

LINUX Admin Quick Reference

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User Management

Files

/etc/group /etc/passwd /etc/shadow	User account information.
/etc/bashrc /etc/profile \$HOME/.bashrc \$HOME/.bash_profile	bash system wide and per user init files.
/etc/csh.cshrc /etc/csh.login \$HOME/.cshrc \$HOME/.tcshrc \$HOME/.login	tcsh system wide and per user init files.
/etc/skel	template files for new users.
/etc/default	default for certain commands.
/etc/redhat-release /etc/slackware-version	Redhat/Slackware version info (Linux kernel version with “uname -a”)

Commands

adduser	script to create a new user interactively (slackware) or link to useradd (Redhat).
useradd , userdel , usermod	create, delete, modify a new user or update default new user information..
newusers	update and create new users (batch mode).
groupadd , groupdel , groupmod	add, delete or modify group.
chage , chfn , chsh	modify account policy (password length, expire data etc.) or finger information (full name, phone number etc.) change default login shell.
linux init=/bin/sh rw	gain root access during boot prompt without password, can be used to fix some problems.
mount -w -n -o remount /	

Network Configuration

Files

/etc/rc.d/rc.inet1 (Slackware) /etc/sysconfig/network-scripts/ifcfg-eth0 (Redhat)	IP address, Network mask, Default gateway are in these files. May edit manually to modify network parameters.
/etc/HOSTNAME	hostname is set by “/bin/hostname” during

/etc/NETWORKING (Slackware)	boot and the name is read from these files. May change manually.
/etc/sysconfig/network (Redhat)	specify name server, DNS domain and search order. For Example: search la.asu.edu nameserver 129.219.17.200
etc/resolv.conf	host name to IP mapping file.
/etc/hosts	host name information look up order. Example: order hosts, bind multi on
/etc/host.conf	new way to specify information source.
/etc/nsswitch.conf	TCP/IP services and ports mapping.
/etc/networks /etc/protocols /etc/services	RPC service name to their program numbers mapping.
/etc/rpc	

Commands

netconfig	menu driven Ethernet setup program.
pppsetup	setup PPP connection (Slackware). setup Ethernet during boot, for example /sbin/ifconfig eth0 \${IPADDR} broadcast \${BROADCAST} netmask \${NETMASK}
ifconfig	/sbin/route add -net \${NETWORK} netmask \${NETMASK} eth0 /sbin/route add default gw \${GATEWAY} netmask 0.0.0.0 metric 1
host	lookup host name or IP (similar to nslookup).
dnsdomainname	show DNS domain name.
arping; arp	find out Ethernet address by first arping then arp.
ipchains	firewall and NAT (/etc/sysconfig/ipchains on Redhat)
iptables	firewall and NAT (/etc/sysconfig/iptables on Redhat)

Redhat files in /etc/sysconfig

Configuration Files

keyboard	keyboard map, e.g., KEYBOARD="/usr/lib/kdb/keytables/us.map"
mouse	Mouse type, e.g., MOUSETYPE=Microsoft XEMU3=yes
network	network settings, contains NETWORKING=yes

HOSTNAME=hostname.domain.com

NFS File Sharing

Files

/etc/fstab	file systems mounted during boot.
/etc/exports	NFS server export list.
/etc/auto.master	auto mount master file.

Commands

mount	mount a file system or all entries in fstab.
exportfs	export file system listed in exports
showmount -e hostname	show file systems exported

Printer Configuration

Files

/etc/printcap /etc/printcap.local	Printer capabilities data base.
/etc/lpd.conf	LPRng configuration file.
/etc/lpd.perms	permissions control file for the LPRng line printer spooler
/etc/hosts.lpd	Access control (BSD lpd).
/etc/hosts.equiv	trusted hosts.
PRINTER	Environment variable of default printer.
/dev/lp0	parallel port.

Commands

lpc, lpq, lprm	line printer control program, print queue maintain
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Sendmail

Files

sendmail.cf sendmail.mc	“sendmail.cf” is the configuration file. “sendmail.mc” is a macro file which can be used to generate “sendmail.cf” by: m4 sendmail.mc > sendmail.cf
aliases	mail aliases, must run “newaliases” after change. use :include: to include external list in a file.
access	mail access control, FEATURE(access_db) should be set in sendmail.mc. For example, in /etc/mail/access cyberpromo.com REJECT mydomain.com RELAY spam@somewhere.com DISCARD
/etc/mail/relax-	makemap hash /etc/mail/access < /etc/mail/access list all host/domain accepted for relaying.

domains

Commands

newaliases	rebuild the data base for the mail aliases file.
makemap	build access database, e.g. <i>makemap hash access.db<access</i>

Useful Configuration Files

Files

httpd.conf	Apache web server configuration file.
smb.conf	Samba server (file and print for Windows).
lilo.conf	LILO boot loader configuration file.
syslog.conf	System log daemon (syslogd) configuration.
ssh_config ssh_d_config	SSH client and server configuration files.
ld.so.conf	default dynamic library search path (run ldconfig).
mttools.conf	mttool configuration file (access DOS file).
named.conf	DNS name server (BIND).
sysctl.conf	kernel parameters by sysctl (Redhat).
ntp.conf	net time server.
inetd.conf	Internet super server.
Xinetd.conf, Xinet.d directory	Extended inetd configuration.
proftpd.conf	proftpd FTP server.
amanda.conf	network backup server.
/etc/pine.conf /etc/pine.conf.fixed	PINE mail client system wide settings.

Rebuild Kernel

Configure Kernel Parameters

make config make menuconfig make xconfig	Unpack the tarball in /usr/src directory <code>bzp2 -dc linux-2.4.0.tar.bz2 tar xvf-</code> Configuring the kernel with interactive, menu or X window interface.
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Compile Kernel Source

make dep make zImage make zdisk make zlilo make bzImage	Building and installing a new kernel. <code>cp arch/i386/boot/bzImage /boot/vmlinuz</code> <code>cp System.map /boot/System.map</code>
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Compile Modules

make modules	Building and installing modules.
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Manage Modules

insmod, lsmod, modinfo, modprobe, rmmod, depmod	Manage loadable modules.
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Miscellaneous

Files

/etc/shells	allowed login shells
/etc/ftpusers	user names NOT allowed to use ftp.
/etc/hosts.allow /etc/hosts.deny	TCP wrapper access control files.
/etc/sysconfig (redhat)	contains system configuration files.
/dev/fd0	floppy drive A
/etc/inittab /etc/init.d	system run level control file.

Commands

fromdos, todos (Slackware) dos2unix, unix2dos (Redhat)	convert text file from/to linux format.
pwck, grpck	verify integrity of password and group files.
pwconv, pwunconv, grpconv, grpuncov	convert to and from shadow passwords and groups.
shadowconfig	toggle shadow passwords on and off.
quota, edquota, quotacheck, quotaon, quotaoff, repquota, lilo -D dos	Manage disk quota.
lilo -D dos	set LILO default OS (default=dos in lilo.conf)
ldd	find out shared library dependencies.
lsdf	list opened files.
fuser filename	show processes that using the file.
ifdown ifup	bring up/down a network interface (Redhat)
sysctl	configure kernel parameters (Redhat).
socklist	list opened socked.
shutdown [-r h] now	reboot / halt computer

nmap	scan a host for opened ports.
crontab	show or edit cron jobs.
sys-unconfig	unconfigure system
chkconfig --list	list services started at different run level.
kudzu	probe for new hardware (Redhat). rpm -i INSTALL a package rpm -e UNINSTALL a package rpm -q QUERY a package rpm -U UPDATE a package
rpm	save a man page as a text file and remove control characters.
man cmd col -b >cmd.txt	Run ntop and listen on web port 3000. View traffic with browser to http://hostname:3000
ntop -w 3000	

Configure Apache 2.0 with SSL

mod_ssl

- when compile apache, specify `--enable-ssl` for configure script. By default, ssl is not enabled. After compiling, use `"httpd -l"` to list the modules. "mod_ssl" should be in them.
- generate private key with command:
openssl genrsa -out server.key 1024
- generate certificate request
openssl req -new -key server.key -out server.csr
- generate self-signed certificate
openssl x509 -req -days 60 -in server.csr -signkey server.key -out server.crt
- modify "ssl.conf" which is included in "httpd.conf". Note, specify "httpd -DSSL", otherwise, commented out `<IfDefine SSL>` in ssl.conf.

Syslog.conf

Each line consists of a selector and an action. A selector has two parts: facilities and priorities, separated by a period (.). You may precede every priority with an equation sign ("=") to specify only this single priority and not any of the above. You may also (both is valid, too) precede the priority with an exclamation mark ("!") to ignore all that priorities, either exact this one or this and any higher priority.

Example:

```
mail.notice /var/log/mail # log to a file
*.emerg @myhost.mydomain.org # log to remote host
```

Note: separator between first column and second column (log file name) must be TAB, not spaces.

facilities auth, auth-priv, cron, daemon, kern, lpr, mail, mark, news, syslog, user, uucp, local0 - local7.

priorities	debug, info, notice, warning, err, crit, alert, emerg.
action	<p>Regular File: File with full pathname beginning with “/”.</p> <p>Terminal and Console: Specify a tty, same with /dev/console.</p> <p>Remote Machine: @myhost.mydomain.org</p>

IPtables (Netfilter)

Command Syntax

`iptables [-t <table >] <command> <chain > <parameters>`

Save and Restore rules

`/sbin/iptables-save > /etc/sysconfig/iptables`
`/sbin/iptables-restore < /etc/sysconfig/iptables`

Firewall script sample

http://tiger.la.asu.edu/iptables_examples.htm

Build-in Table

filter	<p>This is the default table for handling network packets. Build-in chains are:</p> <ol style="list-style-type: none"> INPUT — This chain applies to packets received via a network interface. OUTPUT — This chain applies to packets sent out via the same network interface which received the packets. FORWARD — This chain applies to packets received on one network interface and sent out on another.
nat	<p>This table used to alter packets that create a new connection. Build-in chains:</p> <ol style="list-style-type: none"> PREROUTING — This chain alters packets received via a network interface when they arrive. OUTPUT — This chain alters locally-generated packets before they are routed via a network interface. POSTROUTING — This chain alters packets before they are sent out via a network interface. <pre>## Masquerade everything out ppp0. iptables -t nat -A POSTROUTING -o ppp0 -j MASQUERADE ## Change source addresses to 1.2.3.4. iptables -t nat -A POSTROUTING -o eth0 -j SNAT --to 1.2.3.4</pre>
mangle	<p>This table is used for specific types of packet alteration. Build-in chains:</p> <ol style="list-style-type: none"> PREROUTING — This chain alters packets received via a network interface before they are routed. OUTPUT — This chain alters locally-generated packets before they are routed via a network interface.

Commands

<code>--flush -F</code>	Flush (delete) rules in the selected chain.
<code>--policy -P</code>	Set default policy for a particular chain.
<code>--list -L</code>	List all rules in filter table, use [-t tablename] to specify other tables.
<code>--append -A</code>	A appends a rule to the end of the specified chain.
<code>--insert -I</code>	Inserts a rule in a chain at a particular point.

Other commands:

(1) `--new | -N` (2) `--delete | -D` (3) `--replace | -D` (4) `--zero | -Z`
(5) `--check | -C` (6) `delete-chain | -X` (7) `rename-chain | -E`

Parameters

<code>--proto -p [!] name</code>	protocol: by number or name, including tcp , udp , icmp or all .
<code>--source -s [!] addr/mask</code>	source IP address.
<code>--destination -d addr/mask</code>	destination IP address.
<code>--in-interface -i</code>	incoming interface name, e.g. eth0 or ppp0.
<code>--out-interface -o</code>	outgoing interface name.
<code>--jump -j</code>	jump to a particular target when matching a rule. Standard options: ACCEPT , DROP , QUEUE , RETURN , REJECT . May jump to a user defined chain.
<code>--fragment -f</code>	match second or further fragments only.

Options for TCP and UDP protocol

<code>--sport --source-port</code>	source and/or destination port. Can specify a range like 0:65535, use exclamation character (!) to NOT match ports.
<code>--dport destination-port</code>	

Options for TCP only

<code>--syn</code>	Match SYN packets.
<code>--tcp-flags</code>	Match TCP packets with specific bits set. For example, -p tcp --tcp-flags ACK,FIN,SYN SYN will only match TCP packets that have the SYN flag set and the ACK and FIN flags unset.

Options for ICMP only

<code>--icmp-type [!] type</code>	Match specified ICMP type. Valid ICMP type can be listed by <code>iptables -p icmp -h</code>
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Option for state module (-m state --state)

ESTABLISHED	The matching packet is associated with other packets in an established connection.
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RELATED	The matching packet is starting a new connection related in some way to an existing connection.
NEW	The matching packet is either creating a new connection or is part of a two-way connection not previously seen.
INVALID	The matching packet cannot be tied to a known connection.

X Window (XFree86)

Files

To set screen resolution, in “Screen” section and Subsection “Display”, specify a mode. For example: Modes “1024x768”

To specify screen refresh rate, in “Monitor” section, specify vertical rate. For example: VertRefresh 70-120

`$HOME/.xinitrc`
`/etc/X11/xinit/xinitrc`
`/etc/X11/xinit/xinitrc.d` scripts run after X server started
`$HOME/.Xclients`
`/etc/X11/xinit/Xclients`

`/etc/sysconfig/desktop` decide which desktop (GNORM, KDE) to start (Redhat). (by `/etc/X11/prefdm`)

`/etc/X11/fs/config` configuration of X11 font path (font server).

Commands

startx	start X window system.
Xconfigurator (Redhat) xfree86setup (Slackware) xf86config	setup X server and generate XF86config.
XFree86 -configure	XFree86 auto configuration (Plug-n-Play), generate a template named “XF86Config.new”
Ctrl+Alt+Del	stop X server (on some system Ctrl+Alt+ESC).
Ctrl+Alt+F1 Ctrl+Alt+F7	F1 temporary switch to text mode, F7 switch back to graphic mode.
SuperProbe	detect graphic hardware.
xvidtune	adjust X server origin and size.
xmodmap	modifying key map and mouse button map.
xhost	server access control program for X.
xsetroot	root window parameter setting utility for X.
xlsfonts	server font list displayer for X.
xset	server preference utility for X.

XF86Config

XFree86 uses a configuration file called **XF86Config** for its initial setup. This file is normally located in "/etc/X11" or "/etc" directory. The XF86Config file is composed of a number of sections which may be present in any order. Each section has the form:

```
Section "SectionName"  
SectionEntry  
...  
EndSection
```

The graphics boards are described in the **Device** sections, and the monitors are described in the **Monitor** sections. They are bound together by a **Screen** section. Keyboard and Mouse are described in **InputDevice** sections, although *Keyboard* and *Pointer* are still recognized. **ServerLayout** section is at the highest level and bind together the InputDevice and Screen sections.

A special keyword called **Option** may be used to provide free-form data to various components of the server. The Option keyword takes either one or two string arguments. The first is the option name, and the optional second argument is the option value. All Option values must be enclosed in quotes.

File Section

FontPath "path"

Font path elements may be either absolute directory paths, or a font server identifier

RGBPath "path"

Sets the path name for the RGB color database.

ModulePath "path"

Allows you to set up multiple directories to use for storing modules loaded by the XFree86 server.

EXAMPLE

```
Section "Files"  
RgpPath "/usr/X11R6/lib/X11/rgb"  
FontPath "unix:/7100"  
EndSection
```

Serverflags Section

Option "DontZap" "boolean"

Disable use **Ctrl+Alt+Backspace** to terminate X server.

Option "DontZoom" "boolean"

Disable use '**Ctrl+Alt+Keypad +**' and '**Ctrl+Alt+Keypad -**' to switch video mode.

Option "BlankTime" "time"

Sets the inactivity timeout for the blanking phase of the screensaver in minutes. Default 10 min.

Option "StandbyTime" "time"

Sets the inactivity timeout for the "standby" phase of DPMS mode in minutes. Default 20 min.

Option "SuspendTime" "time"

Sets the inactivity timeout for the "suspend" phase of DPMS mode, default 30 min.

Option "OffTime" "time"

Sets the inactivity timeout for the "off" phase of DPMS mode, default 40 min.

Option "DefaultServerLayout" "layout_id"

Specify the default ServerLayout section to use. Default is the first ServerLayout section.

EXAMPLE

```
Section "ServerFlags"  
Option "BlankTime" "99999"  
Option "StandbyTime" "99999"  
Option "SuspendTime" "99999"  
Option "OffTime" "99999"  
EndSection
```

Module Section

Load "modulename"

Load a module. The module name given should be the module's standard name, not the module file name.

EXAMPLE

```
Section "Module"  
Load "extmod"  
Load "type1"  
EndSection
```

InputDevice Section

There are normally at least two InputDevice sections, one for Keyboard and one for Mouse.

Identifier

Specify an unique name for this input device.

Driver

Specify the name of the driver to use for this input device..

Option "CorePointer"

This input device is installed as the primary pointer device.

Option "CoreKeyboard"

This input device is the primary Keyboard.

EXAMPLE

```
Section "InputDevice"  
Identifier "Generic Keyboard"  
Driver "keyboard"  
Option "AutoRepeat" "500 30"  
Option "CoreKeyboard"  
EndSection
```

```
Section "InputDevice"  
Identifier "PS2 Mouse"  
Driver "mouse"  
Option "CorePointer"  
Option "Device" "/dev/mouse"  
Option "Protocol" "PS/2"  
Option "Emulate3Buttons" "true"  
EndSection
```

Device Section

Specifies information about the video card used by the system. You must have at least one Device section in your configuration file. The active device is in ServerLayout->Screen.

Identifier

Specify an unique name for this graphics card.

Driver

Specify the name of the driver to use for this graphics card.

EXAMPLE

```
Section "Device"  
Identifier "ATI Mach64"  
VendorName "ATI MACH64"  
VideoRam 2048  
EndSection
```

Monitor Section

Monitor section describes a monitor. There must be at least one monitor section and the active one is used in ServerLayout ->Screen.

Identifier

Specify an unique name for this monitor.

HorizSync horizsync-range

Gives the range(s) of horizontal sync frequencies of this monitor in kHz.

VertRefresh vertrefresh-range

Gives the range(s) of vertical sync frequencies of this monitor in Hz.

EXAMPLE

```
Section "Monitor"  
Identifier "Generic Monitor "  
VendorName "Monitor Vendor"  
ModelName "Monitor Model"  
HorizSync 31.5-56.6  
VertRefresh 40-70  
EndSection
```

Screen Section

Screen Section binds Device and Monitor sections. There must be at least one Screen Section. The active one is in ServerLayout section.

Identifier

Specify an unique name for this Screen Section.

Device "device-id"

This specifies the Identifier of **Device section** to be used for this screen.

Monitor "monitor-id"

This specifies the Identifier of **Monitor section** to be used for this screen.

DefaultDepth depth

Default color depth, like 8, 16 or 24.

Option "Accel"

Enables XAA (X Acceleration Architecture), default is ON.

DISPLAY SUBSECTION

Each Screen section must have at least one Display Subsection which matches the depth values in DefaultDepth.

Depth depth

This entry specifies what color depth of this Display Subsection.

Virtual xdim ydim

Specifies the virtual screen resolution to be used.

ViewPort x0 y0

Sets the upper left corner of the initial display.

Modes "mode-name" ...

Secifies the list of video modes to use. Each mode-name specified must be in double quotes. They must correspond to those specified in the appropriate Monitor section (including implicitly referenced built -in ESA standard modes). mode can be switched with Ctrl+Alt+Keypad-Plus or Ctrl+Alt+Keypad-Minus.

EXAMPLE

```
Section "Screen"
    Identifier "My Screen"
    Device    "ATI Mach64"
    Monitor   "Generic Monitor"
    DefaultDepth 16
    SubSection "Display"
        Depth    16
        Modes    "1024x768" "800x600" "640x480"
    EndSubSection
    SubSection "Display"
        Depth    24
        Modes    "1024x768" "800x600" "640x480"
    EndSubSection
EndSection
```

Identifier

An unique name for this ServerLayout Section.

Screen screen-num "screen-id" position-information

The screen-id field is mandatory, and specifies the Screen section being referenced.

InputDevice "idevid" "option" ...

Normally at least two are required, one for the core pointer and the other for the primary keyboard devices.

EXAMPLE

```
Section "ServerLayout"
    Identifier    "Default Layout"
    Screen        "My Screen"
    InputDevice   "Generic Keyboard"
    InputDevice   "PS/2 Mouse"
EndSection
```

ServerLayout Section

ServerLayout section binds a Screen section and one or more InputSection to form a complete configuration. The active ServerLayout section is specified in ServerFlags. If not, the first ServerLayout section is active. If no ServerLayout sections are present, the single active screen and two active (core) input devices are selected as described in the relevant sections.