defaults for ssh(1). The second version is user-specific defaults for ssh.		
	<pre>ssh obtains configuration data from the following sources (in this order): command line options, user's configuration file (\$HOME/.ssh/config), and system-wide configuration file (/etc/ssh/ssh_config). For each parameter, the first obtained value will be used. The configuration files contain sections bracketed by Host specifications, and that section is applied only for hosts that match one of the patterns given in the specification. The matched host name is the one given on the command line.</pre>		
	Since the first obtained value for each parameter is used, host-specific declarations should be given near the beginning of the file, and general defaults at the end.		
	For each parameter, the first obtained value will be used. The configuration files contain sections bracketed by "Host" specifications. A given section is applied only for hosts that match one of the patterns given in the specification. The matched host name is the one given on the command line.		
	Because the first obtained value for each parameter is used, more host-specific declarations should be given near the beginning of the file and general defaults at the end.		
	The configuration file has the following format and syntax:		
	<ul> <li>Empty lines and lines starting with # are comments.</li> </ul>		
	<ul> <li>Non-commented lines are of the form:</li> </ul>		
	keyword arguments		
	<ul> <li>Configuration options can be separated by whitespace or optional whitespace and exactly one equal sign. The latter format allows you to avoid the need to quote whitespace when specifying configuration options using the -o option to ssh, scp, and sftp.</li> </ul>		
	The possible keywords and their meanings are listed below. Note that keywords are case-insensitive and arguments are case-sensitive.		
	Host Restricts the following declarations (up to the next Host keyword) to be only for those hosts that match one of the patterns given after the keyword. An asterisk (*) and a question mark (?) can be used as wildcards in the patterns. A single asterisk as a pattern can be used to provide global defaults for all hosts. The host is the host name argument given on the command line (that is, the name is not converted to a canonicalized host name before matching).		
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ssh\_config(4)

#### BatchMode

The argument must be yes or no. If set to yes, passphrase/password querying will be disabled. This option is useful in scripts and other batch jobs where you have no user to supply the password.

#### BindAddress

Specify the interface to transmit from on machines with multiple interfaces or aliased addresses. Note that this option does not work if UsePrivilegedPort is set to yes.

#### CheckHostIP

If this flag is set to yes, ssh will additionally check the host IP address in the known\_hosts file. This allows ssh to detect if a host key changed due to DNS spoofing. If the option is set to no, the check will not be executed.

#### Cipher

Specifies the cipher to use for encrypting the session in protocol version 1; blowfish and 3des are the only valid values.

#### Ciphers

Specifies the ciphers allowed for protocol version 2 in order of preference. Multiple ciphers must be comma-separated. The default is:

aes128-ctr,aes128-cbc,arcfour,3des-cbc,blowfish-cbc

## ClearAllForwardings

Specifies that all local, remote, and dynamic port forwardings specified in the configuration files or on the command line be cleared. This option is primarily useful when used from the ssh command line to clear port forwardings set in configuration files and is automatically set by scp(1) and sftp(1). The argument must be yes or no. The default is no.

#### Compression

Specifies whether to use compression. The argument must be yes or no. Defaults to no.

## CompressionLevel

Specifies the compression level to use if compression is enabled. The argument must be an integer from 1 (fast) to 9 (slow, best). The default level is 6, which is good for most applications. kNote that this option applies to protocol version 1 only.

## ConnectionAttempts

Specifies the number of tries (one per second) to make before falling back to rsh or exiting. The argument must be an integer. This can be useful in scripts if the connection sometimes fails. The default is 1.

## DynamicForward

Specifies that a TCP/IP port on the local machine be forwarded over the secure channel. The application protocol is then used to determine where to connect to from the remote machine. The argument must be a port number. Currently the SOCKS4 protocol is supported, and ssh will act as a SOCKS4 server. Multiple forwardings can be specified and additional forwardings can be specified on the command line. Only the superuser can forward privileged ports.

## EscapeChar

Sets the escape character. The default is tilde (~). The escape character can also be set on the command line. The argument should be a single character, ^, followed by a letter, or none to disable the escape character entirely (making the connection transparent for binary data).

## FallBackToRsh

Specifies that if connecting with ssh fails due to a connection refused error (there is no sshd(8) listening on the remote host), rsh(1) should automatically be used instead (after a suitable warning about the session being unencrypted). The argument must be yes or no.

# ForwardAgent

Specifies whether the connection to the authentication agent (if any) will be forwarded to the remote machine. The argument must be yes or no. The default is no.

Agent forwarding should be enabled with caution. Users with the ability to bypass file permissions on the remote host (for the agent's Unix-domain socket) can access the local agent through the forwarded connection. An attacker cannot obtain key material from the agent, however he can perform operations on the keys that enable him to authenticate using the identities loaded into the agent.

## ForwardX11

Specifies whether X11 connections will be automatically redirected over the secure channel and DISPLAY set. The argument must be yes or no. The default is no.

X11 forwarding should be enabled with caution. Users with the ability to bypass file permissions on the remote host (for the user's X authorization database) can access the local X11 display through the forwarded connection. An attacker might then be able to perform activities such as keystroke monitoring.

## GatewayPorts

Specifies whether remote hosts are allowed to connect to local forwarded ports. By default, ssh binds local port forwardings to the loopback address. This prevents other remote hosts from connecting to forwarded ports. GatewayPorts can be used to specify that ssh should bind local port forwardings to the wildcard address, thus allowing remote hosts to connect to forwarded ports. The argument must be yes or no. The default is no.

#### GlobalKnownHostsFile

Specifies a file to use instead of /etc/ssh/ssh\_known\_hosts.

## GSSAPIAuthentication

Enables/disables GSS-API user authentication. The default is yes.

## GSSAPIKeyExchange

Enables/disables GSS-API-authenticated key exchanges. The default is yes.

This option is intended primarily to allow users to disable the use of GSS-API key exchange for SSHv2 when it would otherwise be selected and then fail (due to server misconfiguration, for example). SSHv2 key exchange failure always results in disconnection.

## ssh\_config(4)

This option also enables the use of the GSS-API to authenticate the user to the server after the key exchange. Note that GSS-API key exchange can succeed but the subsequent authentication using the GSS-API fail if the server does not authorize the user's GSS principal name to the target user account.

## GSSAPIDelegateCredentials

Enables/disables GSS-API credential forwarding. The default is no.

## GSSAPIStoreDelegatedCredentials

Controls whether sshd(1M) stores any GSS-API credentials delegated by clients.

#### HostbasedAuthentication

Specifies whether to try rhosts-based authentication with public key authentication. The argument must be yes or no. The default is no. This option applies to protocol version 2 only and is similar to RhostsRSAAuthentication.

## HostKeyAlgorithms

Specifies the protocol version 2 host key algorithms that the client wants to use in order of preference. The default for this option is: ssh-rsa, ssh-dss.

# HostKeyAlias

Specifies an alias that should be used instead of the real host name when looking up or saving the host key in the host key database files. This option is useful for tunneling ssh connections or for multiple servers running on a single host.

### HostName

Specifies the real host name to log into. This can be used to specify nicknames or abbreviations for hosts. Default is the name given on the command line. Numeric IP addresses are also permitted (both on the command line and in HostName specifications).

## IdentityFile

Specifies a file from which the user's RSA or DSA authentication identity is read. The default is \$HOME/.ssh/identity for protocol version 1 and \$HOME/.ssh/id\_rsa and \$HOME/.ssh/id\_dsa for protocol version 2. Additionally, any identities represented by the authentication agent will be used for authentication. The file name can use the tilde syntax to refer to a user's home directory. It is possible to have multiple identity files specified in configuration files; all these identities will be tried in sequence.

## KeepAlive

Specifies whether the system should send TCP keepalive messages to the other side. If they are sent, death of the connection or crash of one of the machines will be properly noticed. However, this means that connections die if the route is down temporarily, which can be a source of annoyance.

The default is yes (to send keepalives), which means the client notices if the network goes down or the remote host dies. This is important in scripts, and many users want it too. To disable keepalives, the value should be set to no in both the server and the client configuration files.

## LocalForward

Specifies that a TCP/IP port on the local machine be forwarded over the secure channel to a given *host:port* from the remote machine. The first argument must be a port number, and the second must be *host:port*. IPv6 addresses can be specified with an alternative syntax: *host/port*. Multiple forwardings can be specified and additional forwardings can be given on the command line. Only the superuser can forward privileged ports.

#### LogLevel

Gives the verbosity level that is used when logging messages from ssh. The possible values are: FATAL, ERROR, INFO, VERBOSE, DEBUG, DEBUG1, DEBUG2, and DEBUG3. The default is INFO. DEBUG and DEBUG1 are equivalent. DEBUG2 and DEBUG3 each specify higher levels of verbose output.

#### MACs

Specifies the MAC (message authentication code) algorithms in order of preference. The MAC algorithm is used in protocol version 2 for data integrity protection. Multiple algorithms must be comma-separated. The default is hmac-md5, hmac-sha1, hmac-sha1-96, hmac-md5-96.

#### NoHostAuthenticationForLocalhost

This option can be used if the home directory is shared across machines. In this case localhost will refer to a different machine on each of the machines and the user will get many warnings about changed host keys. However, this option disables host authentication for localhost. The argument to this keyword must be yes or no. The default is to check the host key for localhost.

## NumberOfPasswordPrompts

Specifies the number of password prompts before giving up. The argument to this keyword must be an integer. The default is 3.

## PasswordAuthentication

Specifies whether to use password authentication. The argument to this keyword must be yes or no. Note that this option applies to both protocol versions 1 and 2. The default is yes.

#### Port

Specifies the port number to connect on the remote host. The default is 22.

## Protocol

Specifies the protocol versions ssh should support in order of preference. The possible values are 1 and 2. Multiple versions must be comma-separated. The default is 1, 2. This means that ssh tries version 1 and falls back to version 2 if version 1 is not available.

## PreferredAuthentications

Specifies the order in which the client should try protocol 2 authentication methods. This allows a client to prefer one method (for example, keyboard-interactive) over another method (for example, password). The default for this option is: hostbased, publickey, keyboard-interactive, password.

## $ssh_config(4)$

## ProxyCommand

Specifies the command to use to connect to the server. The command string extends to the end of the line, and is executed with /bin/sh. In the command string, %h is substituted by the host name to connect and %p by the port. The string can be any valid command, and should read from its standard input and write to its standard output. It should eventually connect an sshd(1M) server running on some machine, or execute sshd -i somewhere. Host key management will be done using the HostName of the host being connected (defaulting to the name typed by the user). Note that CheckHostIP is not available for connects with a proxy command.

## PubkeyAuthentication

Specifies whether to try public key authentication. The argument to this keyword must be yes or no. The default is yes. This option applies to protocol version 2 only.

## RemoteForward

Specifies that a TCP/IP port on the remote machine be forwarded over the secure channel to a given *host* : *port* from the local machine. The first argument must be a port number, and the second must be *host* : *port*. IPv6 addresses can be specified with an alternative syntax: *host/port*. You can specify multiple forwardings and give additional forwardings on the command line. Only the superuser can forward privileged ports.

#### RhostsAuthentication

Specifies whether to try rhosts-based authentication. Note that this declaration affects only the client side and has no effect whatsoever on security. Disabling rhosts authentication can reduce authentication time on slow connections when rhosts authentication is not used. Most servers do not permit RhostsAuthentication because it is not secure (see RhostsRSAAuthentication). The argument to this keyword must be yes or no. This option applies only to the protocol version 1 and requires that ssh be setuid root and that UsePrivilegedPort be set to yes.

#### RhostsRSAAuthentication

Specifies whether to try rhosts-based authentication with RSA host authentication. This is the primary authentication method for most sites. The argument must be yes or no. This option applies only to the protocol version 1 and requires that ssh be setuid root and that UsePrivilegedPort be set to yes.

## StrictHostKeyChecking

If this flag is set to yes, ssh will never automatically add host keys to the \$HOME/.ssh/known\_hosts file, and will refuse to connect hosts whose host key has changed. This provides maximum protection against trojan horse attacks. However, it can be a source of inconvenience if you do not have good /etc/ssh/ssh\_known\_hosts files installed and frequently connect new hosts. This option forces the user to manually add any new hosts. Normally this option is disabled, and new hosts will automatically be added to the known host files. The host keys of known hosts will be verified automatically in either case. The argument must be yes or no or ask. The default is ask. UsePrivilegedPort

Specifies whether to use a privileged port for outgoing connections. The argument must be yes or no. The default is yes. Note that setting this option to no turns off RhostsAuthentication and RhostsRSAAuthentication. If set to yes ssh must be setuid root. Defaults to no.

User

Specifies the user to log in as. This can be useful if you have different user names on different machines. This saves you the trouble of having to remember to enter the user name on the command line.

UserKnownHostsFile

Specifies a file to use instead of \$HOME/.ssh/known hosts.

UseRsh

Specifies that rlogin or rsh should be used for this host. It is possible that the host does not support the ssh protocol. This causes ssh to immediately execute rsh(1). All other options (except HostName) are ignored if this has been specified. The argument must be yes or no.

XAuthLocation

Specifies the location of the xauth(1) program. The default is /usr/openwin/bin/xauth.

SEE ALSO ssh(1), ssh-http-proxy-connect(1), ssh-socks5-proxy-connect(1), sshd(1M), sshd\_config(4), SEAM(5)

sshd\_config(4)

= 0()					
NAME	sshd_config – sshd configuration file				
SYNOPSIS	/etc/ssh/sshd_config				
DESCRIPTION	The sshd(1M) daemon reads configuration data from /etc/ssh/sshd_config (or the file specified with sshd -f on the command line). The file contains keyword-value pairs, one per line. A line starting with a hash mark (#) and empty lines are interpreted as comments.				
	The sshd_config file supports the keywords listed below. Unless otherwise noted, keywords and their arguments are case-insensitive.				
	AllowGroups This keyword can be followed by a number of group names, separated by spaces. If specified, login is allowed only for users whose primary group matches one of the patterns. Asterisk (*) and question mark (?) can be used as wildcards in the patterns. Only group names are valid; a numerical group ID is not recognized. By default, login is allowed regardless of the primary group.				
	AllowTcpForwarding Specifies whether TCP forwarding is permitted. The default is yes. Note that disabling TCP forwarding does not improve security unless users are also denied shell access, as they can always install their own forwarders.				
	AllowUsers This keyword can be followed by a number of user names, separated by spaces. If specified, login is allowed only for user names that match one of the patterns. Asterisk (*) and question mark (?) can be used as wildcards in the patterns. Only user names are valid; a numerical user ID is not recognized. By default login is allowed regardless of the user name.				
	If a specified pattern takes the form <i>user@host</i> then <i>user</i> and <i>host</i> are checked separately, restricting logins to particular users from particular hosts.				
	AuthorizedKeysFile Specifies the file that contains the public keys that can be used for user authentication. AuthorizedKeysFile can contain tokens of the form %T, which are substituted during connection set-up. The following tokens are defined: %% is replaced by a literal %, %h is replaced by the home directory of the user being authenticated and %u is replaced by the username of that user. After expansion, AuthorizedKeysFile is taken to be an absolute path or one relative to the user's home directory. The default is .ssh/authorized_keys.				
	<ul> <li>Banner</li> <li>In some jurisdictions, sending a warning message before authentication can be relevant for getting legal protection. The contents of the specified file are sent to the remote user before authentication is allowed. This option is only available for protocol version 2. By default, no banner is displayed.</li> </ul>				
	Ciphers Specifies the ciphers allowed for protocol version 2. Multiple ciphers must be comma-separated. The default is aes128-ctr,aes128-cbc,arcfour,3des-cbc,blowfish-cbc.				
<b>50</b>					

## ClientAliveInterval

Sets a timeout interval in seconds after which, if no data has been received from the client, sshd sends a message through the encrypted channel to request a response from the client. The default is 0, indicating that these messages will not be sent to the client. This option applies only to protocol version 2.

## ClientAliveCountMax

Sets the number of client alive messages (see ClientAliveInterval, above) that can be sent without sshd receiving any messages back from the client. If this threshold is reached while client alive messages are being sent, sshd will disconnect the client, terminating the session. It is important to note that the use of client alive messages is very different from KeepAlive (see below). The client alive messages are sent through the encrypted channel and therefore will not be spoofable. The TCP keepalive option enabled by KeepAlive is spoofable. The client alive mechanism is valuable when a client or server depend on knowing when a connection has become inactive.

The default value is 3. If ClientAliveInterval (above) is set to 15, and ClientAliveCountMax is left at the default, unresponsive ssh clients will be disconnected after approximately 45 seconds.

## Compression

Controls whether the server allows the client to negotiate the use of compression. The default is yes.

## DenyGroups

Can be followed by a number of group names, separated by spaces. Users whose primary group matches one of the patterns are not allowed to log in. Asterisk (\*) and question mark (?) can be used as wildcards in the patterns. Only group names are valid; a numerical group ID is not recognized. By default, login is allowed regardless of the primary group.

## DenyUsers

Can be followed by a number of user names, separated by spaces. Login is disallowed for user names that match one of the patterns. Asterisk (\*) and question mark (?) can be used as wildcards in the patterns. Only user names are valid; a numerical user ID is not recognized. By default, login is allowed regardless of the user name.

If a specified pattern takes the form *user@host* then *user* and *host* are checked separately, disallowing logins to particular users from particular hosts.

# GatewayPorts

Specifies whether remote hosts are allowed to connect to ports forwarded for the client. By default, sshd binds remote port forwardings to the loopback address. This prevents other remote hosts from connecting to forwarded ports. GatewayPorts can be used to specify that sshd should bind remote port forwardings to the wildcard address, thus allowing remote hosts to connect to forwarded ports. The argument must be yes or no. The default is no.

## GSSAPIAuthentication

Enables/disables GSS-API user authentication. The default is yes.

# sshd\_config(4)

Currently sshd authorizes client user principals to user accounts as follows: if the principal name matches the requested user account, then the principal is authorized. Otherwise, GSS-API authentication fails.

## GSSAPIKeyExchange

Enables/disables GSS-API-authenticated key exchanges. The default is yes.

This option also enables the use of the GSS-API to authenticate the user to server after the key exchange. Note that GSS-API key exchange can succeed but the subsequent authentication using the GSS-API fail if the server does not authorize the user's GSS principal name to the target user account.

Currently sshd authorizes client user principals to user accounts as follows: if the principal name matches the requested user account, then the principal is authorized. Otherwise, GSS-API authentication fails.

# GSSAPIStoreDelegatedCredentials

Enables/disables the use of delegated GSS-API credentials on the server-side. The default is yes.

Specifically, this option, when enabled, causes the server to store delegated GSS-API credentials in the user's default GSS-API credential store (which for the Kerberos V mechanism means /tmp/krb5cc\_

**Note** – sshd does not take any steps to explicitly destroy stored delegated GSS-API credentials upon logout. It is the responsibility of PAM modules to destroy credentials associated with a session.

# HostbasedAuthentication

Specifies whether to try rhosts-based authentication with public key authentication. The argument must be yes or no. The default is no. This option applies to protocol version 2 only and is similar to RhostsRSAAuthentication. See sshd(1M) for guidelines on setting up host-based authentication.

HostbasedUsesNameFromPacketOnly

Controls which hostname is searched for in the files ~/.shosts, /etc/shosts.equiv, and /etc/hosts.equiv. If this parameter is set to yes, the server uses the name the client claimed for itself and signed with that host's key. If set to no, the default, the server uses the name to which the client's IP address resolves.

Setting this parameter to no disables host-based authentication when using NAT or when the client gets to the server indirectly through a port-forwarding firewall.

# HostKey

Specifies the file containing the private host key used by SSH. The default is /etc/ssh/ssh\_host\_key for protocol version 1, and /etc/ssh/ssh\_host\_rsa\_key and /etc/ssh/ssh\_host\_dsa\_key for protocol version 2. Note that sshd will refuse to use a file if it is group/world-accessible. It is possible to have multiple host key files. rsa1 keys are used for version 1 and dsa or rsa are used for version 2 of the SSH protocol.

# IgnoreRhosts

Specifies that .rhosts and .shosts files will not be used in authentication. /etc/hosts.equiv and /etc/shosts.equiv are still used. The default is yes. This parameter applies to both protocol versions 1 and 2.

#### IgnoreUserKnownHosts

Specifies whether sshd should ignore the user's \$HOME/.ssh/known\_hosts during RhostsRSAAuthentication. The default is no. This parameter applies to both protocol versions 1 and 2.

#### KbdInteractiveAuthentication

Specifies whether authentication by means of the "keyboard-interactive" authentication method (and PAM) is allowed. Defaults to yes. (Deprecated: this parameter can only be set to yes.)

## KeepAlive

Specifies whether the system should send keepalive messages to the other side. If they are sent, death of the connection or crash of one of the machines will be properly noticed. However, this means that connections will die if the route is down temporarily, which can be an annoyance. On the other hand, if keepalives are not sent, sessions can hang indefinitely on the server, leaving "ghost" users and consuming server resources.

The default is yes (to send keepalives), and the server will notice if the network goes down or the client host reboots. This avoids infinitely hanging sessions.

To disable keepalives, the value should be set to no in both the server and the client configuration files.

#### KeyRegenerationInterval

In protocol version 1, the ephemeral server key is automatically regenerated after this many seconds (if it has been used). The purpose of regeneration is to prevent decrypting captured sessions by later breaking into the machine and stealing the keys. The key is never stored anywhere. If the value is 0, the key is never regenerated. The default is 3600 (seconds).

## ListenAddress

Specifies what local address sshd should listen on. The following forms can be used:

```
ListenAddress host | IPv4_addr | IPv6_addr
ListenAddress host | IPv4_addr : port
ListenAddress [host | IPv6_addr] : port
```

If *port* is not specified, sshd will listen on the address and all prior Port options specified. The default is to listen on all local addresses. Multiple ListenAddress options are permitted. Additionally, any Port options must precede this option for non-port qualified addresses.

The default is to listen on all local addresses. Multiple options of this type are permitted. Additionally, the Ports options must precede this option.

# sshd\_config(4)

### LoginGraceTime

The server disconnects after this time (in seconds) if the user has not successfully logged in. If the value is 0, there is no time limit. The default is 120 (seconds).

## LogLevel

Gives the verbosity level that is used when logging messages from sshd. The possible values are: QUIET, FATAL, ERROR, INFO, VERBOSE, DEBUG, DEBUG1, DEBUG2, and DEBUG3. The default is INFO. DEBUG2 and DEBUG3 each specify higher levels of debugging output. Logging with level DEBUG violates the privacy of users and is not recommended.

#### LookupClientHostnames

Specifies whether or not to lookup the names of client's addresses. Defaults to yes.

## MACs

Specifies the available MAC (message authentication code) algorithms. The MAC algorithm is used in protocol version 2 for data integrity protection. Multiple algorithms must be comma-separated. The default is hmac-md5, hmac-sha1, hmac-sha1-96, hmac-md5-96.

#### MaxStartups

Specifies the maximum number of concurrent unauthenticated connections to the sshd daemon. Additional connections will be dropped until authentication succeeds or the LoginGraceTime expires for a connection. The default is 10.

Alternatively, random early drop can be enabled by specifying the three colon-separated values *start* : *rate* : *full* (for example, 10:30:60). Referring to this example, sshd will refuse connection attempts with a probability of *rate*/100 (30% in our example) if there are currently 10 (from the *start* field) unauthenticated connections. The probability increases linearly and all connection attempts are refused if the number of unauthenticated connections reaches *full* (60 in our example).

## PasswordAuthentication

Specifies whether password authentication is allowed. The default is yes. Note that this option applies to both protocol versions 1 and 2.

## PamSvcForNone

Name of PAM service to use during none user authentication. Defaults to sshd.

### PamSvcForPassword

Name of PAM service to use during password user authentication. Defaults to sshd.

#### PamSvcForKbdInt

Name of PAM service to use during "keyboard-interactive" user authentication. Defaults to sshd.

## PamSvcForOther

Name of PAM service to use during any user authentication type other than "none," "password," and "keyboard-interactive." Defaults to sshd.

## PermitEmptyPasswords

When password authentication is allowed, it specifies whether the server allows login to accounts with empty password strings. In /etc/default/login, if PASSREQ is not set, or PASSREQ=YES, then the default is no; if PASSREQ=NO, then the default is yes.

## PermitRootLogin

Specifies whether the root can log in using ssh(1). The argument must be yes, without-password, forced-commands-only, or no. The default is yes. without-password means that root cannot be authenticated using the "password" or "keyboard-interactive" methods (see description of KbdInteractiveAuthentication above). forced-commands-only means that authentication is allowed only for "publickey" (for SSHv2, or "RSA", for SSHv1) and only if the matching authorized\_keys entry for root has a "command=<cmd>" option.

The without-password and forced-commands-only settings are useful for, for example, performing remote administration and backups using trusted public keys for authentication of the remote client, without allowing access to the root account using passwords.

## PermitUserEnvironment

Specifies whether ~/.ssh/environment and environment= options in ~/.ssh/authorized\_keys are processed by sshd. The default is no. Enabling environment processing can enable users to bypass access restrictions in some configurations using mechanisms such as LD PRELOAD.

#### PidFile

Allows you to specify an alternative to /var/run/sshd.pid, the default file for storing the PID of the sshd listening for connections. See sshd(1M).

#### Port

Specifies the port number that sshd listens on. The default is 22. Multiple options of this type are permitted. See also ListenAddress.

## PrintLastLog

Specifies whether sshd should display the date and time when the user last logged in. The default is yes.

## PrintMotd

Specifies whether sshd should display the contents of /etc/motd when a user logs in interactively. (On some systems it is also displayed by the shell or a shell startup file, such as /etc/profile.) The default is yes.

#### Protocol

Specifies the protocol versions sshd should support. The possible values are 1 and 2. Multiple versions must be comma-separated. The default is 1.

## PubkeyAuthentication

Specifies whether public key authentication is allowed. The default is yes. Note that this option applies to protocol version 2 only.

# sshd\_config(4)

## RhostsAuthentication

Specifies whether authentication using rhosts or /etc/hosts.equiv files is sufficient. Normally, this method should not be permitted because it is insecure. RhostsRSAAuthentication should be used instead, because it performs RSA-based host authentication in addition to normal rhosts or /etc/hosts.equiv authentication. The default is no. Note that this parameter applies only to protocol version 1.

## RhostsRSAAuthentication

Specifies whether rhosts or /etc/hosts.equiv authentication together with successful RSA host authentication is allowed. The default is no. Note that this parameter applies only to protocol version 1.

## RSAAuthentication

Specifies whether pure RSA authentication is allowed. The default is yes. Note that this option applies to protocol version 1 only.

#### ServerKeyBits

Defines the number of bits in the the ephemeral protocol version 1 server key. The minimum value is 512, and the default is 768.

#### StrictModes

Specifies whether sshd should check file modes and ownership of the user's files and home directory before accepting login. This is normally desirable because novices sometimes accidentally leave their directory or files world-writable. The default is yes.

## Subsystem

Configures an external subsystem (for example, a file transfer daemon). Arguments should be a subsystem name and a command to execute upon subsystem request. The command sftp-server(1M) implements the sftp file transfer subsystem. By default, no subsystems are defined. Note that this option applies to protocol version 2 only.

## SyslogFacility

Gives the facility code that is used when logging messages from sshd. The possible values are: DAEMON, USER, AUTH, LOCAL0, LOCAL1, LOCAL2, LOCAL3, LOCAL4, LOCAL5, LOCAL6, and LOCAL7. The default is AUTH.

# VerifyReverseMapping

Specifies whether sshd should try to verify the remote host name and check that the resolved host name for the remote IP address maps back to the very same IP address. (A yes setting means "verify".) Setting this parameter to no can be useful where DNS servers might be down and thus cause sshd to spend much time trying to resolve the client's IP address to a name. This feature is useful for Internet-facing servers. The default is no.

## X11DisplayOffset

Specifies the first display number available for sshd's X11 forwarding. This prevents sshd from interfering with real X11 servers. The default is 10.

	X11Forwarding Specifies whether X11 forwarding is permitted. The default is yes. Note that disabling X11 forwarding does not improve security in any way, as users can always install their own forwarders.
	When X11 forwarding is enabled, there can be additional exposure to the server and to client displays if the sshd proxy display is configured to listen on the wildcard address (see X11UseLocalhost below). However, this is not the default. Additionally, the authentication spoofing and authentication data verification and substitution occur on the client side. The security risk of using X11 forwarding is that the client's X11 display server can be exposed to attack when the ssh client requests forwarding (see the warnings for ForwardX11 in ssh_config(4)). A system administrator who wants to protect clients that expose themselves to attack by unwittingly requesting X11 forwarding, should specify a "no" setting.
	Note that disabling X11 forwarding does not prevent users from forwarding X11 traffic, as users can always install their own forwarders.
	X11UseLocalhost Specifies whether sshd should bind the X11 forwarding server to the loopback address or to the wildcard address. By default, sshd binds the forwarding server to the loopback address and sets the hostname part of the DISPLAY environment variable to "localhost". This prevents remote hosts from connecting to the proxy display. However, some older X11 clients might not function with this configuration. X11UseLocalhost can be set to no to specify that the forwarding server should be bound to the wildcard address. The argument must be yes or no. The default is yes.
	XAuthLocation Specifies the location of the xauth(1) program. The default is /usr/X/bin/xauth.
Time Formats	sshd command-line arguments and configuration file options that specify time can be expressed using a sequence of the form: <i>time[qualifier,]</i> where <i>time</i> is a positive integer value and <i>qualifier</i> is one of the following:
	<none> seconds</none>
	s   S seconds
	m   M minutes
	h   H hours
	d   D days
	w l weeks
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# sshd\_config(4)

	Each element of the sequence is added together to calculate the total time value. For example:			
	600 600 seconds (10 minutes)			
	10m 10 minutes			
	1h30m 1 hour, 30 minutes (90 minutes)			
FILES	<pre>/etc/ssh/sshd_config Contains configuration data for sshd. This file should be writable by root only, but it is recommended (though not necessary) that it be world-readable.</pre>			
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:		
	ATTRIBUTE TYPE	ATTRIBUTE VALUE		
	Availability	SUNWsshu		
	Interface Stability	Evolving		
SEE ALSO	<pre>login(1), sshd(1M), ssh_config(4), SEA</pre>	M(5), attributes(5)		
SEE ALSO AUTHORS	login(1), sshd(1M), ssh_config(4), SEA OpenSSH is a derivative of the original and Aaron Campbell, Bob Beck, Markus Friedl, Song removed many bugs, re-added recent Friedl contributed the support for SSH prot Markus Friedl contributed support for priv	l free ssh 1.2.12 release by Tatu Ylonen. Niels Provos, Theo de Raadt, and Dug features, and created OpenSSH. Markus tocol versions 1.5 and 2.0. Niels Provos and		
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		sulog(4)	)
NAME	sulog – su command log file		
SYNOPSIS	/var/adm/sulog		
DESCRIPTION	The sulog file is a record of all attempts by users on the system to execute the su(1M) command. Each time su(1M) is executed, an entry is added to the sulog file.		
	Each entry in the s	sulog file is a single line of the form:	
	SU date time result port user-newuser		
	where		
	date	The month and date $su(1M)$ was executed. date is displayed in the form $mm/dd$ where $mm$ is the month number and dd is the day number in the month.	
	time	The time $su(1M)$ was executed. time is displayed in the form $HH/MM$ where $HH$ is the hour number (24 hour system) and $MM$ is the minute number.	
	result	The result of the $su(1M)$ command. A ' + ' sign is displayed in this field if the su attempt was successful; otherwise a ' - ' sign is displayed.	
	port	The name of the terminal device from which su(1M) was executed.	
	user	The user id of the user executing the su(1M) command.	
	newuser	The user id being switched to with su(1M).	
EXAMPLES	EXAMPLE 1 A sample	e sulog file.	
	Here is a sample sulog file:		
	SU       02/25       09:29       +         SU       02/25       09:32       +         SU       03/02       08:03       +         SU       03/03       08:19       +         SU       03/09       14:24       -         SU       03/09       14:24       -         SU       03/09       14:24       -         SU       03/14       08:31       +	pts/3 userl-root pts/5 userl-root pts/5 userl-root pts/5 guest3-root pts/5 guest3-root	
FILES	/var/adm/sulog	g su log file	
	/etc/default/s	contains the default location of sulog	
SEE ALSO	su(1M)		

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# synclist(4)

NAME	synclist – list of files to be synchronized when changing from one boot environment to another		
SYNOPSIS	/etc/lu/synclist		
DESCRIPTION	The synclist file lists files that will be synchronized when you switch from one boot environment (BE) to another. The file is part of the Live Upgrade feature of the Solaris Operating Environment. See live_upgrade(5) for an overview of the Live Upgrade software.		
	The synclist file consists of a list of entries, with two fields per entry. The first field is a pathname, the second a keyword. The keyword can be one of OVERWRITE, APPEND, or PREPEND. The meanings of these keywords is described below. synclist accepts comments; a comment is indicated by a hash mark (#) in the first character position on a line.		
	The way in which a file is updated is indicated by the keyword in the second field of its synclist entry. All of these operations occur upon the first boot of a newly activated BE. The keywords have the following semantics:		
	OVERWRITE Overwrite the contents of a file with the contents of the file of the same name on the previously booted BE. Both directories and files can be specified for overwriting. If you specify a directory, every file in and beneath the listed directory is subject to being overwritten. (Whether an individual file or directory is overwritten depends on the outcome of the comparison of file versions, described below.) Following an overwrite operation, a file on a new BE has the same date of creation, mode, and ownership as the file of the same name on the previously booted BE.		
	APPEND Append the contents of a file on the previously booted BE to the contents of the file of the same name on the new BE. Use of APPEND allows for the possibility of duplicate entries in a file. You cannot use APPEND with directories. Following an append operation, a file on a new BE will have a different modified date and time from the same file on the previously booted BE. The mode and ownership will be the same between the two files.		
	PREPEND Prepend the contents of a file on the previously booted BE to the contents of the file of the same name on the new BE. Use of PREPEND allows for the possibility of duplicate entries in a file. You cannot use PREPEND with directories. Following a prepend operation, a file on a new BE will have a different modified date and time from the same file on the previously booted BE. The mode and ownership will be the same between the two files.		
	The second (keyword) field in a synclist entry can be empty, in which case the OVERWRITE action is assumed.		

In deciding when to update a file on a newly activated BE, Live Upgrade uses an algorithm illustrated in the table below. In the table, "old" refers to a BE relinquishing activated status; "new" refers to a newly activated BE. The "resulting state" occurs when the new BE is first booted.

State of File on Old BE	State of File on New BE	Resulting State on New BE
Unchanged	Unchanged	Not updated
Updated	Unchanged	Updated
Unchanged	Updated	Not updated
Updated	Updated	Conflict Indicated

When a file is updated on both an old and new BE, as shown in the last row of the table above, Live Upgrade reports the conflict and allows you to resolve it.

Modify the contents of synclist with caution. Adding certain files to synclist might render a BE unbootable. Also, be careful in using the file-inclusion and -exclusion options in lucreate(1M) in conjunction with changes you might make in synclist. Again, you could render a system unbootable or end up with different results from what you expected.

Switching BEs among different Solaris Operating Environment marketing releases (for example, from a Solaris 9 BE to a Solaris 2.6 BE) requires care. This is especially true if you make any modifications to synclist. For example, consider that the last-active BE contains Solaris 9 and you want to activate a BE that contains Solaris 2.6. In synclist in the Solaris 9 BE, you have added files that are present in Solaris 9 that are not present in Solaris 2.6 or that are no longer compatible with Solaris 2.6. If you forced synchronization with the luactivate(1M) - s option, the BE containing Solaris 2.6 might be synchronized with files that might not work under Solaris 2.6.

## **EXAMPLES EXAMPLE 1** Updating the passwd File

Consider the following scenario:

- 1. You create a BE, named first.
- 2. You create a new BE, named second, using first as the source.
- 3. You add a new user to first, thereby making an addition to the passwd file in first.
- 4. Using luactivate(1M), you activate second. At this point, Live Upgrade recognizes that the passwd file has been updated in first and not in second.
- 5. When you boot second for the first time, Live Upgrade, directed by the keyword OVERWRITE in synclist, copies passwd from first to second, overwriting the contents in the latter BE.

synclist(4)				
	tinued)			
	The result described above obtains with any of the files associated with the OVERWRITE keyword in synclist. If the reverse had occurred—you edited passwd on second and left passwd in first untouched—Live Upgrade would not have modified passwd in second when that BE was first booted.			
	<b>EXAMPLE 2</b> Updating the /var/log/syslog File			
	Consider the following scenario:			
	1. You create a BE, named first.			
	2. You create a new BE, named second, u	sing first as the source.		
	3. Logging occurs, adding to the contents	of /var/log/syslog in first.		
	<ul> <li>4. Using luactivate(1M), you activate second. At this point, Live Upgrade recognizes that /var/log/syslog has been updated in first and not in second.</li> <li>5. When you boot second for the first time, Live Upgrade, directed by the keyw APPEND in synclist, appends the contents of /var/log/syslog in first the same file in second.</li> </ul>			
	The result described above obtains with any of the files associated with the APPENI keyword in synclist. If the reverse had occurred—you changed /var/log/syslog on second and left /var/log/syslog in first untouched—Live Upgrade would not have modified /var/log/syslog in secon when that BE was first booted.			
ATTRIBUTES	See attributes(5) for descriptions of the following attributes:			
	ATTRIBUTE VALUE			
	Availability	SUNWluu		
	Interface Stability Evolving			
SEE ALSO	luactivate(1M), lucreate(1M), lumak	e(1M), attributes(5), live_upgrade(5)		

# NAME

# DESCRIPTION

sysbus, isa – device tree properties for ISA bus device drivers

Solaris for x86 supports the ISA bus as the system bus. Drivers for devices on this buse use the device tree built by the booting system to retrieve the necessary system resources used by the driver. These resources include device I/O port addresses, any interrupt capabilities that the device can have, any DMA channels it can require, and any memory-mapped addresses it can occupy.

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

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

interrupts	An arbitrary-length array where each element of the array represents a hardware interrupt (IRQ) that is used by the device. In general, this array only has one entry unless a particular device uses more than one IRQ.
	Solaris defaults all ISA interrupts to IPL 5. This interrupt priority can be overridden by placing an interrupt-priorities property in a .conf file for the driver. Each entry in the array of integers for the interrupt-priorities property is matched one-to-one with the elements in the interrupts property to specify the IPL value that is used by the system for this interrupt in this driver. This is the priority that this device's interrupt handler receives relative to the interrupt handlers of other drivers. The priority is an integer from 1 to 16. Generally, disks are assigned a priority of 5, while mice and printers are lower, and serial communication devices are higher, typically 7. 10 is reserved by the system and must not be used. Priorities 11 and greater are high level priorities and are generally not recommended (see ddi_intr_hilevel(9F)).
	The driver can refer to the elements of this array by index using ddi_add_intr(9F). The index into the array is passed as the <i>inumber</i> argument of ddi_add_intr().
	Only devices that generate interrupts have an interrupts property.
reg	An arbitrary-length array where each element of the array consists of a 3-tuple of integers. Each array element describes a contiguous memory address range associated with the device on the bus.
	The first integer of the tuple specifies the memory type, 0 specifies a memory range and 1 specifies an I/O range. The second integer specifies the base address of the memory range. The third integer of each 3-tuple specifies the size, in bytes, of the mappable region.

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		construct kernel mappi	the elements of this array by index, and ngs to these addresses using ne index into the array is passed as the di_map_regs().
		property is used to con- under /devices. In the first tuple is a special tu- but is used by the system	ve reg properties. The first tuple of this struct the address part of the device name he case of Plug and Play ISA devices, the uple that does not denote a memory range, m only to create the address part of the ial tuple can be recognized by determining integer is set to a one.
		boot system probe code particular device. How order of entries from sy recommended way to c device is to use the prt particular device. The c	in the reg property is determined by the e and depends on the characteristics of each ever, the reg property maintains the same rstem boot to system boot. The letermine the reg property for a particular conf(1M) command after installing the putput of the prtconf command can be the reg property for any installed device.
			et* and ddi_put* family of functions to om a high-level interrupt context.
	dma-channels	A list of integers that sp	becifies the DMA channels used by this at use DMA channels have a
ATTRIBUTES	See attributes(	(5) for descriptions of the	following attributes:
	ATT	RIBUTE TYPE	ATTRIBUTE VALUE
	Architecture		x86
SEE ALSO	prtconf(1M), dr	vel(9F),ddi_map_regs	attributes(5),ddi_add_intr(9F),

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NAME	sysidcfg – system identification configuration file
DESCRIPTION	When a diskless client boots for the first time or a system installs over the network, the booting software tries to obtain configuration information about the system, such as the system's root password or name service, from, first, a sysidcfg file and then the name service databases. If the booting software cannot find the information, it prompts the user for it. Like the name service databases, the sysidcfg file can be used to avoid the user prompts and provide a totally hands-off booting process.
	The sysidcfg file preconfigures information through a set of keywords. You can specify one or more of the keywords to preconfigure as much information as you want. Each set of systems (one or more) that has unique configuration information must have its own sysidcfg file. For example, you can use the same sysidcfg file to preconfigure the time zone for multiple systems if you want all the systems to have the same time zone configured. However, if you want to preconfigure a different root password for each of those systems, then each system would need its own sysidcfg file.
Where To Put the sysidcfg File	The sysidcfg file can reside on a shared NFS network directory or the root directory on a UFS or PCFS diskette in the system's diskette drive. If you put the sysidcfg file on a shared NFS network directory, you have to use the -p option of the add_install_client(1M) command (see install_scripts(1M)) to specify where the system being installed can find the sysidcfg file. If you put the sysidcfg file on a diskette, you need to make sure the diskette is in the system's diskette drive when the system boots (on x86 systems, the sysidcfg file should reside on the Solaris Device Configuration Assistant diskette).
	Only one sysidcfg file can reside in a directory or diskette. If you are creating more than one sysidcfg file, they must reside in different directories or diskettes.
Keyword Syntax	The following rules apply to the keywords in a sysidcfg file:
Řules	<ul> <li>Keywords can be in any order</li> </ul>
	<ul> <li>Keywords are not case-sensitive</li> </ul>
	<ul> <li>Keyword values can be optionally enclosed in single (') or double (") quotes</li> </ul>
	<ul> <li>Only the first instance of a keyword is valid; if you specify the same keyword more than once, the first keyword specified will be used. The network_interface keyword is exempt from this rule.</li> </ul>
Keywords – All Platforms	The following keywords apply to both SPARC and x86 platforms.
T futformis	Name Service, Domain Name, Name Server
	Naming-related keywords are as follows:
	<pre>name_service=NIS,NIS+,LDAP,DNS,NONE</pre>
	For the NIS and NIS+ keywords, the options are:
	<pre>domain_name=domain_name name_server=hostname(ip_address)</pre>

The following is an example NIS entry:

```
name_service=NIS
{domain_name=west.arp.com name_server=timber(172.16.2.1)}
```

For NIS+, the example is identical to the one above, except for the replacement of the keyword NIS by NIS+.

For DNS, the syntax is:

```
domain_name=domain_name; name_server=ip_address, ...;
search=domain_name, ...
```

You can have a maximum of three IP addresses and six domain names. The total length of a search entry cannot exceed 250 characters. The following is an example DNS entry:

```
name_service=DNS
{domain_name=west.arp.com
name_server=10.0.1.10,10.0.1.20
search=arp.com,east.arp.com}
```

For LDAP, the syntax is:

```
domain_name=domain_name;
profile=profile_name;
profile_server=ip_address;
proxy_dn="proxy_bind_dn";
proxy_password=password
```

The proxy\_dn and proxy\_password keywords are optional. If proxy\_dn is used, the value must be enclosed in double quotes.

The following is an example LDAP entry:

name\_service=LDAP
{domain\_name=west.arp.com
profile=default
profile\_server=172.16.2.1
proxy\_dn="cn=proxyagent,ou=profile,dc=west,dc=arp,dc=com"
proxy\_password=password}

Choose only one value for name\_service. Include either, both, or neither of the domain\_name and name\_server keywords, as needed. If no keywords are used, omit the curly braces.

#### Network Interface, Hostname, IP address, Netmask, DHCP, Default Route

Network-related keywords are as follows:

network\_interface=NONE, PRIMARY, value

where *value* is a name of a network interface, for example, eri0 or hme0.

For the NONE keyword, the options are:

hostname=hostname

For example,

network\_interface=NONE {hostname=feron}

#### For the PRIMARY and *value* keywords, the options are:

primary (used only with multiple network\_inteface lines)
dhcp
hostname=hostname
ip\_address=ip\_address
netmask=netmask
protocol\_ipv6=yes | no
default\_router=ip\_address (IPv4 address only)

If you are using the dhcp option, the only other option you can specify is protocol ipv6. For example:

network=PRIMARY {dhcp protocol\_ipv6=yes}

If you are not using DHCP, you may specify any combination of the other keywords as needed. If you do not use any of the keywords, omit the curly braces.

```
network_interface=eri0 {hostname=feron
    ip_address=172.16.2.7
    netmask=255.255.255.0
    protocol_ipv6=no
    default_route=172.16.2.1}
```

# **Multiple Network Interfaces**

If you have multiple network interfaces on your system, you may configure them all in the sysidcfg file by defining multiple network\_interface keywords. If you specify multiple network\_interface keywords, you cannot use NONE or PRIMARY for values. You must specify interface names for all of the values. To specify the primary interface, use the primary option value.

For example,

```
network_interface=eri0 {primary
hostname=feron
ip_address=172.16.2.7
netmask=255.255.0
protocol_ipv6=no
default_route=172.16.2.1}
network_interface=eri1 {hostname=feron-b
ip_address=172.16.3.8
netmask=255.255.255.0
protocol_ipv6=no
default_route=172.16.3.1}
```

# **Root Password**

The root password keyword is root\_password. Possible values are encrypted from /etc/shadow. Syntax is:

root\_password=encrypted\_password

## **Security Policy**

The security\_related keyword is security\_policy. It has the following syntax:

security\_policy=kerberos, NONE

The kerberos keyword has the following options:

{default\_realm=FQDN admin\_server=FQDN kdc=FQDN1, FQDN2, FQDN3}

where *FQDN* is a fully qualified domain name. An example of the security\_policy keyword is as follows:

security\_policy=kerberos {default\_realm=Yoursite.COM admin\_server=krbadmin.Yoursite.COM kdc=kdc1.Yoursite.COM, kdc2.Yoursite.COM}

You can list a maximum of three key distribution centers (KDCs) for a security\_policy keyword. At least one is required.

## Language in Which to Display the Install Program

The system-location keyword is system\_locale. It has the following syntax:

system\_locale=locale

where *locale* is /usr/lib/locale.

## **Terminal Type**

The terminal keyword is terminal. It has the following syntax:

terminal=terminal\_type

where *terminal\_type* is a value from /usr/share/lib/terminfo/\*.

## **Timezone Information**

The timezone keyword is timezone. It has the following syntax:

timezone=timezone

where *timezone* is a value from /usr/share/lib/zoneinfo/\*or, where *timezone* is an offset-from-GMT style quoted timezone. Refer to environ(5) for information on quoted timezones. An example of a quoted timezone is: timezone="<GMT+8>+8".

## Date and Time

The time server keyword is timeserver. It has the following syntax:

```
timeserver=localhost
timeserver=hostname
timeserver=ip_address
```

If you specify localhost as the time server, the system's time is assumed to be correct. If you specify the hostname or *ip\_address*, if you are not running a name service, of a system, that system's time is used to set the time.

# x86 Platform The following keywords apply only to x86 platforms. For all these keywords, use Keywords kdmconfig -d to create or append to the sysidcfg file. See kdmconfig(1M). Monitor type The monitor—related keyword is monitor. The syntax is: monitor=monitor\_type Keyboard language, keyboard layout The keyboard—language keyword is keyboard. The syntax is: keyboard=keyboard\_language {layout=value} Graphics card, color depth, display resolution, screen size The display-related keywords are display, size, depth, and resolution. The syntax is: display=graphics\_card {size=screen\_size depth=color\_depth resolution=screen\_resolution} Pointing device, number of buttons, IRQ level The mouse-related keywords are pointer, nbuttons, and irq. pointer=pointing\_device {nbuttons=number\_buttons irg=value} **EXAMPLES EXAMPLE 1** Sample sysidcfg files The following example is a sysidcfg file for a group of SPARC systems to install over the network. The host names, IP addresses, and netmask of these systems have been preconfigured by editing the name service. Because all the system configuration information has been preconfigured, an automated installation can be created by using a custom JumpStart profile. system locale=en US timezone=US/Central timeserver=localhost terminal=sun-cmd name service=NIS {domain name=marquee.central.example.com name server=connor(172.16.112.3) } root password=m4QPOWNY system locale=C security\_policy=kerberos {default\_realm=Yoursite.COM admin server=krbadmin.Yoursite.COM kdc=kdc1.Yoursite.COM, kdc2.Yoursite.COM} The following example is a sysidcfg file created for a group of x86 systems to install over the network that all have the same keyboard, graphics cards, and pointing devices. The device information (keyboard, display, and pointer) was captured from running kdmconfig -d. See kdmconfig(1M). In this example, users would see only the prompt to select a language, system\_locale, for displaying the rest of the Solaris installation program. keyboard=ATKBD {layout=US-English} display=ati {size=15-inch} pointer=MS-S

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```
EXAMPLE 1 Sample sysidcfg files
                                              (Continued)
             timezone=US/Central
            timeserver=connor
            terminal=AT386
            name_service=NIS {domain_name=marquee.central.example.com
                              name_server=connor(172.16.112.3) }
            root_password=URFUni9
            security_policy=none
SEE ALSO
            install_scripts(1M), kdmconfig(1M), sysidtool(1M), environ(5)
             Solaris 10 Installation Guide: Basic Installations
```

# NAME | syslog.conf – configuration file for syslogd system log daemon

SYNOPSIS

DESCRIPTION

The file /etc/syslog.conf contains information used by the system log daemon, syslogd(1M), to forward a system message to appropriate log files and/or users. syslogd preprocesses this file through m4(1) to obtain the correct information for certain log files, defining LOGHOST if the address of "loghost" is the same as one of the addresses of the host that is running syslogd.

A configuration entry is composed of two TAB-separated fields:

selector action

/etc/syslog.conf

The *selector* field contains a semicolon-separated list of priority specifications of the form:

*facility*.*level* [ ; *facility*.*level* ] where *facility* is a system facility, or comma-separated list of facilities, and *level* is an indication of the severity of the condition being logged. Recognized values for *facility* include:

user	Messages generated by user processes. This is the default priority for messages from programs or facilities not listed in this file.	
kern	Messages generated by the kernel.	
mail	The mail system.	
daemon	System daemons, such as in.ftpd(1M)	
auth	The authorization system: $login(1)$ , $su(1M)$ , $getty(1M)$ , among others.	
lpr	The line printer spooling system: lpr(1B), lpc(1B), among others.	
news	Designated for the USENET network news system.	
uucp	Designated for the UUCP system; it does not currently use the syslog mechanism.	
cron	Designated for cron/at messages generated by systems that do logging through syslog. The current version of the Solaris Operating Environment does not use this facility for logging.	
audit	Designated for audit messages generated by systems that audit by means of syslog.	
local0-7	Designated for local use.	
mark	For timestamp messages produced internally by syslogd.	
*	An asterisk indicates all facilities except for the mark facility.	
Recognized values for level are (in descending order of severity):		

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syslog.conf(4)

emerg	For panic conditions that would normally be broadcast to all users.	
alert	For conditions that should be corrected immediately, such as a corrupted system database.	
crit	For warnings about critical conditions, such as hard device errors.	
err	For other errors.	
warning	For warning messages.	
notice	For conditions that are not error conditions, but may require special handling. A configuration entry with a <i>level</i> value of notice must appear on a separate line.	
info	Informational messages.	
debug	For messages that are normally used only when debugging a program.	
none	Do not send messages from the indicated <i>facility</i> to the selected file. For example, a <i>selector</i> of	
	*.debug;mail.none	
	sends all messages <i>except</i> mail messages to the selected file.	
	y and <i>level</i> , syslogd matches all messages for that level and all c example, an entry that specifies a level of crit also logs messages at merg levels.	
The <i>action</i> field ir one of four forms	ndicates where to forward the message. Values for this field can have s:	
by the <i>selector</i>	eginning with a leading slash, which indicates that messages specified are to be written to the specified file. The file is opened in append sts. If the file does not exist, logging silently fails for this action.	
that messages named host. T hostname giv "loghost" by c machine on a the local mach	a remote host, prefixed with an @, as with: @server, which indicates a specified by the selector are to be forwarded to the syslogd on the The hostname "loghost" is treated, in the default syslog.conf, as the en to the machine that logs syslogd messages. Every machine is lefault, per the hosts database. It is also possible to specify one network to be "loghost" by, literally, naming the machine "loghost". If hine is designated to be "loghost", then syslogd messages are appropriate files. Otherwise, they are sent to the machine "loghost" ck.	
	arated list of usernames, which indicates that messages specified by e to be written to the named users if they are logged in.	
<ul> <li>An asterisk, w to all logged-i</li> </ul>	which indicates that messages specified by the <i>selector</i> are to be written in users.	

syslog.conf(4)

Blank lines are ignored. Lines for which the first nonwhite character is a '#' are treated as comments.

**EXAMPLES EXAMPLE 1** A Sample Configuration File

With the following configuration file:

*.notice	/var/log/notice
mail.info	/var/log/notice
*.crit	/var/log/critical
kern,mark.debug	/dev/console
kern.err	@server
*.emerg	*
*.alert	root,operator
*.alert;auth.warning	/var/log/auth

syslogd(1M) logs all mail system messages except debug messages and all notice (or higher) messages into a file named /var/log/notice. It logs all critical messages into /var/log/critical, and all kernel messages and 20-minute marks onto the system console.

Kernel messages of err (error) severity or higher are forwarded to the machine named server. Emergency messages are forwarded to all users. The users root and operator are informed of any alert messages. All messages from the authorization system of warning level or higher are logged in the file /var/log/auth.

FILES	/var/log/notice	log of all mail system messages (except debug messages) and all messages of notice level or higher	
	/var/log/critical	log of all critical messages	
	/var/log/auth	log of all messages from the authorization system of warning level or higher	

# ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Stable

SEE ALSO

at(1), crontab(1), logger(1), login(1), lp(1), lpc(1B), lpr(1B), m4(1), cron(1M), getty(1M), in.ftpd(1M), su(1M), syslogd(1M), syslog(3C), hosts(4), attributes(5)

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system(	4)
---------	----

NAME system - system configuration information file DESCRIPTION The system file is used for customizing the operation of the operating system kernel. The recommended procedure is to preserve the original system file before modifying it. The system file contains commands which are read by the kernel during initialization and used to customize the operation of your system. These commands are useful for modifying the system's treatment of its loadable kernel modules. The syntax of the system file consists of a list of keyword/value pairs which are recognized by the system as valid commands. Comment lines must begin with an asterisk (\*) or a hash mark (#) and end with a newline character. All commands are case-insensitive except where noted. Commands that modify the system's operation with respect to loadable kernel modules require you to specify the module type by listing the module's namespace. The following namespaces are currently supported on all platforms: drv Modules in this namespace are device drivers. exec Modules in this namespace are execution format modules. The following exec modules are currently provided: Only on SPARC system: aoutexec Only on x86 system: coffexec On SPARC and IA systems: elfexec intpexec javaexec fs These modules are filesystems. sched These modules implement a process scheduling algorithm. strmod These modules are STREAMS modules. sys These modules implement loadable system-call modules. misc These modules do not fit into any of the above categories, so are considered "miscellaneous" modules.

# system(4)

SPARC only:

dacf

These modules provide rules and actions for device auto-configuration.

tod

These modules provide support for the time of day hardware.

cpu

These modules provide CPU-specific kernel routines.

A description of each of the supported commands follows:

exclude: <namespace>/<modulename>

Do not allow the listed loadable kernel module to be loaded. exclude commands are cumulative; the list of modules to exclude is created by combining every exclude entry in the system file.

include: <namespace>/<modulename>

Include the listed loadable kernel module. This is the system's default, so using include does not modify the system's operation. include commands are cumulative.

forceload: <namespace>/<modulename>

Force this kernel module to be loaded during kernel initialization. The default action is to automatically load the kernel module when its services are first accessed. forceload commands are cumulative.

rootdev: <device name>

Set the root device to the listed value instead of using the default root device as supplied by the boot program.

rootfs: <root filesystem type>

Set the root filesystem type to the listed value.

moddir: <first module path>[[{:, }<second ...>]...]

Set the search path for loadable kernel modules. This command operates very much like the PATH shell variable. Multiple directories to search can be listed together, delimited either by blank spaces or colons.

set [<module>:]<symbol> {=, |, &} [~][-]<value>

Set an integer or character pointer in the kernel or in the selected kernel module to a new value. This command is used to change kernel and module parameters and thus modify the operation of your system. Assignment operations are not cumulative, whereas bitwise AND and OR operations are cumulative.

Operations that are supported for modifying integer variables are: simple assignment, inclusive bitwise OR, bitwise AND, one's complement, and negation. Variables in a specific loadable module can be targeted for modification by specifying the variable name prefixed with the kernel module name and a colon (:) separator. Values can be specified as hexadecimal (0x10), Octal (046), or Decimal (5).

#### system(4)

The only operation supported for modifying character pointers is simple assignment. Static string data such as character arrays cannot be modified using the set command. Use care and ensure that the variable you are modifying is in fact a character pointer. The set command is very powerful, and will likely cause problems if used carelessly. The following escape sequences are supported within the quoted string:

- \n (newline)
- \t (tab)
- \b (backspace)

**EXAMPLES EXAMPLE 1** A sample system file. The following is a sample system file.

\* Force the ELF exec kernel module to be loaded during kernel \* initialization. Execution type modules are in the exec namespace. forceload: exec/elfexec \* Change the root device to /sbus@1,f8000000/esp@0,800000/sd@3,0:a. \* You can derive root device names from /devices. \* Root device names must be the fully expanded Open Boot Prom \* device name. This command is platform and configuration specific. \* This example uses the first partition (a) of the SCSI disk at  $\star$  SCSI target 3 on the esp host adapter in slot 0 (on board) \* of the SBus of the machine. \* Adapter unit-address 3,0 at sbus unit-address 0,800000. rootdev: /sbus@1,f8000000/esp@0,800000/sd@3,0:a \* Set the filesystem type of the root to ufs. Note that  $\star$  the equal sign can be used instead of the colon. rootfs:ufs \* Set the search path for kernel modules to look first in \* /usr/phil/mod test for modules, then in /kernel/modules (the \* default) if not found. Useful for testing new modules.  $\star$  Note that you can delimit your module pathnames using \* colons instead of spaces: moddir:/newmodules:/kernel/modules moddir:/usr/phil/mod test /kernel/modules. \* Set the configuration option { POSIX CHOWN RESTRICTED} : \* This configuration option is enabled by default. set rstchown = 1\* Disable the configuration option { POSIX CHOWN RESTRICTED} : set rstchown = 0\* Turn on debugging messages in the modules mydriver. This is useful \* during driver development. set mydriver:debug = 1 \* Bitwise AND the kernel variable "moddebug" with the \* one's complement of the hex value 0x880, and set \* "moddebug" to this new value. set moddebug & ~0x880 \* Demonstrate the cumulative effect of the SET \* bitwise AND/OR operations by further modifying "moddebug" \* by ORing it with 0x40. set moddebug | 0x40 SEE ALSO boot(1M), init(1M), kernel(1M)

system(4)

- WARNINGS Use care when modifying the system file; it modifies the operation of the kernel. If you preserved the original system file, you can boot using boot -a, which will ask you to specify the path to the saved file. This should allow the system to boot correctly. If you cannot locate a system file that will work, you may specify /dev/null. This acts as an empty system file, and the system will attempt to boot using its default settings.
  - **NOTES** The /etc/system file is read only once, at boot time.

telnetrc(4)

NAME   telnetrc – file for telnet default options							
DESCRIPTION	The .telnetrc file contains commands that are executed when a connection is established on a per-host basis. Each line in the file contains a host name, one or more spaces or tabs, and a telnet(1) command. The host name, DEFAULT, matches all hosts. Lines beginning with the pound sign (#) are interpreted as comments and therefore ignored.telnet(1) commands are case-insensitive to the contents of the .telnetrc file. The .telnetrc file is retrieved from each user's HOME directory.						
EXAMPLES	EXAMPLE 1 A sample file.						
	In the following example, a .telnetrc file executes the telnet(1) command, toggle:						
	weirdhost toggle crmod # Always export \$PRINTER DEFAULT environ export PRINTER						
	The lines in this file indicate that the toggle argument crmod, whose default value is "off" (or FALSE), should be enabled when connecting to the system weirdhost. In addition, the value of the environment variable PRINTER should be exported to all systems. In this case, the DEFAULT keyword is used in place of the host name.						
FILES	\$HOME/.telnetrc						
SEE ALSO	<pre>telnet(1), in.telnetd(1M), environ(5)</pre>						

**NAME** | term – format of compiled term file **SYNOPSIS** /usr/share/lib/terminfo/?/\* DESCRIPTION The term file is compiled from terminfo(4) source files using tic(1M). Compiled files are organized in a directory hierarchy under the first letter of each terminal name. For example, the vt100 file would have the pathname /usr/lib/terminfo/v/vt100. The default directory is /usr/share/lib/terminfo. Synonyms for the same terminal are implemented by multiple links to the same compiled file. The format has been chosen so that it is the same on all hardware. An 8-bit byte is assumed, but no assumptions about byte ordering or sign extension are made. Thus, these binary terminfo files can be transported to other hardware with 8-bit bytes. Short integers are stored in two 8-bit bytes. The first byte contains the least significant 8 bits of the value, and the second byte contains the most significant 8 bits. (Thus, the value represented is 256\* second+first.) The value -1 is represented by 0377, 0377, and the value -2 is represented by 0376, 0377; other negative values are illegal. The -1generally means that a capability is missing from this terminal. The -2 means that the capability has been cancelled in the terminfo source and also is to be considered missing. The compiled file is created from the source file descriptions of the terminals (see the -I option of infocmp) by using the terminfo compiler, tic, and read by the routine setupterm (see curses(3CURSES)). The file is divided into six parts in the following order: the header, terminal names, boolean flags, numbers, strings, and string table. The header section begins the file six short integers in the format described below. These integers are: 1. the magic number (octal 0432); 2. the size, in bytes, of the names section; 3. the number of bytes in the boolean section 4. the number of short integers in the numbers section; 5. the number of offsets (short integers) in the strings section; 6. the size, in bytes, of the string table. The terminal name section comes next. It contains the first line of the terminfo description, listing the various names for the terminal, separated by the bar ( | ) character (see term(5)). The section is terminated with an ASCII NUL character. The terminal name section is followed by the Boolean section, number section, string section, and string table. The boolean flags section consists of one byte for each flag. This byte is either 0 or 1 as the flag is present or absent. The value of 2 means that the flag has been cancelled. The capabilities are in the same order as the file <term.h>.

#### term(4)

Between the boolean flags section and the number section, a null byte is inserted, if necessary, to ensure that the number section begins on an even byte offset. All short integers are aligned on a short word boundary.

The numbers section is similar to the boolean flags section. Each capability takes up two bytes, and is stored as a short integer. If the value represented is -1 or -2, the capability is taken to be missing.

The strings section is also similar. Each capability is stored as a short integer, in the format above. A value of -1 or -2 means the capability is missing. Otherwise, the value is taken as an offset from the beginning of the string table. Special characters in ^X or \c notation are stored in their interpreted form, not the printing representation. Padding information (\$<nn>) and parameter information (%x) are stored intact in uninterpreted form.

The final section is the string table. It contains all the values of string capabilities referenced in the string section. Each string is null terminated.

Note that it is possible for setupterm to expect a different set of capabilities than are actually present in the file. Either the database may have been updated since setupterm has been recompiled (resulting in extra unrecognized entries in the file) or the program may have been recompiled more recently than the database was updated (resulting in missing entries). The routine setupterm must be prepared for both possibilities—this is why the numbers and sizes are included. Also, new capabilities must always be added at the end of the lists of boolean, number, and string capabilities.

As an example, here is terminal information on the AT&T Model 37 KSR terminal as output by the infocmp -I tty37 command:

37|tty37|AT&T model 37 teletype, hc, os, xon, bel=^G, cr=\r, cub1=\b, cud1=\n, cuu1=\E7, hd=\E9, hu=\E8, ind=\n,

The following is an octal dump of the corresponding term file, produced by the od -c /usr/share/lib/terminfo/t/tty37 command:

 0000000
 032
 001
 \0
 032
 \0
 013
 \0
 021
 001
 3
 \0
 3
 7
 |
 t

 0000020
 t
 y
 3
 7
 |
 A
 T
 \&
 T
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### term(4)

3 7 d e \r \0						
\r \0						
· · ·						
33 7						
Some limitations: total compiled entries cannot exceed 4096 bytes; all entries in the name field cannot exceed 128 bytes.						
/usr/share/lib/terminfo/?/* compiled terminal description database						
/usr/include/term.h terminfo header						
/usr/xpg4/include/term.h X/Open Curses terminfo header						
<pre>infocmp(1M), curses(3CURSES), curses(3XCURSES), terminfo(4), term(5)</pre>						
	r = 0 33 7 ntries in n databa eader					

NAME	terminfo – terminal and printer capability database				
SYNOPSIS	/usr/share/lib/terminfo/?/*				
DESCRIPTION	The terminfo database describes the capabilities of devices such as terminals and printers. Devices are described in terminfo source files by specifying a set of capabilities, by quantifying certain aspects of the device, and by specifying character sequences that affect particular results. This database is often used by screen oriented applications such as vi and curses-based programs, as well as by some system commands such as ls and more. This usage allows them to work with a variety of devices without changes to the programs.				
	terminfo descriptions are located in the directory pointed to by the environment variable TERMINFO or in /usr/share/lib/terminfo.terminfo descriptions are generated by tic(1M).				
	terminfo source files consist of one or more device descriptions. Each description consists of a header (beginning in column 1) and one or more lines that list the features for that particular device. Every line in a terminfo source file must end in a comma (,). Every line in a terminfo source file except the header must be indented with one or more white spaces (either spaces or tabs).				
	Entries in terminfo source files consist of a number of comma-separated fields. White space after each comma is ignored. Embedded commas must be escaped by using a backslash. Each device entry has the following format:				
	alias <sub>1</sub>   alias <sub>2</sub>     alias <sub>n</sub>   fullname, capability <sub>1</sub> , capability <sub>2</sub> ,				
	· capability <sub>n</sub> ,				
	The first line, commonly referred to as the header line, must begin in column one and must contain at least two aliases separated by vertical bars. The last field in the header line must be the long name of the device and it may contain any string. Alias names must be unique in the terminfo database and they must conform to system file naming conventions. See tic(1M). They cannot, for example, contain white space or slashes.				
	Every device must be assigned a name, such as "vt100". Device names (except the long name) should be chosen using the following conventions. The name should not contain hyphens because hyphens are reserved for use when adding suffixes that indicate special modes.				

These special modes may be modes that the hardware can be in, or user preferences. To assign a special mode to a particular device, append a suffix consisting of a hyphen and an indicator of the mode to the device name. For example, the -w suffix means "wide mode". When specified, it allows for a width of 132 columns instead of the standard 80 columns. Therefore, if you want to use a "vt100" device set to wide mode, name the device "vt100-w". Use the following suffixes where possible.

Suffix	Meaning	Example
– W	Wide mode (more than 80 columns)	5410-w
-am	With auto. margins (usually default)	vt100-am
-nam	Without automatic margins	vt100-nam
-n	Number of lines on the screen	2300-40
-na	No arrow keys (leave them in local)	c100-na
-np	Number of pages of memory	c100-4p
-rv	Reverse video	4415-rv

The terminfo reference manual page is organized in two sections:

■ PART 1: DEVICE CAPABILITIES

■ PART 2: PRINTER CAPABILITIES

#### PART 1: DEVICE CAPABILITIES

Capabilities in terminfo are of three types: Boolean capabilities (which show that a device has or does not have a particular feature), numeric capabilities (which quantify particular features of a device), and string capabilities (which provide sequences that can be used to perform particular operations on devices).

In the following table, a Variable is the name by which a C programmer accesses a capability (at the terminfo level). A Capname is the short name for a capability specified in the terminfo source file. It is used by a person updating the source file and by the tput command. A Termcap Code is a two-letter sequence that corresponds to the termcap capability name. (Note that termcap is no longer supported.)

Capability names have no real length limit, but an informal limit of five characters has been adopted to keep them short. Whenever possible, capability names are chosen to be the same as or similar to those specified by the ANSI X3.64-1979 standard. Semantics are also intended to match those of the ANSI standard.

All string capabilities listed below may have padding specified, with the exception of those used for input. Input capabilities, listed under the Strings section in the following tables, have names beginning with key\_. The #i symbol in the description field of the following tables refers to the *i*th parameter.

Booleans

	Cap-	Termcap	
Variable	name	Code	Description
auto_left_margin	bw	bw	cub1 wraps from column 0 to
auto right margin	am	am	last column Terminal has automatic margins
back color erase	bce	be	Screen erased with background
			color
can_change	CCC	CC	Terminal can re-define existing color
ceol_standout_glitch	xhp	xs	Standout not erased by overwriting (hp)
col_addr_glitch	xhpa	YA	Only positive motion for hpa/mhpa caps
cpi_changes_res	cpix	YF	Changing character pitch changes resolution
cr cancels micro mode	crxm	YB	Using cr turns off micro mode
dest_tabs_magic_smso	xt	xt	Destructive tabs, magic
			smso char (t1061)
eat_newline_glitch	xenl	xn	Newline ignored after 80 columns (Concept)
erase_overstrike	eo	eo	Can erase overstrikes with a blank
generic_type	gn	gn	Generic line type (for example, dialup, switch)
hard_copy	hc	hc	Hardcopy terminal
hard_cursor	chts	HC	Cursor is hard to see
has_meta_key	km	km	Has a meta key (shift, sets parity bit)
has_print_wheel	daisy	YC	Printer needs operator to change character set
has status line	hs	hs	Has extra "status line"
hue lightness saturation		hl	Terminal uses only HLS
			color notation (Tektronix)
insert null glitch	in	in	Insert mode distinguishes null
lpi_changes_res	lpix	YG	Changing line pitch
			changes resolution
memory_above	da	da	Display may be retained
			above the screen
memory_below	db	db	Display may be retained
more incost mode	min		below the screen
move_insert_mode	mir	mi	Safe to move while in insert mode
move_standout_mode	msgr	ms	Safe to move in standout modes
needs_xon_xoff	nxon	nx	Padding won't work, xon/xoff required
no_esc_ctlc	xsb	xb	Beehive (f1=escape, f2=ctrl C)
no_pad_char	npc	NP	Pad character doesn't exist
non_dest_scroll_region	ndscr	ND	Scrolling region is nondestructive
non_rev_rmcup	nrrmc	NR	smcup does not reverse rmcup
over_strike	os	os	Terminal overstrikes on hard-copy terminal
prtr_silent	mc5i	5i	Printer won't echo on screen
row_addr_glitch	xvpa	YD	Only positive motion
			for vpa/mvpa caps

semi_auto_right_margin	sam	YE	Printing in last column causes
			cr
status_line_esc_ok	eslok	es	Escape can be used on
			the status line
tilde_glitch	hz	hz	Hazeltine; can't print tilde (~)
transparent_underline	ul	ul	Underline character overstrikes
xon_xoff	xon	xo	Terminal uses xon/xoff
			handshaking

#### Numbers

bit_image_entwiningbitwinYoNumber of passes for each bit-map rowbit_image_typebitypeYpType of bit image devicebuffer_capacitybufszYaNumber of bytes buffered before printingbuttonsbtnsBTNumber of buttons on the mousecolumnscolscoNumber of columns in a linedot_horz_spacingspinhYcSpacing of dots horizontally in dots per inchdot_vert_spacingspinvYbSpacing of pins vertically in pins per inchinit_tabsititTabs initially every # spaceslabel_heightlhlhNumber of rows in each labellabel_widthlwlwNumber of lines on a screen or a pagelines_of_memorylmlmLines of memory if > lines; 0 means variesmax_attributesmamaMaximum combined video attributes terminal can displaymax_colorscolorsCoMaximum number of colors on the screenmax_micro_addressmaddrYdMaximum value in microaddressmax_pairspairspairspa	Variable	Cap- name	Termcap Code	Description
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	output_res_line	orl	Yj	Vertical resolution in units per
	output_res_horz_inch	orhi	Yk	

L			units per inch
		377	-
output_res_vert_inch	orvi	Yl	Vertical resolution in
			units per inch
padding_baud_rate	pb	pb	Lowest baud rate
print_rate	cps	Ym	Print rate in characters per second
			where padding needed
virtual_terminal	vt	vt	Virtual terminal number (system)
wide_char_size	widcs	Yn	Character step size when
			in double wide mode
width_status_line	wsl	WS	Number of columns in status line

### Strings

	Cap-	Termcap	
Variable	name	Code	Description

	acs_chars	acsc	ac	Graphic charset pairs aAbBcC
	alt_scancode_esc	scesa	S8	Alternate escape for
				scancode emulation
				(default is for vt100)
	back_tab	cbt	bt	Back tab
	bell	bel	bl	Audible signal (bell)
	bit_image_carriage_return	bicr	Yv	Move to beginning of
				same row (use tparm)
	bit_image_newline	binel	Zz	Move to next row of
				the bit image (use tparm)
	bit_image_repeat	birep	Zy	Repeat bit-image cell
				#1 #2 times (use tparm)
	carriage_return	cr	cr	Carriage return
	change_char_pitch	cpi	ZA	Change number of
				characters per inch
	change_line_pitch	lpi	ZB	Change number of lines per inch
	change_res_horz	chr	ZC	Change horizontal resolution
	change_res_vert	cvr	ZD	Change vertical resolution
	change_scroll_region	csr	CS	Change to lines #1
				through #2 (vt100)
	char_padding	rmp	rP	Like ip but when in replace
				mode
	char_set_names	csnm	Zy	List of character set names
	clear_all_tabs	tbc	ct	Clear all tab stops
	clear_margins	mgc	MC	Clear all margins
				(top, bottom, and sides)
	clear_screen	clear	cl	Clear screen and home cursor
	clr_bol	el1	cb	Clear to beginning of
				line, inclusive
	clr_eol	el	ce	Clear to end of line
	clr_eos	ed	cd	Clear to end of display
	code_set_init	csin	ci	Init sequence
				for multiple codesets
	color_names	colorn	m Yw	Give name for color #1
	column_address	hpa	ch	Horizontal position
	command_character	cmdch	CC	Terminal settable cmd
				character in prototype
	create_window	cwin	CW	Define win #1 to go
				from #2,#3to #4,#5
I	cursor_address	cup	CM	Move to row #1 col #2

		_	
cursor_down	cud1	do	Down one line
cursor_home	home	ho	Home cursor (if no cup)
cursor_invisible	civis		Make cursor invisible
cursor_left	cub1	le	Move left one space.
cursor_mem_address	mrcup	CM	Memory relative cursor
			addressing
cursor_normal	cnorm	ve	Make cursor appear
			normal (undo vs/vi)
cursor_right	cuf1	nd	Non-destructive space
			(cursor or carriage right)
cursor_to_ll	11	11	Last line, first
			column (if no cup)
cursor_up	cuu1	up	Upline (cursor up)
cursor visible	cvvis	vs	Make cursor very visible
define bit image region	defbi	Yx	Define rectangular bit-
			image region (use tparm)
define char	defc	ZE	Define a character in
_			a character set
delete character	dch1	dc	Delete character
delete line	dl1	dl	Delete line
device type	devt	dv	Indicate language/
actice_cype	acve	av	codeset support
dial phone	dial	DI	Dial phone number #1
dis status line	dsl	ds	Disable status line
display clock	dclk	DK	Display time-of-day clock
display_pc_char down half line	dispc		Display PC character Half-line down (forward
down_nall_line	hd	hd	
			1/2 linefeed)
ena_acs	enacs	eA	Enable alternate character set
end_bit_image_region	endbi	Υу	End a bit-image region
			(use tparm)
enter_alt_charset_mode	smacs	as	Start alternate character set
enter_am_mode	smam	SA	Turn on automatic margins
enter_blink_mode	blink		Turn on blinking
enter_bold_mode	bold	md	Turn on bold (extra
			bright) mode
enter_ca_mode	smcup	ti	String to begin programs
			that use cup
enter_delete_mode	smdc	dm	Delete mode (enter)
enter_dim_mode	dim	mh	Turn on half-bright mode
enter_doublewide_mode	swidm	ZF	Enable double wide printing
enter_draft_quality	sdrfq	ZG	Set draft quality print mode
enter insert mode	smir	im	Insert mode (enter)
enter italics mode	sitm	ZH	Enable italics
enter leftward mode	slm	ZI	Enable leftward carriage
			motion
enter micro mode	smicm	ZJ	Enable micro motion
			capabilities
enter near letter quality	snlq	ZK	Set near-letter quality print
enter normal quality	snrmq	ZL	Set normal quality
enter pc charset mode	smpch	S2	Enter PC character display mode
enter protected mode	prot	mp	Turn on protected mode
	-	-	Turn on reverse video mode
enter_reverse_mode	rev	mr C4	Enter PC scancode mode
enter_scancode_mode	SMSC	S4	
enter_scancode_mode	smsc	S4	Enter PC scancode mode
enter_secure_mode	invis	mk	Turn on blank mode
ant an all days 2		1716	(characters invisible)
enter_shadow_mode	sshm	ZM	Enable shadow printing

enter_standout_mode	smso	SO	Begin standout mode
enter_subscript_mode	ssubm	ZN	Enable subscript printing
enter_superscript_mode	ssupm	ZO	Enable superscript printing
enter underline mode	smul	us	Start underscore mode
enter upward mode	sum	ZP	Enable upward carriage motion
			mode
enter xon mode	smxon	SX	Turn on xon/xoff handshaking
erase chars	ech	ec	Erase #1 characters
_			
exit_alt_charset_mode	rmacs	ae	End alternate character set
exit_am_mode	rmam	RA	Turn off automatic margins
exit_attribute_mode	sgr0	me	Turn off all attributes
exit_ca_mode	rmcup	te	String to end programs
			that use cup
exit_delete_mode	rmdc	ed	End delete mode
exit doublewide mode	rwidm	ZQ	Disable double wide printing
exit insert mode	rmir	ei	End insert mode
exit italics mode	ritm	ZR	Disable italics
exit leftward mode	rlm	ZS	Enable rightward (normal)
chie_ierewara_mode	1111	20	carriage motion
avit migna mada	rmicm	ZT	Disable micro motion
exit_micro_mode	LUITCU	21	
			capabilities
exit_pc_charset_mode	rmpch	S3	Disable PC character
			display mode
exit_scancode_mode	rmsc	S5	Disable PC scancode mode
exit_shadow_mode	rshm	ZU	Disable shadow printing
exit_standout_mode	rmso	se	End standout mode
exit subscript mode	rsubm	ZV	Disable subscript printing
exit superscript mode	rsupm	ZW	Disable superscript printing
exit underline mode	rmul	ue	End underscore mode
exit upward mode	rum	ZX	Enable downward (normal)
			carriage motion
exit xon mode	rmxon	RX	Turn off xon/xoff handshaking
		PA	Pause for 2-3 seconds
fixed_pause	pause		
flash_hook	hook	fh	Flash the switch hook
flash_screen	flash	vb	Visible bell (may
			not move cursor)
form_feed	ff	ff	Hardcopy terminal page eject
from_status_line	fsl	fs	Return from status line
get mouse	getm	Gm	Curses should get button events
goto window	wingo	WG	Go to window #1
hangup	hup	HU	Hang-up phone
init 1string	is1	i1	Terminal or printer
			initialization string
init 2string	is2	is	Terminal or printer
init_zstring	192	15	initialization string
init Jatmina	is3	: 2	5
init_3string	183	i3	Terminal or printer
			initialization string
init_file	if	if	Name of initialization file
init_prog	iprog	iP	Path name of program
			for initialization
initialize_color	initc	IC	Initialize the
			definition of color
initialize pair	initp	Ip	Initialize color-pair
insert character	ich1	ic	Insert character
insert line	il1	al	Add new blank line
insert padding	ip	ip	Insert pad after
pada1119	-r <sup>,</sup>	-r-	character inserted
			CHAIACLEI INSEITEO

# key\_Strings

The "key\_" strings are sent by specific keys. The "key\_" descriptions include the macro, defined in <curses.h>, for the code returned by the curses routine getch when the key is pressed (see curs\_getch(3CURSES)).

Variable	Cap-	Termcap Code	Deceription
variable	name	Code	Description
key_a1	ka1	K1	KEY_A1, upper left of keypad
key a3	ka3	KЗ	KEY A3, upper right of keypad
key_b2	kb2	К2	KEY_B2, center of keypad
key_backspace	kbs	kb	KEY_BACKSPACE, sent by backspace key
key beg	kbeq	@1	KEY_BEG, sent by beg(inning) key
key_btab	kcbt	kB	KEY BTAB, sent by back-tab key
key c1	kc1	K4	KEY C1, lower left of keypad
key c3	kc3	К5	KEY C3, lower right of keypad
key cancel	kcan	@2	KEY_CANCEL, sent by cancel key
key catab	ktbc	ka	KEY CATAB, sent by
	110200	110	clear-all-tabs key
key clear	kclr	kC	KEY CLEAR, sent by
key_cieai	KCII	NC	clear-screen or erase key
	kclo	@3	-
key_close			KEY_CLOSE, sent by close key
key_command	kcmd	@4	KEY_COMMAND, sent by
	1		cmd (command) key
key_copy	kcpy	@5	KEY_COPY, sent by copy key
key_create	kcrt	@6	KEY_CREATE, sent by create key
key_ctab	kctab	kt	KEY_CTAB, sent by clear-tab key
key_dc	kdch1	kD	<pre>KEY_DC, sent by delete-character key</pre>
key_dl	kdl1	kL	KEY_DL, sent by delete-line key
key_down	kcud1	kd	KEY_DOWN, sent by terminal down-arrow key
key_eic	krmir	kМ	<pre>KEY_EIC, sent by rmir or smir in insert mode</pre>
key end	kend	@7	KEY END, sent by end key
key_enter	kent	@8	KEY_ENTER, sent by enter/send key
key eol	kel	kE	KEY EOL, sent by
			clear-to-end-of-line key
key eos	ked	kS	KEY EOS, sent by
· 4 _ T T T			clear-to-end-of-screen key
key exit	kext	@9	KEY EXIT, sent by exit key
key f0	kf0	k0	KEY $F(0)$ , sent by function key
key fl	kf1	k1	KEY $F(1)$ , sent by function key is
key_11 key_f2	kf2	k1 k2	$KEY_F(2)$ , sent by function key in KEY_F(2), sent by function key is
_	kf3		KEY_ $F(2)$ , sent by function key in KEY $F(3)$ , sent by function key is
key_f3 kov.fP		k3	
key_fB	kf4	k4	KEY_F(4), sent by function key to $KEY_F(5)$ , sent by function key to
key_f5	kf5	k5	KEY_F(5), sent by function key t
key_f6	kf6	k6	KEY_F(6), sent by function key t
key_f7	kf7	k7	KEY_F(7), sent by function key t
key_f8	kf8	k8	KEY_F(8), sent by function key
key_f9	kf9	k9	KEY_F(9), sent by function key i
key_f10	kf10	k;	<pre>KEY_F(10), sent by function key f10</pre>

1				f11			
	key_f12	kf12	F2	KEY_F(12), f12	sent by	function	key
	key_f13	kf13	F3	KEY_F(13), f13	sent by	function	key
	key_f14	kf14	F4	KEY_F(14), f14	sent by	function	key
	key_f15	kf15	F5	KEY_F(15), f15	sent by	function	key
	key_f16	kf16	F6	KEY_F(16), f16	sent by	function	key
	key_f17	kf17	F7	KEY_F(17), f17	sent by	function	key
	key_f18	kf18	F8	KEY_F(18), f18	sent by	function	key
	key_f19	kf19	F9	KEY_F(19), f19	sent by	function	key
	key_f20	kf20	FA	KEY_F(20), f20	sent by	function	key
	key_f21	kf21	FB	KEY_F(21), f21	sent by	function	key
	key_f22	kf22	FC	KEY_F(22), f22	sent by	function	key
	key_f23	kf23	FD	KEY_F(23), f23	sent by	function	key
	key_f24	kf24	FE	KEY_F(24), f24	sent by	function	key
	key_f25	kf25	FF	KEY_F(25), f25	sent by	function	key
	key_f26	kf26	FG	KEY_F(26), f26	sent by	function	key
	key_f27	kf27	FH	KEY_F(27), f27	sent by	function	key
	key_f28	kf28	FI	KEY_F(28), f28	sent by	function	key
	key_f29	kf29	FJ	KEY_F(29), f29	sent by	function	key
	key_f30	kf30	FK	KEY_F(30), f30	sent by	function	key
	key_f31	kf31	FL	KEY_F(31), f31	sent by	function	key
	key_f32	kf32	FM	KEY_F(32), f32	-		-
	key_f33	kf33	FN	KEY_F(13), f13	sent by	function	key
	key_f34	kf34	FO	KEY_F(34), f34	-		-
	key_f35	kf35	FP	KEY_F(35), f35			
	key_f36	kf36	FQ	KEY_F(36), f36	-		-
	key_f37	kf37	FR	KEY_F(37), f37	-		-
	key_f38	kf38	FS	KEY_F(38), f38	-		-
	key_f39	kf39	FT	KEY_F(39), f39	-		-
	key_fB0	kf40	FU	KEY_F(40),	sent by	function	кеу

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			fB0
key_fB1	kf41	FV	KEY_F(41), sent by function key fB1
key_fB2	kf42	FW	KEY_F(42), sent by function key fB2
key_fB3	kf43	FX	KEY_F(43), sent by function key fB3
key_fB4	kf44	FY	KEY_F(44), sent by function key fB4
key_fB5	kf45	FZ	KEY_F(45), sent by function key fB5
key_fB6	kf46	Fa	<pre>KEY_F(46), sent by function key fB6</pre>
key_fB7	kf47	Fb	KEY_F(47), sent by function key fB7
key_fB8	kf48	Fc	<pre>KEY_F(48), sent by function key fB8</pre>
key_fB9	kf49	Fd	KEY_F(49), sent by function key fB9
key_f50	kf50	Fe	KEY_F(50), sent by function key f50
key_f51	kf51	Ff	KEY_F(51), sent by function key f51
key_f52	kf52	Fg	KEY_F(52), sent by function key f52
key_f53	kf53	Fh	KEY_F(53), sent by function key f53
key_f54	kf54	Fi	KEY_F(54), sent by function key f54
key_f55	kf55	Fj	KEY_F(55), sent by function key f55
key_f56	kf56	Fk	KEY_F(56), sent by function key f56
key_f57	kf57	Fl	KEY_F(57), sent by function key f57
key_f58	kf58	Fm	KEY_F(58), sent by function key f58
key_f59	kf59	Fn	KEY_F(59), sent by function key f59
key_f60	kf60	Fo	KEY_F(60), sent by function key f60
key_f61	kf61	Fp	KEY_F(61), sent by function key f61
key_f62	kf62	Fq	KEY_F(62), sent by function key f62
key_f63	kf63	Fr	<pre>KEY_F(63), sent by function key f63</pre>
key_find	kfnd	@0	KEY_FIND, sent by find key
key_help	khlp	81	KEY_HELP, sent by help key
key_home	khome	kh	KEY_HOME, sent by home key
key_ic	kich1	kI	KEY_IC, sent by ins-char/enter ins-mode key
key_il	kil1	kA	KEY_IL, sent by insert-line key
key_left	kcub1	kl	KEY_LEFT, sent by
_			terminal left-arrow key
key ll	kll	kH	KEY_LL, sent by home-down key
key mark	kmrk	82	KEY MARK, sent by
key message	kmsg	83	KEY MESSAGE, sent by message key
· <u>·</u>			,

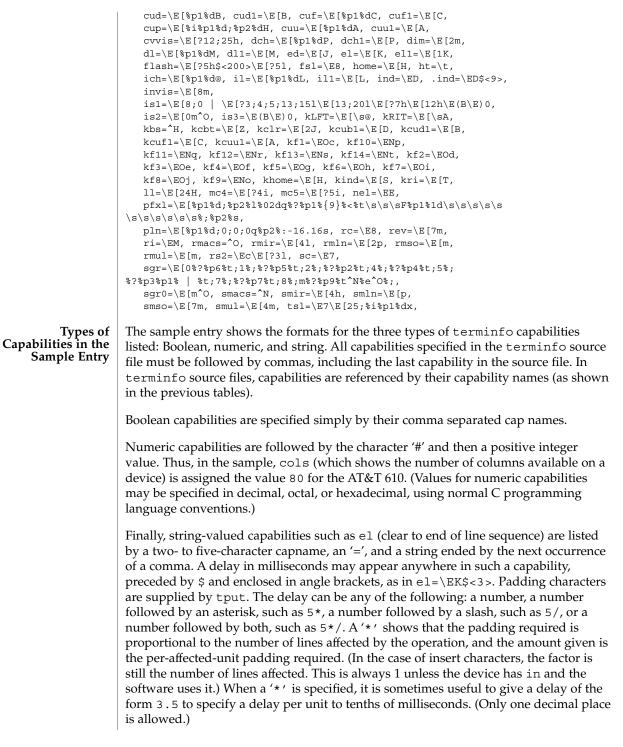
key_mouse	kmous	Km	0631, Mouse event has occured
key_move	kmov	84	KEY_MOVE, sent by move key
key_next	knxt	%5	KEY_NEXT, sent by next-object key
key_npage	knp	kN	KEY_NPAGE, sent by next-page key
key open	kopn	86	KEY OPEN, sent by open key
key options	kopt	87	KEY OPTIONS, sent by options
	-	٦٦	key
key_ppage	kpp	kP	KEY_PPAGE, sent by previous-page key
key_previous	kprv	88	KEY_PREVIOUS, sent by previous-object key
key_print	kprt	89	KEY_PRINT, sent by
			print or copy key
key_redo	krdo	80	KEY_REDO, sent by redo key
key_reference	kref	&1	KEY_REFERENCE, sent by
			reference key
key_refresh	krfr	&2	KEY_REFRESH, sent by
			refresh key
key_replace	krpl	&3	KEY_REPLACE, sent by
			replace key
key_restart	krst	&4	KEY_RESTART, sent by
		_	restart key
key_resume	kres	&5	KEY_RESUME, sent by resume key
key_right	kcuf1	kr	KEY_RIGHT, sent by terminal right-arrow key
key_save	ksav	&6	KEY_SAVE, sent by save key
key_sbeg	kBEG	&9	KEY_SBEG, sent by
			shifted beginning key
key_scancel	kCAN	&0	KEY_SCANCEL, sent by shifted cancel key
key scommand	kCMD	*1	KEY SCOMMAND, sent by
*			shifted command key
key_scopy	kCPY	*2	KEY_SCOPY, sent by
			shifted copy key
key_screate	kCRT	*3	KEY_SCREATE, sent by
			shifted create key
key_sdc	kDC	*4	KEY_SDC, sent by shifted delete-char key
key sdl	kDL	*5	KEY SDL, sent by
		5	shifted delete-line key
key_select	kslt	*6	KEY_SELECT, sent by
			select key
key_send	kEND	*7	KEY_SEND, sent by shifted end key
key seol	keol	*8	KEY SEOL, sent by
Key_seer	KHOH	0	shifted clear-line key
key sexit	kext	*9	KEY SEXIT, sent by
* <u> </u>			shifted exit key
key_sf	kind	kF	KEY_SF, sent by
			scroll-forward/down key
key_sfind	kFND	*0	KEY_SFIND, sent by
			shifted find key
key_shelp	kHLP	#1	KEY_SHELP, sent by
how shows	LUCH	# <b>^</b>	shifted help key
key_shome	khom	#2	KEY_SHOME, sent by shifted home key
1			sufficed nome key

key_sic	kIC	#3	KEY_SIC, sent by
			shifted input key
key_sleft	klft	#4	KEY_SLEFT, sent by
			shifted left-arrow key
key_smessage	kMSG	%a	KEY_SMESSAGE, sent by
			shifted message key
key_smove	kMOV	%b	KEY_SMOVE, sent by
			shifted move key
key_snext	kNXT	%C	KEY_SNEXT, sent by
			shifted next key
key soptions	KOPT	%d	KEY SOPTIONS, sent by
			shifted options key
key sprevious	kprv	%e	KEY SPREVIOUS, sent by
			shifted prev key
key sprint	kPRT	%f	KEY SPRINT, sent by
			shifted print key
key sr	kri	kR	KEY SR, sent by
			scroll-backward/up key
key sredo	kRDO	%g	KEY SREDO, sent by
Key_sredo	KILDO	•9	shifted redo key
key sreplace	kRPL	%h	KEY SREPLACE, sent by
key_steptace	KKPL	311	
	1-D T T	0.2	shifted replace key
key_sright	kRIT	%i	KEY_SRIGHT, sent by shifted
			right-arrow key
key_srsume	kres	۶j	KEY_SRSUME, sent by
			shifted resume key
key_ssave	kSAV	!1	KEY_SSAVE, sent by
			shifted save key
key_ssuspend	kSPD	!2	KEY_SSUSPEND, sent by
			shifted suspend key
key_stab	khts	kТ	KEY_STAB, sent by
			set-tab key
key_sundo	kUND	!3	KEY_SUNDO, sent by
			shifted undo key
key suspend	kspd	&7	KEY SUSPEND, sent by
			suspend key
key undo	kund	&8	KEY UNDO, sent by undo key
key up	kcuu1	ku	KEY UP, sent by
			terminal up-arrow key
keypad local	rmkx	ke	Out of
			'`keypad-transmit'' mode
keypad xmit	smkx	ks	Put terminal in
hoypad_himre	Dialit	110	``keypad-transmit'' mode
lab f0	lfO	10	Labels on function key
100_10	110	10	f0 if not f0
lab fl	lf1	11	Labels on function key
	TTT	ΤT	fl if not fl
	1.50	10	
lab_f2	lf2	12	Labels on function key
	3.60	2.0	f2 if not f2
lab_f3	lf3	13	Labels on function key
	7.6-		f3 if not f3
lab_fB	lfB	14	Labels on function key
			fB if not fB
lab_f5	lf5	15	Labels on function key
			f5 if not f5
lab_f6	lf6	16	Labels on function key
			f6 if not f6
lab_f7	lf7	17	Labels on function key

			f7 if not f7
lab_f8	lf8	18	Labels on function key f8 if not f8
lab_f9	lf9	19	Labels on function key f9 if not f9
lab_f10	lf10	la	Labels on function key f10 if not f10
label format	fln	Lf	Label format
label off	rmln	LF	Turn off soft labels
label_on	smln	LO	Turn on soft labels
meta_off	rmm	mo	Turn off "meta mode"
meta_on	smm	mm	Turn on "meta mode" (8th bit)
micro_column_address	mhpa	ZY	Like column_address for micro adjustment
micro_down	mcud1	ZZ	Like cursor_down for micro adjustment
micro_left	mcub1	Za	Like cursor_left for micro adjustment
micro right	mcuf1	Zb	Like cursor right
	liicull	20	for micro adjustment
micro row address	mvpa	Zc	Like row address
	livpa	20	for micro adjustment
micro up	mcuul	Zd	Like cursor up
			for micro adjustment
mouse info	minfo	Mi	Mouse status information
newline	nel	nw	Newline (behaves like
			cr followed by lf)
order_of_pins	porder	Ze	Matches software bits to print-head pins
orig colors	oc	oc	Set all color(-pair)s
5_			to the original ones
orig pair	op	op	Set default color-pair
_			to the original one
pad_char	pad	pc	Pad character (rather than null)
parm_dch	dch	DC	Delete #1 chars
parm_delete_line	dl	DL	Delete #1 lines
parm_down_cursor	cud	DO	Move down #1 lines
parm_down_micro	mcud	Zf	Like parm_down_cursor for micro adjust
parm_ich	ich	IC	Insert #1 blank chars
parm_index	indn	SF	Scroll forward #1 lines
parm_insert_line	il	AL	Add #1 new blank lines
parm_left_cursor	cub	LE	Move cursor left #1 spaces
parm_left_micro	mcub	Zg	Like parm_left_cursor for micro adjust
parm_right_cursor	cuf	RI	Move right #1 spaces
parm_right_micro	mcuf	Zh	Like parm_right_cursor for micro adjust
parm_rindex	rin	SR	Scroll backward #1 lines
parm_up_cursor	cuu	UP	Move cursor up #1 lines
parm_up_micro	mcuu	Zi	Like parm_up_cursor for micro adjust
pc term options	pctrm	S6	PC terminal options
pkey_key	pfkey	pk	Prog funct key #1 to
	-		type string #2
pkey_local	pfloc	pl	Prog funct key #1 to
pkey plab	pfxl	xl	execute string #2 Prog key #1 to xmit
bych him	Prv1	AT.	ILOY ACY HI CO AMIL

plant umit	- for	~~~	string #2 and show string #3
pkey_xmit	pfx	px	Prog funct key #1 to
nlah nam	~ ] ~		xmit string #2
plab_norm	pln	pn	Prog label #1 to show string #2
print garoon	ma0	na	Print contents of the screen
print_screen	mc0	ps	
prtr_non	mc5p	p0 mf	Turn on the printer for #1 bytes
prtr_off	mc4 mc5	pf	Turn off the printer
prtr_on		po PU	Turn on the printer
pulse	pulse		Select pulse dialing Dial phone number #1, without
quick_dial	qdial	QD	progress detection
remove clock	rmclk	RC	Remove time-of-day clock
repeat char	rep	rp	Repeat char #1 #2 times
req for input	rfi	RF	Send next input char (for ptys)
req_tot_thput req_mouse pos		RQ	Request mouse position report
reset 1string	reqmp rs1	r1	Reset terminal completely to
reset_isting	ISI	ΤI	sane modes
react Satring	rs2	r2	
reset_2string	152	12	Reset terminal completely to sane modes
react Satring	<b>x</b> a2	~2	
reset_3string	rs3	r3	Reset terminal completely to sane modes
magat file	rf	rf	Name of file containing
reset_file	ΤL	ΤL	reset string
restore surger	ra	ra	Restore cursor to
restore_cursor	rc	rc	position of last sc
row addroad	1000	<b>G</b> 14	
row_address	vpa	CV	Vertical position absolute
save_cursor	SC	SC	Save cursor position
scancode_escape	scesc	S7	Escape for scancode emulation
scroll_forward	ind	sf	Scroll text up
scroll_reverse	ri	sr z:	Scroll text down
select_char_set	scs	Zj	Select character set
set0_des_seq	s0ds	s0	Shift into codeset 0
ast1 dog gog	a1 da	a 1	(EUC set 0, ASCII)
set1_des_seq	slds	s1	Shift into codeset 1
set2_des_seq	s2ds	s2	Shift into codeset 2 Shift into codeset 3
set3_des_seq	s3ds	<b>s</b> 3	attributes #1-#6
act a background	astab		
set_a_background	setab	AB	Set background color
		2.17	using ANSI escape
set_a_foreground	setaf	AF	Set foreground color
			using ANSI escape
set_attributes	sgr	sa	Define the video
ant he showed		<u>a</u> h	attributes #1-#9
set_background	setb	Sb	Set current background color
set_bottom_margin	smgb	Zk	Set bottom margin at current line
and bottom manufacture		<b>Z</b> ]	
set_bottom_margin_parm	gagme	Zl	Set bottom margin at
			line #1 or #2
		~~	lines from bottom
set_clock	sclk	SC	Set time-of-day clock
set_color_band	setcolo		YzChange to ribbon color #1
set_color_pair	scp	sp	Set current color-pair
set_foreground	setf	Sf	Set current foreground color1
set_left_margin	smgl	ML	Set left margin at current line
<pre>set_left_margin_parm</pre>	smglp	Zm	Set left (right) margin
	-		at column #1 (#2)
set_lr_margin	smglr	ML	Sets both left and right margins

	<pre>set_page_length</pre>	slines	YZ	Set page length to #1 lines
			MD	(use tparm) of an inch
	<pre>set_right_margin</pre>	smgr	MR	Set right margin at current column
	set right margin parm	smgrp	Zn	Set right margin at column #1
	set tab	hts	st	Set a tab in all rows,
				current column
	set tb margin	smgtb	МТ	Sets both top and bottom margins
	set_top_margin	smgt	Zo	Set top margin at current line
	<pre>set_top_margin_parm</pre>	smgtp	Zp	Set top (bottom) margin
				at line #1 (#2)
	set_window	wind	wi	Current window is lines
				#1-#2 cols #3-#4
	start_bit_image	sbim	Zq	Start printing bit image graphics
	start_char_set_def	scsd	Zr	Start definition of a character
	at an hit includ		<b>R</b> -	set
	stop_bit_image stop char set def	rbim rcsd	Zs Zt	End printing bit image graphics End definition of a character set
	subscript characters	subcs	Zu	List of ``subscript-able''
	Subberipe_enaracterb	Bubeb	24	characters
	superscript characters	supcs	Zv	List of ``superscript-able''
				characters
	tab	ht	ta	Tab to next 8-space hardware tab
				stop
	these_cause_cr	docr	Zw	Printing any of these
				chars causes cr
	to_status_line	tsl	ts	Go to status line, col #1
	tone	tone	TO	Select touch tone dialing
	user0	u0	u0	User string 0
	user1 user2	u1 u2	u1 u2	User string 1 User string 2
	user3	u2 u3	u2 u3	User string 3
	user4	u3 u4	u3 u4	User string 4
	user5	u5	u5	User string 5
	user6	u6	u6	User string 6
	user7	u7	u7	User string 7
	user8	u8	u8	User string 8
	user9	u9	u9	User string 9
	underline_char	uc	uc	Underscore one char
				and move past it
	up_half_line	hu	hu	Half-line up (reverse
	wait tone	wait	WA	1/2 linefeed) Wait for dial tone
	xoff character	xoffc	XF	X-off character
	xon character	xonc	XN	X-on character
	zero motion	zerom	Zx	No motion for the
	—			subsequent character
				-
Sample Entry	The following entry, whi complex entries in the to			T&T 610 terminal, is among the more
	complex entries in the co			uns witting.
	610 610bct ATT610 att61	0   AT&T61	0;80colum	m;98key keyboard
	am, eslok, hs, mir,	msgr, xe	nl, xon,	
	cols#80, it#8, lh#2,			
	acsc=``aaffggjjkkllm			
	bel=^G, blink=\E[5m,			
	civis = E[?251, clear]			
	cr=\r, csr=\E[%i%p1%	u, spzsar	, CuD=\E[	proup, cupi=\b,



	A '/' indicates that the padding is mandatory. If a device has xon defined, the padding information is advisory and will only be used for cost estimates or when the device is in raw mode. Mandatory padding will be transmitted regardless of the setting of xon. If padding (whether advisory or mandatory) is specified for bel or flash, however, it will always be used, regardless of whether xon is specified.
	terminfo offers notation for encoding special characters. Both $\$ and $\$ map to an ESCAPE character, $^x$ maps to a control $x$ for any appropriate $x$ , and the sequences $\n, \l, \r, \t, \b, \f, $ and $\s$ give a newline, linefeed, return, tab, backspace, formfeed, and space, respectively. Other escapes include: $\$ for caret ( $^)$ ; $\$ for backslash ( $\)$ ; $\$ for comma (,); $\$ for colon (:); and $\$ for null. ( $\$ will actually produce $\200$ , which does not terminate a string but behaves as a null character on most devices, providing CS7 is specified. (See $stty(1)$ ). Finally, characters may be given as three octal digits after a backslash (for example, $\123$ ).
	Sometimes individual capabilities must be commented out. To do this, put a period before the capability name. For example, see the second ind in the example above. Note that capabilities are defined in a left-to-right order and, therefore, a prior definition will override a later definition.
Preparing Descriptions	The most effective way to prepare a device description is by imitating the description of a similar device in terminfo and building up a description gradually, using partial descriptions with vi to check that they are correct. Be aware that a very unusual device may expose deficiencies in the ability of the terminfo file to describe it or the inability of vi to work with that device. To test a new device description, set the environment variable TERMINFO to the pathname of a directory containing the compiled description you are working on and programs will look there rather than in /usr/share/lib/terminfo. To get the padding for insert-line correct (if the device manufacturer did not document it) a severe test is to comment out xon, edit a large file at 9600 baud with vi, delete 16 or so lines from the middle of the screen, and then press the u key several times quickly. If the display is corrupted, more padding is usually needed. A similar test can be used for insert-character.
Section 1-1: Basic Capabilities	The number of columns on each line for the device is given by the cols numeric capability. If the device has a screen, then the number of lines on the screen is given by the lines capability. If the device wraps around to the beginning of the next line when it reaches the right margin, then it should have the am capability. If the terminal can clear its screen, leaving the cursor in the home position, then this is given by the clear string capability. If the terminal overstrikes (rather than clearing a position when a character is struck over) then it should have the os capability. If the device is a printing terminal, with no soft copy unit, specify both hc and os. If there is a way to move the cursor to the left edge of the current row, specify this as cr. (Normally this will be carriage return, control M.) If there is a way to produce an audible signal (such as a bell or a beep), specify it as bel. If, like most devices, the device uses the xon-xoff flow-control protocol, specify xon.

If there is a way to move the cursor one position to the left (such as backspace), that capability should be given as cub1. Similarly, sequences to move to the right, up, and down should be given as cuf1, cuu1, and cud1, respectively. These local cursor motions must not alter the text they pass over; for example, you would not normally use "cuf1=\s" because the space would erase the character moved over.

A very important point here is that the local cursor motions encoded in terminfo are undefined at the left and top edges of a screen terminal. Programs should never attempt to backspace around the left edge, unless bw is specified, and should never attempt to go up locally off the top. To scroll text up, a program goes to the bottom left corner of the screen and sends the ind (index) string.

To scroll text down, a program goes to the top left corner of the screen and sends the ri (reverse index) string. The strings ind and ri are undefined when not on their respective corners of the screen.

Parameterized versions of the scrolling sequences are indn and rin. These versions have the same semantics as ind and ri, except that they take one parameter and scroll the number of lines specified by that parameter. They are also undefined except at the appropriate edge of the screen.

The am capability tells whether the cursor sticks at the right edge of the screen when text is output, but this does not necessarily apply to a cuf1 from the last column. Backward motion from the left edge of the screen is possible only when bw is specified. In this case, cub1 will move to the right edge of the previous row. If bw is not given, the effect is undefined. This is useful for drawing a box around the edge of the screen, for example. If the device has switch selectable automatic margins, am should be specified in the terminfo source file. In this case, initialization strings should turn on this option, if possible. If the device has a command that moves to the first column of the next line, that command can be given as nel (newline). It does not matter if the command clears the remainder of the current line, so if the device has no cr and lf it may still be possible to craft a working nel out of one or both of them.

These capabilities suffice to describe hardcopy and screen terminals. Thus the AT&T 5320 hardcopy terminal is described as follows:

```
5320|att5320|AT&T 5320 hardcopy terminal,
    am, hc, os,
    cols#132,
    bel=^G, cr=\r, cub1=\b, cnd1=\n,
    dch1=\E[P, dl1=\E[M,
    ind=\n,
```

while the Lear Siegler ADM-3 is described as

```
adm3 | lsi adm3,
  am, bel=^G, clear=^Z, cols#80, cr=^M, cubl=^H,
  cudl=^J, ind=^J, lines#24,
```

Section 1-2: Parameterized Strings Cursor addressing and other strings requiring parameters are described by a parameterized string capability, with printf-like escapes (%x) in it. For example, to address the cursor, the cup capability is given, using two parameters: the row and

column to address to. (Rows and columns are numbered from zero and refer to the physical screen visible to the user, not to any unseen memory.) If the terminal has memory relative cursor addressing, that can be indicated by mrcup.

The parameter mechanism uses a stack and special % codes to manipulate the stack in the manner of Reverse Polish Notation (postfix). Typically a sequence will push one of the parameters onto the stack and then print it in some format. Often more complex operations are necessary. Operations are in postfix form with the operands in the usual order. That is, to subtract 5 from the first parameter, one would use  $p1%{5}$ -.

The % encodings have the following meanings:

% [ [ : ] flags][width[.precision]][doxXs]as in printf, flags are [-+#] and space% cprint pop gives %c% p [1-9]push ith parm% P [a-z]set dynamic variable [a-z] to pop% g [a-z]get dynamic variable [a-z] and push it% P [A-Z]set static variable [a-z] to pop% g [A-Z]get static variable [a-z] and push it% 'c'push char constant c% {nn}push decimal constant nn% 1push strlen(pop)% + % - % * % / %marithmetic (%m is mod): push(pop integer2 op pop integer1)% & %   %^bit operations: push(pop integer2 op pop integer1)% A % Ological operations: and, or% 1 % ~unary operations: push(op pop)% 1 % ~integer2 op pop integer1)	88	outputs '%'
%p [1-9]push ith parm%P [a-z]set dynamic variable [a-z] to pop%g [a-z]get dynamic variable [a-z] and push it%P [A-Z]set static variable [a-z] to pop%g [A-Z]get static variable [a-z] and push it%'c'push char constant c% {nn}push decimal constant nn%1push strlen(pop)%+ %- %* %/ %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %  %^bit operations: push(pop integer2 op pop integer1)%= %> %<	% [ [ : ] <i>flags</i> ][ <i>width</i> [. <i>precision</i> ]][doxXs]	0
%P [a-z]set dynamic variable [a-z] to pop%g [a-z]get dynamic variable [a-z] and push it%P [A-Z]set static variable [a-z] to pop%g [A-Z]get static variable [a-z] and push it% 'c'push char constant c% {nn}push decimal constant nn%1push strlen(pop)%+ %- %* %/ %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %   %^bit operations: push(pop integer2 op pop integer2 op pop integer1)%= %> %logical operations: push(pop integer2 op pop integer1)%A %Ological operations: and, or%1 %~unary operations: push(op pop)%i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	۶C	print pop gives %c
%g [a-z]get dynamic variable [a-z] and push it%P [A-Z]set static variable [a-z] to pop%g [A-Z]get static variable [a-z] and push it%'c'push char constant c%{nn}push char constant nn%1push strlen(pop)%+ %- %* %/ %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %   %^bit operations: push(pop integer2 op pop integer1)%a % 0logical operations: push(pop integer2 op pop integer1)%A %0logical operations: and, or%1 %~unary operations: push(op pop)%i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	%p[1-9]	push <i>i</i> th parm
push it%P [A-Z]%g [A-Z]%g [A-Z]get static variable [a-z] and push it%'c'push char constant c% {nn}%lpush decimal constant nn%l%+ %- %* %/ %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %   %^%= %> %logical operations: push(pop integer2 op pop integer1)%A %O%l %~%i	%P[a-z]	set dynamic variable [a-z] to pop
%g [A-Z]get static variable [a-Z] and push it% ' c'push char constant c% {nn}push decimal constant nn%1push strlen(pop)%+ %- %* %/ %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %  %^bit operations: push(pop integer2 op pop integer1)%= %> %logical operations: push(pop integer2 op pop integer1)%A %Ological operations: and, or%! %~unary operations: push(op pop)%i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	%g[a-z]	
% ' c'push char constant c% { nn }push decimal constant nn%1push strlen(pop)% + % - % * % / %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %   %^bit operations: push(pop integer2 op pop integer1)% = % > % logical operations: push(pop integer2 op pop integer1)% A % Ological operations: and, or% ! %~unary operations: push(op pop)% i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	%P[A-Z]	set static variable [a-z] to pop
% {nn}push decimal constant nn%1push strlen(pop)%+ %- %* %/ %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %  %^bit operations: push(pop integer2 op pop integer1)%= %> %logical operations: push(pop integer2 op pop integer1)%A %0logical operations: and, or unary operations: push(op pop)%i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	%g[A-Z]	get static variable [a-z] and push it
%1push strlen(pop)%+ %- %* %/ %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %  %^bit operations: push(pop integer2 op pop integer1)%= %> %logical operations: push(pop integer2 op pop integer1)%A %Ological operations: and, or unary operations: push(op pop)%1%~%i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	% ' C'	push char constant <i>c</i>
%+ %- %* %/ %marithmetic (%m is mod): push(pop integer2 op pop integer1)%& %  %^bit operations: push(pop integer2 op pop integer1)%= %> %logical operations: push(pop integer2 op pop integer1)%A %Ological operations: and, or unary operations: push(op pop)%i%%i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	% { <i>nn</i> }	push decimal constant nn
integer2 op pop integer1)%& %  %^bit operations: push(pop integer2 op pop integer1)%= %> %logical operations: push(pop integer2 op pop integer1)%A %O%! %~unary operations: push(op pop)%i <t< td=""><td>81</td><td>push strlen(pop)</td></t<>	81	push strlen(pop)
%= %> %op pop integer1)%= %> %logical operations: push(pop integer2 op pop integer1)%A %Ological operations: and, or%! %~unary operations: push(op pop)%i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	%+ %- %* %/ %m	
%A %O       logical operations: and, or         %! %~       unary operations: push(op pop)         %i       (for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	8& 8  8^	
%! %~unary operations: push(op pop)%i(for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	ે ક= ૨ કે > ૨ કે <	
%i       (for ANSI terminals) add 1 to first parm, if one parm present, or first two parms, if more than one parm	%A %O	logical operations: and, or
parm, if one parm present, or first two parms, if more than one parm	8! 8~	unary operations: push(op pop)
	8 <u>i</u>	parm, if one parm present, or first two parms, if more than one parm

	%? expr %t thenpart %e elsepart %;	if-then-else, $e elsepart$ is optional; else-if's are possible ala Algol 68: $e c_1 %t b_1 %e c_2 %t b_2 %e c_3 %t b_3 %e c_4 %t b_4 %e b_5 %; c_i areconditions, b_i are bodies.$
	If the "-" flag is used with "%[doxXs]", then a col "%" and the "-" to differentiate the flag from the "%:-16.16s".	
	Consider the Hewlett-Packard 2645, which, to get sent \E&a12c03Y padded for 6 milliseconds. Not columns is inverted here, and that the row and co Thus its cup capability is: cup=\E&a%p2%2.2dc	te that the order of the rows and lumn are zero-padded as two digits.
	The Micro-Term ACT-IV needs the current row ar with the row and column simply encoded in bina that use "%c" need to be able to backspace the cu up one line on the screen (cuu1). This is necessar transmit \n, ^D, and \r, as the system may chang routines dealing with terminfo set tty modes so is safe to send. This turns out to be essential for the	ry, "cup=^T%p1%c%p2%c". Devices rsor (cub1), and to move the cursor y because it is not always safe to ge or discard them. (The library that tabs are never expanded, so \t
	A final example is the LSI ADM-3a, which uses ro character, thus "cup=\E=%p1%'\s'%+%c%p2%' pushes the first parameter, pushes the ASCII valu (pushing the sum on the stack in place of the two value as a character. Then the same is done for the arithmetic is possible using the stack.	\s' %+%c". After sending "\E=", this e for a space (32), adds them previous values), and outputs that
Section 1-3: Cursor Motions	If the terminal has a fast way to home the cursor of then this can be given as home; similarly a fast was corner can be given as 11; this may involve going position, but a program should never do this itsel make no assumption about the effect of moving u the home position is the same as addressing to (0, not of memory. (Thus, the \EH sequence on Hewl for home without losing some of the other feature	ay of getting to the lower left-hand g up with cuu1 from the home f (unless 11 does) because it can up from the home position. Note that 0): to the top left corner of the screen, ett-Packard terminals cannot be used
	If the device has row or column absolute-cursor a single parameter capabilities hpa (horizontal posiposition absolute). Sometimes these are shorter the sequence (as with the Hewlett-Packard 2645) and there are parameterized local motions (for examp can be given as cud, cub, cuf, and cuu with a sin spaces to move. These are primarily useful if the or Tektronix 4025.	ition absolute) and $vpa$ (vertical an the more general two-parameter can be used in preference to cup. If le, move $n$ spaces to the right) these ngle parameter indicating how many

terminfo(4)	
	If the device needs to be in a special mode when running a program that uses these capabilities, the codes to enter and exit this mode can be given as smcup and rmcup. This arises, for example, from terminals, such as the Concept, with more than one page of memory. If the device has only memory relative cursor addressing and not screen relative cursor addressing, a one screen-sized window must be fixed into the device for cursor addressing to work properly. This is also used for the Tektronix 4025, where smcup sets the command character to be the one used by terminfo. If the smcup sequence will not restore the screen after an rmcup sequence is output (to the state prior to outputting rmcup), specify nrrmc.
Section 1-4: Area Clears	If the terminal can clear from the current position to the end of the line, leaving the cursor where it is, this should be given as el. If the terminal can clear from the beginning of the line to the current position inclusive, leaving the cursor where it is, this should be given as ell. If the terminal can clear from the current position to the end of the display, then this should be given as ed. ed is only defined from the first column of a line. (Thus, it can be simulated by a request to delete a large number of lines, if a true ed is not available.)
Section 1-5: Insert/Delete Line	If the terminal can open a new blank line before the line where the cursor is, this should be given as ill; this is done only from the first position of a line. The cursor must then appear on the newly blank line. If the terminal can delete the line which the cursor is on, then this should be given as dll; this is done only from the first position on the line to be deleted. Versions of ill and dll which take a single parameter and insert or delete that many lines can be given as il and dl.
	If the terminal has a settable destructive scrolling region (like the VT100) the command to set this can be described with the csr capability, which takes two parameters: the top and bottom lines of the scrolling region. The cursor position is, alas, undefined after using this command. It is possible to get the effect of insert or delete line using this command — the sc and rc (save and restore cursor) commands are also useful. Inserting lines at the top or bottom of the screen can also be done using ri or ind on many terminals without a true insert/delete line, and is often faster even on terminals with those features.
	To determine whether a terminal has destructive scrolling regions or non-destructive scrolling regions, create a scrolling region in the middle of the screen, place data on the bottom line of the scrolling region, move the cursor to the top line of the scrolling region, and do a reverse index (ri) followed by a delete line (dll) or index (ind). If the data that was originally on the bottom line of the scrolling region was restored into the scrolling region by the dll or ind, then the terminal has non-destructive scrolling regions. Otherwise, it has destructive scrolling regions. Do not specify csr if the terminal has non-destructive scrolling regions, unless ind, ri, indn, rin, dl, and dll all simulate destructive scrolling.
	If the terminal has the ability to define a window as part of memory, which all commands affect, it should be given as the parameterized string wind. The four parameters are the starting and ending lines in memory and the starting and ending columns in memory, in that order.

If the terminal can retain display memory above, then the da capability should be given; if display memory can be retained below, then db should be given. These indicate that deleting a line or scrolling a full screen may bring non-blank lines up from below or that scrolling back with ri may bring down non-blank lines.

#### Section 1-6: Insert/Delete Character

There are two basic kinds of intelligent terminals with respect to insert/delete character operations which can be described using terminfo. The most common insert/delete character operations affect only the characters on the current line and shift characters off the end of the line rigidly. Other terminals, such as the Concept 100 and the Perkin Elmer Owl, make a distinction between typed and untyped blanks on the screen, shifting upon an insert or delete only to an untyped blank on the screen which is either eliminated, or expanded to two untyped blanks. You can determine the kind of terminal you have by clearing the screen and then typing text separated by cursor motions. Type "abc def" using local cursor motions (not spaces) between the abc and the def. Then position the cursor before the abc and put the terminal in insert mode. If typing characters causes the rest of the line to shift rigidly and characters to fall off the end, then your terminal does not distinguish between blanks and untyped positions. If the abc shifts over to the def which then move together around the end of the current line and onto the next as you insert, you have the second type of terminal, and should give the capability in, which stands for "insert null." While these are two logically separate attributes (one line versus multiline insert mode, and special treatment of untyped spaces) we have seen no terminals whose insert mode cannot be described with the single attribute.

terminfo can describe both terminals that have an insert mode and terminals which send a simple sequence to open a blank position on the current line. Give as smir the sequence to get into insert mode. Give as rmir the sequence to leave insert mode. Now give as ich1 any sequence needed to be sent just before sending the character to be inserted. Most terminals with a true insert mode will not give ich1; terminals that send a sequence to open a screen position should give it here. (If your terminal has both, insert mode is usually preferable to ich1. Do not give both unless the terminal actually requires both to be used in combination.) If post-insert padding is needed, give this as a number of milliseconds padding in ip (a string option). Any other sequence which may need to be sent after an insert of a single character may also be given in ip. If your terminal needs both to be placed into an 'insert mode' and a special code to precede each inserted character, then both smir/rmir and ich1 can be given, and both will be used. The ich capability, with one parameter, *n*, will insert *n* blanks.

If padding is necessary between characters typed while not in insert mode, give this as a number of milliseconds padding in rmp.

It is occasionally necessary to move around while in insert mode to delete characters on the same line (for example, if there is a tab after the insertion position). If your terminal allows motion while in insert mode you can give the capability mir to speed up inserting in this case. Omitting mir will affect only speed. Some terminals (notably Datamedia's) must not have mir because of the way their insert mode works.

Finally, you can specify dch1 to delete a single character, dch with one parameter, *n*, to delete *n* characters, and delete mode by giving smdc and rmdc to enter and exit delete mode (any mode the terminal needs to be placed in for dch1 to work).

A command to erase *n* characters (equivalent to outputting *n* blanks without moving the cursor) can be given as ech with one parameter.

Section 1-7: Highlighting, Underlining, and Visible Bells Your device may have one or more kinds of display attributes that allow you to highlight selected characters when they appear on the screen. The following display modes (shown with the names by which they are set) may be available: a blinking screen (blink), bold or extra-bright characters (bold), dim or half-bright characters (dim), blanking or invisible text (invis), protected text (prot), a reverse-video screen (rev), and an alternate character set (smacs to enter this mode and rmacs to exit it). (If a command is necessary before you can enter alternate character set mode, give the sequence in enacs or "enable alternate-character-set" mode.) Turning on any of these modes singly may or may not turn off other modes.

sgr0 should be used to turn off all video enhancement capabilities. It should always be specified because it represents the only way to turn off some capabilities, such as dim or blink.

You should choose one display method as *standout mode* and use it to highlight error messages and other kinds of text to which you want to draw attention. Choose a form of display that provides strong contrast but that is easy on the eyes. (We recommend reverse-video plus half-bright or reverse-video alone.) The sequences to enter and exit standout mode are given as smso and rmso, respectively. If the code to change into or out of standout mode leaves one or even two blank spaces on the screen, as the TVI 912 and Teleray 1061 do, then xmc should be given to tell how many spaces are left.

Sequences to begin underlining and end underlining can be specified as smul and rmul , respectively. If the device has a sequence to underline the current character and to move the cursor one space to the right (such as the Micro-Term MIME), this sequence can be specified as uc.

Terminals with the "magic cookie" glitch (xmc) deposit special "cookies" when they receive mode-setting sequences, which affect the display algorithm rather than having extra bits for each character. Some terminals, such as the Hewlett-Packard 2621, automatically leave standout mode when they move to a new line or the cursor is addressed. Programs using standout mode should exit standout mode before moving the cursor or sending a newline, unless the msgr capability, asserting that it is safe to move in standout mode, is present.

If the terminal has a way of flashing the screen to indicate an error quietly (a bell replacement), then this can be given as flash; it must not move the cursor. A good flash can be done by changing the screen into reverse video, pad for 200 ms, then return the screen to normal video.

If the cursor needs to be made more visible than normal when it is not on the bottom line (to make, for example, a non-blinking underline into an easier to find block or blinking underline) give this sequence as cvvis. The boolean chts should also be given. If there is a way to make the cursor completely invisible, give that as civis. The capability cnorm should be given which undoes the effects of either of these modes.

If your terminal generates underlined characters by using the underline character (with no special sequences needed) even though it does not otherwise overstrike characters, then you should specify the capability ul. For devices on which a character overstriking another leaves both characters on the screen, specify the capability os. If overstrikes are erasable with a blank, then this should be indicated by specifying eo.

If there is a sequence to set arbitrary combinations of modes, this should be given as sgr (set attributes), taking nine parameters. Each parameter is either 0 or non-zero, as the corresponding attribute is on or off. The nine parameters are, in order: standout, underline, reverse, blink, dim, bold, blank, protect, alternate character set. Not all modes need to be supported by sgr; only those for which corresponding separate attribute commands exist should be supported. For example, let's assume that the terminal in question needs the following escape sequences to turn on various modes.

tparm		
parameter	attribute	escape sequence
	none	\E[0m
p1	standout	\E[0;4;7m
p2	underline	\E[0;3m
p3	reverse	\E[0;4m
p4	blink	\E[0;5m
p5	dim	\E[0;7m
p6	bold	\E[0;3;4m
p7	invis	\E[0;8m
p8	protect	not available
p9	altcharset	^O (off) ^N (on)

Note that each escape sequence requires a 0 to turn off other modes before turning on its own mode. Also note that, as suggested above, *standout* is set up to be the combination of *reverse* and *dim*. Also, because this terminal has no *bold* mode, *bold* is set up as the combination of *reverse* and *underline*. In addition, to allow combinations,

such as *underline+blink*, the sequence to use would be E[0;3;5m. The terminal doesn't have *protect* mode, either, but that cannot be simulated in any way, so p8 is ignored. The *altcharset* mode is different in that it is either ^0 or ^N, depending on whether it is off or on. If all modes were to be turned on, the sequence would be  $E[0;3;4;5;7;8m^N.$ 

Now look at when different sequences are output. For example, ; 3 is output when either p2 or p6 is true, that is, if either *underline* or *bold* modes are turned on. Writing out the above sequences, along with their dependencies, gives the following:

sequence when to output		terminfo translation	
\E[0	always	\E[0	
;3	if p2 or p6	%?%p2%p6% %t;3%;	
;4	if p1 or p3 or p6	%?%p1%p3% %p6% %t;4%;	
;5	if p4	%?%p4%t;5%;	
;7	if p1 or p5	%?%p1%p5% %t;7%;	
;8	if p7	%?%p7%t;8%;	
m	always	m	
^N or ^O	if p9 ^N, else ^O	%?%p9%t^N%e^O%;	

Putting this all together into the sgr sequence gives:

sgr=\E[0%?%p2%p6%|%t;3%;%?%p1%p3%|%p6% |%t;4%;%?%p5%t;5%;%? %p1%p5% |%t;7%;%?%p7%t;8%;m%?%p9%t^N%e^O%;,

Remember that sgr and sgr0 must always be specified.

Section 1-8: Keypad If the device has a keypad that transmits sequences when the keys are pressed, this information can also be specified. Note that it is not possible to handle devices where the keypad only works in local (this applies, for example, to the unshifted Hewlett-Packard 2621 keys). If the keypad can be set to transmit or not transmit, specify these sequences as smkx and rmkx. Otherwise the keypad is assumed to always transmit.

The sequences sent by the left arrow, right arrow, up arrow, down arrow, and home keys can be given as kcub1, kcuf1, kcuu1, kcud1, and khome, respectively. If there are function keys such as f0, f1, ..., f63, the sequences they send can be specified as kf0, kf1, ..., kf63. If the first 11 keys have labels other than the default f0 through f10, the labels can be given as lf0, lf1, ..., lf10. The codes transmitted by certain other special keys can be given: kl1 (home down), kbs (backspace), ktbc (clear all tabs), kctab (clear the tab stop in this column), kclr (clear screen or erase key), kdch1 (delete character), kdl1 (delete line), krmir (exit insert mode), ke1 (clear to end of line), ked (clear to end of screen), kich1 (insert

character or enter insert mode), kill (insert line), knp (next page), kpp (previous page), kind (scroll forward/down), kri (scroll backward/up), khts (set a tab stop in this column). In addition, if the keypad has a 3 by 3 array of keys including the four arrow keys, the other five keys can be given as kal, ka3, kb2, kcl, and kc3. These keys are useful when the effects of a 3 by 3 directional pad are needed. Further keys are defined above in the capabilities list.

Strings to program function keys can be specified as pfkey, pfloc, and pfx. A string to program screen labels should be specified as pln. Each of these strings takes two parameters: a function key identifier and a string to program it with. pfkey causes pressing the given key to be the same as the user typing the given string; pfloc causes the string to be executed by the terminal in local mode; and pfx causes the string to be transmitted to the computer. The capabilities nlab, lw and lh define the number of programmable screen labels and their width and height. If there are commands to turn the labels on and off, give them in smln and rmln. smln is normally output after one or more pln sequences to make sure that the change becomes visible.

#### Section 1-9: Tabs and Initialization

If the device has hardware tabs, the command to advance to the next tab stop can be given as ht (usually control I). A "backtab" command that moves leftward to the next tab stop can be given as cbt. By convention, if tty modes show that tabs are being expanded by the computer rather than being sent to the device, programs should not use ht or cbt (even if they are present) because the user may not have the tab stops properly set. If the device has hardware tabs that are initially set every *n* spaces when the device is powered up, the numeric parameter it is given, showing the number of spaces the tabs are set to. This is normally used by tput init (see tput(1)) to determine whether to set the mode for hardware tab expansion and whether to set the tab stops. If the device has tab stops that can be saved in nonvolatile memory, the terminfo description can assume that they are properly set. If there are commands to set and clear tab stops, they can be given as tbc (clear all tab stops) and hts (set a tab stop in the current column of every row).

Other capabilities include: is1, is2, and is3, initialization strings for the device; iprog, the path name of a program to be run to initialize the device; and if, the name of a file containing long initialization strings. These strings are expected to set the device into modes consistent with the rest of the terminfo description. They must be sent to the device each time the user logs in and be output in the following order: run the program iprog; output is1; output is2; set the margins using mgc, smgl and smgr; set the tabs using tbc and hts; print the file if; and finally output is3. This is usually done using the init option of tput.

Most initialization is done with is2. Special device modes can be set up without duplicating strings by putting the common sequences in is2 and special cases in is1 and is3. Sequences that do a reset from a totally unknown state can be given as rs1, rs2, rf, and rs3, analogous to is1, is2, is3, and if. (The method using files, if and rf, is used for a few terminals, from /usr/share/lib/tabset/\*; however, the recommended method is to use the initialization and reset strings.) These strings are output by tput reset, which is used when the terminal gets into a wedged state. Commands are normally placed in rs1, rs2, rs3, and rf only if they produce

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	annoying effects on the screen and are not need the command to set a terminal into 80-column but on some terminals it causes an annoying needed because the terminal is usually alread	n mode would normally be part of is2, glitch on the screen and is not normally
	If a more complex sequence is needed to set t tbc and hts, the sequence can be placed in t	
	Any margin can be cleared with mgc. (For ins to set and clear margins, see "Margins" below	
Section 1-10: Delays	Certain capabilities control padding in the tt hard-copy terminals, and are used by tput i Delays embedded in the capabilities cr, ind, appropriate delay bits to be set in the tty driv these values can be ignored at baud rates belo	nit to set tty modes appropriately. , cub1, ff, and tab can be used to set the rer. If pb (padding baud rate) is given,
Section 1-11: Status Lines	If the terminal has an extra "status line" that fact can be indicated. If the status line is view into which one can cursor address normally ( the 24th line of a VT100 which is set to a 23-li should be given. Special strings that go to a g from the status line can be given as $tsl$ and $s$ in the same place it was before $tsl$ . If necess included in $tsl$ and $fsl$ to get this effect.) The which is the column number of the status line	red as an extra line below the bottom line, (such as the Heathkit h19's 25th line, or ine scrolling region), the capability hs given column of the status line and return fsl. (fsl must leave the cursor position ary, the sc and rc strings can be he capability tsl takes one parameter,
Section 1-12: Line Graphics	If escape sequences and other special comma line, the flag eslok can be given. A string wh erases its contents) should be given as dsl. If restore the position of the cursor, give them a assumed to be the same width as the rest of the line is a different width (possibly because the be loaded) the width, in columns, can be indi- If the device has a line drawing alternate character character would be given in acsc. The defini- alternate character set used in the DEC VT100 characters from the AT&T 4410v1 terminal.	hich turns off the status line (or otherwise f the terminal has commands to save and is sc and rc. The status line is normally he screen, for example, cols. If the status terminal does not allow an entire line to facted with the numeric parameter wsl. racter set, the mapping of glyph to ition of this string is based on the
	Glyph Name	vt100+ Character
	arrow pointing right	+
	arrow pointing left	,
	arrow pointing down	
	solid square block	0
	solid square block	0

Glyph Name	vt100+ Character	
lantern symbol	Ι	
arrow pointing up	-	
diamond	<i>'</i>	
checker board (stipple)	а	
degree symbol	f	
plus/minus	g	
board of squares	h	
lower right corner	j	
upper right corner	k	
upper left corner	1	
lower left corner	m	
plus	n	
scan line 1	0	
horizontal line	q	
scan line 9	s	
left tee	t	
right tee	u	
bottom tee	V	
top tee	w	
vertical line	x	
bullet	~	

The best way to describe a new device's line graphics set is to add a third column to the above table with the characters for the new device that produce the appropriate glyph when the device is in the alternate character set mode. For example,

Glyph Name	vt100+ Char	New tty Char
upper left corner	1	R
lower left corner	m	F
upper right corner	k	Т

	Glyph Name	vt100+ Char	New tty Char	
	lower right corner	j	G	
	horizontal line	q	,	
	vertical line	x		
	Now write down the characters left to right, as in "acsc=lRmFkTjGqx.". In addition, terminfo allows you to define multiple character sets. See Section 2-5 fo			
Section 1-13: Color Manipulation				
	that can be displayed on the definition of a color (for exan should be specified with ccc (Tektronix 4200 method), use number (ranging from 0 to c	rs and pairs define the num screen at the same time. If a te nple, the Tektronix 4100 and 4 c (can change color). To change e initc (initialize color). It rec colors—1) and three RGB (red tness, Saturation). Ranges of R	erminal can change the 200 series terminals), this e the definition of a color quires four arguments: color , green, and blue) values or	
	dual-mode terminals to be o hls; that would instruct the	als only use HLS color notation perated in HLS mode) one mu curses init_color routine nding them to the terminal. The be HLS values.	st define a boolean variable e to convert its RGB	
		definitions of colors, but uses ing to either RGB or HLS mus		
	foreground) and setab (set number of the color. To initia It requires seven parameters RGB values: three for the for these groups of three should RGB or HLS arguments shou	background to a given color, u ANSI background). They requ alize a color-pair (HP method), : the number of a color-pair (ra eground followed by three for be in the order RGB.) When i ald be in the order "red, green, make a color-pair current, use nber of a color-pair.	<pre>ire one parameter: the use initp (initialize pair). ange=0 to pairs-1), and six the background. (Each of nitc or initp are used, blue" or "hue, lightness,</pre>	

Some terminals (for example, most color terminal emulators for PCs) erase areas of the screen with current background color. In such cases, bce (background color erase) should be defined. The variable op (original pair) contains a sequence for setting the foreground and the background colors to what they were at the terminal start-up time. Similarly, oc (original colors) contains a control sequence for setting all colors (for the Tektronix method) or color-pairs (for the HP method) to the values they had at the terminal start-up time.

Some color terminals substitute color for video attributes. Such video attributes should not be combined with colors. Information about these video attributes should be packed into the ncv (no color video) variable. There is a one-to-one correspondence between the nine least significant bits of that variable and the video attributes. The following table depicts this correspondence.

Attribute	Bit Position	Decimal Value	
A_STANDOUT	0	1	
A_UNDERLINE	1	2	
A_REVERSE	2	4	
A_BLINK	3	8	
A_DIM	4	16	
A_BOLD	5	32	
A_INVIS	6	64	
A_PROTECT	7	128	
A_ALTCHARSET	8	256	

When a particular video attribute should not be used with colors, the corresponding ncv bit should be set to 1; otherwise it should be set to zero. To determine the information to pack into the ncv variable, you must add together the decimal values corresponding to those attributes that cannot coexist with colors. For example, if the terminal uses colors to simulate reverse video (bit number 2 and decimal value 4) and bold (bit number 5 and decimal value 32), the resulting value for ncv will be 36 (4 + 32).

#### Section 1-14: Miscellaneous

If the terminal requires other than a null (zero) character as a pad, then this can be
given as pad. Only the first character of the pad string is used. If the terminal does not have a pad character, specify npc.

If the terminal can move up or down half a line, this can be indicated with hu (half-line up) and hd (half-line down). This is primarily useful for superscripts and subscripts on hardcopy terminals. If a hardcopy terminal can eject to the next page (form feed), give this as ff (usually control L).

If there is a command to repeat a given character a given number of times (to save time transmitting a large number of identical characters) this can be indicated with the parameterized string rep. The first parameter is the character to be repeated and the second is the number of times to repeat it. Thus, tparm(repeat\_char, 'x', 10) is the same as xxxxxxxxx.

If the terminal has a settable command character, such as the Tektronix 4025, this can be indicated with cmdch. A prototype command character is chosen which is used in all capabilities. This character is given in the cmdch capability to identify it. The following convention is supported on some systems: If the environment variable CC exists, all occurrences of the prototype character are replaced with the character in CC.

Terminal descriptions that do not represent a specific kind of known terminal, such as switch, *dialup*, patch, and *network*, should include the gn (generic) capability so that programs can complain that they do not know how to talk to the terminal. (This capability does not apply to *virtual* terminal descriptions for which the escape sequences are known.) If the terminal is one of those supported by the system virtual terminal protocol, the terminal number can be given as vt. A line-turn-around sequence to be transmitted before doing reads should be specified in rfi.

If the device uses xon/xoff handshaking for flow control, give xon. Padding information should still be included so that routines can make better decisions about costs, but actual pad characters will not be transmitted. Sequences to turn on and off xon/xoff handshaking may be given in smxon and rmxon. If the characters used for handshaking are not ^S and ^Q, they may be specified with xonc and xoffc.

If the terminal has a "meta key" which acts as a shift key, setting the 8th bit of any character transmitted, this fact can be indicated with km. Otherwise, software will assume that the 8th bit is parity and it will usually be cleared. If strings exist to turn this "meta mode" on and off, they can be given as smm and rmm.

If the terminal has more lines of memory than will fit on the screen at once, the number of lines of memory can be indicated with 1m. A value of 1m#0 indicates that the number of lines is not fixed, but that there is still more memory than fits on the screen.

Media copy strings which control an auxiliary printer connected to the terminal can be given as mc0: print the contents of the screen, mc4: turn off the printer, and mc5: turn on the printer. When the printer is on, all text sent to the terminal will be sent to the printer. A variation, mc5p, takes one parameter, and leaves the printer on for as many characters as the value of the parameter, then turns the printer off. The parameter should not exceed 255. If the text is not displayed on the terminal screen when the printer is on, specify mc5i (silent printer). All text, including mc4, is transparently passed to the printer while an mc5p is in effect.

Section 1-15: Special Cases	The working model used by terminfo fits most terminals reasonably well. However, some terminals do not completely match that model, requiring special support by terminfo. These are not meant to be construed as deficiencies in the terminals; they are just differences between the working model and the actual hardware. They may be unusual devices or, for some reason, do not have all the features of the terminfo model implemented.
	Terminals that cannot display tilde (~) characters, such as certain Hazeltine terminals, should indicate hz.
	Terminals that ignore a linefeed immediately after an am wrap, such as the Concept 100, should indicate xen1. Those terminals whose cursor remains on the right-most column until another character has been received, rather than wrapping immediately upon receiving the right-most character, such as the VT100, should also indicate xen1.
	If el is required to get rid of standout (instead of writing normal text on top of it), xhp should be given.
	Those Teleray terminals whose tabs turn all characters moved over to blanks, should indicate $xt$ (destructive tabs). This capability is also taken to mean that it is not possible to position the cursor on top of a "magic cookie." Therefore, to erase standout mode, it is necessary, instead, to use delete and insert line.
	Those Beehive Superbee terminals which do not transmit the escape or control–C characters, should specify xsb, indicating that the f1 key is to be used for escape and the f2 key for control C.
Section 1-16: Similar Terminals	If there are two very similar terminals, one can be defined as being just like the other with certain exceptions. The string capability use can be given with the name of the similar terminal. The capabilities given before use override those in the terminal type invoked by use. A capability can be canceled by placing $xx@$ to the left of the capability definition, where $xx$ is the capability. For example, the entry
	att4424-2 Teletype4424 in display function group ii, rev@, sgr@, smul@, use=att4424,
	defines an AT&T4424 terminal that does not have the rev, sgr, and smul capabilities, and hence cannot do highlighting. This is useful for different modes for a terminal, or for different user preferences. More than one use capability may be given.
PART 2: PRINTER CAPABILITIES	The terminfo database allows you to define capabilities of printers as well as terminals. To find out what capabilities are available for printers as well as for terminals, see the two lists under "DEVICE CAPABILITIES" that list capabilities by variable and by capability name.
Section 2-1: Rounding Values	Because parameterized string capabilities work only with integer values, we recommend that terminfo designers create strings that expect numeric values that have been rounded. Application designers should note this and should always round values to the nearest integer before using them with a parameterized string capability.

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Section 2-2: Printer Resolution	A prin In gen vertic achie resolu the le

Section 2-3:

Resolution

**Specifying Printer** 

A printer's resolution is defined to be the smallest spacing of characters it can achieve. In general printers have independent resolution horizontally and vertically. Thus the vertical resolution of a printer can be determined by measuring the smallest achievable distance between consecutive printing baselines, while the horizontal resolution can be determined by measuring the smallest achievable distance between the left-most edges of consecutive printed, identical, characters.

All printers are assumed to be capable of printing with a uniform horizontal and vertical resolution. The view of printing that terminfo currently presents is one of printing inside a uniform matrix: All characters are printed at fixed positions relative to each "cell" in the matrix; furthermore, each cell has the same size given by the smallest horizontal and vertical step sizes dictated by the resolution. (The cell size can be changed as will be seen later.)

Many printers are capable of "proportional printing," where the horizontal spacing depends on the size of the character last printed. terminfo does not make use of this capability, although it does provide enough capability definitions to allow an application to simulate proportional printing.

A printer must not only be able to print characters as close together as the horizontal and vertical resolutions suggest, but also of "moving" to a position an integral multiple of the smallest distance away from a previous position. Thus printed characters can be spaced apart a distance that is an integral multiple of the smallest distance, up to the length or width of a single page.

Some printers can have different resolutions depending on different "modes." In "normal mode," the existing terminfo capabilities are assumed to work on columns and lines, just like a video terminal. Thus the old lines capability would give the length of a page in lines, and the cols capability would give the width of a page in columns. In "micro mode," many terminfo capabilities work on increments of lines and columns. With some printers the micro mode may be concomitant with normal mode, so that all the capabilities work at the same time.

The printing resolution of a printer is given in several ways. Each specifies the resolution as the number of smallest steps per distance:

Specification of Printer Resolution Characteristic Number of Smallest Steps

- orhi Steps per inch horizontally
- orvi Steps per inch vertically
- orc Steps per column
- orl Steps per line

When printing in normal mode, each character printed causes movement to the next column, except in special cases described later; the distance moved is the same as the per-column resolution. Some printers cause an automatic movement to the next line when a character is printed in the rightmost position; the distance moved vertically is the same as the per-line resolution. When printing in micro mode, these distances can be different, and may be zero for some printers.

Specification of Printer Resolution Automatic Motion after Printing

Normal Mode:

orc Steps moved horizontally

orl Steps moved vertically

Micro Mode:

mcs Steps moved horizontally

mls Steps moved vertically

Some printers are capable of printing wide characters. The distance moved when a wide character is printed in normal mode may be different from when a regular width character is printed. The distance moved when a wide character is printed in micro mode may also be different from when a regular character is printed in micro mode, but the differences are assumed to be related: If the distance moved for a regular character is the same whether in normal mode or micro mode (mcs=orc), then the distance moved for a wide character is also the same whether in normal mode or micro mode. This doesn't mean the normal character distance is necessarily the same as the wide character distance, just that the distance moved for a regular character is different in micro mode. However, if the distance moved for a regular character is different in micro mode from the distance moved in normal mode (mcs<ore), the micro mode distance is assumed to be the same for a wide character printed in micro mode, as the table below shows.

Specification of Printer Resolution Automatic Motion after Printing Wide Character

Normal Mode or Micro Mode (mcs = orc): sp widcs Steps moved horizontally

Micro Mode (mcs < orc):

mcs Steps moved horizontally

There may be control sequences to change the number of columns per inch (the character pitch) and to change the number of lines per inch (the line pitch). If these are used, the resolution of the printer changes, but the type of change depends on the printer:

Specification of Printer Resolution Changing the Character/Line Pitches

cpi Change character pitch cpix If set, cpi changes orhi, otherwise changes orc

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- lpi Change line pitch
- lpix If set, lpi changes orvi, otherwise changes
- orl
- chr Change steps per column
- cvr Change steps per line

The cpi and lpi string capabilities are each used with a single argument, the pitch in columns (or characters) and lines per inch, respectively. The chr and cvr string capabilities are each used with a single argument, the number of steps per column and line, respectively.

Using any of the control sequences in these strings will imply a change in some of the values of orc, orhi, orl, and orvi. Also, the distance moved when a wide character is printed, widcs, changes in relation to orc. The distance moved when a character is printed in micro mode, mcs, changes similarly, with one exception: if the distance is 0 or 1, then no change is assumed (see items marked with \* in the following table).

Programs that use cpi, lpi, chr, or cvr should recalculate the printer resolution (and should recalculate other values— see "Effect of Changing Printing Resolution" under "Dot-Mapped Graphics").

Specification of Printer Resolution Effects of Changing the Character/Line Pitches

Before After

Using cpi with cpix clear: \$bold orhi '\$ orhi \$bold orc '\$ \$bold orc = bold orhi over V sub italic cpi\$

Using cpi with cpix set: \$bold orhi '\$ \$bold orhi = bold orc cdot V sub italic cpi\$ \$bold orc '\$ \$bold orc\$

Using lpi with lpix clear: \$bold orvi '\$ \$bold orvi\$ \$bold orl '\$ \$bold orl = bold orvi over V sub italic lpi\$

Using lpi with lpix set: \$bold orvi '\$ \$bold orvi = bold orl cdot V sub italic lpi\$ \$bold orl '\$ \$bold orl\$

Using chr: \$bold orhi '\$ \$bold orhi\$ \$bold orc '\$ \$V sub italic chr\$

Using cvr: \$bold orvi '\$ \$bold orvi\$ \$bold orl '\$ \$V sub italic cvr\$

	Using cpi or chr: \$bold wides '\$ \$bold wides = bold {wides '} bold ore over { bold {ore '} }\$ \$bold mes '\$ \$bold mes = bold {mes '} bold ore over { bold {ore '} }\$	
	\$V sub italic cpi\$, \$V sub italic lpi\$, \$V sub italic chr\$, and \$V sub italic cvr\$ are the arguments used with cpi, lpi, chr, and cvr, respectively. The prime marks (') indicate the old values.	
Section 2-4: Capabilities that Cause Movement	In the following descriptions, "movement" refers to the motion of the "current position." With video terminals this would be the cursor; with some printers this is the carriage position. Other printers have different equivalents. In general, the current position is where a character would be displayed if printed.	
	terminfo has string capabilities for control sequences that cause movement a number of full columns or lines. It also has equivalent string capabilities for control sequences that cause movement a number of smallest steps.	
	String Capabilities for Motion	
	mcub1Move 1 step leftmcuf1Move 1 step rightmcuu1Move 1 step upmcud1Move 1 step downmcubMove N steps leftmcufMove N steps rightmcuuMove N steps upmcudMove N steps downmhpaMove N steps from the leftmvpaMove N steps from the top	
	The latter six strings are each used with a single argument, $N$ .	
	Sometimes the motion is limited to less than the width or length of a page. Also, some printers don't accept absolute motion to the left of the current position. terminfo has capabilities for specifying these limits.	
	Limits to Motion	
	mjumpLimit on use of mcub1, mcuf1, mcuu1, mcud1maddrLimit on use of mhpa, mvpaxhpaIf set, hpa and mhpa can't move leftxvpaIf set, vpa and mvpa can't move up	
	If a printer needs to be in a "micro mode" for the motion capabilities described above to work, there are string capabilities defined to contain the control sequence to enter and exit this mode. A boolean is available for those printers where using a carriage return causes an automatic return to normal mode.	
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#### Entering/Exiting Micro Mode

smicmEnter micro modermicmExit micro modecrxmUsing cr exits micro mode

The movement made when a character is printed in the rightmost position varies among printers. Some make no movement, some move to the beginning of the next line, others move to the beginning of the same line. terminfo has boolean capabilities for describing all three cases.

What Happens After Character Printed in Rightmost Position

sam Automatic move to beginning of same line

Some printers can be put in a mode where the normal direction of motion is reversed. This mode can be especially useful when there are no capabilities for leftward or upward motion, because those capabilities can be built from the motion reversal capability and the rightward or downward motion capabilities. It is best to leave it up to an application to build the leftward or upward capabilities, though, and not enter them in the terminfo database. This allows several reverse motions to be strung together without intervening wasted steps that leave and reenter reverse mode.

Entering/Exiting Reverse Modes

slm Reverse sense of horizontal motions rlm Restore sense of horizontal motions

sum Reverse sense of vertical motions

rum Restore sense of vertical motions

While sense of horizontal motions reversed:

mcub1 Move 1 step right

mcuf1 Move 1 step left

mcub Move N steps right

mcuf Move N steps left

cub1 Move 1 column right

cuf1 Move 1 column left

cub Move N columns right

cuf Move N columns left

While sense of vertical motions reversed:

mcuu1 Move 1 step down

mcud1 Move 1 step up

mcuu Move N steps down

mcud Move N steps up

cuu1 Move 1 line down

cud1 Move 1 line up

cuu Move N lines down

cud Move N lines up

The reverse motion modes should not affect the mvpa and mhpa absolute motion capabilities. The reverse vertical motion mode should, however, also reverse the action of the line "wrapping" that occurs when a character is printed in the right-most position. Thus printers that have the standard terminfo capability am defined should experience motion to the beginning of the previous line when a character is printed in the right-most position under reverse vertical motion mode.

The action when any other motion capabilities are used in reverse motion modes is not defined; thus, programs must exit reverse motion modes before using other motion capabilities.

Two miscellaneous capabilities complete the list of new motion capabilities. One of these is needed for printers that move the current position to the beginning of a line when certain control characters, such as "line-feed" or "form-feed," are used. The other is used for the capability of suspending the motion that normally occurs after printing a character.

Miscellaneous Motion Strings

docr List of control characters causing cr zerom Prevent auto motion after printing next single character

**Margins** terminfo provides two strings for setting margins on terminals: one for the left and one for the right margin. Printers, however, have two additional margins, for the top and bottom margins of each page. Furthermore, some printers require not using motion strings to move the current position to a margin and then fixing the margin there, but require the specification of where a margin should be regardless of the current position. Therefore terminfo offers six additional strings for defining margins with printers.

Setting Margins

smglSet left margin at current columnsmgrSet right margin at current columnsmgbSet bottom margin at current linesmgbSet top margin at current linesmgbpSet bottom margin at line NsmglpSet left margin at column NsmgrpSet right margin at column NsmgtpSet top margin at line N

The last four strings are used with one or more arguments that give the position of the margin or margins to set. If both of smglp and smgrp are set, each is used with a single argument, *N*, that gives the column number of the left and right margin, respectively. If both of smglp and smgbp are set, each is used to set the top and bottom margin, respectively: smgtp is used with a single argument, *N*, the line number of the top margin; however, smgbp is used with two arguments, *N* and *M*, that give the line number of the bottom margin, the first counting from the top of the page and the second counting from the bottom. This accommodates the two styles of

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	specifying the bottom margin in different manufacturers' printers. When coding a terminfo entry for a printer that has a settable bottom margin, only the first or second parameter should be used, depending on the printer. When writing an application that uses smgbp to set the bottom margin, both arguments must be give			
	If only one of smglp and smgrp is set, then it is used with two arguments, the column number of the left and right margins, in that order. Likewise, if only one of smgtp and smgbp is set, then it is used with two arguments that give the top and bottom margins, in that order, counting from the top of the page. Thus when coding a terminfo entry for a printer that requires setting both left and right or top and bottom margins simultaneously, only one of smglp and smgrp or smgtp and smgbp should be defined; the other should be left blank. When writing an application that uses these string capabilities, the pairs should be first checked to see if each in the pair is set or only one is set, and should then be used accordingly.			
	In counting lines or columns, line zero is the top line and column zero is the left-most column. A zero value for the second argument with smgbp means the bottom line of the page.			
	All margins can be cleared with mgc.			
Shadows, Italics, Wide Characters	Five new sets of strings describe the capabilities printers have of enhancing printed text.			
	Enhanced Printing			
	sshm Enter shadow-printing mode rshm Exit shadow-printing mode sitm Enter italicizing mode ritm Exit italicizing mode swidm Enter wide character mode rwidm Exit wide character mode ssupm Enter superscript mode rsupm Exit superscript mode supcs List of characters available as superscripts ssubm Enter subscript mode rsubm Exit subscript mode subcs List of characters available as subscripts			
	If a printer requires the sshm control sequence before every character to be shadow-printed, the rshm string is left blank. Thus programs that find a control sequence in sshm but none in rshm should use the sshm control sequence before every character to be shadow-printed; otherwise, the sshm control sequence should be used once before the set of characters to be shadow-printed, followed by rshm. The same is also true of each of the sitm/ritm, swidm/rwidm, ssupm/rsupm, and ssubm/ rsubm pairs.			
	Note that terminfo also has a capability for printing emboldened text (bold). While shadow printing and emboldened printing are similar in that they "darken" the text, many printers produce these two types of print in slightly different ways. Generally,			

	emboldened printing is done by overstriking the same character one or more times Shadow printing likewise usually involves overstriking, but with a slight moveme up and/or to the side so that the character is "fatter."			
	It is assumed that enhanced printing modes are independent modes, so that it would be possible, for instance, to shadow print italicized subscripts.			
	As mentioned earlier, the amount of motion automatically made after printing a wide character should be given in wides.			
	If only a subset of the printable ASCII characters can be printed as superscripts or subscripts, they should be listed in supcs or subcs strings, respectively. If the ssupm or ssubm strings contain control sequences, but the corresponding supcs or subcs strings are empty, it is assumed that all printable ASCII characters are available as superscripts or subscripts.			
	Automatic motion made after printing a superscript or subscript is assumed to be the same as for regular characters. Thus, for example, printing any of the following three examples will result in equivalent motion:			
	Bi B <sub>i</sub> B <sup>i</sup>			
	Note that the existing msgr boolean capability describes whether motion control sequences can be used while in "standout mode." This capability is extended to cover the enhanced printing modes added here. msgr should be set for those printers that accept any motion control sequences without affecting shadow, italicized, widened, superscript, or subscript printing. Conversely, if msgr is not set, a program should end these modes before attempting any motion.			
Section 2-5: Alternate Character Sets	In addition to allowing you to define line graphics (described in Section 1-12), terminfo lets you define alternate character sets. The following capabilities cover printers and terminals with multiple selectable or definable character sets.			
	Alternate Character Sets			
	scs Select character set N scsd Start definition of character set N, M characters defc Define character A, B dots wide, descender D rcsd End definition of character set N csnm List of character set names daisy Printer has manually changed print-wheels			
	The scs, rcsd, and csnm strings are used with a single argument, $N$ , a number from 0 to 63 that identifies the character set. The scsd string is also used with the argument $N$ and another, $M$ , that gives the number of characters in the set. The defc string is used with three arguments: $A$ gives the ASCII code representation for the character, $B$ gives the width of the character in dots, and $D$ is zero or one depending on whether the character is a "descender" or not. The defc string is also followed by a string of "image-data" bytes that describe how the character looks (see below).			

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Character set 0 is the default character set present after the printer has been initialized. Not every printer has 64 character sets, of course; using scs with an argument that doesn't select an available character set should cause a null result from tparm. If a character set has to be defined before it can be used, the scsd control sequence is to be used before defining the character set, and the rcsd is to be used after. They should also cause a null result from tparm when used with an argument N that doesn't apply. If a character set still has to be selected after being defined, the scs control sequence should follow the rcsd control sequence. By examining the results of using each of the scs, scsd, and rcsd strings with a character set number in a call to tparm, a program can determine which of the three are needed. Between use of the scsd and rcsd strings, the defc string should be used to define each character. To print any character on printers covered by terminfo, the ASCII code is sent to the printer. This is true for characters in an alternate set as well as "normal" characters. Thus the definition of a character includes the ASCII code that represents it. In addition, the width of the character in dots is given, along with an indication of whether the character should descend below the print line (such as the lower case letter "g" in most character sets). The width of the character in dots also indicates the number of image-data bytes that will follow the defc string. These image-data bytes indicate where in a dot-matrix pattern ink should be applied to "draw" the character; the number of these bytes and their form are defined below under "Dot-Mapped Graphics." It's easiest for the creator of terminfo entries to refer to each character set by number; however, these numbers will be meaningless to the application developer. The csnm string alleviates this problem by providing names for each number. When used with a character set number in a call to tparm, the csnm string will produce the equivalent name. These names should be used as a reference only. No naming convention is implied, although anyone who creates a terminfo entry for a printer should use names consistent with the names found in user documents for the printer. Application developers should allow a user to specify a character set by number (leaving it up to the user to examine the csnm string to determine the correct number), or by name, where the application examines the csnm string to determine the corresponding character set number. These capabilities are likely to be used only with dot-matrix printers. If they are not available, the strings should not be defined. For printers that have manually changed print-wheels or font cartridges, the boolean daisy is set. Section 2-6: Dot-matrix printers typically have the capability of reproducing "raster-graphics" **Dot-Matrix** images. Three new numeric capabilities and three new string capabilities can help a Graphics program draw raster-graphics images independent of the type of dot-matrix printer or the number of pins or dots the printer can handle at one time. **Dot-Matrix Graphics** npins Number of pins, N, in print-head

spinv Spacing of pins vertically in pins per inchspinh Spacing of dots horizontally in dots per inchporder Matches software bits to print-head pinssbim Start printing bit image graphics, B bits widerbim End printing bit image graphics

The sbim sring is used with a single argument, *B*, the width of the image in dots.

The model of dot-matrix or raster-graphics that terminfo presents is similar to the technique used for most dot-matrix printers: each pass of the printer's print-head is assumed to produce a dot-matrix that is *N* dots high and *B* dots wide. This is typically a wide, squat, rectangle of dots. The height of this rectangle in dots will vary from one printer to the next; this is given in the npins numeric capability. The size of the rectangle in fractions of an inch will also vary; it can be deduced from the spinv and spinh numeric capabilities. With these three values an application can divide a complete raster-graphics image into several horizontal strips, perhaps interpolating to account for different dot spacing vertically and horizontally.

The sbim and rbim strings are used to start and end a dot-matrix image, respectively. The sbim string is used with a single argument that gives the width of the dot-matrix in dots. A sequence of "image-data bytes" are sent to the printer after the sbim string and before the rbim string. The number of bytes is a integral multiple of the width of the dot-matrix; the multiple and the form of each byte is determined by the porder string as described below.

The porder string is a comma separated list of pin numbers optionally followed by an numerical offset. The offset, if given, is separated from the list with a semicolon. The position of each pin number in the list corresponds to a bit in an 8-bit data byte. The pins are numbered consecutively from 1 to npins, with 1 being the top pin. Note that the term "pin" is used loosely here; "ink-jet" dot-matrix printers don't have pins, but can be considered to have an equivalent method of applying a single dot of ink to paper. The bit positions in porder are in groups of 8, with the first position in each group the most significant bit and the last position the least significant bit. An application produces 8-bit bytes in the order of the groups in porder.

An application computes the "image-data bytes" from the internal image, mapping vertical dot positions in each print-head pass into 8-bit bytes, using a 1 bit where ink should be applied and 0 where no ink should be applied. This can be reversed (0 bit for ink, 1 bit for no ink) by giving a negative pin number. If a position is skipped in porder, a 0 bit is used. If a position has a lower case 'x' instead of a pin number, a 1 bit is used in the skipped position. For consistency, a lower case 'o' can be used to represent a 0 filled, skipped bit. There must be a multiple of 8 bit positions used or skipped in porder; if not, 0 bits are used to fill the last byte in the least significant bits. The offset, if given, is added to each data byte; the offset can be negative.

Some examples may help clarify the use of the porder string. The AT&T 470, AT&T 475 and C.Itoh 8510 printers provide eight pins for graphics. The pins are identified top to bottom by the 8 bits in a byte, from least significant to most. The porder strings for these printers would be 8, 7, 6, 5, 4, 3, 2, 1. The AT&T 478 and AT&T 479

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terminfo(4)				
	printers also provide eight pins for graphics. However, the pins are identified in the reverse order. The porder strings for these printers would be 1, 2, 3, 4, 5, 6, 7, 8. The AT&T 5310, AT&T 5320, DEC LA100, and DEC LN03 printers provide six pins for graphics. The pins are identified top to bottom by the decimal values 1, 2, 4, 8, 16 and 32. These correspond to the low six bits in an 8-bit byte, although the decimal values are further offset by the value 63. The porder string for these printers would be , , 6, 5, 4, 3, 2, 1; 63, or alternately 0, 0, 6, 5, 4, 3, 2, 1; 63.			
Section 2-7: Effect of Changing Printing	If the control sequences to change the character pitch or the line pitch are used, the pin or dot spacing may change:			
Resolution	Dot-Matrix Graphics Changing the Character/Line Pitches			
	cpi Change character pitch cpix If set, cpi changes spinh lpi Change line pitch lpix If set, lpi changes spinv			
	Programs that use cpi or lpi should recalculate the dot spacing:			
	Dot-Matrix Graphics Effects of Changing the Character/Line Pitches			
	Before After			
	Using cpi with cpix clear: \$bold spinh '\$ \$bold spinh\$			
	Using cpi with cpix set: \$bold spinh '\$ \$bold spinh = bold spinh ' cdot bold orhi over { bold {orhi '} }\$			
	Using lpi with lpix clear: \$bold spinv '\$ \$bold spinv\$			
	Using lpi with lpix set: \$bold spinv '\$ \$bold spinv = bold {spinv '} cdot bold orhi over { bold {orhi '}}\$			
	Using chr: \$bold spinh '\$ \$bold spinh\$			
	Using cvr: \$bold spinv '\$ \$bold spinv\$			

Section 2-8: Print	orhi' and orhi are the values of the horizontal resolution in steps per inch, before using cpi and after using cpi, respectively. Likewise, orvi' and orvi are the values of the vertical resolution in steps per inch, before using lpi and after using lpi, respectively. Thus, the changes in the dots per inch for dot-matrix graphics follow the changes in steps per inch for printer resolution.			
Quality	Many dot-matrix printers can alter the dot spacing of printed text to produce near "letter quality" printing or "draft quality" printing. Usually it is important to be able to choose one or the other because the rate of printing generally falls off as the quality improves. There are three new strings used to describe these capabilities.			
	Print Quality			
	snlq Set near-letter quality print snrmq Set normal quality print sdrfq Set draft quality print			
	The capabilities are listed in decreasing levels of quality. If a printer doesn't have all three levels, one or two of the strings should be left blank as appropriate.			
Section 2-9: Printing Rate and Buffer Size	Because there is no standard protocol that can be used to keep a program synchronized with a printer, and because modern printers can buffer data before printing it, a program generally cannot determine at any time what has been printed. Two new numeric capabilities can help a program estimate what has been printed.			
	Print Rate/Buffer Size			
	cps Nominal print rate in characters per second bufsz Buffer capacity in characters			
	cps is the nominal or average rate at which the printer prints characters; if this value is not given, the rate should be estimated at one-tenth the prevailing baud rate. bufsz is the maximum number of subsequent characters buffered before the guaranteed printing of an earlier character, assuming proper flow control has been used. If this value is not given it is assumed that the printer does not buffer characters, but prints them as they are received.			
	As an example, if a printer has a 1000-character buffer, then sending the letter "a" followed by 1000 additional characters is guaranteed to cause the letter "a" to print. If the same printer prints at the rate of 100 characters per second, then it should take 10 seconds to print all the characters in the buffer, less if the buffer is not full. By keeping track of the characters sent to a printer, and knowing the print rate and buffer size, a program can synchronize itself with the printer.			
	Note that most printer manufacturers advertise the maximum print rate, not the nominal print rate. A good way to get a value to put in for cps is to generate a few pages of text, count the number of printable characters, and then see how long it takes to print the text.			

Applications that use these values should recognize the variability in the print rate. Straight text, in short lines, with no embedded control sequences will probably print at close to the advertised print rate and probably faster than the rate in cps. Graphics data with a lot of control sequences, or very long lines of text, will print at well below the advertised rate and below the rate in cps. If the application is using cps to decide how long it should take a printer to print a block of text, the application should pad the estimate. If the application is using cps to decide how much text has already been printed, it should shrink the estimate. The application will thus err in favor of the user, who wants, above all, to see all the output in its correct place.

FILES	/usr/share/lib/terminfo/?/*	compiled terminal description database
	/usr/share/lib/.COREterm/?/*	subset of compiled terminal description database
	/usr/share/lib/tabset/*	tab settings for some terminals, in a format appropriate to be output to the terminal (escape sequences that set margins and tabs)

- SEE ALSO ls(1), pg(1), stty(1), tput(1), tty(1), vi(1), infocmp(1M), tic(1M), printf(3C), curses(3CURSES), curses(3XCURSES)
  - **NOTES** The most effective way to prepare a terminal description is by imitating the description of a similar terminal in terminfo and to build up a description gradually, using partial descriptions with a screen oriented editor, such as vi, to check that they are correct. To easily test a new terminal description the environment variable TERMINFO can be set to the pathname of a directory containing the compiled description, and programs will look there rather than in /usr/share/lib/terminfo.

## TIMEZONE(4)

NAME	TIMEZONE – set default system time zone and locale			
SYNOPSIS	/etc/TIMEZONE /etc/default/init			
DESCRIPTION	This file sets the time zone environment variable TZ, and the locale-related environment variables LANG, LC_COLLATE, LC_CTYPE, LC_MESSAGES, LC_MONETARY, LC_NUMERIC, and LC_TIME.			
	/etc/TIMEZONE is a symbolic link to /etc/default/init.			
	The number of environment variables that can be set from /etc/default/init is limited to 20.			
	The format of the file is:			
	VAR=value			
	where <i>VAR</i> is a timezone environment variable and <i>value</i> is the value assigned to the variable. <i>value</i> can be enclosed in double quotes (") or single quotes ('). The double or single quotes cannot be part of the value.			
SEE ALSO	init(1M), $rtc(1M)$ , $ctime(3C)$ , $environ(5)$			
NOTES	When changing the TZ setting on x86 systems, you must make a corresponding change to the /etc/rtc_config file to account for the new timezone setting. This can be accomplished by executing the following commands, followed by a reboot, to make the changes take effect:			
	# rtc -z <i>zone-name</i> # rtc -c			
	where <i>zone-name</i> is the same name as the TZ variable setting.			
	See $rtc(1M)$ for information on the $rtc$ command.			

# timezone(4)

NAME	timezone – default timezone data base				
SYNOPSIS	/etc/timezone				
DESCRIPTION	The timezone file contains information regarding the default timezone for each host in a domain. Alternatively, a single default line for the entire domain may be specified. Each entry has the format:				
	Timezone-name official-host-or-domain-name				
	Items are separated by any number of blanks and/or TAB characters. A '#' indicates the beginning of a comment; characters up to the end of the line are not interpreted by routines which search the file. The timezone is a pathname relative to the directory /usr/share/lib/zoneinfo.				
	This file is not actually referenced by any system software; it is merely used as a source file to construct the NIS timezone.byname map. This map is read by sysidtool(1M) to initialize the timezone of the client system at installation time. For more information, see the Solaris 10 Installation Guide: Basic Installations.				
	The timezone file does not set the timezone environment variable TZ. See TIMEZONE(4) for information to set the TZ environment variable.				
EXAMPLES	EXAMPLE 1 Typical timezone line				
	Here is a typical line from the /etc/timezone file:				
	US/Eastern East.Sun.COM #Sun East Coast				
FILES	/etc/timezone				
SEE ALSO	sysidtool(1M), TIMEZONE(4)				
	Solaris 10 Installation Guide: Basic Installations				

NAME	<b>AME</b>   tnf_kernel_probes – TNF kernel probes			
	un_kenter_probes = nur kenter probes			
DESCRIPTION	The set of probes (trace instrumentation points) available in the standard kernel. The probes log trace data to a kernel trace buffer in Trace Normal Form (TNF). Kernel probes are controlled by prex(1). A snapshot of the kernel trace buffer can be made using tnfxtract(1) and examined using tnfdump(1).			
	Each probe has a <i>name</i> and is associated with a set of symbolic <i>keys</i> , or <i>categories</i> . These are used to select and control probes from prex(1). A probe that is enabled for tracing generates a TNF record, called an <i>event record</i> . An event record contains two common members and may contain other probe-specific data members.			
Common Members	tnf_probe_event tag tnf_time_delta time_delta			
	tag	Encodes TNI	<sup>7</sup> references to two other records:	
		tag	Describes the layout of the event record.	
		schedule	Identifies the writing thread and also contains a 64-bit base time in nanoseconds.	
	time_delta		offset from the base time; the sum of the two times is ne of the event.	
Threads				
	thread_create			
	tnf_kthread_id tnf_pid tnf_symbol	tid pid start_pc		
	Thread creation event.			
	<i>tid</i> The thread identifier for the new thread.			
	pid	The process i	dentifier for the new thread.	
	<i>start_pc</i> The kernel address of its start routine.			
	thread_state			
	<pre>tnf_kthread_id tnf_microstate</pre>	tid state		
	Thread microstate transition events.			
	tid	-	t is absent, the event is for the writing thread, e event is for the specified thread.	
	state	Indicates the	thread state:	
		<ul> <li>Running</li> </ul>	in user mode. in system mode. aiting for a user-mode lock.	

tnf_kernel_probes(4)	)		
		<ul><li>Asleep on a kernel object.</li><li>Runnable (waiting for a cpu).</li><li>Stopped.</li></ul>	
		The values of this member are defined in <sys msacct.h="">. Note that to reduce trace output, transitions between the <i>system</i> and <i>user</i> microstates that are induced by system calls are not traced. This information is implicit in the system call entry and exit events.</sys>	
	thread_exit		
	Thread termination than the common	on event for writing thread. This probe has no data members other members.	
Scheduling	thread_queue		
	<pre>tnf_kthread_id tnf_cpuid tnf_long tnf_ulong</pre>	tid cpuid priority queue_length	
	Thread scheduling events. These are triggered when a runnable thread is placed on a dispatch queue.		
	cpuid	Specifies the cpu to which the queue is attached.	
	priority	The (global) dispatch priority of the thread.	
	queue_length	The current length of the cpu's dispatch queue.	
Blocking			
	thread_block		
	tnf_opaque reason tnf_symbols stack		
	Thread blockage event. This probe captures a partial stack backtrace when the current thread blocks.		
	reason	The address of the object on which the thread is blocking.	
	symbols	References a TNF array of kernel addresses representing the PCs on the stack at the time the thread blocks.	
System Calls			
	syscall_start		
	tnf_sysnum sysnum		
	System call entry	event.	
	sysnum	The system call number. The writing thread implicitly enters the <i>system</i> microstate with this event.	

### syscall\_end

tnf_long tnf_long tnf_long	rval1 rval2 errno	
System cal	l exit event.	
rval1 and r	val2	The two return values of the system call
errno		The error return.

The writing thread implicitly enters the *user* microstate with this event.

## Page Faults

### address\_fault

tnf\_opaque address
tnf\_fault\_type
tnf\_seg\_access access

Address-space fault event.

address	Gives the faulting virtual address.
fault_type	Gives the fault type: invalid page, protection fault, software requested locking or unlocking.
access	Gives the desired access protection: read, write, execute or create. The values for these two members are defined in <vm seg_enum.h="">.</vm>

### major\_fault

tnf\_opaque vnode
tnf\_offset offset

Major page fault event. The faulting page is mapped to the file given by the *vnode* member, at the given *offset* into the file. (The faulting virtual address is in the most recent address\_fault event for the writing thread.)

### anon\_private

tnf_opaque	address
Copy-on-write	e page fault event.
address	The virtual address at which the new page is mapped.
anon_zero	
<b>anon_zero</b> tnf_opaque	address

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	address		The virtual address at which the new page is mapped.
	page_unmap		
	tnf_opaque tnf_offset	vnode offset	
	Page unmapp the system.	ing e	vent. This probe marks the unmapping of a file system page from
	vnode and offse	et	Identifies the file and offset of the page being unmapped.
Pageins and Pageouts			
	pagein		
	<pre>tnf_opaque tnf_offset tnf_size</pre>	vnode offset size	
	Pagein start ev	vent.	This event signals the initiation of pagein I/O.
	vnodeandoffset		Identifyies the file and offset to be paged in.
	size		Specifies the number of bytes to be paged in.
	pageout		
	tnf_opaque tnf_ulong tnf_ulong tnf_ulong	pages	pageout
	Pageout comp	letio	n event. This event signals the completion of pageout I/O.
	vnode		Identifies the file of the pageout request.
	pages_pageout		The number of pages written out.
	pages_freed		The number of pages freed after being written out.
	pages_reclaimed	d	The number of pages reclaimed after being written out.
Page Daemon (Page Stealer)			
	pageout_sca	_	
	tnf_ulong pages_free tnf ulong pages_needed		
	Page daemon page daemon.		start event. This event signals the beginning of one iteration of the
	pages_free		The number of free pages in the system.

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*pages\_needed* The number of pages desired free.

### pageout\_scan\_end

tnf\_ulong pages\_free
tnf\_ulong pages\_scanned

Page daemon scan end event. This event signals the end of one iteration of the page daemon.

pages_free	The number of free pages in the system.
pages_scanned	The number of pages examined by the page daemon. (Potentially more pages will be freed when any queued pageout requests complete.)

### Swapper

### swapout\_process

tnf_pid	pid
tnf_ulong	page_count

Address space swapout event. This event marks the swapping out of a process address space.

pid	Identifies the process.
-----	-------------------------

*page\_count* Reports the number of pages either freed or queued for pageout.

### swapout\_lwp

tnf\_pid pid tnf\_lwpid lwpid tnf\_kthread\_id tid tnf\_ulong page\_count

Light-weight process swapout event. This event marks the swapping out of an LWP and its stack.

pid	The LWP's process identifier
lwpid	The LWP identifier

1	
<i>tid member</i> The	LWP's kernel thread identifier.

*page\_count* The number of pages swapped out.

### swapin\_lwp

```
tnf_pid pid
tnf_lwpid lwpid
tnf_kthread_id tid
tnf_ulong page_count
```

Light-weight process swapin event. This event marks the swapping in of an LWP and its stack.

### tnf\_kernel\_probes(4)

pid	The LWP's process identifier.
lwpid	The LWP identifier.
tid	The LWP's kernel thread identifier.
page_count	The number of pages swapped in.

### Local I/O

#### strategy

tnf_device	device
tnf_diskaddr	block
tnf_size	size
tnf_opaque	buf
tnf_bioflags	flags

Block I/O strategy event. This event marks a call to the strategy(9E) function of a block device driver.

device	Contains the major and minor numbers of the device.
block	The logical block number to be accessed on the device.
size	The size of the I/O request.
buf	The kernel address of the buf(9S) structure associated with the transfer.
flags	The buf(9S) flags associated with the transfer.

### biodone

tnf	device	device
tnf_	diskaddr	block
tnf_	opaque	buf

Buffered I/O completion event. This event marks calls to the biodone(9F) function.

device	Contains the major and minor numbers of the device.
block	The logical block number accessed on the device.
buf	The kernel address of the buf(9S) structure associated with the transfer.

### physio\_start

tnf\_device device
tnf\_offset offset
tnf\_size size
tnf\_bioflags rw

Raw I/O start event. This event marks entry into the physio(9F) fufnction which performs unbuffered I/O.

	device	Contains the major and minor numbers of the device of the transfer.		
	offset	The logical offset on the device for the transfer.		
	size	The number of bytes to be transferred.		
	rw	The direction of the transfer: read or write (see buf(9S)).		
	physio_end			
	tnf_device device			
	Raw I/O end event. This event marks exit from the physio(9F) fufnction.			
	device	The major and minor numbers of the device of the transfer.		
USAGE	Use the prex utility to control kernel probes. The standard prex commands to list and manipulate probes are available to you, along with commands to set up and manage kernel tracing.			
	Kernel probes write trace records into a kernel trace buffer. You must copy the buffer into a TNF file for post-processing; use the tnfxtract utility for this.			
	You use the tnfdump utility to examine a kernel trace file. This is exactly the same as examining a user-level trace file.			
	The steps you typi	cally follow to take a kernel trace are:		
	<ol> <li>Become superuser (su).</li> <li>Allocate a kernel trace buffer of the desired size (prex).</li> <li>Select the probes you want to trace and enable (prex).</li> <li>Turn kernel tracing on (prex).</li> <li>Run your application.</li> <li>Turn kernel tracing off (prex).</li> <li>Extract the kernel trace buffer (tnfxtract).</li> <li>Disable all probes (prex).</li> <li>Deallocate the kernel trace buffer (prex).</li> <li>Examine the trace file (tnfdump).</li> </ol>			
		to follow these steps is to use two shell windows; run an interactive ne, and run your application and tnfxtract in the other.		
SEE ALSO		o(1), tnfxtract(1), libtnfctl(3TNF), TNF_PROBE(3TNF), strategy(9E), biodone(9F), physio(9F), buf(9S)		

### **NAME** | ts\_dptbl – time-sharing dispatcher parameter table

### DESCRIPTION

The process scheduler (or dispatcher) is the portion of the kernel that controls allocation of the CPU to processes. The scheduler supports the notion of scheduling classes where each class defines a scheduling policy, used to schedule processes within that class. Associated with each scheduling class is a set of priority queues on which ready to run processes are linked. These priority queues are mapped by the system configuration into a set of global scheduling priorities which are available to processes within the class. (The dispatcher always selects for execution the process with the highest global scheduling priority in the system.) The priority queues associated with a given class are viewed by that class as a contiguous set of priority levels numbered from 0 (lowest priority) to *n* (highest priority—a configuration-dependent value). The set of global scheduling priorities that the queues for a given class are mapped into might not start at zero and might not be contiguous (depending on the configuration).

Processes in the time-sharing class which are running in user mode (or in kernel mode before going to sleep) are scheduled according to the parameters in a time-sharing dispatcher parameter table (ts\_dptbl). Processes in the inter-active scheduling class are also scheduled according to the parameters in the time-sharing dispatcher parameter table. (Time-sharing processes and inter-active processes running in kernel mode after sleeping are run within a special range of priorities reserved for such processes and are not affected by the parameters in the ts\_dptbl until they return to user mode.) The ts\_dptbl consists of an array (config\_ts\_dptbl[]) of parameter structures (struct tsdpent\_t), one for each of the *n* priority levels used by time-sharing processes and inter-active processes in user mode. The structures are accessed via a pointer, (ts\_dptbl), to the array. The properties of a given priority level *i* are specified by the *i*th parameter structure in this array (ts\_dptbl[*i*]).

A parameter structure consists of the following members. These are also described in the /usr/include/sys/ts.h header.

ts_globpri	The global scheduling priority associated with this priority level. The mapping between time-sharing priority levels and global scheduling priorities is determined at boot time by the system configuration. ts_globpri is the only member of the ts_dptbl which cannot be changed with dispadmin(1M).
ts_quantum	The length of the time quantum allocated to processes at this level in ticks (hz).
	In the high resolution clock mode (hires_tick set to 1), the value of hz is set to 1000. Increase quantums to maintain the same absolute time quantums.
ts_tqexp	Priority level of the new queue on which to place a process running at the current level if it exceeds its time quantum. Normally this field links to a lower priority time-sharing level that has a larger quantum.

		t5_upt01(4)
	ts_slpret	Priority level of the new queue on which to place a process, that was previously in user mode at this level, when it returns to user mode after sleeping. Normally this field links to a higher priority level that has a smaller quantum.
	ts_maxwait	A per process counter, ts_dispwait is initialized to zero each time a time-sharing or inter-active process is placed back on the dispatcher queue after its time quantum has expired or when it is awakened (ts_dispwait is not reset to zero when a process is preempted by a higher priority process). This counter is incremented once per second for each process on a dispatcher or sleep queue. If a process' ts_dispwait value exceeds the ts_maxwait value for its level, the process' priority is changed to that indicated by ts_lwait. The purpose of this field is to prevent starvation.
	ts_lwait	Move a process to this new priority level if ts_dispwait is greater than ts_maxwait.
	by reconfiguring the ts_dpt scheduling classes share the s this table will affect both sche	he behavior of the time-sharing portion of the scheduler bl. Since processes in the time-sharing and inter-active ame dispatch parameter table (ts_dptbl), changes to duling classes. There are two methods available for loadable module at boot-time or by using
ts_dptbl Loadable Module		
dispadmin Configuration File	With the exception of ts_globpri all of the members of the ts_dptbl can be examined and modified on a running system using the dispadmin(1M) command. Invoking dispadmin for the time-sharing or inter-active class allows the administrator to retrieve the current ts_dptbl configuration from the kernel's in-core table, or overwrite the in-core table with values from a configuration file. The configuration file used for input to dispadmin must conform to the specific format described below.	
	comment. The first non-blank	ny part of a line to the right of a # symbol is treated as a , non-comment line must indicate the resolution to be quantum time quantum values. The resolution is

RES=res

where *res* is a positive integer between 1 and 1,000,000,000 inclusive and the resolution used is the reciprocal of *res* in seconds (for example, RES=1000 specifies millisecond resolution). Although very fine (nanosecond) resolution may be specified, the time quantum lengths are rounded up to the next integral multiple of the system clock's resolution.

The remaining lines in the file are used to specify the parameter values for each of the time-sharing priority levels. The first line specifies the parameters for time-sharing level 0, the second line specifies the parameters for time-sharing level 1, etc. There must be exactly one line for each configured time-sharing priority level.

### **EXAMPLES EXAMPLE 1** A Sample From a Configuration File

The following excerpt from a dispadmin configuration file illustrates the format. Note that for each line specifying a set of parameters there is a comment indicating the corresponding priority level. These level numbers indicate priority within the time-sharing and interactive classes, and the mapping between these time-sharing priorities and the corresponding global scheduling priorities is determined by the configuration specified in the ts master file. The level numbers are strictly for the convenience of the administrator reading the file and, as with any comment, they are ignored by dispadmin. dispadmin assumes that the lines in the file are ordered by consecutive, increasing priority level (from 0 to the maximum configured time-sharing priority). The level numbers in the comments should normally agree with this ordering; if for some reason they don't, however, dispadmin is unaffected.

# Time-Sharing Dispatcher Configuration File RES=1000

# ts_quantum #	ts_tqexp	ts_slpret	ts_maxwait	ts_lwait	PRIORITY LEVEL
500	0	10	5	10	# O
500	0	11	5	11	# 1
500	1	12	5	12	# 2
500	1	13	5	13	# 3
500	2	14	5	14	# 4
500	2	15	5	15	# 5
450	3	16	5	16	# 6
450	3	17	5	17	# 7
50	48	59	5	59	# 58
50	49	59	5	59	# 59

**EXAMPLE 2** Replacing The ts\_dptbl Loadable Module

In order to change the size of the time sharing dispatch table, the loadable module which contains the dispatch table information will have to be built. It is recommended that you save the existing module before using the following procedure.

- 1. Place the dispatch table code shown below in a file called ts\_dptbl.c An example of this file follows.
- 2. Compile the code using the given compilation and link lines supplied.

```
cc -c -0 -D_KERNEL
ts_dptbl.c
ld -r -o TS_DPTBL ts_dptbl.o
```

- 3. Copy the current dispatch table in /kernel/sched to TS\_DPTBL.bak.
- 4. Replace the current TS DPTBL in /kernel/sched.
- 5. You will have to make changes in the /etc/system file to reflect the changes to the sizes of the tables. See system(4). The two variables affected are ts\_maxupri and ts maxkmdpri. The syntax for setting these is as follows:

```
set TS:ts_maxupri=(value for max time-sharing user priority)
set TS:ts maxkmdpri=(number of kernel mode priorities - 1)
```

6. Reboot the system to use the new dispatch table.

Great care should be used in replacing the dispatch table using this method. If you do not get it right, panics may result, thus making the system unusable.

The following is an example of a ts\_dptbl.c file used for building the new ts dptbl.

```
/* BEGIN ts dptbl.c */
#include <sys/proc.h>
#include <sys/priocntl.h>
#include <sys/class.h>
#include <sys/disp.h>
#include <sys/ts.h>
#include <sys/rtpriocntl.h>
/*
* This is the loadable module wrapper.
*/
#include <sys/modctl.h>
extern struct mod ops mod miscops;
/*
* Module linkage information for the kernel.
*/
static struct modlmisc modlmisc = {
    &mod_miscops, "Time sharing dispatch table"
};
static struct modlinkage modlinkage = {
   MODREV 1, &modlmisc, 0
};
_init()
{
    return (mod install(&modlinkage));
```

```
EXAMPLE 2 Replacing The ts_dptbl Loadable Module
                                                 (Continued)
}
_info(modinfop)
    struct modinfo *modinfop;
{
    return (mod info(&modlinkage, modinfop));
}
/*
* array of global priorities used by ts procs sleeping or
* running in kernel mode after sleep. Must have at least
* 40 values.
*/
pri_t config_ts_kmdpris[] = {
        60,61,62,63,64,65,66,67,68,69,
        70,71,72,73,74,75,76,77,78,79,
        80,81,82,83,84,85,86,87,88,89,
        90,91,92,93,94,95,96,97,98,99,
};
tsdpent_t
          config_ts_dptbl[] = {
/* glbpri qntm tqexp slprt mxwt lwt */
           100, 0,
                        10,
                               5,
                                     10,
    Ο,
           100, 0,
                       11,
                               5,
                                  11,
    1,
           100, 1,
                        12,
   2,
                                    12,
                               5,
           100,
                 1,
                        13,
                               5,
                                     13,
    З,
           100, 2,
    4,
                        14,
                               5,
                                     14
           100, 2,
    5,
                        15,
                               5,
                                    15,
    6,
           100, 3,
                        16,
                               5, 16,
   7,
           100, 3,
                        17,
                               5,
                                    17,
    8,
           100, 4,
                        18,
                               5,
                                     18,
           100, 4,
                        19,
                                    19,
    9,
                               5,
           80,
                 5,
                        20,
    10,
                               5,
                                    20,
   11,
           80, 5,
                        21,
                               5,
                                    21,
           80,
                6,
                        22,
   12,
                               5,
                                    22,
    13,
           80,
                 6,
                        23,
                               5,
                                     23,
   14,
           80,
                 7,
                        24,
                                    24,
                               5,
           80,
                 7,
                        25,
    15,
                               5,
                                    25,
           80,
    16,
                8,
                        26,
                               5,
                                    26,
    17,
           80,
                 8,
                        27,
                               5,
                                     27,
    18,
           80,
                 9,
                        28,
                               5,
                                     28,
    19,
           80,
                 9.
                        29,
                                    29.
                               5,
    20,
           60,
                 10,
                        30,
                                     30,
                               5,
           60,
                        31,
    21,
                 11,
                               5,
                                    31,
    22,
           60,
                 12,
                        32,
                               5,
                                     33,
    24,
           60,
                 14,
                        34,
                               5,
                                     34,
                 15,
                        35,
    25,
           60,
                                    35,
                               5,
    26,
           60,
                 16,
                        36,
                               5,
                                    36,
           60,
                 17,
                        37,
    27,
                               5, 37,
           60,
    28,
                 18,
                        38,
                               5,
                                     38,
    29,
           60,
                 19,
                        39,
                               5,
                                     39,
                 20,
                        40,
    30,
           40,
                               5,
                                    40,
    31,
           40,
                 21,
                        41,
                               5,
                                    41,
   32,
           40,
                 22,
                        42,
                              5,
                                    42,
                 23,
    33,
           40,
                        43,
                               5,
                                     43,
```

<b>EXAMPLE 2</b> Replacing The ts_dptbl Loadable Module ( <i>Continued</i> )						
34,	40,	24,	44,	5,	44,	
35,	40,	25,	45,	5,	45,	
36,	40,	26,	46,	5,	46,	
37,	40,	27,	47,	5,	47,	
38,	40,	28,	48,	5,	48,	
39,	40,	29,	49,	5,	49,	
40,	20,	30,	50,	5,	50,	
41,	20,	31,	50,	5,	50,	
42,	20,	32,	51,	5,	51,	
43,	20,	33,	51,	5,	51,	
44,	20,	34,	52,	5,	52,	
45,	20,	35,	52,	5,	52,	
46,	20,	36,	53,	5,	53,	
47,	20	37,	53,	5,	53,	
48,	20,	38,	54,	5,	54,	
49,	20,	39,	54,	5,	54,	
50,	10,	40,	55,	5,	55,	
51,	10,	41,	55,	5,	55,	
52,	10,	42,	56,	5,	56,	
53,	10,	43,	56,	5,	56,	
54,	10,	44,	57,	5,	57,	
55,	10,	45,	57,	5,	57,	
56, 57,	10, 10,	46, 47,	58, 58,	5, 5,	58, 58,	
58,	10,	48,	59,	5,	59,	
59,	,	49,		5,		
5,00	10,	1),	55,	5,	55,	
};						
short conf /*	ig_ts_1	naxumdp	ri = si	zeof (	config_ts_dp	ptbl)/16 - 1;
,	the add	drees c	f confi	a te d	nthl	
* Return the address of config_ts_dptbl */						
, tsdpent t	*					
ts getdptbl()						
{						
	rn (coi	nfig ts	_dptbl)	;		
}		_	_			
/*						
* Return	the add	dress c	f confi	g_ts_k	mdpris	
*/						
int *						
ts_getkmdpris()						
{						
return (config_ts_kmdpris);						
}						
/*	/*					
* Return the address of ts maxumdpri						
*/						
short						
ts getmaxu	mdpri()	)				
{						

	<b>EXAMPLE 2</b> Replacing The ts_dptbl Loadable Module ( <i>Continued</i> )
	<pre>return (config_ts_maxumdpri); }</pre>
	/* END ts_dptbl.c */
SEE ALSO	<pre>priocntl(1), dispadmin(1M), priocntl(2), system(4)</pre>
	System Administration Guide: Basic Administration
	Programming Interfaces Guide
NOTES	dispadmin does some limited sanity checking on the values supplied in the configuration file. The sanity checking is intended to ensure that the new ts_dptbl values do not cause the system to panic. The sanity checking does not attempt to analyze the effect that the new values will have on the performance of the system. Unusual ts_dptbl configurations may have a dramatic negative impact on the performance of the system.
	No sanity checking is done on the ts_dptbl values specified in the TS_DPTBL loadable module. Specifying an inconsistent or nonsensical ts_dptbl configuration through the TS_DPTBL loadable module could cause serious performance problems and/or cause the system to panic.

NAME	ttydefs – file contains terminal line settings information for ttymon		
DESCRIPTION	<pre>/etc/ttydefs is an administrative file that contains records divided into fields by colons (":"). This information used by ttymon to set up the speed and terminal settings for a TTY port.</pre>		
	The ttydefs file	contains the following fields:	
	ttylabelThe string ttymon tries to match against the TTY port's ttylabel field in the port monitor administrative file. It often describes the speed at which the terminal is supposed to run, for example, 1200.		
	<i>initial-flags</i> Contains the initial termio(7I) settings to which the terminal is to be set. For example, the system administrator will be able to specify what the default erase and kill characters will be. <i>initial-flags</i> must be specified in the syntax recognized by the stty command.		
	final-flagsfinal-flags must be specified in the same format as initial-flags.ttymon sets these final settings after a connection request has been made and immediately prior to invoking a port's service.		
	autobaud If the autobaud field contains the character 'A,' autobaud will be enabled. Otherwise, autobaud will be disabled. ttymon determines what line speed to set the TTY port to by analyzing the carriage returns entered. If autobaud has been disabled, the hunt sequence is used for baud rate determination.		
	<i>nextlabel</i> If the user indicates that the current terminal setting is not appropriate by sending a BREAK, ttymon searchs for a ttydefs entry whose <i>ttylabel</i> field matches the <i>nextlabel</i> field. If a match is found, ttymon uses that field as its <i>ttylabel</i> field. A series of speeds is often linked together in this way into a closed set called a hunt sequence. For example, 4800 may be linked to 1200, which in turn is linked to 2400, which is finally linked to 4800.		
SEE ALSO	sttydefs(1M), ttymon(1M), termio(7I)		
	System Administration Guide: Basic Administration		

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### ttysrch(4)

#### **NAME** | ttysrch – directory search list for ttyname

#### DESCRIPTION

ttysrch is an optional file that is used by the ttyname library routine. This file contains the names of directories in /dev that contain terminal and terminal-related device files. The purpose of this file is to improve the performance of ttyname by indicating which subdirectories in /dev contain terminal-related device files and should be searched first. These subdirectory names must appear on separate lines and must begin with /dev. Those path names that do not begin with /dev will be ignored and a warning will be sent to the console. Blank lines (lines containing only white space) and lines beginning with the comment character "#" will be ignored. For each file listed (except for the special entry /dev), ttyname will recursively search through subdirectories looking for a match. If /dev appears in the ttysrch file, the /dev directory itself will be searched but there will not be a recursive search through its subdirectories.

When ttyname searches through the device files, it tries to find a file whose major/minor device number, file system identifier, and inode number match that of the file descriptor it was given as an argument. If a match is not found, it will settle for a match of just major/minor device and file system identifier, if one can be found. However, if the file descriptor is associated with a cloned device, this algorithm does not work efficiently because the inode number of the device file associated with a clonable device will never match the inode number of the file descriptor that was returned by the open of that clonable device. To help with these situations, entries can be put into the /etc/ttysrch file to improve performance when cloned devices are used as terminals on a system (for example, for remote login). However, this is only useful if the minor devices related to a cloned device are put into a subdirectory. (It is important to note that device files need not exist for cloned devices and if that is the case, ttyname will eventually fail.) An optional second field is used in the /etc/ttysrch file to indicate the matching criteria. This field is separated by white space (any combination of blanks or tabs). The letter M means major/minor device number, F means file system identifier, and I means inode number. If this field is not specified for an entry, the default is MFI which means try to match on all three. For cloned devices the field should be MF, which indicates that it is not necessary to match on the inode number.

Without the /etc/ttysrch file, ttyname will search the /dev directory by first looking in the directories /dev/term, /dev/pts, and /dev/xt. If a system has terminal devices installed in directories other than these, it may help performance if the ttysrch file is created and contains that list of directories.

**EXAMPLES** | **EXAMPLE 1** A sample display of /etc/ttysrch command.

A sample /etc/ttysrch file follows:

/dev/term MFI /dev/pts MFI /dev/xt MFI /dev/slan MF

ttysrch(4)

**EXAMPLE 1** A sample display of /etc/ttysrch command. (*Continued*)

This file tells ttyname that it should first search through those directories listed and that when searching through the /dev/slan directory, if a file is encountered whose major/minor devices and file system identifier match that of the file descriptor argument to ttyname, this device name should be considered a match.

FILES /etc/ttysrch

## **SEE ALSO** ttyname(3C)

ufsdump(4)

ufsdump, dumpdates - incremental dump format NAME **SYNOPSIS** #include <sys/types.h> #include <sys/inode.h> #include <protocols/dumprestore.h> /etc/dumpdates DESCRIPTION Tapes used by ufsdump(1M) and ufsrestore(1M) contain: a header record . two groups of bit map records a group of records describing directories a group of records describing files The format of the header record and the format of the first record of each description in the <protocols/dumprestore.h> include file are: #define TP BSIZE MAX 65536 #define TP\_BSIZE\_MIN 1024 #define ESIZE SHIFT MAX 6 #ifdef SUPPORTS\_MTB\_TAPE\_FORMAT #define TP\_BUFSIZE TP\_BSIZE\_MAX #else #define TP\_BUFSIZE TP PG TP BSIZE #endif /\* SUPPORTS\_MTB\_TAPE\_FORMAT \*/ #define NTREC 10 #define HIGHDENSITYTREC 32 #define CARTRIDGETREC 63
#define TP\_NINDIR (TP\_BSIZE\_MIN/2)
#define TP\_NINOS (TP\_NINDIR / sizeof (long))
#define LBLSIZE 16
#define NAMELEN 64 #define NAMELEN 64 #define OFS\_MAGIC (int)60011
#define NFS\_MAGIC (int)60012
#define MTB\_MAGIC (int)60013
#define CHECKSUM (int)84446 #define CHECKSUM (int)84446 union u\_data { char s\_addrs[TP\_NINDIR]; int32\_t s\_inos[TP\_NINOS]; }; union u\_shadow { struct s\_nonsh { int32 t c level; char c\_filesys[NAMELEN]; char c dev[NAMELEN]; char c\_host[NAMELEN]; } c\_nonsh; c shadow[1]; char

ufsdump(4)

```
};
union u_spcl {
        char dummy[TP_BUFSIZE];
        struct s_spcl {
                int32_t c_type;
                time32_t c_date;
                time32 t c ddate;
                int32_t c_volume;
                daddr32 t c tapea;
                ino32_t c_inumber;
                int32_t c_magic;
                int32_t c_checksum;
                struct dinode c_dinode;
                int32_t c_count;
                union u_data c_data;
                char c_label[LBLSIZE];
union u_shadow c_shadow;
                int32_t c_flags;
               int32_t c_firstrec;
#ifdef SUPPORTS_MTB_TAPE_FORMAT
                int32 t c tpbsize;
                int32_t c_spare[31];
#else
                int32 t c spare[32];
#endif /* SUPPORTS_MTB_TAPE_FORMAT */
} s spcl;
} u_spcl;
int32 t
                          c_type;
                         c_date;
c_ddate;
time32_t
time32_t
int32_t
                         c volume;
daddr32_t
                         c_tapea;
                         c_inumber;
c_magic;
ino32 t
int32 t
                          c_checksum;
int32_t
struct dinode
                         c_dinode;
                          c_count;
int32_t
union
                          u_data c_data;
char
                           c_label[LBLSIZE];
union
                           u_shadow c_shadow;
int32 t
                           c flags;
int32 t
                           c firstrec;
#ifdef SUPPORTS_MTB_TAPE_FORMAT
int32_t
                           c_tpbsize;
                           c_spare[31];
int32 t
#else
int32 t
                           c_spare[32];
#endif
                             /*
     SUPPORTS MTB TAPE FORMAT */
  } s_spcl;
} u_spcl;
#define spcl u_spcl.s_spcl
#define c_addr c_data.s_addrs
#define c_inos c_data.s_inos
```

### ufsdump(4)

#define #define		
#define	TS TAPE	1
#define	TS INODE	2
#define	TS_ADDR	4
#define	TS_BITS	3
#define	TS_CLRI	6
#define	TS_END	5
#define	TS_EOM	7
#define	DR_NEWHEADER	1
#define	DR_INODEINFO	2
#define	DR_REDUMP	4
#define	DR_TRUEINC	8
#define	DR_HASMETA	16

This header describes three formats for the ufsdump/ufsrestore interface:

- An old format, non-MTB, that supports dump sizes of less than 2 terabytes. This format is represented by NFS\_MAGIC.
- A new format, MTB, that supports dump sizes of greater than 2 terabytes using a variable block size and 2 new constants: TP\_BSIZE\_MIN and TP\_BSIZE\_MAX. This format is represented by MTB\_MAGIC.
- A much older format that might be found on existing backup tapes. The ufsrestore command can restore tapes of this format, but no longer generates tapes of this format. Backups in this format have the OFS\_MAGIC magic number in their tape headers.

The constants are described as follows:

TP_BSIZE	Size of file blocks on the dump tapes for the old format. Note that TP_BSIZE must be a multiple of DEV_BSIZE This is applicable for dumps of type NFS_MAGIC or OFS_MAGIC, but is not applicable for dumps of type MTB_MAGIC.
TP_BSIZE_MIN	Minimum size of file blocks on the dump tapes for the new MTB format (MTB_MAGIC) only.
TP_BSIZE_MAX	Maximum size of file blocks on the dump tapes for the new MTB format (MTB_MAGIC) only.
NTREC	Number of TP_BSIZE blocks that are written in each tape record.
HIGHDENSITYNTREC	Number of TP_BSIZE blocks that are written in each tape record on 6250 BPI or higher density tapes.
CARTRIDGETREC	Number of TP_BSIZE blocks that are written in each tape record on cartridge tapes.

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TP_NINDIR	Number of indirect pointers in a TS_INODE or TS_ADDR record. It must be a power of 2.
TP_NINOS	The maximum number of volumes on a tape.
LBLSIZE	The maximum size of a volume label.
NAMELEN	The maximum size of a host's name.
OFS_MAGIC	Magic number that is used for the very old format.
NFS_MAGIC	Magic number that is used for the non-MTB format.
MTB_MAGIC	Magic number that is used for the MTB format.
CHECKSUM	Header records checksum to this value.

The TS\_ entries are used in the c\_type field to indicate what sort of header this is. The types and their meanings are as follows:

TS_TAPE	Tape volume label.
TS_INODE	A file or directory follows. The c_dinode field is a copy of the disk inode and contains bits telling what sort of file this is.
TS_ADDR	A subrecord of a file description. See s_addrs below.
TS_BITS	A bit map follows. This bit map has a one bit for each inode that was dumped.
TS_CLRI	A bit map follows. This bit map contains a zero bit for all inodes that were empty on the file system when dumped.
TS_END	End of tape record.
TS_EOM	diskette EOMindicates that the restore is compatible with old dump
The flags are descr	ibed as follows:
DR_NEWHEADER	New format tape header.
DR_INFODEINFO	Header contains starting inode info.
DR_REDUMP	Dump contains recopies of active files.
DR_TRUEINC	Dump is a "true incremental".
DR_HASMETA	The metadata in this header.
DUMPOUTFMT	Name, incon, and ctime (date) for printf.
DUMPINFMT	Inverse for scanf.

The fields of the header structure are as follows:

ufsdump(4)

s_addrs	An array of bytes describing the blocks of the dumped file. A byte is zero if the block associated with that byte was not present on the file system; otherwise, the byte is non-zero. If the block was not present on the file lsystem, no block was dumped; the block will be stored as a hole in the file. If there is not sufficient space in this record to describe all the blocks in a file, TS_ADDR records will be scattered through the file, each one picking up where the last left off
s_inos	The starting inodes on tape.
c_type	The type of the record.
c_date	The date of the previous dump.
c_ddate	The date of this dump.
c_volume	The current volume number of the dump.
c_tapea	The logical block of this record.
c_inumber	The number of the inode being dumped if this is of type TS_INODE.
c_magic	This contains the value MAGIC above, truncated as needed.
c_checksum	This contains whatever value is needed to make the record sum to CHECKSUM.
c_dinode	This is a copy of the inode as it appears on the file system.
c_count	The count of bytes in s_addrs.
u_data c_data	The union of either <code>u_data c_data</code> The union of either <code>s_addrs</code> or <code>s_inos</code> .
c_label	Label for this dump.
c_level	Level of this dump.
c_filesys	Name of dumped file system.
c_dev	Name of dumped service.
c_host	Name of dumped host.
c_flags	Additional information.
c_firstrec	First record on volume.
c_spare	Reserved for future uses.
c_tpbsize	Tape block size for MTB format only.
	ot the last ends with a tapemark (read as an end of file). The last a TS_END record and then the tapemark.

## ufsdump(4)

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

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

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

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Stability Level	Unstable

## SEE ALSO

 $<sup>\</sup>label{eq:ufsdump(1M), ufsrestore(1M), ctime(3C), printf(3C), scanf(3C), types.h(3HEAD), attributes(5),$ 

updaters(4)
-------------

pdaters(4)				
NAME	updaters – configuration file for NIS updating			
SYNOPSIS	/var/yp/updaters			
DESCRIPTION	the Network Information Service (NIS) databases. Databases can only be updated in a secure network, that is, one that has a publickey(4) database. Each entry in the file is a make target for a particular NIS database. For example, if there is an NIS database named passwd.byname that can be updated, there should be a make target named passwd.byname in the updaters file with the command to update the file.			
	The information necessary to make the update is passed to the update command through standard input. The information passed is described below (all items are followed by a NEWLINE except for 4 and 6):			
	1. Network name of client wishing to make the update (a string).			
	2. Kind of update (an integer).			
	3. Number of bytes in key (an integer).			
	4. Actual bytes of key.			
	5. Number of bytes in data (an integer).			
	6. Actual bytes of data.			
	After receiving this information through standard input, the command to update the particular database determines whether the user is allowed to make the change. If not, it exits with the status YPERR_ACCESS. If the user is allowed to make the change, the command makes the change and exits with a status of zero. If there are any errors that may prevent the updaters from making the change, it should exit with the status that matches a valid NIS error code described in <rpcsvc ypclnt.h="">.</rpcsvc>			
FILES	/var/yp/updaters The makefile used for updating the NIS databases.			
SEE ALSO	<pre>make(1S), rpc.ypupdated(1M), publickey(4)</pre>			
NOTES	The Network Information Service (NIS) was formerly known as Sun Yellow Pages (YP). The functionality of the two remains the same; only the name has changed. The name Yellow Pages is a registered trademark in the United Kingdom of British Telecommunications plc, and may not be used without permission.			

## NAME | user\_attr – extended user attributes database

SYNOPSIS /etc/user\_attr

## DESCRIPTION

/etc/user\_attr is a local source of extended attributes associated with users and roles. user\_attr can be used with other user attribute sources, including the LDAP people container, the user\_attr NIS map, and the user\_attr NIS+ table. Programs use the getuserattr(3SECDB) routines to gain access to this information.

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

Each entry in the user\_attr databases consists of a single line with five fields separated by colons (:). Line continuations using the backslash (\) character are permitted. Each entry has the form:

user:qualifier:res1:res2:attr

## user

The name of the user as specified in the passwd(4) database.

qualifier

Reserved for future use.

## res1

Reserved for future use.

## res2

Reserved for future use.

## attr

An optional list of semicolon-separated (;) key-value pairs that describe the security attributes to apply to the object upon execution. Zero or more keys may be specified. The following keys are currently interpreted by the system:

#### auths

Specifies a comma-separated list of authorization names chosen from those names defined in the auth\_attr(4) database. Authorization names may be specified using the asterisk (\*) character as a wildcard. For example, solaris.printer.\* means all of Sun's printer authorizations.

## profiles

Contains an ordered, comma-separated list of profile names chosen from prof\_attr(4). Profiles are enforced by the profile shells, pfcsh, pfksh, and pfsh. See pfsh(1). A default profile is assigned in

/etc/security/policy.conf (see policy.conf(4)). If no profiles are
assigned, the profile shells do not allow the user to execute any commands.

## roles

Can be assigned a comma-separated list of role names from the set of user accounts in this database whose type field indicates the account is a role. If the roles key value is not specified, the user is not permitted to assume any role.

user\_attr(4)

#### type

Can be assigned one of these strings: normal, indicating that this account is for a normal user, one who logs in; or role, indicating that this account is for a role. Roles can only be assumed by a normal user after the user has logged in.

#### project

Can be assigned a name of one project from the project(4) database to be used as a default project to place the user in at login time. For more information, see getdefaultproj(3PROJECT).

## defaultpriv

The default set of privileges assigned to a user's inheritable set upon login.

## limitpriv

The maximum set of privileges a user or any process started by the user, whether through su(1M) or any other means, can obtain. The system administrator must take extreme care when removing privileges from the limit set. Removing any basic privilege has the ability of crippling all applications; removing any other privilege can cause many or all applications requiring privileges to malfunction.

See privileges(5) for a description of privileges. The command ppriv -1 (see ppriv(1)) produces a list of all supported privileges. Note that you specify privileges as they are displayed by ppriv. In privileges(5), privileges are listed in the form PRIV\_<*privilege\_name>*. For example, the privilege file\_chown, as you would specify it in user\_attr, is listed in privileges(5) as PRIV\_FILE\_CHOWN.

## lock\_after\_retries

Specifies whether an account is locked after the count of failed logins for a user equals or exceeds the allowed number of retries as defined by RETRIES in /etc/default/login. Possible values are yes or no. The default is no. Account locking is applicable only to local accounts.

Except for the type key, the *key=value* fields in /etc/user\_attr can be added using roleadd(1M) and useradd(1M). You can use rolemod(1M) and usermod(1M) to modify *key=value* fields in /etc/user\_attr. Modification of the type key is restricted as described in rolemod and usermod.

## **EXAMPLES** | **EXAMPLE 1** Assigning a Profile to Root

The following example entry assigns to root the All profile, which allows root to use all commands in the system, and also assigns two authorizations:

root::::auths=solaris.\*,solaris.grant;profiles=All;type=normal

The solaris.\* wildcard authorization shown above gives root all the solaris authorizations; and the solaris.grant authorization gives root the right to grant to others any solaris authorizations that root has. The combination of authorizations enables root to grant to others all the solaris authorizations. See auth\_attr(4) for more about authorizations.

user\_attr(4)

FILES	/etc/nsswitch.conf See nsswitch.conf(4).	
	/etc/user_attr	
	Described here.	
ATTRIBUTES	See attributes(5) for descriptions of the	following attributes:
	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	Evolving
SEE ALSO	<pre>auths(1), pfcsh(1), pfksh(1), pfsh(1), pp roleadd(1M), rolemod(1M), useradd(1M getdefaultproj(3PROJECT), getusera exec_attr(4), nsswitch.conf(4), passw project(4), attributes(5), privileges</pre>	<pre>//), usermod(1M), ttr(3SECDB), auth_attr(4), wd(4), policy.conf(4), prof_attr(4),</pre>
NOTES	When deciding which authorization source mind that NIS+ provides stronger authentic	
	The root user is usually defined in local databases for a number of reasons, including the fact that root needs to be able to log in and do system maintenance in single-user mode, before the network name service databases are available. For this reason, an entry should exist for root in the local user_attr file, and the precedence shown in the example nsswitch.conf(4) file entry under EXAMPLES is highly recommended.	
	Because the list of legal keys is likely to exp must be written to ignore unknown key-val keywords are created, the names should be company's stock symbol, to avoid potential	lue pairs without error. When any new prefixed with a unique string, such as the
	In the attr field, escape the following sym any value: colon (:), semicolon (;), carriage	bols with a backslash (\) if you use them in $e$ return (\n), equals (=), or backslash (\).

## utmp(4)

I ( )	
NAME	utmp, wtmp – utmp and wtmp database entry formats
SYNOPSIS	<pre>#include <utmp.h> /var/adm/utmp /var/adm/wtmp</utmp.h></pre>
DESCRIPTION	The utmp and wtmp database files are obsolete and are no longer present on the system. They have been superseded by the extended database contained in the utmpx and wtmpx database files. See $utmpx(4)$ .
	It is possible for /var/adm/utmp to reappear on the system. This would most likely occur if a third party application that still uses utmp recreates the file if it finds it missing. This file should not be allowed to remain on the system. The user should investigate to determine which application is recreating this file.
SEE ALSO	utmpx(4)

## utmpx(4)

NAME	utmpx, wtmpx – utmpx and wtmpx database entry formats		
SYNOPSIS	<pre>#include <utmpx.h> /var/adm/utmpx /var/adm/wtmpx</utmpx.h></pre>		
DESCRIPTION	The utmpx and wtmpx files are extended database files that have superseded the obsolete utmp and wtmp database files.		
	The utmpx database contains user access and accounting information for commands such as who(1), write(1), and login(1). The wtmpx database contains the history of user access and accounting information for the utmpx database.		
USAGE	Applications should not access these databases directly, but should use the functions described on the getutxent(3C) manual page to interact with the utmpx and wtmpx databases to ensure that they are maintained consistently.		
FILES	/var/adm/utmpx user access and adminstration information		
	/var/adm/wtmpx	history of user access and adminstrative information	
SEE ALSO	<pre>getutxent(3C), wait(3C)wait.h(3HEAD)</pre>		

vfstab(4)

**NAME** | vfstab – table of file system defaults

DESCRIPTION

N The file /etc/vfstab describes defaults for each file system. The information is stored in a table with the following column headings:

device	device	mount	FS	fsck	mount	mount
to mount	to fsck	point	type	pass	at boot	options

The fields in the table are space-separated and show the resource name (*device to mount*), the raw device to fsck (*device to fsck*), the default mount directory (*mount point*), the name of the file system type (*FS type*), the number used by fsck to decide whether to check the file system automatically (*fsck pass*), whether the file system should be mounted automatically by mountall (*mount at boot*), and the file system mount options (*mount options*). (See respective mount file system man page below in SEE ALSO for *mount options*.) A '-' is used to indicate no entry in a field. This may be used when a field does not apply to the resource being mounted.

The getvfsent(3C) family of routines is used to read and write to /etc/vfstab.

/etc/vfstab can be used to specify swap areas. An entry so specified, (which can be a file or a device), will automatically be added as a swap area by the /sbin/swapadd script when the system boots. To specify a swap area, the *device-to-mount* field contains the name of the swap file or device, the *FS-type* is "swap", *mount-at-boot* is "no" and all other fields have no entry.

## **EXAMPLES** The following are vfstab entries for various file system types supported in the Solaris operating environment.

**EXAMPLE 1** NFS and UFS Mounts

The following entry invokes NFS to automatically mount the directory /usr/local of the server example1 on the client's /usr/local directory with read-only permission:

example1:/usr/local - /usr/local nfs - yes ro

The following example assumes a small departmental mail setup, in which clients mount /var/mail from a server mailsvr. The following entry would be listed in each client's vfstab:

mailsvr:/var/mail - /var/mail nfs - yes intr,bg

The following is an example for a UFS file system in which logging is enabled:

/dev/dsk/c2t10d0s0 /dev/rdsk/c2t10d0s0 /export/local ufs 3 yes logging

See  $mount_nfs(1M)$  for a description of NFS mount options and  $mount_ufs(1M)$  for a description of UFS options.

## **EXAMPLE 2** pcfs Mounts

The following example mounts a pcfs file system on a fixed hard disk on an x86 machine:

/dev/dsk/clt2d0p0:c - /win98 pcfs - yes -

The example below mounts a Jaz drive on a SPARC machine. Normally, the volume management daemon (see vold(1M)) handles mounting of removable media, obviating a vfstab entry. If you choose to specify a device that supports removable media in vfstab, be sure to set the mount-at-boot field to no, as below. Such an entry presumes you are not running vold.

/dev/dsk/clt2d0s2:c - /jaz pcfs - no -

For removable media on a SPARC machine, the convention for the slice portion of the disk identifier is to specify s2, which stands for the entire medium.

For pcfs file systems on x86 machines, note that the disk identifier uses a p (p0) and a logical drive (c, in the /win98 example above) for a pcfs logical drive. See mount\_pcfs(1M) for syntax for pcfs logical drives and for pcfs-specific mount options.

## **EXAMPLE 3** CacheFS Mount

Below is an example for a CacheFS file system. Because of the length of this entry and the fact that vfstab entries cannot be continued to a second line, the vfstab fields are presented here in a vertical format. In re-creating such an entry in your own vfstab, you would enter values as you would for any vfstab entry, on a single line.

device to mount: svrl:/export/abc device to fsck: /usr/abc mount point: /opt/cache FS type: cachefs fsck pass: 7 mount at boot: yes mount options: local-access, bq, nosuid, demandconst, backfstype=nfs, cachedir=/opt/cache See mount cachefs(1M) for CacheFS-specific mount options. **EXAMPLE 4** Loopback File System Mount The following is an example of mounting a loopback (lofs) file system: /export/test - /opt/test lofs - yes -See lofs(7FS) for an overview of the loopback file system. **SEE ALSO** fsck(1M), mount (1M), mount cachefs(1M), mount hsfs(1M), mount nfs(1M), mount tmpfs(1M), mount ufs(1M), swap(1M), getvfsent(3C)

vfstab(4)

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		voia.com(1)		
NAME	vold.conf – volume manageme	ent configuration file		
SYNOPSIS	/etc/vold.conf			
DESCRIPTION	The vold.conf file contains the removable media configuration information used by vold(1M). This information includes the database to use, labels that are supported, devices to use, actions to take when certain media events occur, and the list of file systems that are unsafe to eject without unmounting.			
	Modify vold.conf to specify which program should be called when media events (actions) occur or when you need to add another device to your system. See EXAMPLES for more information on adding devices.			
	If you modify vold.conf, you must tell vold to reread vold.conf by sending a HUP signal. Use the following command:			
	<pre># kill -HUP 'pgrep vold'</pre>			
File Format	The syntax for the vold.cont	file is shown here.		
	# Database to use db <i>database</i>			
	# Labels supported label label_type shared_object device			
	# Devices to use use <i>device type special shared_object symname</i> [ <i>options</i> ]			
	<pre># Actions insert regex [ options ] program program args eject regex [ options ] program program args notify regex [ options ] program program args</pre>			
	# List of file system types unsafe <i>fs_type fs_type</i>	unsafe to eject		
	Of these syntax fields, you can modify the db line.	n safely modify Devices to use and Actions. Do not		
Devices to Use Field				
	device	The type of removable media device to be used. Legal values are cdrom, floppy, pcmem and rmdisk.		
	type	The specific capabilities of the device. Legal value is drive.		
	special	This sh(1) expression specifies the device or devices to be used. Path usually begins with /dev.		

vold.conf(4)

	shared_object	The name of the program that manages this device. vold(1M) expects to find this program in /usr/lib/vold.	
	symname	The symbolic name that refers to this device. The <i>symname</i> is placed in the device directory.	
	options	The user, group, and mode permissions for the media inserted (optional).	
	characters (that is, has one or must end with"%d". In this ca	meters are related. If <i>special</i> contains any shell wildcard more asterisks or question marks in it), then the <i>syname</i> se, the devices that are found to match the regular umbered. The first device will have a zero filled in for the d will have a one, and so on.	
		s not have any shell wildcard characters then the licitly specify a number at its end (see EXAMPLES below).	
Actions Field	Here are the explanations of t	he syntax for the Actions field.	
	insertlejectlnotify	The media event prompting the event.	
	regex	This $sh(1)$ regular expression is matched against each entry in the /vol file system that is being affected by this event.	
	options	You can specify what user or group name that this event is to run as (optional).	
	program	The full path name of an executable program to be run when <i>regex</i> is matched.	
	program args	Arguments to the program.	
Default Values	The default vold.conf file is shown here.		
	# Volume Daemon Configuration file #		
	# Database to use (must be first) db db_mem.so		
	<pre># Labels supported label cdrom label_cdrom.so c label dos label_dos.so flopp label sun label_sun.so flopp</pre>	y rmdisk pcmem	
		ette[0-9] dev_floppy.so floppy%d s2 dev_pcmem.so pcmem%d forceload=true	
	# Actions		

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## vold.conf(4)

	<pre>eject dev/diskette[0-9]/* user=root /usr/sbin/rmmount eject dev/dsk/* user=root /usr/sbin/rmmount insert dev/diskette[0-9]/* user=root /usr/sbin/rmmount insert dev/dsk/* user=root /usr/sbin/rmmount notify rdsk/* group=tty user=root /usr/lib/vold/volmissing -p remount dev/diskette[0-9]/* user=root /usr/sbin/rmmount remount dev/dsk/* user=root /usr/sbin/rmmount # List of file system types unsafe to eject unsafe ufs hsfs pcfs udfs</pre>	
EXAMPLES	EXAMPLE 1 A sample vold.conf file.	
	To add a CD-ROM drive to the vold.conf file that does not match the default regular expression (/dev/rdsk/c*s2), you must explicitly list its device path and what symbolic name (with %d) you want the device path to have. For example, to add a CD-ROM drive that has the path /dev/rdsk/my/cdroms? (where <i>s</i> ? are the different slices), add the following line to vold.conf (all on one line):	
	use cdrom drive /dev/rdsk/my/cdroms2 dev_cdrom.so cdrom%d	
	Then, when media is inserted in this CD-ROM drive, vold assigns it the next symbolic name. For example, if two CD-ROMs match the default regular expression, they would be named cdrom0 and cdrom1. And, any that match the added regular expression would be named starting with cdrom2.	
	For a diskette that does not match the vold.conf default regular expression (vol/dev/aliases/floppy[0-9]), a similar line would have to be added. For example, to add a diskette whose path was /dev/my/fd0, you would add the following to vold.conf:	
	use floppy drive /dev/my/fd0 dev_floppy.so floppy%d	
SEE ALSO	<pre>sh(1), volcancel(1), volcheck(1), volmissing(1), rmmount(1M), rpc.smserverd(1M), vold(1M), rmmount.conf(4), volfs(7FS)</pre>	
NOTES	vold manages both the block and character device for removable media. However, to make the configuration file easier to set up and scan, only one of these devices needs to be specified. If you follow the conventions specified below, vold figures out both device names if only one of them is specified. For example, if you specify the block device, it figures out the pathname to the character device; if you specify the pathname to the character device.	
CD-ROM Naming Conventions	The CD-ROM pathname must have a directory component of rdsk (for the character device) and dsk for the block device. For example, if you specify the character device using the line:	
	use cdrom drive /dev/rdsk/my/cdroms2 dev_cdrom.so cdrom%d	
	then it is assumed that the block device is at	

vold.conf(4)	
	/dev/dsk/my/cdroms2
Diskette Naming Conventions	For diskettes, vold requires that the device pathnames end in either rfd[0-9] or rdiskette[0-9] for the character device, and fd[0-9] or diskette[0-9] for the block device. As with the CD-ROM, it generates either the block name given the character name, or the character name given the block name.

volume-config – Solaris Volume Manager volume configuration information for top down volume creation with metassist		
/usr/share/lib/xml/dtd/volume-config.dtd		
A volume configuration file, XML-based and compliant with the volume-config.dtd Document Type Definition, describes the detailed configuration of the volume or volumes to be created, including the names, sizes and configurations of all the components used in the volume or volumes. This configuration file can be automatically generated by running metassist with the -d option, or can be manually created.		
The volume configuration file can then be used to either generate a command file or to directly create volumes by running metassist and specifying the volume configuration file as input to the command.		
As a system administrator, you would want to change, manually create, or edit the volume configuration file only if there are small details of the configuration that you want to change. For example, you might want to change names for volumes or hot spare pools, mirror read option, or stripe interlace values.		
It would be possible to also select different devices or change slice sizes or make similar changes, but that is generally not recommended. Substantial changes to the volume-config file could result in a poor or non-functional configuration.		
With a volume-config file, you can run metassist and provide the file as input to the command to generate either a command file or to actually set up the configuration.		
The top level element <volume-config> surrounds the volume configuration data. This element has no attributes. A volume configuration requires exactly one <diskset> element, which must be the first element of the volume configuration. Additionally, the volume-config can have zero or more of the following elements: <disk>, <slice>, <hsp>, <concat>, <stripe>, <mirror> as required to define the configuration of the volume to be created.</mirror></stripe></concat></hsp></slice></disk></diskset></volume-config>		
Within the <volume-config> element, a <diskset> element must exist. The <diskset> element, with the name attribute, specifies the name of the diskset in which to create the volume or volumes. This element and attribute are required. If this named disk set does not exist, it is created upon implementation of this volume configuration.</diskset></diskset></volume-config>		
The volume configuration format provides for a <slice> element that defines the name of a slice to use as a component of a volume. The <slice> element requires a name attribute which specifies a full ctd name. If the <slice> is newly created as part of the volume configuration, the startsector and sizeinblocks attributes must be specified. If the slice was previously existing, these attributes need not be specified.</slice></slice></slice>		

volume-config(4)	
Defining Hot Spare Pool	The volume configuration format provides for a <hsp> element that defines the name of a hot spare pool to use as a component of a configuration. The <hsp> element requires a name attribute which specifies a hot spare pool name.</hsp></hsp>
	Slices defined by <slice> elements contained in the <hsp> element are included in the hot spare pool when metassist creates it."</hsp></slice>
Defining Stripe	The <stripe> element defines stripes (interlaced RAID 0 volumes) to be used in a volume. The <stripe> element takes a required name attribute to specify a name conforming to Solaris Volume Manager naming requirements. If the name specifies an existing stripe, no <slice> elements are required. If the name specifies a new stripe, the <slice> elements to construct the slice must be specified within the <stripe> element. The <stripe> elements takes an optional interlace attribute as value and units (for example, 16KB, 5BLOCKS, 20MB). If this value isn't specified, the Solaris Volume Manager default value is used.</stripe></stripe></slice></slice></stripe></stripe>
Defining Concat	The <concat> element defines concats (non-interlaced RAID 0 volumes) to be used in a configuration. It is the same as a <stripe> element, except that the interlace attribute is not valid.</stripe></concat>
Defining Mirror	The <mirror> element defines mirrors (RAID 1 volumes) to be used in a volume configuration. It can contain combinations of <concat> and <stripe> elements (to explicitly determine which volumes are used as submirrors).</stripe></concat></mirror>
	The <mirror> element takes a required name attribute to specify a name conforming to Solaris Volume Manager naming requirements.</mirror>
	The <mirror> element takes an optional read attribute to define the mirror read options (ROUNDROBIN, GEOMETRIC, or FIRST) for the mirrors. If this attribute is not specified, the Solaris Volume Manager default value is used.</mirror>
	The <mirror> element takes an optional write attribute to define the mirror write options (PARALLEL, SERIAL, or FIRST) for the mirrors. If this attribute is not specified, the Solaris Volume Manager default value is used. The <mirror> element takes an optional passnum attribute (0-9) to define the mirror passnum that defines the order in which mirrors are resynced at boot, if required. Smaller numbers are resynced first. If this attribute is not specified, the Solaris Volume Manager default value is used.</mirror></mirror>
EXAMPLES	EXAMPLE 1 Specifying a Volume Configuration
	The following is an example volume configuration:
	Example configuration <volume-config> <!-- Specify the existing disk set to use--> <diskset name="redundant"></diskset></volume-config>
	Create slices <slice \<br="" name="/dev/dsk/c0t0dls7" startsector="1444464">sizeinblocks="205632BLOCKS"/&gt;</slice>

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## volume-config(4)

```
EXAMPLE 1 Specifying a Volume Configuration
                                             (Continued)
<slice name="/dev/dsk/c0t0d1s6" startsector="1239840" \
     sizeinblocks="102816KB"/>
<!-- Create a concat -->
<concat name="d12">
<slice name="/dev/dsk/c0t0d0s7"/>
<slice name="/dev/dsk/c0t0d0s6"/>
<slice name="/dev/dsk/c0t0d1s7"/>
<slice name="/dev/dsk/c0t0d1s6"/>
<!-- Create (and use) a HSP -->
hsp name="hsp0">
<slice name="/dev/dsk/c0t0d4s0"/>
<slice name="/dev/dsk/c0t0d4s1"/>
<slice name="/dev/dsk/c0t0d4s3"/>
<slice name="/dev/dsk/c0t0d4s4"/>
</hsp>
</concat>
<!-- Create a stripe -->
<stripe name="d15" interlace="32KB">
<slice name="/dev/dsk/c0t0d0s7"/>
<slice name="/dev/dsk/c0t0d1s7"/>
<!-- Use a previously-defined HSP -->
<hsp name="hsp0"/>
</stripe>
<!-- Create a mirror -->
<mirror name="d10">
<!-- Submirror 1: An existing stripe -->
<stripe name="dll"/>
<!-- Submirror 2: The concat defined above -->
<concat name="d12"/>
<!-- Submirror 3: A stripe defined here -->
<stripe name="d13">
<slice name="/dev/dsk/c0t0d2s6"/>
<slice name="/dev/dsk/c0t0d2s7"/>
<slice name="/dev/dsk/c0t0d3s6"/>
slice name="/dev/dsk/c0t0d3s7"/>
</stripe>
</mirror>
</volume-config>
```

volume-config(4)

FILES /usr/share/lib/xml/dtd/volume-config.dtd SEE ALSO metassist(1M), metaclear(1M), metadb(1M), metadetach(1M), metahs(1M),metainit(1M), metaoffline(1M), metaonline(1M), metaparam(1M),metarecover(1M), metareplace(1M), metaroot(1M), metaset(1M),  $\texttt{metasync(1M), metattach(1M), mount\_ufs(1M), mddb.cf(4)}$ Solaris Volume Manager Administration Guide

NAME	volume-request, volume-defaults – Solaris Volume Manager configuration information for top down volume creation with metassist	
SYNOPSIS	/usr/share/lib/xml/dtd/volume-request.dtd	
	/usr/share/lib/xml/dtd/volume-defaults.dtd	
DESCRIPTION	A volume request file, XML-based and compliant with the volume-request.dtd Document Type Definition, describes the characteristics of the volumes that metassist should produce.	
	A system administrator would use the volume request file instead of providing options at the command line to give more specific instructions about the characteristics of the volumes to create. A volume request file can request more than one volume, but all requested volumes must reside in the same disk set.	
	If you start metassist by providing a volume-request file as input, metassist can implement the configuration specified in the file, can generate a command file that sets up the configuration for you to inspect or edit, or can generate a volume configuration file for you to inspect or edit.	
	As a system administrator, you would want to create a volume request file if you need to reuse configurations (and do not want to reenter the same command arguments), or if you prefer to use a configuration file to specify volume characteristics.	
	Volume request files must be valid XML that complies with the document type definition in the volume-request.dtd file, located at /usr/share/lib/xml/dtd/volume-request.dtd. You create a volume request file, and provide it as input to metassist to create volumes from the top down.	
Defining Volume Request	The top level element <volume-request> surrounds the volume request data. This element has no attributes. A volume request requires at least one <diskset> element, which must be the first element after <volume-request>.</volume-request></diskset></volume-request>	
	Optionally, the <volume-request> element can include one or more <available> and <unavailable> elements to specify which controllers or disks associated with a specific controller can or cannot be used to create the volume.</unavailable></available></volume-request>	
	Optionally, the <volume-request> element can include a <hsp> element to specify characteristics of a hot spare pool if fault recovery is used.</hsp></volume-request>	
	If not specified for a volume with fault-recovery, the first hot spare pool found in the disk set is used. If no hot spare pool exists but one is required, a hot spare pool is created.	
	Optionally, the volume-request can include one or more <concat>, <stripe>, <mirror>, <volume> elements to specify volumes to create.</volume></mirror></stripe></concat>	
Defining Disk Set	Within the <volume-request> element, a <diskset> element must exist. The <diskset> element, with the name attribute, specifies the name of the disk set to be used. If this disk set does not exist, it is created. This element and the name attribute are required.</diskset></diskset></volume-request>	

volume-request(4)

Defining Availability	Within the <volume-request> element and within other elements, you can specify available or unavailable components (disks, or disks on a specific controller path) for use or exclusion from use in a volume or hot spare pool.</volume-request>
	The <available> and <unavailable> elements require a name attribute which specifies either a full ctd name, or a partial ctd name that is used with the implied wildcard to complete the expression. For example, specifying c3t2d0 as available would look like:</unavailable></available>
	<available name="/dev/dsk/c3t2d0"> The <available> element also makes any unnamed components unavailable. Specifying all controllers exept c1 unavailable would look like:</available></available>
	<available name="c1"> Specifying all disks on controller 2 as unavailable would look like:</available>
	<pre><unavailable name="c2"> The <unavailable> element can also be used to further restrict the list of available components. For example, specifying all controllers exept c1 unavailable, and making all devices associated with c1t2 unavailable as well would look like this:</unavailable></unavailable></pre>
	<available name="c1"> <unavailable name="c1t2"></unavailable></available>
	Components specified as available must be either part of the named disk set used for this volume creation, or must be unused and not in any disk set. If the components are selected for use, but are not in the specified diskset, the metassist command automatically adds them to the diskset.
	It is unnecessary to specify components that are in other disk sets as unavailable. metassist automatically excludes them from consideration. However, unused components or components that are not obviously used (for example, an unmounted slice that is reserved for different uses) must be explicitly specified as unavailable, or the metassist command can include them in the configuration.
Defining Hot Spare Pool	The next element within the <volume-request> element, after the <diskset> and, optionally, <available> and <unavailable> elements, is the <hsp> element. Its sole attribute specifies the name of the hot spare pool:</hsp></unavailable></available></diskset></volume-request>
	<pre><hsp name="hsp001"> The hot spare pool names must start with hsp and conclude with a number, thus following the existing Solaris Volume Manager hot spare pool naming requirements.</hsp></pre>
	Within the <hsp> element, you can specify one or more <available> and <unavailable> elements to specify which disks, or disks associated with a specific controller can or cannot be used to create the hot spares within the pool.</unavailable></available></hsp>
	Also within the <hsp> element, you can use the <slice> element to specify hot spares to be included in the hot spare pool (see DEFINING SLICE). Depending on the requirements placed on the hot spare pool by other parts of the volume request, additional slices can be added to the hot spare pool.</slice></hsp>

Defining Slice	The <slice> element is used to define slices to include or exclude within other elements. It requires only a name attribute to specify the ctd name of the slice, and the context of the <slice> element determines the function of the element. Sample slice elements might look like:</slice></slice>
	<slice name="c0t1d0s2"></slice> <slice name="c0t129385672011kj29561s11kj381d0s2"></slice>
Defining Stripe	The <stripe> element defines stripes (interlaced RAID 0 volumes) to be used in a volume. It can contain either slice elements (to explicitly determine which slices are used), or appropriate combinations of available and unavailable elements if the specific determination of slices is to be left to the metassist command.</stripe>
	The <stripe> element takes an optional name attribute to specify a name. If the name is not specified, an available name is automatically selected from available Solaris Volume Manager names. If possible, names for related components are related.</stripe>
	The <stripe> element takes an optional size attribute that specifies the size as value and units (for example, 10TB, 5GB). If slices for the <stripe> are explicitly specified, the size attribute is ignored. The <available> and <unavailable> elements can be used to constrain slices for use in a stripe.</unavailable></available></stripe></stripe>
	The <stripe> elements takes optional mincomp and maxcomp attributes to specify both the minimum and maximum number of components that can be included in it. As with size, if slices for the <stripe> are explicitly specified, the mincomp and maxcomp attributes are ignored.</stripe></stripe>
	The <stripe> elements takes an optional interlace attribute as value and units (for example, 16KB, 5BLOCKS, 20KB). If this value is not specified, the Solaris Volume Manager default value is used.</stripe>
	The <stripe> element takes an optional usehsp attribute to specify if a hot spare pool should be associated with this component. This attribute is specified as a boolean value, as usehsp="TRUE". If the component is not a submirror, this attribute is ignored.</stripe>
Defining Concat	The <concat> element defines concats (non-interlaced RAID 0 volumes) to be used in a configuration. It is specified in the same way as a <stripe> element, except that the mincomp, maxcomp, and interlace attributes are not valid.</stripe></concat>
Defining Mirror	The <mirror> element defines mirrors (RAID 1 volumes) to be used in a volume configuration. It can contain combinations of <concat> and <stripe> elements (to explicitly determine which volumes are used as submirrors). Alternatively, it can have a size attribute specified, along with the appropriate combinations of available and unavailable elements to leave the specific determination of components to the metassist command.</stripe></concat></mirror>
	The <mirror> element takes an optional name attribute to specify a name. If the name is not specified, an available name is automatically selected.</mirror>

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-------------------

	The <mirror> element takes an optional size attribute that specifies the size as value and units (for example 10TB 5CB). If estrings and econgets elements for the</mirror>
	and units (for example, 10TB, 5GB). If <stripe> and <concat> elements for the mirror are not specified, this attribute is required. Otherwise, it is ignored.</concat></stripe>
	The <mirror> element takes an optional nsubmirrors attribute to define the number of submirrors (1-4) to include. Like the size attribute, this attribute is ignored if the underlying <concat> and <stripe> submirrors are explicitly specified. The <mirror> element takes an optional read attribute to define the mirror read options (ROUNDROBIN, GEOMETRIC, or FIRST) for the mirror. If this attribute is not specified, the Solaris Volume Manager default value is used.</mirror></stripe></concat></mirror>
	The <mirror> element takes an optional write attribute to define the mirror write options (PARALLEL, SERIAL, or FIRST) for the mirror. If this attribute is not specified, the Solaris Volume Manager default value is used.</mirror>
	The <mirror> element takes an optional usehsp attribute to specify if a hot spare pool should be associated with each submirror. This attribute is specified as a boolean value, as usehsp="TRUE". If the usehsp attribute is specified in the configuration of the <stripe> or <concat> element used as a submirror, it overrides the value of usehsp attributes for the mirror as a whole.</concat></stripe></mirror>
Defining Volume by Quality of Service	The <volume> element defines volumes (high-level) by the quality of service they should provide. (The <volume> element offers the same functionality that options on the metassist command line can provide.)</volume></volume>
	The <volume> element can contain combinations of <available> and <unavailable> elements to determine which components can be included in the configuration.</unavailable></available></volume>
	The <volume> element takes an optional name attribute to specify a name. If the name is not specified, an available name is automatically selected.</volume>
	The <volume> element takes a required size attribute that specifies the size as value and units (for example, 10TB, 5GB).</volume>
	The <volume> element takes an optional redundancy attribute to define the number of additional copies of data (1-4) to include. In a worst-case scenario, a volume can suffer failure of <math>n-1</math> components without data loss, where redundancy=<math>n</math>. With fault recovery options, the volume could withstand up to <math>n+hsps-1</math> non-concurrent failures without data loss. Specifying redundancy=0 results in a RAID 0 volume being created (a stripe, specifically).</volume>
	The <volume> element takes an optional faultrecovery attribute to determine if additional components should be allocated to recover from component failures in the volume. This is used to determine whether the volume is associated with a hot spare pool. The faultrecovery attribute is a boolean attribute, with a default value of FALSE.</volume>
	The <volume> element takes an optional datapaths attribute to determine if multiple data paths should be required to access the volume. The datapaths attribute should be set to a numeric value.</volume>

# Defining DefaultGlobal defaults can be set in /etc/default/metassist.xml. This volume-defaultsValues Globallyfile can contain most of the same elements as a volume-request file, but differsstructurally from a volume-request file:

- The container element must be <volume-defaults>, not <volume-request>.
- The <volume-defaults> element can contain <available>, <unavailable>, <hsp>, <concat>, <stripe>, <mirror>, or <volume> elements.

Attributes specified by these elements define global default values, unless overridden by the corresponding attributes and elements in a volume-request. None of these elements is a container element.

- The <volume-defaults> element can contain one or more <diskset> elements to provide disk set-specific defaults. The <diskset> element can contain <available>, <unavailable>, <hsp>, <concat>, <stripe>, <mirror>, or <volume> elements.
- Settings specified outside of a <diskset> element apply to all disk sets, but can be overridden within each <diskset> element.

## **EXAMPLES** | **EXAMPLE 1** Creating a Redundant Volume

The following example shows a volume request file used to create a redundant and fault tolerant volume of 1TB.

```
<volume-request>
<diskset name="sparestorage">
<volume size="1TB" redundancy="2" faultrecovery="TRUE">
<available name="c2" />
<available name="c3" />
<unavailable name="c2t2d0" />
</volume>
</volume>
```

## **EXAMPLE 2** Creating a Complex Configuration

The following example shows a sample volume-request file that specifis a disk set name, and specifically itemizes characteristics of components to create.

```
<volume-request>
    <!-- Specify the disk set to use -->
    <diskset name="mailspool"/>
    <!-- Generally available devices -->
    <available name="c0"/>
    <!-- Create a 3-way mirror with redundant datapaths and HSPs /
        via QoS -->
    <volume size="l0GB" redundancy="3" datapaths="2" /
        faultrecovery="TRUE"/>
    <!-- Create a 1-way mirror with a HSP via QoS -->
    <volume size="l0GB" faultrecovery="TRUE"/>
```

volume-request(4)

	EXAMPLE 2 Creat	ing a Complex Co	onfiguration	(Continued)
	Create a stripe via QoS <volume size="100GB"></volume>			
BOUNDARY VALUES	Attribute mincomp maxcomp nsubmirrors passnum datapaths redundancy	Minimum 1 N/A 1 0 1	Maximum N/A 32 4 9 4 4	
FILES	/usr/share/	lib/xml/dtd/	volume-req	uest.dtd
	/usr/share/lib/xml/dtd/volume-defaults.dtd			aults.dtd
	/etc/lvm/volume-defaults.xml			
SEE ALSO	$\begin{array}{l} \texttt{metassist(1M), \texttt{metaclear}(1M), \texttt{metadb}(1M), \texttt{metadetach}(1M), \texttt{metahs}(1M), \\ \texttt{metainit}(1M), \texttt{metaoffline}(1M), \texttt{metaonline}(1M), \texttt{metaparam}(1M), \\ \texttt{metarecover}(1M), \texttt{metareplace}(1M), \texttt{metaroot}(1M), \texttt{metasset}(1M), \\ \texttt{metasync}(1M), \texttt{metattach}(1M), \texttt{mount\_ufs}(1M), \texttt{mddb.cf}(4) \end{array}$			
	Solaris Volume Manager Administration Guide			

	Wallbook.com(1)		
NAME	wanboot.conf – repository for WANboot configuration data		
SYNOPSIS	/etc/netboot/wanboot.conf		
DESCRIPTION	The wanboot . conf file is set up by a system administrator for one or more WANboot clients. The file contains information used to drive the WANboot process. The CGI program that serves up the bootstrap (wanboot) and the boot and root filesystems use information contained in the file to determine file paths, encryption and signing policies, and other characteristics of the operating environment.		
	A copy of wanboot . conf is incorporated in the boot filesystem that is transmitted to the client. This is used by the bootstrap (wanboot) to determine SSL authentication policy, and other security conditions.		
	You should use the bootconfchk(1M) utility to check the format and content of a wanboot.conf file prior to deployment.		
FILE FORMAT	Entries in wanboot . conf are written one per line; an entry cannot be continued onto another line. Blank lines are ignored, as is anything following a hash mark character (#), which allows you to insert comments.		
	Each non-blank, non-comment line must take the form:		
	parameter=value		
	where <i>value</i> is terminated by the end-of-line, a space, or the hash mark character. The value can be quoted if it contains a space or a hash mark, using single or double quotes.		
	The parameters currently supported and their meanings are as follows:		
	<i>boot_file</i> Specifies the path of the bootstrap file relative to the directory from which the web server serves files. This parameter must be given if the bootstrap file (wanboot) is to be served via HTTP, and must be specified with a leading slash (/).		
	<i>root_server</i> Specifies the location of the CGI program that will serve up the information about the root filesystem that will be transmitted to the client. If present, the value must be a URL in one of the following forms:		
	http://host:port/some_path/wanboot-cgi https://host:port/some_path/wanboot-cgi		
	where http specifies insecure download of the root filesystem; https specifies secure download of the root filesystem; <i>host</i> is the name of the system which will serve the root filesystem; <i>port</i> is the port through which the web server will serve the root filesystem image; <i>some-path</i> is the directory which contains the <i>wanboot-cgi</i> CGI program which will serve information about the root filesystem. For example:		
	http://webserver:8080/cgi-bin/wanboot-cgi		

#### root\_file

Specifies the path of the root filesystem image relative to the directory from which the web server serves files. This parameter must be given if the root filesystem is to be served by means of HTTP, and must be specified with a leading /.

## signature\_type

Specifies the signing algorithm to be used when signing the bootstrap (that is, wanboot), the boot filesystem, and the root filesystem (assuming the last is not being sent using secure HTTP), prior to transmission to the client. If absent, or the value is empty, no signing will be performed. If present, its value must be: sha1.

If *signature\_type* is set, the client system being booted must also be setup with a client key for that algorithm.

## encryption\_type

Specifies the encryption algorithm to be used when encrypting the boot filesystem prior to transmission to the client. If absent, or the value is empty, no encryption of the boot filesystem will be performed. If present, its value must be one of: 3des or aes.

If *encryption\_type* is set to one of the above algorithms, then the client system being booted must also be setup with a client key for that algorithm and a non-empty *encryption\_type* must also be specified.

## $server\_authentication$

Specifies whether server authentication should be requested during SSL connection setup. If absent, or the value is empty, server authentication will not be requested. If present, its value must be one of: yes or no.

## client\_authentication

Specifies whether client authentication should be requested during SSL coonection setup. If absent, or the value is empty, client authentication will not be requested. If present, its value must be one of: yes or no.

If client\_authentication is yes, then encryption and signing algorithms must also be specified, the URL scheme in *root\_server* must be https, and server\_authentication must also be yes.

## resolve\_hosts

Used to specify any host names that might need to be resolved for the client system. Host names appearing in URLs in wanboot . conf and any discovered in certificates associated with the client will automatically be resolved and do not need to be specified here. The value should be a comma-separated list of host names.

A typical use of this parameter would be to name hosts used by the installer that differ from any of those used by the bootstrap.

#### boot\_logger

Specifies the URL of a system to which logging messages will be sent. If absent, or the value is empty, then logging will be to the system console only. If present it must specify a URL in one of the following forms:

http://host:port/some\_path/bootlog-cgi https://host:port/some\_path/bootlog-cgi where the constituent parts are as defined for *root\_server*, above. Logging can be insecure or secure. system\_conf Specifies the name of a file in the /etc/netboot hierarchy that will be incorporated in the boot filesystem named system.conf and which is intended for use by the system startup scripts only. EXAMPLES **EXAMPLE 1** Sample File The following is a sample wanboot.conf file: \*\*\*\*\* # Copyright 2003 Sun Microsystems, Inc. All rights reserved. # Use is subject to license terms. # #ident "@(#)wanboot.conf 1.12 03/01/30 SMI" # wanboot.conf(4): boot configuration file. # Please consult wanboot.conf(4) for further information. Note that # this interface is "Evolving" as defined by attributes(5). # Anything after a '#' is comment. Values may be quoted (e.g. "val"). # # <empty> means there is no value, i.e. null. The absence of any # parameter implies that it takes a default value (<empty> unless # otherwise specified). # # <url> is of the form http://... or https://... \*\*\*\*\* # The path of the bootstrap file (within htdocs) which is served up # by wanboot-cgi(bootfile). boot file=/bootfiles/wanboot # <absolute pathname> # These are used by wanboot-cgi(bootfile|bootfs|rootfs) to determine # whether boot\_file or the bootfs is to be sent encrypted/signed, or # root file is to be sent signed; the client must be setup with the # corresponding encryption/signature key(s) (which cannot be auto-# matically verified). # If an encryption type is specified then a signature type must also # be specified. encryption\_type=3des # 3des | aes | <empty> signature type=sha1 # sha1 | <empty> # This is used by wanboot-cgi(bootfs) and WANboot to determine whether # server authentication should be requested during SSL connection

**EXAMPLE 1** Sample File (Continued) # setup. # server\_authentication=yes # yes | no # This is used by wanboot-cqi(bootfs) and wanboot to determine whether # client authentication should be requested during SSL connection # setup. If client authentication is "yes", then server authentication # must also be "yes". # client authentication=yes # yes | no # wanboot-cgi(bootfs) will construct a hosts file which resolves any # hostnames specified in any of the URLs in the wanboot.conf file, # plus those found in certificates, etc. The following parameter # may be used to add additional mappings to the hosts file. # resolve\_hosts= # <hostname>[, <hostname>\*] | <empty> # This is used to specify the URL of wanboot-cgi on the server on which # the root file exists, and used by wanboot to obtain the root server's # URL; wanboot substitutes root file for the pathname part of the URL. # If the schema is http://... then the root\_file will be signed if there # is a non-empty signature\_type. If server\_authentication is "yes", the # schema must be https://...; otherwise it must be http://... # root server=https://www.example.com:1234/cgi-bin/wanboot-cgi # <url> | <empty> # This is used by wanboot-cgi(rootfs) to locate the path of the # rootfs image (within htdocs) on the root\_server. # root file=/rootimages/miniroot # <absolute pathname> | <empty> # This is used by wanboot to determine the URL of the boot logger # (and whether logging traffic should be sent using http or https),  $\ensuremath{\texttt{\#}}$  or whether it should simply be sent to the console. boot logger=http://www.example.com:1234/cgi-bin/bootlog-cgi # <url> | <empty> # This is used by the system startup scripts. system conf=system.conf **ATTRIBUTES** See attributes(5) for descriptions of the following attributes:

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Interface Stability	Evolving

## **SEE ALSO** | bootconfchk(1M), attributes(5)

warn.conf	(4)
-----------	-----

			warn.com(1)
NAME	warn.conf – Kerberos warning configuration file		
SYNOPSIS	/etc/krb5/warn.conf		
DESCRIPTION	The warn.conf file contains configuration information specifying how users will be warned by the ktkt_warnd daemon about ticket expiration on a Kerberos client. Credential expiration warnings are sent, by means of syslog, to auth.notice. All other warning messages are sent to daemon.notice.		
	Each Kerberos client host must have a warn.conf file in order for users on that host to get Kerberos warnings from the client. Entries in the warn.conf file must have the following format:		
	principal syslog   terminal   mail time [email_address]		
	<i>principal</i> Specifies the principal name to be warned. The asterisk (*) wildcard can be used to specify groups of principals.		
	syslog Sends the warnings to the system's syslog. Depending on the /etc/syslog.conf file, syslog entries are written to the /var/adm/messages file and/or displayed on the terminal.		
	<i>terminal</i> Sends the warnings to display on the terminal.		
	mail Sends the warnings as email to the address specified by <i>email_address</i> .		
	<i>time</i> Specifies how much time before the TGT expires when a warning should be sent. The default time value is seconds, but you can specify h (hours) and m (minutes) after the number to specify other time values.		
	email_address		dress at which to send the warnings. This d only with the mail field.
EXAMPLES	EXAMPLE 1 Specifying warnings		
	The following warn.conf entry		
	* syslog 5m		
	specifies that warnings will be sent to the syslog five minutes before the expiration of the TGT for all principals. The form of the message is:		
	jdb@ACME.COM: your kerberos credentials expire in 5 minutes		
FILES	/usr/lib/krb5/	/ktkt_warnd	Kerberos warning daemon
SEE ALSO	ktkt_warnd(1M), syslog.conf(4), SEAM(5)		

8( )			
NAME	xferlog – FTP Server transfer log file		
SYNOPSIS	/var/log/xferlog		
DESCRIPTION	The xferlog file contains transfer logging information from the FTP Server, in.ftpd(1M). You can use the logfile capability to change the location of the log file. See ftpaccess(4).		
	By default, each server entry is composed of a single line of the following form. All fields are separated by spaces.		
	current-time transfer-time remote-host bytes-transferred filename transfer-type special-action-flag direction access-mode username service-name authentication-method authenticated-user-id completion-status		
	The xferlog format capability can be used to customize the transfer log file format used. In addition to those in the default format, it also supports chroot-filename, file-size, and restart-offset fields. See ftpaccess(4).		
	The fields are defined as follo	ws:	
	<i>current-time</i> The current local time in the form DDD MMM dd hh:mm:ss YYYY, where:		
		DDD	Is the day of the week
		MMM	Is the month
		dd	Is the day of the month
	hh Is the hour		
	mm Is the minutes		
	ss Is the seconds		
	YYYY Is the year		
	transfer-time	The total	time in seconds for the transfer
	remote-host	The remo	te host name
	bytes-transferred The number of bytes transferred		
	<i>filename</i> The absolute pathname of the transferred file		
	<i>transfer-type</i> A single character indicating the type of transfer:		
		a Indicates an ascii transfer	
		b	Indicates a binary transfer
	special-action-flag	One or more single character flags that indicate any special action taken. The <i>special-action-flag</i> can have one of more of the following values:	
		С	File was compressed

		xferlog(4)		
	U	File was uncompressed		
	Т	File was archived, for example, by using tar(1)		
	_ (underl	No action was taken. bar)		
direction		rection of the transfer. <i>direction</i> can have one of owing values:		
	0	Outgoing		
	i	Incoming		
access-mode		The method by which the user is logged in. <i>access-mode</i> can have one of the following values:		
	а	For an anonymous user.		
	g	For a passworded guest user. See the description of the guestgroup capability in ftpaccess(4).		
	r	For a real, locally authenticated user		
username	The loc given	The local username, or if anonymous, the ID string given		
service-name	The nat	The name of the service invoked, usually ftp		
authentication-method	authent	The method of authentication used. <i>authentication-method</i> can have one of the following values:		
	0	None		
	1	RFC 931 authentication		
authenticated-user-id		The user ID returned by the authentication method. A * is used if an authenticated user ID is not available.		
completion-status	-	A single character indicating the status of the transfer. <i>completion-status</i> can have one of the following values:		
	с	Indicates complete transfer		
	i	Indicates incomplete transfer		
chroot-filename	chroot	The pathname of the transferred file relative to the chroot point. This will differ from the <i>filename</i> field for anonymous and guest users.		
file-size	The siz	The size, in bytes, of the file on the server.		
restart-offset		The offset, in bytes, at which the file transfer was restarted (0 when no restart offset was specified).		

## xferlog(4)

FILES | /var/log/xferlog

ATTRIBUTES

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

ATTRIBUTE TYPE	ATTRIBUTE VALUE
Availability	SUNWftpr
Interface Stability	External

## SEE ALSO

**SO** tar(1), in.ftpd(1M), ftpaccess(4), ftpconversions(4), attributes(5)

StJohns, Mike. RFC 931, Authentication Server. Network Working Group. January 1985.

	у <b>г</b> (-)
NAME	ypfiles – Network Information Service Version 2, formerly knows as YP
DESCRIPTION	The NIS network information service uses a distributed, replicated database of dbm files , in ASCII form, that are contained in the $/var/yp$ directory hierarchy on each NIS server.
	A dbm database served by the NIS server is called a NIS <i>map</i> . A NIS <i>domain</i> is a subdirectory of /var/yp that contains a set of NIS maps on each NIS server.
	Standard nicknames are defined in the file /var/yp/nicknames. These names can be used in place of the full map name in the ypmatch and ypcat commands. Use the command ypwhich -x to display the current set of nicknames. Use the command ypwhich -m to display all the available maps. Each line of the nickname file contains two fields separated by white space. The first field is the nickname, and the second field is the name of the map that it expands to. The nickname cannot contain a ".".
NIS to LDAP (N2L)	If the /var/yp/NISLDAPmapping configuration file is present, the NIS server operates in NIS to LDAP (N2L) mode. In this mode, NIS maps are stored in a new set of DBM files, prepended by the LDAP_prefix, at /var/yp/ <i>domainename</i> . These files are used as a cache backed by information from an LDAP server. Additional DBM files are created in the same directory to hold the cache's TTL values.
	N2L mode enables NIS clients to be supported in an LDAP environment.
	In N2L mode, the old style DBM files, NIS source files, and the ypmake(1M) utility have to role. They are retained to enable easy conversion back to the traditional mode, if required.
Converting from N2L to Traditional NIS	When NIS is operating in N2L mode, it uses a new set of NIS maps with an LDAP_prefix, based on the contents of the LDAP DIT. The NIS source files are unused and become out of date. If you wish to convert back to the traditional NIS mode, the N2L configuration file should be deleted. The system will then return to using the standard map files. Optionally, the N2L mode map files, /var/yp/*/LDAP_* can also be deleted.
	If you want to run the system in traditional mode with information based on the DIT, then the NIS source files must be regenerated based on the N2L maps. To regenerate the NIS source files based on the N2L maps, run ypmap2src(1M).
NIS+	NIS+ also provides a NIS service when it runs in YP-compatibility mode. See nis+(1) and rpc.nisd(1M). NIS+, in any mode, cannot be run on the same system as ypserv, whether ypserv is in traditional or N2L mode.
FILES	/var/yp Directory containing NIS configuration files.
	/var/yp/binding Stores the information required to bind the NIS client to the NIS server.
	/var/yp/binding/ <i>ypdomain</i> /ypservers Contains the servers to which the NIS client is allowed to bind.
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## ypfiles(4)

	/var/yp/Makefile Builds the NIS ndbm databases.		
	/var/yp/nicknames Nicknames file.		
	/var/yp/securenets Defines the hosts and networks that an domain. This file is read at startup tim	re granted access to information in the served e by ypserv and ypxfrd.	
	/var/yp/ <i>ypdomain</i> Directory containing ndbm databases.		
	/var/yp/NISLDAPmapping NIS to LDAP configuration file		
	/var/yp/*/LDAP_* NIS to LDAP mode map files		
SEE ALSO	<pre>ldap(1), nis+(1), makedbm(1M), nisado ypbind(1M), ypinit(1M), ypmake(1M) ypxfrd(1M), ndbm(3C), ypclnt(3NSL)</pre>	dent(1M),nissetup(1M),rpc.nisd(1M), ,ypmap2src(1M),ypserv(1M),	
NOTES	The NIS+ server, rpc.nisd, when run in "YP-compatibility mode", can support NIS clients only for the standard NIS maps listed below, provided that it has been set up to serve the corresponding NIS+ tables using nissetup(1M) and nisaddent(1M). The NIS+ server should serve the directory with the same name (case sensitive) as the domainname of the NIS client. NIS+ servers use secure RPC to verify client credentials but the NIS clients do not authenticate their requests using secure RPC. Therefore, NIS clients can look up the information stored by the NIS+ server only if the information has "read" access for an unauthenticated client, that is, one with nobody NIS+ credentials.		
	NIS maps	NIS+ tables	
	passwd.byname	passwd.org_dir	
	passwd.byuid	passwd.org_dir	
	group.byname	group.org_dir	
	group.bygid	group.org_dir	
	publickey.byname	cred.org_dir	
	hosts.byaddr	hosts.org_dir	
	hosts.byname	hosts.org_dir	
	mail.byaddr	mail_aliases.org_dir	
	mail.aliases	mail_aliases.org_dir	
	services.byname	services.org_dir	
	services.byservicename	services.org_dir	

ypfiles(4)

rpc.bynumber	rpc.org_dir
rpc.byname	rpc.org_dir
protocols.bynumber	protocols.org_dir
protocols.byname	protocols.org_dir
networks.byaddr	networks.org_dir
networks.byname	networks.org_dir
netmasks.byaddr	netmasks.org_dir
ethers.byname	ethers.org_dir
ethers.byaddr	ethers.byname
bootparams	bootparams
auto.master	auto_master.org_dir
auto.home	auto_home.org_dir
auto.direct	auto_direct.org_dir
auto.src	auto_src.org_dir

# yppasswdd(4)

1			
NAME	yppasswdd – configuration file for rpc.yppasswdd (NIS password daemon)		
SYNOPSIS	/etc/default/yppasswdd		
DESCRIPTION	The yppasswdd file contains a parameter that modifies the behavior of the rpc.yppasswdd(1M) daemon.		
	The yppasswdd file contains a sing	gle parameter:	
	<pre>#check_restricted_shell_name=1</pre>		
	uncomment the line, when a user a -r nis -e` (see passwd(1)), the r of the user's current shell begins wi whose name begins with an 'r' (for	y default in the current release, this line in yppasswdd is commented out. If you ncomment the line, when a user attempts to change his default shell using `passwd r nis -e` (see passwd(1)), the rpc.yppasswdd daemon checks whether the name f the user's current shell begins with an 'r'.rpc.yppasswdd considers any shell whose name begins with an 'r' (for example, rcsh) to be a restricted shell. If a user's nell does begin with 'r', his attempt to change from the default shell will fail.	
	If the line in the yppasswdd file is commented out (the default), the rpc.yppasswdd daemon does not perform the restricted shell check.		
	The yppasswdd file is editable only	y by root or a member of the sys group.	
FILES	/etc/default/yppasswdd	configuration file for rpc.yppasswdd daemon	
SEE ALSO	rpc.yppasswdd(1M)		

NAME	ypserv – configuration file for NIS to LDAP transition daemons		
SYNOPSIS	/etc/default/ypserv		
DESCRIPTION	The ypserv file specifies configuration information for the ypserv(1M) daemon. Configuration information can come from LDAP or be specified in the ypserv file.		
	You can create a simple ypserv file by running inityp21(1M). The ypserv file can then be customized as required.		
	A related NISLDAPmapping file contains mapping information that converts NIS entries into LDAP entries. See the NISLDAPmapping(4) man page for an overview of the setup that is needed to map NIS data to or from LDAP.		
EXTENDED DESCRIPTION	The ypserv(1M) server recognizes the attributes that follow. Values specified for these attributes in the ypserv file, including any empty values, override values that are obtained from LDAP. However, the nisLDAPconfig* values are read from the ypserv file only		
Attributes	The following are attributes that are used for initial configuration.		
	nisLDAPconfigDN The DN for configuration information. If nisLDAPconfigDN is empty, all other nisLDAPConfig* values are ignored.		
	nisLDAPconfigPreferredServerList The list of servers to use for the configuration phase. There is no default value. The following is an example of a value for nisLDAPconfigPreferredServerList:		
	nisLDAPconfigPreferredServerList=127.0.0.1:389		
	The authentication method	nisLDAPconfigAuthenticationMethod The authentication method used to obtain the configuration information. The recognized values for nisLDAPconfigAuthenticationMethod are:	
	none	No authentication attempted	
	simple	Password of proxy user sent in the clear to the LDAP server	
	sasl/cram-md5	Use SASL/CRAM-MD5 authentication. This authentication method may not be supported by all LDAP servers. A password must be supplied.	
	sasl/digest-md5	Use SASL/DIGEST-MD5 authentication. The SASL/CRAM-MD5authentication method may not be supported by all LDAP servers. A password must be supplied.	
	nisLDAPconfigAuthenticationMethod has no default value. The following is an example of a value for nisLDAPconfigAuthenticationMethod:		
	nisLDAPconfigAuthenticatio	onMethod=simple	

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n	isLDAPconfigTLS The transport layer values are:	r security used for the connection to the server. The recognized	
	none	No encryption of transport layer data. The default value is none.	
	ssl	SSL encryption of transport layer data. A certificate is required.	
	Export and import security.	control restrictions might limit the availability of transport layer	
nisLDAPconfigTLSCertificateDBPath The name of the directory that contains the certificate database. The default path /var/yp.			
n	nisLDAPconfigProxyUser The proxy user used to obtain configuration information. nisLDAPconfigProxyUser has no default value. If the value ends with a comma the value of the nisLDAPconfigDN attribute is appended. For example:		
	nisLDAPconfigProxy	/User=cn=nisAdmin,ou=People,	
n	authentication met the machine, the p should have an ap	xyPassword should be supplied to LDAP for the proxy user when the hod requires one. To avoid exposing this password publicly on assword should only appear in the configuration file, and the file propriate owner, group, and file mode. ProxyPassword has no default value.	
	he following are attr nese attributes is nis	ibutes used for data retrieval. The object class name used for sLDAPconfig.	
p		ist to use to read or to write mapped NIS data from or to LDAP. rList has no default value. For example:	
	preferredServerLis	st=127.0.0.1:389	
a	authenticationMethod The authentication method to use to read or to write mapped NIS data from or to LDAP. For recognized values, see the LDAPconfigAuthenticationMethod attribute. authenticationMethod has no default value. For example:		
	authenticationMeth	nod=simple	
n	For recognized val	r security to use to read or to write NIS data from or to LDAP. ues, see the nisLDAPconfigTLS attribute. The default value is mport control restrictions might limit the availability of transport	

#### nisLDAPTLSCertificateDBPath

The name of the directory that contains the certificate DB. For recognized and default values for nisLDAPTLSCertificateDBPath, see the nisLDAPconfigTLSCertificateDBPath attribute.

#### nisLDAPproxyUser

Proxy user used by ypserv(1M), ypxfrd(1M) and yppasswdd(1M) to read or to write from or to LDAP. Assumed to have the appropriate permission to read and modify LDAP data. There is no default value. If the value ends in a comma, the value of the context for the current domain, as defined by a nisLDAPdomainContext attribute, is appended. See NISLDAPmapping(4). For example:

nisLDAPproxyUser=cn=nisAdmin,ou=People,

#### nisLDAPproxyPassword

The password that should be supplied to LDAP for the proxy user when the authentication method so requires. To avoid exposing this password publicly on the machine, the password should only appear in the configuration file, and the file must have an appropriate owner, group, and file mode. nisLDAPproxyPassword has no default value.

#### nisLDAPsearchTimeout

Establishes the timeout for the LDAP search operation. The default value for nisLDAPsearchTimeout is 180 seconds.

#### nisLDAPbindTimeout

nisLDAPmodifyTimeout

nisLDAPaddTimeout

nisLDAPdeleteTimeout

Establish timeouts for LDAP bind, modify, add, and delete operations, respectively. The default value is 15 seconds for each attribute. Decimal values are allowed.

#### nisLDAPsearchTimeLimit

Establish a value for the LDAP\_OPT\_TIMELIMIT option, which suggests a time limit for the search operation on the LDAP server. The server may impose its own constraints on possible values. See your LDAP server documentation. The default is the nisLDAPsearchTimeout value. Only integer values are allowed.

Since the nisLDAPsearchTimeout limits the amount of time the client ypserv will wait for completion of a search operation, do not set the value of nisLDAPsearchTimeLimit larger than the value of nisLDAPsearchTimeout.

#### nisLDAPsearchSizeLimit

Establish a value for the LDAP\_OPT\_SIZELIMIT option, which suggests a size limit, in bytes, for the search results on the LDAP server. The server may impose its own constraints on possible values. See your LDAP server documentation. The default value for nisLDAPsearchSizeLimit is zero, which means the size limit is unlimited. Only integer values are allowed.

#### nisLDAPfollowReferral

Determines if the ypserv should follow referrals or not. Recognized values for nisLDAPfollowReferral are yes and no. The default value for

#### nisLDAPfollowReferral is no.

The following attributes specify the action to be taken when some event occurs. The values are all of the form event=action. The default action is the first one listed for each event.

#### nisLDAPretrieveErrorAction

If an error occurs while trying to retrieve an entry from LDAP, one of the following actions can be selected:

use_cached	Retry the retrieval the number of time specified by nisLDAPretrieveErrorAttempts, with the nisLDAPretrieveErrorTimeout value controlling the wait between each attempt.
	If all attempts fail, then a warning is logged and the value currently in the cache is returned to the client.
fail	Proceed as for use_cached, but if all attempts fail, a YPERR_YPERR error is returned to the client.
nisLDAPretri ypserv daemor	eErrorAttempts imes a failed retrieval should be retried. The default value for eveErrorAttempts is unlimited. While retries are made the n will be prevented from servicing further requests eveErrorAttempts values other than 1 should be used with
	eErrorTimeout econds between each new attempt to retrieve LDAP data. The nisLDAPretrieveErrorTimeout is 15 seconds.
nisLDAPstoreEr An error occurre	rorAction ed while trying to store data to the LDAP repository.
retry	Retry operation nisLDAPstoreErrorAttempts times with nisLDAPstoreErrorTimeout seconds between each attempt While retries are made, the NIS daemon will be prevented from servicing further requests. Use with caution.
fail	Return YPERR_YPERR error to the client.
for nisLDAPstonnisLDAPstore	rorAttempts imes a failed attempt to store should be retried. The default value preErrorAttempts is unlimited. The value for ErrorAttempts is ignored unless ErrorAction=retry.
default value for nisLDAPstore	rortimeout seconds, between each new attempt to store LDAP data. The nisLDAPstoreErrortimeout is 15 seconds. The Errortimeout value is ignored unless ErrorAction=retry.

#### Storing Configuration Attributes in LDAP

Most attributes described on this man page, as well as those described on NISLDAPmapping(4), can be stored in LDAP. In order to do so, you will need to add the following definitions to your LDAP server, which are described here in LDIF format suitable for use by ldapadd(1). The attribute and objectclass OIDs are examples only.

```
dn: cn=schema
changetype: modify
add: attributetypes
attributetypes: ( 1.3.6.1.4.1.11.1.3.1.1.2 NAME 'preferredServerList' \
          DESC 'Preferred LDAP server host addresses used by DUA' \setminus
          EQUALITY caseIgnoreMatch \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 SINGLE-VALUE )
attributetypes: ( 1.3.6.1.4.1.11.1.3.1.1.6 NAME 'authenticationMethod' \
          DESC 'Authentication method used to contact the DSA'
          EQUALITY caseIgnoreMatch \
          SYNTAX 1.3.6.1.4.1.1466.115.121.1.15 SINGLE-VALUE )
dn: cn=schema
     changetype: modify
     add: attributetypes
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.0 \
               NAME 'nisLDAPTLS' \
               DESC 'Transport Layer Security' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.1 \
               NAME 'nisLDAPTLSCertificateDBPath' \
               DESC 'Certificate file' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.2 \
               NAME 'nisLDAPproxyUser' \
               DESC 'Proxy user for data store/retrieval' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.3 \
               NAME 'nisLDAPproxyPassword' \
               DESC 'Password/key/shared secret for proxy user' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.6 \
               NAME 'nisLDAPretrieveErrorAction' \
               DESC 'Action following an LDAP search error' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.7 \
               NAME 'nisLDAPretrieveErrorAttempts' \
               DESC 'Number of times to retry an LDAP search' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.8 \
               NAME 'nisLDAPretrieveErrorTimeout' \
               DESC 'Timeout between each search attempt' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.9 \
               NAME 'nisLDAPstoreErrorAction'
               DESC 'Action following an LDAP store error' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
     attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.10 \
               NAME 'nisLDAPstoreErrorAttempts'
               DESC 'Number of times to retry an LDAP store' \
               SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE )
```

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attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.11 \ NAME 'nisLDAPstoreErrorTimeout' \ DESC 'Timeout between each store attempt' \ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.12 \ NAME 'nisLDAPdomainContext' \ DESC 'Context for a single domain' \ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.13 \ NAME 'nisLDAPyppasswddDomains' \ DESC 'List of domains for which password changes are made' \ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 SINGLE-VALUE ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.14 \ NAME 'nisLDAPdatabaseIdMapping' \ DESC 'Defines a database id for a NIS object'  $\setminus$ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.15 \ NAME 'nisLDAPentryTtl' \ DESC 'TTL for cached objects derived from LDAP'  $\backslash$ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.16 \ NAME 'nisLDAPobjectDN' \ DESC 'Location in LDAP tree where NIS data is stored'  $\backslash$ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.17 ) \ NAME 'nisLDAPnameFields' \ DESC 'Rules for breaking NIS entries into fields' \\ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.18 ) \ NAME 'nisLDAPsplitFields' \ DESC 'Rules for breaking fields into sub fields'  $\setminus$ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.19 \ NAME 'nisLDAPattributeFromField' \ DESC 'Rules for mapping fields to LDAP attributes'  $\backslash$ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.20 \ NAME 'nisLDAPfieldFromAttribute' \ DESC 'Rules for mapping fields to LDAP attributes' \ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.21 \ NAME 'nisLDAPrepeatedFieldSeparators' \ DESC 'Rules for mapping fields to LDAP attributes' \ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.22 \ NAME 'nisLDAPcommentChar' DESC 'Rules for mapping fields to LDAP attributes' \ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 ) attributetypes: ( 1.3.6.1.4.1.42.2.27.5.42.43.1.23 \ NAME 'nisLDAPmapFlags' \ DESC 'Rules for mapping fields to LDAP attributes'  $\backslash$ SYNTAX 1.3.6.1.4.1.1466.115.121.1.26 )

	ATTRIBUTE TYPE	ATTRIBUTE VALUE
ATTRIBUTES	See attributes(5) for descriptions of the b	following attributes:
	dn: configDN preferredServerList: 127.0.0.1:389	
	To set the server list to port 389 on 127.0.0.1, input to ldapmodify(1):	, create the following file and use it as
EXAMPLES	<b>EXAMPLE 1</b> Creating a NIS to LDAP Configurat	ion Entry
	Use this file as input to the ldapadd(1) com configuration entry. Initially, the entry is em command to add configuration attributes.	
	dn: configDN objectClass: top objectClass: nisLDAPconfig	
	Create a file containing the following LDIF on isLDAPconfigDN for configDN:	data. Substitute your actual
	<pre>objectclasses: ( 1.3.6.1.4.1.42.2.2 DESC 'NIS/LDAP mapping con SUP top STRUCTURAL \ MAY ( cn \$ preferredServer authenticationMethod \$ n nisLDAPTLSCertificateDBP nisLDAPTCSCertificateDBP nisLDAPretrieveErrorAtte nisLDAPretrieveErrorTime nisLDAPstoreErrorAttempt nisLDAPstoreErrorAttempt nisLDAPstoreErrorTimeout nisLDAPstoreErrorTimeout nisLDAPdomainContext \$ nisLDAPdatabaseIdMapping nisLDAPdatabaseIdMapping nisLDAPobjectDN \$ nisLDAPatributeFromFiel nisLDAPattributeFromFiel nisLDAPatributeFromFiel nisLDAPrepeatedFieldSepa nisLDAPcommentChar \$ nisLDAPmapFlags ) )</pre>	List \$ List \$ ListDAPTLS \$ Path \$ PAPproxyPassword \$ on \$ mpts \$ Sout \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$
	dn: cn=schema changetype: modify add: objectclasses	

Availability

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	ATTRIBUTE TYPE	ATTRIBUTE VALUE
	Interface Stability	Obsolete
SEE ALSO ldapadd(1), ldapmodify(1), inityp21(1M), yppasswdd( ypxfrd(1M), NIS+LDAPmapping(4), attributes(5)		M),yppasswdd(1M),ypserv(1M), ibutes(5)
	System Administration Guide: Naming and Di	rectory Services (DNS, NIS, and LDAP)

zoneinfo(4)

**NAME** | zoneinfo – timezone information

DESCRIPTION

For notes regarding the zoneinfo timezones, see /usr/share/lib/zoneinfo/src/README.

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zoneinfo(4)

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